

BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI
(MID SEMESTER EXAMINATION)

CLASS: BAM
BRANCH: BAM

SEMESTER : III
SESSION : MO/2025

SUBJECT: AN203 ANIMATION TECHNIQUES

TIME: 02 Hours

FULL MARKS: 25

INSTRUCTIONS:

1. The question paper contains 5 questions each of 5 marks and total 25 marks.
 2. Attempt all questions.
 3. The missing data, if any, may be assumed suitably.
 4. Tables/Data handbook/Graph paper etc., if applicable, will be supplied to the candidates
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Q.1(a)	What are the key principles of an effective character design?	[2]	1	2
Q.1(b)	Create a character by your imagination and make three views- Front, Side, and Back View.	[3]	2	1
Q.2(a)	Why is proportion important in character design?	[2]	1	2
Q.2(b)	Create the following facial expressions for the character you designed in Question 1(b): Laughter, Anger, and Sadness.	[3]	2	1
Q.3(a)	How does a pose sheet (Character Poses) contribute to storytelling in animation?	[2]	1	2
Q.3(b)	Create thumbnails of Bird Flight Animation.	[3]	2	1
Q.4(a)	How can exaggeration be used effectively in character design?	[2]	1	2
Q.4(b)	What are the key stages of a jump animation? Plan thumbnails.	[3]	2	1
Q.5(a)	What is the difference between a mechanical head turn and a natural head turn?	[2]	1	2
Q.5(b)	Create thumbnails of a Head Turn Animation using the character reference from Question 1(B).	[3]	2	1

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