

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

SET A

**SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2024**

Semester : Semester III - 2022

Course Code : BSM2014

Course Name : Principles of Animation

Program : B.Sc. Multimedia-VFX SFX GAMING

Date : 03-JAN-2024

Time : 1:00 PM - 4:00 PM

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.

PART A

ANSWER ALL THE QUESTIONS

4X5M=20M

1. What is the purpose of exaggeration in animation? Explain with an example?
(CO1) [Knowledge]
2. What is the oldest Disney cartoon? Write a small brief about the same?
(CO1) [Knowledge]
3. Why does the arc principle not apply to mechanical movement?
(CO1) [Knowledge]
4. Where is straight ahead animation used? What principle does a cape of Superman explain while animating?
(CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

5X10M=50M

5. How is 2D Animation related with real life study? Explain?
(CO3) [Comprehension]
6. Explain the process of progressive ball bounce, with relevant drawings?
(CO3) [Comprehension]
7. Mention the different processes involved in 2D Animation? Draw sketches wherever necessary?
(CO2) [Comprehension]
8. What is the importance of timing and spacing in Animation? Explain with an example? Is there any difference between 2D and 3D Animation related to this principle?
(CO2) [Comprehension]

9. What is appeal in character designing? Why is it important in 2D animation? Explain with an example? (Draw sketches if necessary)

(CO2,CO1) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

2X15M=30M

10. Describe the process of animating a rubber ball (which has life), climbing down and bouncing on steps, in Maya? What are the important principles you use to animate it and how do you tell a story with this animation? Draw the poses and in-betweens.?

(CO1,CO3,CO2) [Application]

11. Describe the 12 principles of animation with relevant sketches and examples?

(CO3,CO1,CO2) [Application]