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| **ST. JOSEPH’S COLLEGE (AUTONOMOUS), BANGALORE-27** |
| **BA VISUAL COMMUNICATION - VI SEMESTER** |
| **ENDSEMESTER EXAMINATION JULY 2022** |
| **VC 2320: Basics of Animation** |
|  |  |  |  |
| **Time- 2.1/2hrs** |  | **Max Marks-70** |
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| **This paper contains ONE printed page and THREE parts** |

**I. Answer the following questions in 100+ words each. (5X3=15)**

1. Write a short note on FPS.
2. What is gesture drawing explain the purpose of gesture drawing?
3. List out the 12 Principles of Animation?
4. What is Walk cycle in animation and name its important frames?
5. Differentiate between Brush and pencil tool in *Animate CC*?

II. **Answer any THREE of the following questions in 200+ words each. (3X5=15)**

1. Describe Anticipation & Staging. With examples
2. Explain the Pre to Postproduction process of 2D Animation
3. Explain Classic Tween, Motion Tween & Shape tween in Adobe animate cc
4. What is story board? Explain the basic elements of the storyboard.

III. **Answer any Four of the following questions in 300+ words each. (4X10=40)**

1. ​ Explain the use of the Dope sheet and Graph editor
2. ​What is rendering in 3D, explain direct and indirect illumination with examples?
3. ​What is the use of modifiers name any 3 modifiers and describe them?
4. Explain the process of Pre to post-production process of 3D Animation Product Pack shot.
5. What is the role of sound in animation films? How are sound effects created for animation films?

**VC2320\_A\_22**