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UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER I
SESSION 2023/2024**

- COURSE NAME : PRINCIPLES OF ANIMATION
COURSE CODE : DAG 11503
PROGRAMME CODE : DAG
EXAMINATION DATE : JANUARY / FEBRUARY 2024
DURATION : 2 HOURS 30 MINUTES
INSTRUCTION : 1. SECTION A: ANSWER ALL QUESTIONS
2. SECTION B: ANSWER **THREE (3)**
QUESTIONS **ONLY**
3. THIS FINAL EXAMINATION IS
CONDUCTED VIA **CLOSED BOOK.**
4. STUDENTS ARE **PROHIBITED** TO
CONSULT THEIR OWN MATERIAL OR
ANY EXTERNAL RESOURCES DURING
THE EXAMINATION CONDUCTED VIA
CLOSED BOOK.

THIS QUESTION PAPER CONSISTS OF **ELEVEN (11)** PAGES

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SECTION A (40 MARKS)

- Q1** It refers to simulated motion pictures showing the movement of drawn objects.
- A Motion Capture
 - B Animation
 - C Virtual Reality
 - D Augmented Reality
- Q2** Identify which of these statements is **TRUE**.
- A Shadowgraphy is a form of projector that comprises a translucent oil painting, a lens, and a flame.
 - B Movieola is a small disc with an image printed on each side.
 - C Zoetrope was an early animation device that used the persistence of vision principle to create an illusion of motion.
 - D The magic lantern was patented by John Barnes Linnett in 1868.
- Q3** He made the first animated film in 1900.
- A Walt Disney
 - B J. Stuart Blackton
 - C William Horner
 - D J. A. Ferdinand Plateau.
- Q4** For a major stop animation production such as 'Wallace & Gromit' in **Figure Q4**, you would expect to create frames at a rate of _____.
- A 3 to 5 secs per day
 - B 1 or 2 mins per day
 - C 30 mins per day
 - D 2 hours per day
- Q5** Name of the first animated film.
- A Humorous Phases of Funny Faces
 - B Tom and Jerry
 - C Mickey Mouse
 - D Merrie Melodies
- Q6** Identify the title of the first **FULL LENGTH** hand-drawn animated feature film.
- A Betty Boop
 - B Snow White and the Seven Dwarfs
 - C Bambi
 - D Pinocchio
- Q7** Name of the first animation film in Malaysia.
- A Hikayat Sang Kancil
 - B Pada Zaman Dahulu
 - C Silat Lagenda
 - D Anak-anak Sidek

- Q8** Invented in 1824, _____ is a simple mechanical toy that creates the illusion of movement with an image printed on each side.
- A Binocular
 - B Zoetrope
 - C Thaumatrope
 - D BOOM
- Q9** If we were to have An Adobe animate document consisting of 2400 frames all-in, our frame rate is set to 60 frames per second. How long will the final movie play?
- A 30 seconds
 - B 30 minutes
 - C 40 seconds
 - D 40 minutes
- Q10** How many principles of animation are there?
- A 6
 - B 3
 - C 18
 - D 12
- Q11** If you _____ your layers, you won't accidentally edit them.
- A Lock
 - B Delete
 - C Hide
 - D F6
- Q12** This movement prepares the audience for a major action the character is about to perform, such as starting to run, jump, or change expression. Examples are a pitcher's wind-up or a golfer's backswing. Identify which principle these statements stated.
- A Anticipation
 - B Arcs
 - C Staging
 - D Slow In and Slow Out
- Q13** You can use multiple layers to help organize your animation better.
- A True
 - B False
- Q14** Gives the illusion of weight and volume to a character as it moves. It is used in all forms of character animation, from a bouncing ball to the body weight of a person walking. Identify which principle these statements stated.
- A Squash and Stretch
 - B Straight Ahead Versus Pose to Pose
 - C Exaggeration
 - D Slow In and Slow Out

- Q15** The opposite of the anticipation principle.
 A Follow Through and Overlapping Action
 B Staging
 C Exaggeration
 D Slow In and Slow Out
- Q16** Identify the most used principle.
 A Squash and Stretch
 B Exaggeration
 C Anticipation
 D Staging
- Q17** Identify which principle can be seen in **Figure Q17**.
 A Follow Through/Overlapping Action
 B Staging
 C Anticipation
 D Squash and Stretch
- Q18** The principle of solid drawing means...
 A Animators should adhere to the same principles of flying as academic artists.
 B Draw lines that are solid.
 C Don't make your drawing too light.
 D Animators should adhere to the same principles of drawing as academic artists.
- Q19** Corresponds to what would be called charisma in an actor. A character who is not necessarily sympathetic, such as a villain or monster, can also fall under this principle. The important thing is that the viewer feels the character is real and exciting. This statement falls under which principles?
 A Follow Through and Overlap
 B Appeal
 C Exaggeration
 D Solid Drawing
- Q20** Identify are the definition and term from the table accurate.

