

Course	: BCADES	Date	: 12-02-2026
Subject Code	: BCADES-301(Animation)	Time	: 11:30am to 01:45pm
Subject Name	: Animation Production Process	Duration	: 02.15 Hours
		Max. Marks	: 70

1. Define characterization in animation. Explain the major steps involved in developing effective characterization.
2. What is the stop animation technique? Describe its concept and explain the different types of stop animation techniques used in animation production.
3. Explain the twelve fundamental principles of animation and discuss their importance in creating realistic and appealing motion.
4. Describe the different types of animation equipment used in animation production. Explain each in brief.
5. Write detailed note on tweening

Answer the following (Attempt any four) **(15)**

1. Define a walk cycle in animation. Explain the different animation steps involved in creating a walk.
2. Write short note on Traditional Animation Techniques
3. Describe the process of storyboarding. Draw or explain a process chart used for storyboarding.
4. What is the APT process? Explain its role in the animation workflow.
5. What is clay animation? Write a short note highlighting its features and uses.

Part – A (Multiple Choice Questions) (10)

- The term “*Illusion of Life*” in animation was popularized by
 - Richard Williams
 - Walt Disney
 - Frank Thomas and Ollie Johnston
 - Max Fleischer
- The animation principle that prepares the audience for an upcoming action is called
 - Staging
 - Anticipation
 - Exaggeration
 - Secondary Action
- Which animation method involves drawing each frame sequentially from start to end?
 - Pose to Pose
 - Stop Motion
 - Straight Ahead Action
 - D
- The technique in which real-life footage is traced frame by frame is called
 - Stop Motion
 - Xerography
 - Clay Animation
 - Rotoscoping

- 5 Which of the following is an example of stop motion animation?
 - A Clay animation
 - B Vector animation
 - C Motion capture
 - D Flash animation
- 6 The main purpose of in-betweening is to
 - A Add color to drawings
 - B Smoothen animation movement
 - C Improve sound synchronization
 - D Design characters
- 7 Which document records frame-by-frame details of animation and sound?
 - A Model Sheet
 - B Storyboard
 - C Layout Sheet
 - D X-Sheet
- 8 The commonly used animation paper sizes are
 - A A3 and A2
 - B 12 field and 15 field
 - C Letter and Legal
 - D 10 field and 14 field
- 9 A line tester is mainly used to
 - A Paint backgrounds
 - B Check rough animation movement
 - C Ink the drawings
 - D Record audio
- 10 The primary purpose of a storyboard is to
 - A Plan visual storytelling
 - B Animate characters
 - C Add special effects
 - D Color scenes

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Anticipation is used to surprise the audience without any prior action.
- 2 Staging ensures that the main idea of a scene is clearly communicated to the audience.
- 3 Straight-ahead animation is more planned and controlled than pose-to-pose animation.
- 4 Follow-through and overlapping action make characters appear stiff and rigid.
- 5 Secondary actions should dominate the primary action in a scene.
- 6 Timing in animation refers to the number of drawings or frames between two poses.
- 7 Appeal in animation applies only to cute or heroic characters.
- 8 X-Sheets are also known as exposure sheets or dope sheets.
- 9 A walk cycle can be looped to save time and effort in animation production.
- 10 Characterization includes only the visual appearance of a character.
