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SECOND SEMESTER BA DEGREE EXAMINATION, APRIL 2024

(Regular/Improvement/Supplementary)

ANIMATION AND GRAPHIC DESIGN

GAGD2C03T: PRE-PRODUCTION TECHNIQUES

Time: 2 Hours   **Maximum Marks: 60**

SECTION A: Answer the following questions. Each carries *two* marks.

(Ceiling 20 Marks)

1. Define Cel animation.
2. Define pre-production stages in animation.
3. What is staging?
4. Comment on floor plans.
5. What is falling action in a plot?
6. Define character expression sheet.
7. Define Stereotype characters.
8. Define 180-degree rule.
9. Character attitude poses.
10. Point of view shot.
11. Production Stages.
12. Props and Assets.

SECTION B: Answer the following questions. Each carries *five* marks.

(Ceiling 30 Marks)

13. Compare the techniques used in Cut-Out animation and Pixilation, with examples.
14. Concept and rules of composition in story boarding.
15. What are the elements (Screenplay format) of a movie script? Explain.
16. What are the 3 fundamental components of character design? Explain.
17. How to represent these aspects in a storyboard- Zoom in shot, Tracking shot, Pan shot, Tilt shot. Use illustrations.
18. What are the main three perspectives used in a Storyboard? Explain.
19. What are the three common types of shots used in a movie. Explain with illustrations.

SECTION C: Answer any *one* question. Each carries *ten* marks.

20. Explain 3 Act Structure of a story, in detail.
21. Explain the relevance of animatics in an animation movie production.

(1 x 10 = 10 Marks)