**LOYOLA COLLEGE (AUTONOMOUS) CHENNAI – 600 034**

**B.M.M.** DEGREE EXAMINATION – **ANIMATION**

FIRST SEMESTER – **NOVEMBER 2024**

**UMM 1503 – TRADITIONAL ANIMATION**

Date: 13-11-2024 Dept. No. Max. : 100 Marks

Time: 09:00 am-12:00 pm

| | |
|---|---|
| | **SECTION A - K1 (CO1)** |
| | **Answer ALL the Questions -** **(10 x 1 = 10)** |
| **1.** | **Fill in the blanks** |
| a) | The process of making drawings appear to move is called _____. |
| b) | _____ was one of the earliest forms of animation, created using sequential images on paper. |
| c) | The _____ principle emphasizes that every action has an opposite reaction in animation. |
| d) | A _____ is the first step in any animation that lays down the visual design and movement. |
| e) | _____ animation involves manipulating physical objects frame-by-frame. |
| **2.** | **True or False** |
| a) | In animation, "squash and stretch" refers to changing the volume of an object. |
| b) | Timing in animation does not affect the perception of motion. |
| c) | Keyframes are the main drawings that define the starting and ending points of any movement. |
| d) | Frame rates in animation are expressed in frames per second (fps). |
| e) | The twelve principles of animation were first developed by Walt Disney Studios. |
| | **SECTION A - K2 (CO1)** |
| | **Answer ALL the Questions** **(10 x 1 = 10)** |
| **3.** | **Match the following** |
| a) | Frame rate - Critical moment in animation |
| b) | Keyframe - Elasticity in movement |
| c) | Squash and stretch - Traditional hand-drawn technique |
| d) | Storyboard - 24 frames per second |
| e) | Cel Animation - Pre-visualization tool |
| **4.** | **Answer the following** |
| a) | Describe the importance of key frames in animation. |
| b) | Explain how the principle of "anticipation" is used in an animated sequence. |
| c) | Define "timing" in animation and its role in creating believable motion. |
| d) | What is the significance of storyboarding in pre-production? |
| e) | Discuss how traditional animation differs from stop-motion animation. |
| | **SECTION B - K3 (CO2)** |
| **Answer any TWO of the following** | **(2 x 10 = 20)** |
| 5. | Create a simple storyboard of five frames that illustrates a ball bouncing and coming to a stop. |
| 6. | Apply the principle of "squash and stretch" to animate a character jumping. Explain your steps and decisions. |
| 7. | Show how secondary actions can enhance the main action in a simple walk cycle. |
| 8. | Draw and explain the breakdown of a key frame animation where a character picks up an object. |

| | |
|---|---|
| **SECTION C – K4 (CO3)** | |
| **Answer any TWO of the following** | **(2 x 10 = 20)** |
| 9. | Analyze how timing and spacing influence the perception of speed in a running animation. |
| 10. | Break down the differences between 2D hand-drawn animation and 3D computer animation in terms of movement and character design. |
| 11. | Compare and contrast the uses of digital tools in traditional animation and modern-day animation techniques. |
| 12. | Examine the importance of exaggeration in animation and how it affects the viewer's perception of the scene. |
| **SECTION D – K5 (CO4)** | |
| **Answer any ONE of the following** | **(1 x 20 = 20)** |
| 13. | Critique the use of traditional animation techniques in a contemporary animated film. Evaluate how well the twelve principles of animation were applied. |
| 14. | Assess the impact of frame rate on the smoothness of an animation. Justify your conclusion with examples from different types of animation. |
| **SECTION E – K6 (CO5)** | |
| **Answer any ONE of the following** | **(1 x 20 = 20)** |
| 15. | Design an original character and animate a short sequence (either on paper or digitally) that demonstrates three key principles of animation (such as squash and stretch, anticipation, and follow-through). Provide sketches and an explanation of your choices. |
| 16. | Create a proposal for a short animated sequence (10-15 seconds) that incorporates the twelve principles of animation. Outline your creative process, storyboard, and key frame decisions. |

**@@@@@@@**