University of Palestine

Course Title: *Computer Animation*
Date: 26 / 10 / 2017
Number of Questions: 4
Time: 1 hour
Using Calculator (No)

1st Midterm Exam
Total Grade: 15

Instructor Name: Mohammed Alasttal
Student No.: _____.__
Student Name: _____
College Name: _____
Dep. / Specialist: _____
Using Dictionary (No)

Question # 1   (5 Mark)

A. State whether the following TRUE or FALSE

1. Data-Driven animation is using law of physics   (   )
2. Production in animation is broken as sequence , shot , frame   (   )
3. The exposure sheet record sound track cues, camera moves, and compositing elements .   (   )
4. The zoetrope was a rotating disc with a series of drawings around the side in frames.   (   )
5. Cell animation manipulate real-world objects and photograph them one frame at a time.   (   )
6. The default frame rate that human eye can perceive is 24 -25 FPS   (   )
7. In the production pipeline the Story Department translates the verbal into the visual   (   )
8. Standard x-sheet consists of several columns from top to bottom and 25 rows   (   )
9. small pieces is modeled to create characters using in animation is called clay.   (   )
10. Rotoscoping is a technique of tracing over live-action film frame by frame.   (   )

Question # 2

Fill the Gaps using appropriate Words: (5Marks)

1. ………………… is device that captures your drawings and plays them back.

2. …………………. structured commands that can be used to encode the information

   necessary to produce animations.

3. Productions are broken into major parts called ………………….

4. ………………….. identified and produced by master animators to aid in confirmation of

   timing character development, and image quality.

5. A combination of stop frame animation and live shots is called …………………..

Question # 3

A. Define the Animation? and list 5 of its applications (1 marks)

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B. **What is the advantages of using animation language ?**   (1 marks)

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Question #4

A. **Compare between the conventional Animation and Computer animation**   (2 marks)

Conventional Animation	Computer Animation
....	....

B. **List and explain the ways of how to animate a sequence using traditional 2D animation**

(1 marks)

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End of Questions

Good Luck