

III Semester B.Sc. Animation Examination, May 2010
PRE - PRODUCTION I
Theory

Time : 1 Hour

Total Marks: 20

Instructions : Wherever required , use pencil sketches.

SECTION I – A

Answer **any three** of the following questions in brief :

(3×2=6)

1. What is a jump cut ? Give example.
2. What is a character Arc ?
3. What is Slug line in script ?
4. What is Thumbnail ?

SECTION I – B

Answer **any three** of the following questions.

(3×3=9)

1. “The characters in the film CARS are anthropomorphic in nature” is the above statement true or false, discuss.
2. What is the PAL and NTSC and what is the difference between them ?
3. What is a turn around sheet and why is it needed ?
4. What is the job of the Art director in the Animation film ?

SECTION I – C

Answer **any one** if the following questions in detail.

(1×5=5)

1. Discuss with examples various Formats and their Aspect Ratio.
2. What are the differences between television Safe Area and Field guide ?

P.T.O.

Practical

Time : 3 Hours

Total Marks: 15

SECTION II – A

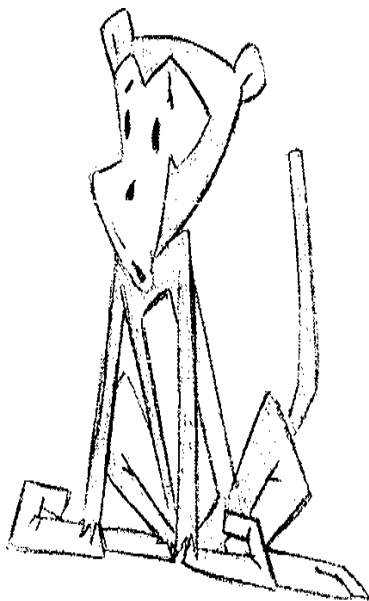
Answer **any one** of the following.

15

1. Draw turn around (front, 3/4, profile, back 3/4, back) and construction sheet (head proportions) for the character.



2. Draw turn around (front, 3/4, profile, back 3/4, back) and construction sheet (head proportions) for the character.



Time : 3 Hours

Max. Marks: 15

SECTION II – B

Answer **any one** of the following.

10

1. A working layout of a contemporary living room below eye level, make sure to include
 - a) All the necessary details
 - b) Distribute layers
 - c) Follow color notation
 - d) Mark entry and Exit point (Use arrows)
 - e) Use diffused sunlight (mid day) coming through the window to light up your layout
 - f) 10 fields
2. Create a working layout of a five star hotel lobby, use two field Vertical pan and three field horizontal pan, make sure to include :
 - a) All necessary details
 - b) Distribute layers
 - c) Follow color notation
 - d) Create depth by keeping the reception area closer to the camera
 - e) Create a capsule elevator in warped perspective for the vertical pan
 - f) Camera movement left to right (horizontal) bottom to top (Vertical)
 - g) Interior lighting - use artificial light sources inside the lobby.
 - h) 8 fields (Both horizontal and vertical)

SECTION II – C

Answer **any one** of the following.

5

1. Chikki is a hyper active baby. Create a concept art of his room stuffed with toys.



Chakki

2. Low Angle - Valley of flowers. Create layouts for the camera angles and scene requirements . Use appropriate props and settings.
