

Reg. No

Name

23P110

M. A. DEGREE END SEMESTER EXAMINATION : NOVEMBER 2023

SEMESTER 1 : DIGITAL ANIMATION

COURSE : 21P1DGAT01 : HISTORY OF ANIMATION

(For Regular - 2023 Admission and Improvement/Supplementary -2022/2021 Admissions)

Duration : Three Hours

Max. Weights: 30

PART A

Answer any 8 questions

Weight: 1

1. Explain the earliest attempts of animation. (U, CO 1)
2. Name any four optical toys. (R, CO 1)
3. Define the character "Betty Boop". (R, CO 2)
4. Define "Feline Follies". (R, CO 2)
5. Name any four famous comic strips. (R, CO 1)
6. Define Astro Boy. (R, CO 5)
7. Write briefly on: "Out of the Inkwell" series. (R, CO 2)
8. Write a note on the movie "Adventures of Prince Achmed". (R, CO 4)
9. What is Squash and Stretch? (R, CO 3)
10. Define Follow Through and Overlapping actions. (U, CO 3)

(1 x 8 = 8)

PART B

Answer any 6 questions

Weights: 2

11. Identify the importance of Multiplane camera with an illustration. (A, CO 3)
12. Elucidate on the Cinematographe. (U, CO 1)
13. Explain the peg system. (U, CO 2)
14. Explain the contributions of Toei studio. (U, CO 5)
15. Explain the contributions of Muybridge in the area of Motion pictures. (U, CO 1)
16. Summarise the Pioneer history of animation. (U, CO 2)
17. Explain the Golden Age of Disney animation. (U, CO 3)
18. Explain the contributions of UB Iwerks. (U, CO 2)

(2 x 6 = 12)

PART C

Answer any 2 questions

Weights: 5

19. Elaborate on the important animation studios of Hollywood. (A, CO 3)
20. Examine the important characteristics of Disney Feature films. (An, CO 2)
21. Analyse the current Indian animation and VFX Industry. (An, CO 4)
22. Elucidate the techniques used in the following movies - 'CORPSE BRIDE', and 'CHICKEN RUN'. (An, CO 3)

(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, 5, 12, 15	7
CO 2	Analyse the role of pioneers and the efforts that took place in the field of animation.	An	3, 4, 7, 13, 16, 18, 20	14
CO 3	Analyse the issues and situations of different Animation studios in America	An	9, 10, 11, 17, 19, 22	16
CO 4	Analyse the history and growth of European, Canadian and Indian animation	An	8, 21	6
CO 5	Evaluate different styles of Japanese animation	E	6, 14	3

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