

Exam Code: 112801
(30)

Paper Code: 1298

Programme: Bachelor of Vocation (Animation)
Semester-I

Course Title: Foundation Art

Course Code: BVAM-1114

Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal marks. 8 each

SECTION A

1. Explain in detail about the following Terms — Space, Color, Texture, and Shadow.
2. Explain in detail about the various elements of Art Form.

SECTION B

3. What do you understand by Human Anatomy? Explain in detail.
4. What is the difference between Water color, Poster color and Oil Pastel? Explain in detail

SECTION C

5. What is difference between Shading and Shadow?
Explain in detail.
6. Explain the following in detail: 1- point, 2-point and 3-
point perspective.

SECTION D

7. What is the Importance of composition in design?
Explain in detail.
8. What is Role of colors in composition? Explain in detail.

SECTION A

1. Explain in detail about the following Terms – Space,
Color, Texture, and Shadow.
2. Explain in detail about the various elements of art form.

SECTION B

3. What do you understand by Human Anatomy? Explain
in detail.
4. What is the difference between Water color, Poster
color and Oil Paint? Explain in detail.

Exam Code: 112801

Paper Code: 1299

Bachelor of Vocation (Animation) Semester I

Course Title: Principles of Animation

Course Code: BVAM-1115

Time: 3 Hours

Max. Marks: 40

Note: Attempt five questions, selecting one question from each section. The fifth question can be attempted from any section. Each question carries 8 marks.

SECTION A

1. What is stop motion animation? Explain in detail.
2. What do you understand by 2D and 3D Animation? Explain in detail.

SECTION B

3. What is the importance of observation in drawing? Explain in detail.
4. Explain the difference between gestures and facial expressions.

SECTION C

5. What do you understand by pose-to-pose animation? Explain in detail.
6. Name and explain any 4 principals of animation with example?

SECTION D

7. What do you understand by Slow in and Slow out? Explain in detail.
8. How staging can be Important in animation? Explain.