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Course: Diploma, Program: Graphics and Communication Design
Subject: Fundamentals of Traditional Animation, Code: DGM-504
Semester: I

Time: 03 Hours**Max Marks: 35****Instructions to the Students:**

1. This Question paper consists of two Sections. All sections are compulsory.
2. Section A comprises 10 questions of short answer type. All questions are compulsory. Each question carries 1 marks.
3. Section B comprises 8 long answer type questions out of which students must attempt any 5. Each question carries 5 marks.
4. Do not write anything on the question paper.

Q.No.	SECTION –A (SHORT ANSWER TYPE QUESTIONS)	Marks
1. a.	What is Animation?	(1)
	b. What is 'Timing' in animation?	(1)
	c. Draw the diagram of 'Staging'.	(1)
	d. Explain the term 'In-between'.	(1)
	e. Write the full form of FPS.	(1)
	f. What is Flipbook?	(1)
	g. Draw the diagram of Staging.	(1)
	h. What is Anticipation?	(1)
	i. What is Exaggeration mean?	(1)
	j. Draw the diagram of Arc.	(1)

SECTION -B (LONG ANSWER TYPE QUESTIONS)

2. Draw the diagram of different types of Animation. (5)
3. What is walk cycle? Explain using step by step diagram. (5)
4. Explain Squash and Stretch with the help of bouncing ball animation. (5)
5. Explain the "Slow-in & Slow-out" with the help of diagram of the Pendulum. (5)
6. Write down the difference between Straight Ahead Action and Pose to Pose in detail. (5)
7. What is Introduction to Animation? Explain its process. (5)
8. Draw the Flying Bird basic cycle and explain it. (5)
9. Draw the diagram of Run Cycle by using stick figure drawing. (5)

===END OF PAPER===