D1BAG2502

Name: .....

Reg. No.: .....

FIRST SEMESTER FYUGP EXAMINATION NOVEMBER 2025

(Regular/Improvement/Supplementary)

MULTI DISCIPLINARY COURSE

BAG1FM105: INTRODUCTION TO GRAPHIC DESIGN AND ANIMATION

Time: 1 ½ Hrs. **Maximum Marks: 50**

M – Mark BL - Bloom's Taxonomy Level (1 to 6) CO - Course Outcome

Section A: Answer all questions. Each carries 2 marks.
Ceiling: 16 Marks

No.	Question	M	BL	CO
1.	Name three common image file formats used today.	2	1	CO2
2.	What is the significance of the PNG format in web design?	2	2	CO2
3.	Given a scenario where file size is a constraint, which image format would you choose and why?	2	3	CO2
4.	What is a Bitmap image.	2	4	CO2
5.	Describe the differences between 'Unity' and 'Hierarchy' as principles of design, and give an example of each in image composition.	2	2	CO1
6.	Explain the key features of Adobe Photoshop and Illustrator.	2	1	CO1
7.	State the potential impact of generative AI on the future of the creative industry.	2	4	CO1
8.	What was the significance of "Steamboat Willie" in the history of animation?	2	2	CO1 CO2 CO4
9.	What is interactive animation and how does it differ from traditional animation?	2	3	CO1 CO2 CO4
10.	Explain the process of rotoscoping. Give examples.	2	2	CO1 CO2 CO4

Section B: Answer all questions. Each carries 6 marks.
Ceiling: 24 Marks

No.	Question	M	BL	CO
11.	How can you use the principles of balance and rhythm to create a visually appealing image or design?	6	3	CO1
12.	Discuss the potential challenges and opportunities for artists and photographers in the age of AI.	6	2	CO1
13.	What were the key limitations of early animation devices like the Phenakistoscope and Zoetrope?	6	4	CO1 CO2 CO4
14.	Discuss the unique concept and execution of the "Creature Comforts" short film.	6	2	CO1 CO2 CO4
15.	Describe the process of 2D digital animation. Give examples.	6	2	CO1 CO2 CO4

Section C: Answer any one question. Each carries 10 marks. (1 x 10 = 10 Marks)

No.	Question	M	BL	CO
16.	Define the role of graphics in multimedia and explain why they are essential.	10	2	CO1
17.	Discuss the significant impact of 2D and 3D animation on various industries. Provide examples to illustrate the effectiveness of these techniques in conveying complex ideas and emotions.	10	3	CO1 CO2 CO4