QP CODE: D3BAG2401	**(Pages: 2)**	**Reg. No**	**: .....**
		Name	**: .....**

THIRD SEMESTER FYUGP EXAMINATION, NOVEMBER 2025

Discipline Specific Core (DSC) Course - Minor

BAG3MN202 : Basics of Motion graphics

(Credits: 4)

Time: 2 Hours **Maximum Marks: 70**

Section A

Answer the following questions. Each carries 3 marks (Ceiling: 24 marks)

1.	Write any two principles of typography in motion graphics.	BL3	CO1, CO2, CO3, CO4
2.	List two common frame rates (FPS) and their typical applications.	BL2	CO1, CO2, CO3, CO4
3.	List two applications of 3D motion graphics.	BL3	CO1, CO2, CO3, CO4, CO5, CO6
4.	Define the principle of rhythm in motion graphics.	BL3	CO1, CO2, CO3, CO4
5.	What is the purpose of the Puppet Pin Tool in animation?	BL3	CO1, CO2, CO3, CO4, CO5, CO6
6.	Differentiate between motion graphics and animation in one sentence.	BL2	CO1, CO2, CO3, CO4, CO6
7.	What is the significance of understanding the history of motion graphics?	BL2	CO1, CO2, CO3, CO4,
8.	Briefly describe the concept of a Timeline in After Effects.	BL2	CO1, CO2, CO3, CO4, CO5, CO6
9.	Give one example of using particle emitters in motion graphics.	BL3	CO1, CO2, CO3, CO4, CO5, CO6
10.	Why is motion graphics often preferred for explainer videos?	BL3	CO1, CO2, CO3, CO4

Section B

Answer the following questions. Each carries 6 marks (Ceiling: 36 Marks)

11.	Explain how Puppet Tools can be used to achieve a stop-motion aesthetic in After Effects. **(PTO)**	BL3	CO1, CO2, CO3, CO4, CO5

12.	Compare the visual differences between linear and Bezier keyframe animations with an example.	BL2	CO1, CO2, CO3, CO4, CO6
13.	Explain the concept of rendering in 3D motion graphics.	BL2	CO1, CO2, CO3, CO4, CO5, CO6
14.	Explain how sound design can enhance motion graphics.	BL2	CO2, CO3, CO4, CO5, CO6
15.	Differentiate between a Null Object and a Solid Layer.	BL2	CO1, CO2, CO3, CO4, CO5, CO6
16.	List the major delivery methods for ads and their differences.	BL3	CO2, CO3, CO4, CO5, CO6
17.	Describe the key characteristics of a frame.	BL2	CO1, CO2, CO3, CO4, CO6
18.	Define an expression in Adobe After Effects.	BL3	CO1, CO2, CO3, CO4, CO5, CO6
	Section C		
	Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)		
19.	Describe the process of animating a simple shape in After Effects. Include a step-by-step breakdown from drawing the shape to setting keyframes.	BL3	CO1, CO2, CO3, CO4, CO6
20.	Explain how animation principles (timing, easing, transitions) are applied to create engaging product advertisements.	BL3	CO2, CO3, CO4, CO5, CO6
	CO : Course Outcome		
	BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)		