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| Description: col LOGO outline |  |  |  | Register Number:Date: |  |  |
| **ST. JOSEPH’S COLLEGE (AUTONOMOUS), BANGALORE-27** |
| **BA VISUAL COMMUNICATION - VI SEMESTER** |
| **SEMESTER EXAMINATION: APRIL 2018** |
| **VC 6317- Basics of Animation** |
|  |  |  |  |  |  |  |
| **Time- 2 1/2 hrs** |  | **Max Marks-70** |  |
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| **This paper contains ONE printed pages and THREE parts** |

**Answer any FIVE of the following in 150 words each. (5 x 5 = 25)**

1. What is *Animation*?
2. Explain the process of *Cel animation*.
3. Explain *in-betweens*
4. Briefly explain what is ‘Symbols’.
5. What are the different types of *Tweens*.
6. Define 3D Modelling.
7. Explain *rendering* in 3D animation.

**Answer any THREE of the following in 300 words each. (3 x 10 = 30)**

1. Write a note about any four early animation devices.
2. Explain the process of drawing human heads. Illustrate with an example.
3. Illustrate the walk cycle of a two legged character.
4. Explain the concept of ‘exaggeration’ in animation production with an example.
5. What is the relation between Timing and Spacing in animation?

**III. Answer any ONE in 400 words. (1 x 15 = 15)**

1. Discuss the role of interactive media in various fields.
2. Illustrate the following facial expressions for a simple character in regard with: Happiness, Scared, Frustration and Guilt.

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