

MSc IT GDD Sem.-1 Examination

MSCGDD-01

Animation Principles & Designing Rules

February-2025

[Max. Marks : 70]

Time : 2-30 Hours]

Instructions:

- All questions are compulsory.
- Do not write anything on question paper.

Q-1. Answer the following MCQs.

[14 Marks]

- A. Refers to emptiness or area between - around - above below--or within objects.
 A. Rhythm B. Pattern C. Contrast D. Space
- B. Shows how things feel or they look like they might feel.
 A. Texture B. Contrast C. Pattern D. Balance
- C. What principle describes the visual weight of elements?
 A. Proportion B. Contrast C. Proximity D. Balance
- D. Which principle involves using different elements to draw attention?
 A. Harmony B. Emphasis C. Proximity D. Repetition
- E. Which principle refers to the arrangement of elements to create stability?
 A. Symmetry B. Balance C. Hierarchy D. Repetition
- F. What design principle is used to create a path for the eye to follow?
 A. Hierarchy B. Repetition C. Proximity D. Movement
- G. Which principle is concerned with spacing between elements?
 A. Contrast B. Proximity C. Hierarchy D. Repetition
- H. Combining one or more elements that are different from each other to create interest
 A. Variety B. Pattern C. Contrast D. Texture
- I. What is the significance of the "anticipation" principle in animation?
 A. It creates smooth motion between keyframes.
 B. It adds flexibility and exaggeration to characters and objects.
 C. It prepares the audience for an upcoming action or movement.
 D. It defines the first frame of an animation sequence.
- J. Which principle is used to emphasize an action and make it more dynamic, often by distorting the shape of a character or object?
 A. Straight ahead and pose to pose B. Exaggeration
 C. Secondary Action D. Appeal
- K. Which principle focuses on ensuring that every element in a scene contributes to the overall story or mood?
 A. Timing B. Staging C. Solid Drawing D. Appeal
- L. Animating "straight ahead action" is
 A. Drawing the animation one frame at a time.
 B. When a character walks straight.
 C. Drawing Straight lines.
 D. Drawing the animation one keyframe at a time.

(P.T.O)

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M. Which animation principle is primarily concerned with giving a character or object a sense of weight and flexibility?

- A. Squash and Stretch
- B. Anticipation
- C. Staging
- D. Follow through and Overlapping

N. Most objects need time to accelerate and slow down, this is the principle of

- A. Fast in, Slow out
- B. Animation
- C. Slow in slow out
- D. Theft

Q-2. Answer the following Questions

[14 Marks]

- A. Explain the types of balance by giving example. (Use basic shapes to draw an example)
- B. What is the difference between straight ahead and pose to pose?

OR

- A. What is the difference between straight ahead and pose to pose?
- B. Explain the difference between Contrast and Emphasis.

Q-3. Answer the following Question.

[14 Marks]

- A. What is the purpose of the squash and stretch principle? Explain it by giving the example of ball drawing.
- B. What is Pattern? Create an Example by drawing.

OR

- A. What is the difference between overlapping action and secondary action? Give an Example.
- B. What is Movement?

Q-4. Answer the following Questions:

[28 Marks]

- A. How many principles of design are there? Give a name of all.

OR

- A. What is space in term of design? Create an example of space.
 - B. How many principles of Animation are there? Give a name of all.
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