

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

Course : DMA
Subject Code : DMA-103
Subject Name : 2D Animation

Date : 08/07/2026
Time : 11:30am to 01:45pm
Duration : 2.15 Hours
Max. Marks : 70

Section A

Answer the following (Attempt any three)

(30)

1. Which are various design elements? Discuss in details.
2. Describe in details about Semantic analysis of title design.
3. Enlist and explain 12 different principles of animation.
4. Write a short note on Different Types of Shots.
5. Discuss Blur Filter in GIMP.

Section B

Answer the following (Attempt any four)

(20)

1. Write a short note on Vector Graphics.
2. Discuss essential audio components.
3. Which are different types of painting mediums? Explain in short
4. Narrate the significance of story in motion animation.
5. List and explain various Wet media or liquid media.
6. Explain the use of Rendering Filter.

Section C

Part – A (Multiple Choice Questions)

(10)

- _____ is an example of Wet Media.
A Chalk
B Felt Tip
C Graphite
D Charcoal
- _____ color stands for the color of sunshine and is associated with happiness, joy, intellect and energy.
A Yellow
B Red
C Orange
D Green
- _____ principle of animation defines speed, energy, weight and mass of any animated subject.
A Staging
B Anticipation
C Secondary Action
D Squash and Stretch
- _____ is a wax based paint (made out of beeswax, resin and color), which is kept liquid on a warmed palette.
A Tempera
B Fresco
C Encaustic
D Acrylic Paint
- _____ are granular solids incorporated into the paint to contribute shading.
A Pigments
B Binder
C Solvent
D None of them
- GIMP _____ tool allows for the creation of complex regions called Bézier Curves.
A Fuzzy Select
B Color Picker
C Lasso
D Path

- 7 _____ is a photography/darkroom tool that makes it easy to add style to photos using effects, overlays and borders.
- A Pixlr Express B Pixlr-o-Matic
C Pixlr Editor D All of them
- 8 _____ is an open-source 2D vector animation software used to create film-quality animations with fewer resources.
- A GIMP B Powtoon
C Synfig Studio D Pixlr Editor
- 9 _____ is used by artists to create dominance and focus in their work.
- A Emphasis B Balance
C Proportion D Perspective
- 10 The Academy Standard refers to _____ aspect ratio.
- A 4:3 B 1.85:1
C 1.37:1 D 2.35:1

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A 4:3

C 1.37:1

Part – B (Do as Directed)

(10)

- 1 Abstract and non-objective drawings are projective in nature. True / False
- 2 A tint is the blend of a color with white, which builds lightness. True / False
- 3 A raster images are made of lines and curves that are defined mathematically in the computer. True / False
- 4 A collage is any work of art that is created by gluing or otherwise attaching objects to a base. True / False
- 5 Texture refers to the surface quality, both simulated and actual artwork. True / False
- 6 Floor Plane is the interior horizontal plane that the viewer stands on which extends to the horizon. True / False
- 7 Balance is the arrangement of objects in 2D space to look like they appear in real life. True / False
- 8 The Measure Tool is used to measure pixel distances in the image. True / False
- 9 Moiré pattern is created in pix by using grids or collection of traces. True / False
- 10 The PowToon timeline controls the timing of object animations. True / False
