

**BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI
(END SEMESTER EXAMINATION)**

**CLASS: BAM
BRANCH: BAM**

**SEMESTER : III
SESSION : MO/2024**

SUBJECT: AN203 ANIMATION TECHNIQUES

TIME: 3 Hours

FULL MARKS: 50

INSTRUCTIONS:

1. The question paper contains 5 questions each of 10 marks and total 50 marks.
 2. Attempt all questions.
 3. The missing data, if any, may be assumed suitably.
 4. Before attempting the question paper, be sure that you have got the correct question paper.
 5. Tables/Data hand book/Graph paper etc. to be supplied to the candidates in the examination hall.
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		CO	BL
Q.1(a)	Explain the purpose of an animation model sheet? Also explain its use with examples, supported by drawings.	[5] 1	2
Q.1(b)	Design a cartoon character based on your imagination and depict five different facial expressions.	[5] 1	5,2
Q.2(a)	How can a character transition from normal to exaggerated movements? Explain with appropriate drawings.	[5] 2	4,2
Q.2(b)	Briefly explain the principle of Squash and Stretch in animation, providing an example and a drawing.	[5] 2	2
Q.3(a)	Write a short note on overlapping action, illustrating your explanation with relevant drawings.	[5] 3	2
Q.3(b)	What do you understand by "Takes" and "Accents" in animation? Explain with suitable drawings.	[5] 3	2
Q.4(a)	Differentiate between a stationary and a progressive walk cycle. Create thumbnails of a human walk cycle, marking the Contact, Down, Pass, and Up positions.	[5] 4	4
Q.4(b)	Create thumbnails for the walk cycle of a four-legged animal (choose any animal of your choice).	[5] 4	5
Q.5(a)	Why is the principle of arc important in animation? Explain with the help of a drawing.	[5] 5	3,2
Q.5(b)	What do you understand by weight and force in animation? Create a layout of an exterior scene by adding few characters posing.	[5] 5	2,5

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