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BSAAVCN 202

II Semester B.Sc. (Animation and Visual Effects) Degree

Examination, September 2022

(NEP 2020) (2021-22 Batch Onwards)

2D DIGITAL ANIMATION (DSCC)

Time : 2 Hours

Max. Marks : 60

SECTION – A

1. Answer **any six** of the following questions :

(2×6=12)

- a) What is resolution independence ?
- b) What are quality constraints ?
- c) What is designing animation ?
- d) Explain in-betweens.
- e) What is nesting graphics ?
- f) What is puppet animation ?
- g) Explain refining animation.
- h) Mention any three digital storyboard softwares.

SECTION – B

Answer **any one** full question from **each** Unit. **Each** question carries **12** marks.

Unit – 1

- 2. a) Explain traditional animation. **4**
- b) Explain digital animation. **5**
- c) Write a note on advantages of digital animation. **3**

OR

- 3. a) Explain pre-production phase of 2D animation pipeline. **6**
- b) Differentiate digital ink and paint and traditional ink and paint. **6**

P.T.O.

**Unit – 2**

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| 4. a) Explain adding motion in Adobe Animate CC. | 4 |
| b) Explain publishing and responsive design in Animate CC. | 5 |
| c) What is resolution ? Explain. | 3 |

OR

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| 5. a) Briefly explain working with elements. | 6 |
| b) Explain the process of creating graphics and importing art. | 6 |

Unit – 3

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| 6. a) Write note on editing of animation. | 4 |
| b) Explain the process of importing scanned images. | 5 |
| c) Explain timing and spacing. | 3 |

OR

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| 7. a) Explain principles of animation. | 6 |
| b) Explain the importance of pencil test in 2D animation. | 6 |

Unit – 4

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| 8. a) Explain the process of puppet animation. | 4 |
| b) Explain the process of logo animation. | 5 |
| c) Explain the process of creating and animating symbols. | 3 |

OR

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| 9. a) Explain motion media and its types. | 6 |
| b) Draw pendulum animation and explain easy in and easy out. | 6 |