Definition	Term
Supports the main action	Secondary Action

- A True
 B False

- Q21** Identify which principle can be seen from **Figure Q21**.
- A Arcs
 - B Anticipation
 - C Exaggeration
 - D Solid Drawing
- Q22** A cartoony look gets the message across the entire scene. This statement is related to which principles?
- A Exaggeration
 - B Appeal
 - C Staging
 - D Anticipation
- Q23** This principle makes objects appear to obey the laws of physics; for instance, an object's weight determines how it reacts to an action, like a push. Critical for establishing a character's mood, emotion, and reaction.
- A Timing
 - B Arcs
 - C Solid Drawing
 - D Anticipation
- Q24** The Oscar-nominated animated movie 'Avatar' in **Figure Q24** used the animation technique of?
- A Stop Motion
 - B CGI
 - C Cel animation
 - D Rotoscoping
- Q25** Why do animators use storyboards?
- A To show off
 - B No reason, just for fun
 - C To sell to collectors
 - D To help them plan their animation
- Q26** When preparing a multimedia or animation project, what is the fourth step? This is when the animator decides if the project includes narration, dialog, and/or music.
- A Research
 - B Concept & Script
 - C Create a Storyboard
 - D Visual & Style

- Q27** When preparing an animation project, what is the third step? This involved the director working with story artists to flesh out the story.
- A Research
 - B Concept & Script
 - C Create a Storyboard
 - D Voiceover
- Q28** What is the name of the programming/ scripting language of Adobe Animate?
- A Script language
 - B Action script
 - C Programming language
 - D Programming script
- Q29** When preparing an animation project, the process ensures that you and the client understand each other and agree on the project's scope.
- A Concept and Script
 - B Research
 - C Storyboard
 - D Visual Style
- Q30** Recall how many Objects can be **TWEENED** per layer?
- A Two
 - B One
 - C As much as you want
 - D Three
- Q31** _____ is a location on a timeline that marks the beginning or end of a transition / a place where **SOMETHING** happens.
- A Frame
 - B Tween
 - C Keyframe
 - D Motion tween
- Q32** Identify function allows you to add a graphic to the library?
- A Break Apart
 - B Free Transform
 - C Group
 - D Convert to Symbol
- Q33** _____ is an option in animation that allows you to see through several frames at one time.
- A Layer
 - B Onion Skin
 - C 2D Animation
 - D Stop Motion Animation

- Q34** Objects being moved from one position to another in any direction is called?
A Motion Path
B Masking
C Scripting/Programming
D Interactivity
- Q35** What does RGB stand for?
A Red, Green and Blue.
B Red, Green and Black
C Rose, Grey and Bronze
D Ruby, Green and Blue
- Q36** Anthony is ready to review his animation. He should analyze his project to do all of the following **EXCEPT**.
A Reduce file sizes for quicker downloads
B Make video/animation play more smoothly
C Ensure streaming is slow during viewing
D Maintain sufficient quality for viewing
- Q37** Below is list common animation applications **EXCEPT**.
A Adobe Animate
B Audacity
C 3D Max
D Pencil
- Q38** Identify what can we use this Adobe After Effects software for.
A It can be used to create your own magazine.
B It can be used to edit and manipulate images.
C It can be used to edit and create videos.
D It can be used to create your own animations.
- Q39** Which software would you use to create something like in **Figure Q39**?
A Adobe Photoshop
B Adobe Animate
C Adobe Illustrator
D Adobe Premiere Pro
- Q40** What software did we use to animate a stick figure?
A Animaker
B Pivot Animator
C Canva
D Adobe InDesign

SECTION B (60 MARKS)

Instruction: Answer **THREE (3)** Questions **ONLY**.

- Q41** (a) List **FOUR (4)** animation movies produced by James Stuart Blackton and Émile Cohl's. (4 Marks)
- (b) Analyze the significance of Winsor McCay's "Gertie the Dinosaur" in the history of animation. (2 Marks)
- (c) Analyze the impact of Disney's "Snow White and the Seven Dwarfs" on the history of animation. (2 Marks)
- (d) Explain the main purpose of the principles of animation. (2 Marks)
- (e) Discuss the **FIVE (5)** types of animation you have learned. (10 Marks)

- Q42** (a) List **FOUR (4)** principles of animation that can be applied based on **Figure Q42(a)**. (4 Marks)
- (b) Explain the principle of anticipation applied in animation. (2 Marks)
- (c) Differentiate between "straight-ahead action" and "pose-to-pose". (4 Marks)
- (d) If you look up the verb "**to animate**" in the **Oxford Dictionary**, you'll find two definitions:
1. "To animate something or someone means to give (a film or character) the appearance of movement using animation techniques."
 2. "Describe the action as the capacity to bring to life."

