

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
MID TERM EXAMINATION - APR 2023**

Semester : Semester II - 2022

Course Code : BSM2001

Course Name : Sem II - BSM2001 - Introduction to 2D Animation

Program : BSM

Date : 12-APR-2023

Time : 9.30AM - 11.00AM

Max Marks : 50

Weightage : 25%

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.
- (iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS

(5 X 2 = 10M)

1. Can animation be done with 2 frame
(CO1) [Knowledge]
2. Define Squash and stretch
(CO1) [Knowledge]
3. Define Staging
(CO1) [Knowledge]
4. Define Follow through and overlapping action
(CO1) [Knowledge]
5. What is the name 3 of popular software used for creating 2D animation for use in webpages?
(CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(5 X 4 = 20M)

6. Describe the making process of "Squash and stretch" in 2d Animation software with appropriate tools.
(CO2) [Comprehension]
7. Describe the making process of "Arc" in 2d Animation software with appropriate tools
(CO2) [Comprehension]

8. How animation is generated

(CO2) [Comprehension]

9. What method of animation creates the in-between frames when you create the start and end points of the animation.

(CO2) [Comprehension]

10. "A rubber Ball falling from the table" which animation principle can be seen, explain.

(CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

(2 X 10 = 20M)

11. Draw keyframes of walk cycle.

(CO2) [Application]

12. Draw Adobe animate UI, label tools and toolbar

(CO2) [Application]