|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description: col LOGO outline |  |  |  | Register Number:  Date: 13-04-2018 ( 1PM ) |  |  |
| **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** | | |  |
|  |  |  |  |  |  |  |
| **This paper contains ONE printed page and THREE parts** | | | | | | |

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

1. What is *Animation*?
2. What is the *line of action* in animation?
3. What is *staging*?
4. Explain *rendering* in 3D animation.
5. What is ‘Pose to Pose’ animation?
6. Write the process of *Key frame animation*.
7. Explain *polygon* in 3D animation.

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

1. What is the scope of Adobe-Animate software in the Animation industry?
2. Illustrate and explain Adobe-Animate interface.
3. What does ‘time-line’ contain?
4. Explain the concept of ‘Ease In and Ease Out’ in animation using pendulum movement.
5. Discuss the difference between 2D and 3D animation.

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

1. Explain the process of an animation production pipeline from *ideation* to *output*.
2. Explain the application of animation principles like weight, balance, anticipation, and exaggeration with an example.

\_\_\_\_\_\_\_\_\_