



Ph.D. COMMON ENTRANCE TEST_AUGUST 2024

SUBJECT – ANIMATION

PART B

Roll No:

Duration: 60 minutes

Maximum Marks: 50

Instructions:

1. This entrance test question paper is not to be taken out of the examination hall
2. Question paper consists of Section A and Section B
3. Section A consists of 30 MCQs carrying 1 Mark each. Write the Alphabet of the correct answer in the space given.
4. Section B consists of Descriptive questions carrying 5 marks each. Restrict your answer to 500 words. Additional plain sheets have been attached to the question paper to answer Section B

SECTION – A

Answer the following:

30 X 1 = 30

1. What is the primary purpose of a storyboard in animation?

- a) To design character outfits
- b) To outline the narrative and visual flow of the animation
- c) To finalize the color palette
- d) To create background music

2. Which of the following animation principles involves the exaggeration of characters' actions to convey emotions effectively?

- a) Staging
- b) Squash and Stretch
- c) Timing
- d) Follow Through and Overlapping Action

3. What animation technique involves drawing directly on film stock?

- a) Claymation
- b) Rotoscoping
- c) Direct Animation
- d) Cel Animation

4. Who is credited with the invention of the praxinoscope, an early animation device?

- a) Eadweard Muybridge
- b) Étienne-Jules Marey
- c) Emile Reynaud
- d) Thomas Edison

5. What does the term "rigging" refer to in 3D animation?

- a) Creating textures for 3D models
- b) Setting up the lighting in a scene
- c) Building a skeletal structure for a character
- d) Editing the final animation sequence

6. In animation, what is the significance of "keyframes"?

- a) They define the starting and ending points of any smooth transition
- b) They add sound effects to the animation
- c) They are used for final rendering
- d) They store background information

7. What is the main function of "onion skinning" in animation software?

- a) To add layers of color to an animation
- b) To allow animators to see several frames at once
- c) To improve sound synchronization
- d) To apply motion blur effects

8. What does "rendering" mean in the context of animation?

- a) Drawing characters by hand
- b) Converting 3D models into 2D images
- c) Finalizing the script
- d) Applying textures to models

9. Which animation style is characterized by using puppets or models that are physically manipulated in small increments between individually photographed frames?

- a) 2D Animation
- b) Stop-Motion Animation

- c) CGI Animation
- d) Rotoscoping

10. What does the term "animatics" refer to in the animation production process?

- a) Final animations with sound effects
- b) Preliminary versions of the film composed of storyboard images
- c) Animations created entirely in real-time
- d) Background design concepts

11. In which type of animation is the movement of real objects captured frame by frame?

- a) Stop-Motion Animation
- b) Motion Capture
- c) Vector Animation
- d) Traditional Animation

12. Which animation studio is known for producing the "Toy Story" series?

- a) DreamWorks Animation
- b) Pixar Animation Studios
- c) Studio Ghibli
- d) Blue Sky Studios

13. What does the term "FPS" stand for in animation?

- a) Frames Per Second
- b) Footage Per Shot
- c) Fast Processing Speed
- d) Final Production Sequence

14. Which software is specifically designed for creating vector-based 2D animations?

- a) Autodesk Maya
- b) Adobe After Effects
- c) Toon Boom Harmony
- d) Cinema 4D

15. What is the primary focus of "character animation"?

- a) Designing background scenery

- b) Animating the movements and expressions of characters
- c) Creating the script
- d) Developing sound effects

16. Which animation technique involves creating movement through sequential drawings, each differing slightly from the previous one?

- a) Stop-motion animation
- b) Traditional 2D animation
- c) Rotoscoping
- d) Motion capture

17. What is the term for the basic unit of a film or animation that defines one complete movement?

- a) Frame
- b) Scene
- c) Shot
- d) Sequence

18. Who is known for pioneering the multiplane camera technique in animation?

- a) Walt Disney
- b) Max Fleischer
- c) Tex Avery
- d) Chuck Jones

19. What is the significance of "Anticipation" in the 12 principles of animation?

- a) It makes movements appear faster
- b) It prepares the audience for an action
- c) It smooths transitions between scenes
- d) It emphasizes character emotions

20. Which animation technique uses photographs of inanimate objects, like clay models, to create the illusion of movement?

- a) Cel animation
- b) Stop-motion animation
- c) Rotoscoping
- d) Vector animation

21. In computer animation, what is "keyframe interpolation"?

- a) The process of drawing every frame by hand
- b) Creating intermediate frames between keyframes
- c) Applying textures to models
- d) Recording voice-overs for characters

22. Which of the following is a fundamental principle of animation that involves stretching and squashing an object to give it a sense of weight and flexibility?

- a) Timing
- b) Ease in and ease out
- c) Squash and Stretch
- d) Anticipation

23. What is the main purpose of a "character rig" in 3D animation?

- a) To define the storyline
- b) To create background scenery
- c) To control character movement
- d) To finalize the animation

24. Which animation software is known for its vector-based drawing tools and is commonly used for 2D animations?

- a) Blender
- b) Toon Boom Harmony
- c) Autodesk Maya
- d) Cinema 4D

25. Who directed the animated film "Spirited Away," which won an Academy Award for Best Animated Feature?

- a) Walt Disney
- b) Hayao Miyazaki
- c) Brad Bird
- d) John Lasseter

26. What does "frame rate" refer to in animation?

- a) The number of drawings in a storyboard
- b) The number of frames displayed per second

- c) The speed at which characters move
- d) The length of the final animation

27. In the context of 3D animation, what does "UV mapping" involve?

- a) Creating 3D models
- b) Designing character rigs
- c) Applying textures to 3D models
- d) Animating character movements

28. What does the term "pre-production" refer to in the animation workflow?

- a) Rendering the final animation
- b) Editing sound and music
- c) Planning and conceptualizing the animation
- d) Distributing the finished product

29. Which principle of animation refers to the amount of time spent on an action to establish its importance in the sequence?

- a) Staging
- b) Timing
- c) Secondary Action
- d) Exaggeration

30. Who is the creator of the animated television series "The Simpsons"?

- a) Seth MacFarlane
- b) Mike Judge
- c) Trey Parker
- d) Matt Groening

SECTION - B

Answer any four of the following:

4 X 5 = 20

1. Explain the role and importance of storyboarding in the animation production process. How does it aid in visual storytelling?
2. Discuss the significance of "Squash and Stretch" as an animation principle. Provide examples of its application in animated films or series.
3. How do modern technologies, such as CGI and motion capture, influence contemporary animation production? Provide examples to support your discussion.

4. Analyze the role of semiotics in animation and filmmaking. How does the study of signs and symbols enhance narrative and character development?
5. How do VFX techniques enhance the storytelling and visual appeal of animated productions? Discuss.
6. Discuss the ethical considerations in animation production, particularly regarding cultural representation and intellectual property.