

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

**CLASS: B.Sc. A&M
BRANCH: BAM**

**SEMESTER : II
SESSION : SP/2025**

SUBJECT: AN114 PRINCIPLES OF ANIMATION

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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Q.1(a)	Create thumbnails of a paper falling animation. Show slow-in and slow-out by marking the key-frames where these effects occur.	[5] 01	02
Q.1(b)	Describe the concepts of Timing and Spacing in animation. Use suitable examples and drawings to demonstrate your understanding.	[5] 01	02
Q.2(a)	What is Squash and Stretch in animation? Explain with suitable examples and visual illustrations.	[5] 02	02
Q.2(b)	Draw the anticipation poses for the following actions: a. A man preparing to jump b. A man preparing to throw a ball	[5] 02	03
Q.3(a)	Define overlapping action in animation and illustrate your explanation with relevant drawings.	[5] 03	03
Q.3(b)	Differentiate Pose to Pose and Straight Ahead Animation through suitable drawings.	[5] 03	03
Q.4(a)	Why is exaggeration important in cartoon animation? Explain with a few example poses, showing both exaggerated and non-exaggerated versions.	[5] 04	04
Q.4(b)	Why is the Arc principle important in animation? Explain with example.	[5] 04	03
Q.5(a)	Create thumbnail sketches for a head turn animation.	[5] 05	06
Q.5(b)	List the 12 Principles of Animation.	[5] 05	02

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