



DCAG504

Reg. No.

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V Semester B.V.A. (Theory) Degree Examination, January/February- 2025
ANIMATION AND GAME ART
History of Animation
(NEP Scheme 2022 Onwards)

Time : 2½ Hours

Instructions to Candidates:

All the Sections are compulsory.



Maximum Marks : 60

SECTION - A

Write a short note on any TEN of the following questions.

(10×2=20)

1. Experimental Animation.
2. Flip Book.
3. FPS.
4. Rotoscoping.
5. Vector Graphics.
6. ZD Animation.
7. Puppet Animation.
8. Cutout Animation.
9. Mickey Mouse.
10. Walt Disney.
11. Pixar Animation Studio.
12. Stop-motion Animation.

[P.T.O.]





(2)
SECTION - B

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Answer any **FOUR** questions.

(4×5=20)

1. Explain the different method and techniques used in Traditional Animation.
2. Explain any two significant advantages of digital animation over traditional animation.
3. How is animation utilized for visualization purpose?
4. What were the early animation devices used in the history of animation?
5. Explain any five basic principles of animation.
6. Explain any three Iconic Animation Charactors.

SECTION - C

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

(1×20=20)

1. Explain the different techniques and process of 3D computer animation.
 2. Explain the 12 basic principles of animation.
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