

Dr. Babasaheb Ambedkar Open University
Term End Examination February – 2026

Course	: BCADES WEF Aug-2024	Date	: 14-02-2026
Subject Code	: BCADES-303 (Animation)	Time	: 11:30am to 01:45pm
Subject Name	: 2D Animation and Publication	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (20)

1. Explain the concept of 2D animation in detail.
2. Explain colour theory in detail.
3. Explain different sketching techniques and their role in layout and design preparation.
4. Discuss vector graphics and vector composition.
5. Define storyboarding. Explain the process, elements, and importance of storyboards in animation and film production.

Section B

Answer the following (Attempt any four) (15)

1. Define drawing and explain its importance in visual arts.
2. Explain the role of sound in 2D animation.
3. Describe the basic elements of 2D design
4. Explain the concepts of pixel and resolution.
5. Explain the importance of image correction, retouching, and manipulation in media production.
6. Discuss the role of background in 2D animation.

Section C

Part – A (Multiple Choice Questions) (10)

- The illusion of movement in animation is created by:
A Sound effects
B Camera movement
C Rapid display of sequential images
D Lighting effects
- Drawing from imagination rather than observation is called:
A Receptive drawing
B Projective drawing
C Casual drawing
D Preparatory drawing
- Which of the following is a primary colour in traditional colour theory?
A Red
B Violet
C Green
D Orange
- Which sound element helps in creating mood and atmosphere in animation?
A Dialogue
B Foley
C Narration
D Background music
- A sketch is best described as:
A Final artwork
B Quick rough drawing
C Digital illustration
D Painted image

- 6 Charcoal is categorized under:
A Wet media B Digital media
C Dry media D Mixed media
- 7 Line, shape, and texture are known as:
A Principles of design B Elements of design
C Media tools D Colour schemes
- 8 Digital layout design mainly focuses on:
A Arrangement of text and visuals B Audio editing
C Rendering D Programming
- 9 Illustration in advertising is mainly used to:
A Provide legal information B Communicate ideas visually
C Reduce cost D Replace text completely
- 10 Vector graphics are best known for:
A Pixel dependency B Blurred scaling
C Resolution-independent quality

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Projective drawing is based on direct observation from real objects.
- 2 Sound has no role in enhancing mood or emotion in animation.
- 3 A portfolio should showcase only the quantity of work, not quality.
- 4 Frame-by-frame animation requires drawing each frame manually.
- 5 Backgrounds in animation help establish environment and depth.
- 6 Painting in 2D animation adds visual richness to characters and scenes.
- 7 Typography has no importance in title and credit design.
- 8 Storyboards are used to plan scenes before animation production.
- 9 Image retouching is used to improve and correct photographs.
- 10 Higher resolution images contain fewer pixels.
