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**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
END TERM EXAMINATION - JUN 2023**

Semester : Semester II - 2022

Course Code : BSM2001

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

Program : BSM

Date : 7-JUN-2023

Time : 1.00PM - 4.00PM

Max Marks : 100

Weightage : 50%

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.*
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PART A

ANSWER ALL THE QUESTIONS

(2 X 5 = 10M)

1. Explain about how Walt Disney's studio and other factors influenced the growth and acceptance of 2D animation. How did Disney transform animation and storytelling methods in long animated films?
(CO1) [Knowledge]
2. Give an example of an early animation tool or technique that was in use before modern animation tools and technology were available. What impact did it have on the development of animation?
(CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(2 X 15 = 30M)

3. Storyboarding and Layout:
Describe the function and significance of storyboarding in the 2D animation pre-production process. How does it affect the visual design and overall narrative of an animation?
Explain about the idea of composition and its use in 2D animation. Describe how the positioning of components within the frame can improve the story, direct the viewer's attention, and produce an appealing visual outcome.
(CO2) [Comprehension]

4. Animated characters:

What are the most important factors to take into account while creating and animating a lovable and memorable character in 2D animation? Talk about how important it is to develop unique personalities and expressive gestures.

Describe how to create a 2D animated character's walk cycle. Outline the key stages and draw attention to any important factors for a convincing and natural-looking stroll.

(CO2) [Comprehension]

PART C

ANSWER THE FOLLOWING QUESTION

(1 X 60 = 60M)

5. Display the judges panel your portfolio and explain the idea behind and steps involved in creating an animation.

(CO4) [Application]