

M.Sc IT GDD Sem.-1 Examination**MSCGDD-01****Animation Prin & Design Rules****January-2024****Time : 2-30 Hours]****[Max. Marks : 70****Instructions:**

- 1. Figures to the right indicates full marks**
- 2. Neat diagrams must be drawn wherever necessary.**

Q.1)

- (a). Explain Additive color and subtractive colors and it's use? (7)
- (b). What is Hue, shade, tint and tone? Explain With Examples. (7)

OR

- (b). Explain Balance, as a principle of graphics design. (7)

Q.2)

- (a). Describe Exaggeration and Timing as an animation Principle? (7)

OR

- (a).List down all the principles of animation and explain Appeal and Solid Drawing in Details.
- (b).Explain Gestalt Laws in detail also explain all the laws of it ? (7)

Q.3)

- (a). Describe the difference between Secondary action and Anticipation. (7)
- (b). What is Contrast, Rhythm, and movement? (5)

OR

- (b). what is shapes? Explain different types of shapes with examples.
- (c).What is Flipbook? (2)

Q.4)

- (a). What is Animation? Describe How Animation helps into Game Industry. (7)

OR

- (a). What is Straight ahead and Pose to pose? Draw an example of it.
- (b). What is Space and Typography? Explain in detail with appropriate examples. (7)

Q.5) Select the Correct Answer form Given Options.

(1*14=14 Marks)

1. Which device has two different drawings on opposite sides of a disk and when the disk is spun, the images merge into one?

- a) Zoetrope
- b) Thaumatrope
- c) Phenakistoscope
- d) Flipbook

2. A circular card with slits around the edge. The viewer held card up to a mirror and peered through the slits as the card whirled. A series of progressive drawings created a moving object. This device is called a _____.

- a) Zoetrope
- b) Flipbook
- c) Thaumatrope
- d) Phenakistoscope

3. The illusion of movement is called _____.

- a) Animation
- b) Stop-Motion
- c) Compositing
- d) Optical Illusion

4. _____ is the repetition or alternation of elements, often with defined intervals between them. _____ can create a sense of movement, and can establish pattern and texture.

- a) Pattern
- b) Rhythm
- c) Value
- d) emphasis

5. _____ refers to the lightness or darkness of a color.

- a) Intensity
- b) Texture
- c) Value
- d) Hue

6. _____ is the equal distribution of visual weight in a design.

- a) Emphasis
- b) Balance
- c) Space
- d) Value

7. Photographic based work produced for the web would be best designed using this Colour Method

- a) CMYK
- b) RGB
- c) Primary Colour.
- d) Secondary Colour

8. Corresponds to what would be called charisma in an actor. A character who is not necessarily sympathetic – villains or monsters can also fall under this principle – the important thing is that the viewer feels the character is real and interesting

- e) Follow Through and Overlap
- f) Appeal
- g) Exaggeration
- h) Solid Drawing

9. Most actions follow a slightly circular path. This is especially true of the human figure and the action of animals. Give animation a more natural action and better flow. Examples are a pendulum swinging, arm movement, head turns and even eye movements.

- a) Arcs
- b) Anticipation
- c) Appeal
- d) Secondary Actions

10. This principle describes an action that remains true to reality, just presenting it in a wilder, more extreme form

- a) Exaggeration
- b) Squash and Stretch
- c) Straight Ahead Versus Pose to Straight Ahead Versus Pose to Pose
- d) Timing

11. The action that follows the main action; actions do not stop at the same time.

- a) Follow Through and Overlap
- b) Arcs
- c) Solid Drawing
- d) Timing

12. This is the first colour that the human eye reacts to when it comes into vision

- a) Red
- b) Blue
- c) Green
- d) White

13. Which one of the following is not a type of texture?

- a) Image Texture
- b) Organic Texture
- c) Pixel Texture
- d) Pattern Texture

14. CMYK colour systems are used specifically for _____ design work

- a) Graphic
- b) Web
- c) Print
- d) Cell phone

[ALL THE BEST]

