

D 13854

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Name.....

Reg. No.....

**THIRD SEMESTER B.VOC. DEGREE EXAMINATION, NOVEMBER 2021**Digital Film Production  
DFC 3FP 11—MULTIMEDIA 2D

Time : Three Hours

Maximum : 80 Marks

I. Answer *all* the 10 questions :

- 1 What is the main difference between 2D and 3 D ?
- 2 Give an example for a 2 D animation software.
- 3 Who did the design of Indian National flag ?
- 4 Give an example for a designing software.
- 5 What is stop motion ?
- 6 Define storyboards.
- 7 Define pose.
- 8 What is pixilation ?
- 9 Define CMYK.
- 10 What is persistence of vision ?

(10 × 1 = 10 marks)

II. Answer any *eight* in two *or* three sentences :

- 11 Define 'Animation'.
- 12 What is three dimensional design ?
- 13 What is path animation ?
- 14 What is target audience ?
- 15 Define 'Key frames'.
- 16 Draw the different stages of bouncing ball.
- 17 Write a note on traditional animation.
- 18 Write a note on Flash.
- 19 What is 'form' in drawings ?
- 20 Define 'Exaggeration'.

**Turn over**

- 21 What is Tween animation ?
- 22 What is motion capturing ?

(8 × 2 = 16 marks)

III. Answer any *six* in about 150 words :

- 23 What are the basics of character design ?
- 24 Differentiate between imagination and visualization.
- 25 Explain the importance of animation in Cinema.
- 26 Give a detailed note on different types of animation software.
- 27 Compare the major differences in acting for an animation film and a real film.
- 28 Explain the various functions of creative director.
- 29 Computer has made tremendous changes in visual arts. Elucidate.
- 30 Elaborate the growth of animation from CEL to 3D.
- 31 Explain animation principles.

(6 × 4 = 24 marks)

IV. Answer any *two* in 600 words :

- 32 Discuss the influence of animation in film industry.
- 33 Explain different types of animation techniques.
- 34 Create your own character with different poses.
- 35 Analyse any 2D animated film on its special features.

(2 × 15 = 30 marks)