Saraswat Education Society's

Sridora Caculo College of Commerce & Management Studies

B.C.A. Semester I End Examination, Oct/Nov 2026

CSA 144- 2D Animation

Duration: 1 Hour **Total Marks:** 20 marks

Instructions:

i) Answering all the questions are compulsory.

ii) Figures to the right indicate full marks.

Q.1	**Answer the following questions.**	**(4X1)**
	a) Define squash and stretch. **b)** Name any four types or approaches of 2D animation. **c)** List the primary colours in the traditional RYB colour model. **d)** Identify the animation technique in which software generates intermediate movements between keyframes.	
Q.2 A i)	State the meaning of rig-based animation.	**(02)**
	OR	
Q,2 A ii)	Elaborate the concept of storyboarding.	**(02)**
Q.2 B)	List any four digital painting tools and their uses.	**(02)**
Q.3 A i)	Explain the role of timing and spacing in creating different types of movement.	**(02)**
	OR	
Q.3 A ii)	Explain how shading helps communicate form, depth and lighting	**(02)**
Q.3 B)	Describe the additive RGB colour system.	**(02)**
Q.4 A i)	Describe the major stages involved in character development.	**(02)**
	OR	
Q.4 A ii)	Differentiate between frame-by-frame animation and keyframe-and-tweening animation.	**(02)**
Q.4 B)	Describe the complete 2D animation workflow, from idea development to exporting the final animation.	**(02)**

Q. 5 A i)	Select a suitable animation technique for a character whose body parts must move independently. Justify your selection.	**(02)**
	OR	
Q. 5 A ii)	A character stops walking, but its hair and clothes appear to stop immediately. Identify the relevant principle and explain how you would correct the movement.	**(02)**
Q.5 B)	Choose the appropriate colour system for artwork intended for a computer screen and for a printed poster. Explain your choices.	**(02)**

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