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UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER II
SESSION 2022/2023**

COURSE NAME : HISTORY OF ANIMATION
COURSE CODE : DAG 12202
PROGRAMME CODE : DAG
EXAMINATION DATE : JULY / AUGUST 2023
DURATION : 2 HOURS
INSTRUCTIONS : 1. ANSWER ALL QUESTIONS
2. THIS FINAL EXAMINATION IS
CONDUCTED VIA **CLOSED BOOK**.
3. STUDENTS ARE **PROHIBITED** TO
CONSULT THEIR OWN MATERIAL OR
ANY EXTERNAL RESOURCES DURING
THE EXAMINATION CONDUCTED VIA
CLOSED BOOK.

THIS QUESTION PAPER CONSISTS OF FIVE (5) PAGES

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- Q1** Animation used to be produced using various conventional and ancient methods.
- (a) Name **FOUR (4)** earliest techniques in animation production. (4 marks)
 - (b) Title such as *The Prolific Egg*, *Little Nemo* and *Steamboat Willie* are pioneers' animation film. Discuss **THREE (3)** features of the earliest animated films. (6 marks)
- Q2** Experimental animation is a form of animation that has no narration or specific structure.
- (a) Explain **TWO (2)** purposes of experimental animation. (4 marks)
 - (b) Describe **TWO (2)** examples of product of experimental animation. (4 marks)
 - (c) State **TWO (2)** features of orthodox animation. (2 marks)
- Q3** Walt Disney company or commonly known as *Disney* is one of the earliest and popular animation studios in the world.
- (a) State the country of origin the Walt Disney company. (1 marks)
 - (b) Describe the animation techniques used by the *Disney's* studio in producing the animated film. (2 marks)
 - (c) Give **TWO(2)** reasons why the Walt Disney movie of *Snow White and Seven Dwarfs* that released in year 1937 has been considered the legend and mother of animated films. (2 marks)
 - (d) Name **TWO (2)** titles of other animated films that has been produced by the Walt Disney company. (2 marks)
 - (e) Animators at *Disney's* has discovered rules of 12 principles of animation. These rules were to help animators to create characters and objects that moved according to the laws of physics. Name **THREE (3)** of the rules. (3 marks)

- Q4** Animation industry has expanded from the big screen in movie theaters to the small screen on the television.
- (a) Discuss **THREE (3)** *Japanese* influence towards the growth of animation industry on the television. (6 marks)
 - (b) Give **TWO (2)** challenges of producing animation for the television. (2 marks)
 - (c) Give **TWO (2)** importance of distributing animation on the television. (2 marks)
- Q5** The animation movie titles from various country in Asia has been listed in **FigureQ5**.
- (a) Select **TWO (2)** animation movie titles that produced in Indonesia. (2 marks)
 - (b) Select **THREE (3)** animation movie titles that produced in Singapore. (3 marks)
 - (c) Select **THREE (3)** animation movie titles that produced in Thailand. (3 marks)
 - (d) Select **THREE (3)** animation movie titles that produced in Philippines. (3 marks)
 - (d) Select **FOUR (4)** animation movie titles that produced in Vietnam. (4 marks)
- Q6** Animation has evolved from just to bring drawing to life era to the serious form of art produced by trained workers in a studio. Animation itself has become global industry.
- (a) Discuss **FOUR (4)** factors that contributes to the development of animation industry in Malaysia and in other Asia countries. (4 marks)
 - (b) Explain **TWO (2)** challenges that can restrict the growth of the animation industry in Malaysia and in other Asia countries. (2 marks)
 - (c) Describe **FOUR (4)** common themes of animation movies produced in Malaysia and other Asia countries. (4 marks)
 - (d) Name **FIVE (5)** examples animation movie titles produced in Malaysia since 1990s. (5 marks)

- Q7** Animated films in earlier development started with the storybook narratives. It is also common to believe that animators started as a cartoonist.
- (a) