



LOYOLA COLLEGE (AUTONOMOUS) CHENNAI – 600 034

B.M.M. DEGREE EXAMINATION – ANIMATION

FIRST SEMESTER – NOVEMBER 2024

UMM1MC01 – PRINCIPLES OF ANIMATION



Date: 09-11-2024

Dept. No.

Max. : 100 Marks

Time: 09:00 am-12:00 pm

SECTION A - K1 & K2 (CO1)

Q.No	Levels	Answer ALL the Questions	(10 x 2 = 20)
1	K1	Who is Winsor McCay?	
2		What is the role of script in animation?	
3		What is anticipation?	
4		How is Field chart useful?	
5		How is Arc useful in object animation?	
6	K2	Explain about stroboscopic disc.	
7		Classify stages of animation production.	
8		Explain about Slow In and Slow Out.	
9		Explain the use of Xsheet.	
10		Explain use of pose to pose for character animation.	

SECTION B – K3 & K4 (CO2)

		Answer ALL the Questions	(4 x 10 = 40)
11	K3	Identify the role of Ollie Johnston and Frank Thomas in Animation Industry. [OR]	
12		Identify the difference between storyboard and animatic, and its usefulness in preproduction	
13		Identify the importance of Secondary action and explain with an example. [OR]	
14		Identify the role of stop motion animation in the history of animation.	
15	K4	Analyse the challenges that could be faced during the post production. [OR]	
16		Analyse the impact of follow through and overlapping action on the realism and fluidity of animated movements.	
17		Analyse how you can use camera angles to emphasize on emotions. [OR]	
18		Analyse the visual changes that occurs to a character's Jump while applying the principle of squash and stretch and how is enhances the perception of weight and impact.	

SECTION C – K5 & K6 (CO3)

		Answer ALL the Questions	(2 x 20 = 40)
19	K5	Compare and contrast straight ahead action and pose to pose techniques. With example [OR]	
20		Explain about different types of camera shorts and how does each short type specifically effect the storytelling.	
21	K6	Discuss in detail about the production process and post production process in Animation. [OR]	
22		Elaborate the application of Principles of animation in storytelling using motion graphics	

@@@@@@