

Reg. No

Name

22P1011

M. A DEGREE END SEMESTER EXAMINATION : OCTOBER 2022

SEMESTER 1 : DIGITAL ANIMATION

COURSE : 21P1DGAT01: HISTORY OF ANIMATION

(For Regular - 2022 Admission and Supplementary - 2021 Admission)

Duration : Three Hours

Max. Weights: 30

PART A

Answer any 8 questions

Weight: 1

1. What is a Thaumatrope? (R, CO 1)
 2. List the basic animation techniques (R, CO 1)
 3. Name any four famous comic strips? (R, CO 1)
 4. Define the first full color cartoon (R, CO 2)
 5. Define the work "Little Nemo" (R, CO 2)
 6. Define the first sound synchronized cartoon (R, CO 2)
 7. Who is Ollie Johnston? (R, CO 3)
 8. What is Squash and Stretch? (R, CO 3)
 9. Define the movie "Animal Farm" (R, CO 4)
 10. Who is Isao Takahata? (R, CO 5)
- (1 x 8 = 8)**

PART B

Answer any 6 questions

Weights: 2

11. Examine the prehistoric attempts of animation (An, CO 1)
 12. Explain the "Wheel of Life" (U, CO 1)
 13. Elucidate the contributions of Fleischer Brothers (U, CO 2)
 14. Summarise on the first cel animated feature film (U, CO 2)
 15. Identify the role of Tim Burton in the stopmotion animation industry (A, CO 2)
 16. Explain the Golden Age of Disney animation (U, CO 3)
 17. Identify the role of Hanna and Barbera and their contributions (A, CO 3)
 18. Elucidate the features of Manga (U, CO 5)
- (2 x 6 = 12)**

PART C

Answer any 2 questions

Weights: 5

19. Examine the contributions of pioneers and their role in the development of animation industry (An, CO 2)
20. Analyse the Warner Bros Animation studios and their important contributions (An, CO 3)

21. Examine the growth of Pixar Studio and identify their important contributions (An, CO 3)
22. Analyse the current Indian animation and Vfx Industry (An, CO 4)
(5 x 2 = 10)

OBE: Questions to Course Outcome Mapping

CO	Course Outcome Description	CL	Questions	Total Wt.
CO 1	Explain the early animation attempts and optical devices.	U	1, 2, 3, 11, 12	7
CO 2	Analyse the role of pioneers and the efforts that took place in the field of animation.	An	4, 5, 6, 13, 14, 15, 19	14
CO 3	Analyse the issues and situations of different Animation studios in America	An	7, 8, 16, 17, 20, 21	16
CO 4	Analyse the history and growth of European, Canadian and Indian animation	An	9, 22	6
CO 5	Evaluate different styles of Japanese animation	E	10, 18	3

Cognitive Level (CL): Cr - CREATE; E - EVALUATE; An - ANALYZE; A - APPLY; U - UNDERSTAND; R - REMEMBER;