To portray the mentioned "appearance of movement", we need to create a sequence of images -drawn, painted, or produced by other artistic methods- that slightly differ from one another. The chronological display of the previous images will produce the illusion of shape change and motion.

Discuss a 2D animation process that can give the audience a broad idea step-by-step how to produce a 2D animation movie.

(10 Marks)

Q43 (a) List **FOUR** (4) types of animation that can be used to create animation in Adobe Animate. (4 Marks)

(b) Explain the persistence of vision, and how does it relate to animation? (2 Marks)

(c) Analyze the significance of the magic lantern in the history of early animation devices. How did it work, and what role did it play in developing animation? (4 Marks)

(d) Explore the cultural impact of early animation devices such as the thaumatrope and zoetrope on society during the 19th century.

Discuss **FIVE** (5) impacts, how they captivate and entertain audiences, and the historical significance they hold in developing animation.

(10 Marks)

Q44 (a) Analyze the functioning and historical importance of the phenakistoscope. How did it contribute to the early animation industry, and what were its limitations? (4 Marks)

(b) Explain how “slow in and slow” out create realism in animation. (2 Marks)

(c) List **FOUR** (4) advantages of vector graphics in creating animation. (4 Marks)

(d) One of the most common issues animators face is having too many characters in an animation project. This can make it difficult for animators to create unique movements for each character, which may lead to similar body language or gestures among different characters. Another issue is time management. Animators often have tight deadlines to meet, so they need to prioritize their work and plan out their schedules accordingly. Animators also face technical difficulties when working with complex software.”

Discuss **FIVE** (5) examples of a software program that can be used to help simplify the animation.

(10 Marks)

- END OF QUESTIONS -

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Figure Q4

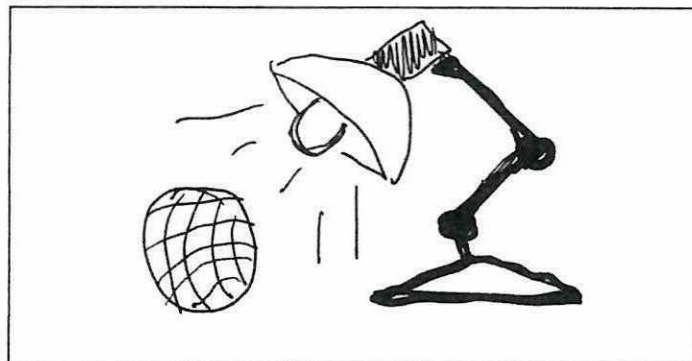


Figure Q17

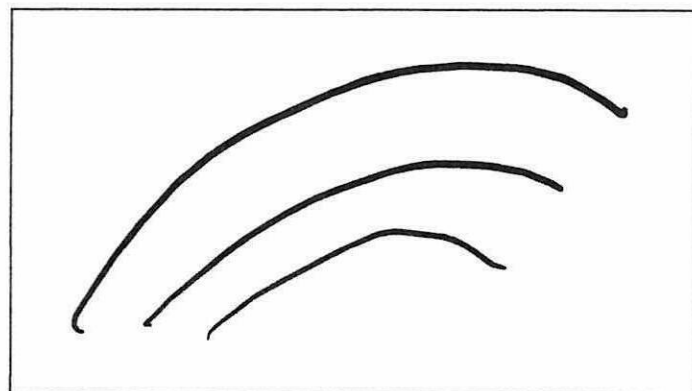


Figure Q21

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Figure Q24

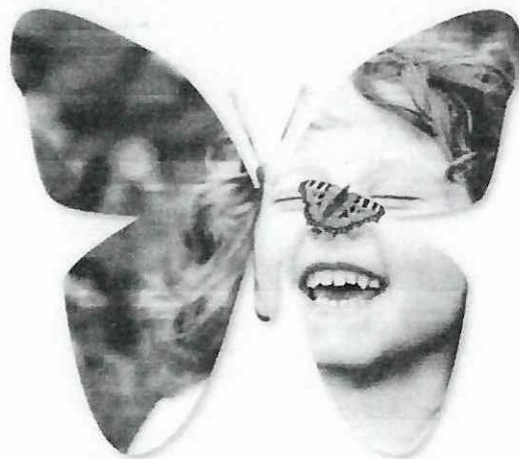


Figure Q39



Figure Q42(a)