

Reg. No.....

Name.....

BA BSc BCOM DEGREE END SEMESTER EXAMINATION - NOVEMBER 2025**UGP (HONS.) SEMESTER - 1: DISCIPLINE SPECIFIC COURSE****COURSE: 24UAVEDSC103- HISTORY OF ANIMATION AND VISUAL EFFECTS***(For Regular 2025 & Improvement/Supplementary 2024 Admission)*

Time: 2 hours

Marks: 70

PART A (Short Answer Questions.)**Answer any 5 out of 7 questions. Each question carries 2 marks**

1. Who is the known as the Father of Manga? (CO2)
2. Explain Phi phenomenon. Explain the experiment done to illustrate this phenomenon. (CO1)
3. Name two important characters created by the Fleischer Studios. (CO2)
4. Explain the term Theatre Optique. (CO3)
5. What is the importance of the Film Division in Indian animation history? (CO3)
6. Describe the importance of rear projection in visual effects. (CO4)
7. What is stereoscopic 3D, and how is it used in visual effects? (CO4)

[2 x 5 = 10]**PART B (Short Essay Questions)****Answer any 6 out of 8 questions. Each question carries 5 marks**

8. Write a short note on Pixar animation studio (CO3)
9. Explain the contributions of Otto Messmer. (CO2)
10. Describe the use of pyrotechnics in early cinema visual effects. (CO4)
11. Explain the process and significance of motion-controlled cameras in visual effects. (CO4)
12. Discuss the major Experimental animations from NFBC. (CO2)
13. What are the improvements of the Praxinoscope over the Zoetrope?
Explain with neat diagram. (CO1)
14. Analyse the current Indian animation and VFX Industry. (CO4)
15. Explain the role of MGM studios in the growth of animation (CO3)

[5 x 6 = 30]

PART C (Essay Type Questions)

Answer any 2 Questions. Each question carries 15 marks

16. Evaluate the production pipeline of a 3D animation studio. (CO3)
17. Critically evaluate the evolution of animation techniques from optical toys to the advent of CGI, with specific examples. (CO4)
18. Analyse the role of John Bray and Bray Studios in shaping the American Animation industry. (CO2)

[15 x 2 = 30]