

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

Course	: BCADES	Date	: 17-Feb-2026
Subject Code	: BCADES-305 Graphics	Time	: 11:30am to 01.45pm
Subject Name	: Animation Production Process	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Explain Straight Ahead Action and Pose-to-Pose Animation.
2. Explain the Traditional Animation Technique
3. Explain the complete Traditional Ink-and-Paint process in animation production.
4. Explain the concepts of Cel Animation, Shooting on Twos, and Animation Loops.
5. Describe the role of Key Animators, In-betweeners, and Clean-up Artists in production.

Section B

Answer the following (Attempt any four) (20)

1. Describe Follow Through and Overlapping Action with examples from character animation.
2. Explain the process of Voice Recording and its synchronization with animation.
3. Describe various 2D animation papers, their sizes, and their importance in animation.
4. Define Walk Cycle. Explain why it is considered fundamental in character animation.
5. Define In-betweening (Tweening) and explain its importance in animation.
6. Describe common mistakes in in-betweening and how to avoid them.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Which principle gives a character the feeling of weight and flexibility?
A Timing B Squash and Stretch
C Appeal D Staging
- 2 Movement of clothes or hair continuing after the body stops is called:
A Anticipation B Secondary Action
C Follow Through D Exaggeration
- 3 A sequence of storyboard images synchronized with sound is called:
A Animatic B Layout
C Exposure Sheet D Pencil Test
- 4 Which process determines camera angles and character positioning?
A Clean-up B In-betweening
C Ink and Paint D Layout
- 5 Which artist draws the main poses of a scene?
A In-betterer B Clean-up artist
C Key animator D Background artist

- 6 Which equipment ensures proper alignment of animation papers?
A Light box B Peg bar
C Line tester D Drawing disk
- 7 Characterization in animation mainly helps to show:
A Background detail B Rendering quality
C Software skills D Personality and behavior
- 8 Which walk style reflects mood and personality of a character?
A Expressive walk B Neutral walk
C Mechanical walk D Static walk
- 9 In-betweening is the process of creating drawings between:
A Layout frames B Background frames
C Key frames D Storyboard frames
- 10 Proper in-betweening mainly improves:
A Color accuracy B Rendering speed
C File size D Smoothness of animation

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 The principle of Staging deals mainly with the use of sound effects in animation.
- 2 Overlapping Action means all body parts stop moving at the same time.
- 3 Storyboards are similar to comic strips used to visualize animation scenes.
- 4 Clean-up artists refine rough animation drawings into final line drawings.
- 5 Background painting can be done parallel to character animation.
- 6 Multiplane camera technique reduces depth in animated scenes.
- 7 A line tester is mainly used for coloring animation drawings.
- 8 Characterization has no influence on the way a character walks.
- 9 Different moods of a character can be shown through variations in walk cycles.
- 10 The quality of animation largely depends on accurate spacing between drawings.
