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Reg. No.

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V Semester B.V.A. Degree Examination, February/March - 2024

ANIMATION AND GAME ART

History of Animation (Theory)

(NEP Scheme)



Time : 2½ Hours

Maximum Marks : 60

Instructions to Candidates:

Answer **All** questions and adhere to the guidelines provided in **each** Section.

SECTION - A

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

(10×2=20)

1. Flip Book
2. Sand Animation
3. Eadweard muybridge
4. Steamboat Willie
5. Persistence of Vision
6. Experimental Animation
7. Popeye the sailor
8. Dream works Animation
9. Praxinoscope
10. Cutout Animation
11. FPS
12. Walt Disney.

SECTION - B

Answer any FOUR questions.

(4×5=20)

1. Explain the principles of animation and its significance.
2. What were the early animation devices used in the history of animation?

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3. How is animation utilized for visualization purposes?
4. Explain the early animation characters.
5. What is 2D computer animation, explain the process briefly.

SECTION - C

Answer any ONE of the following question.

(1×20=20)

1. Explain the process of traditional Animation.
 2. Explain the history of 3D Animation and its evolution.
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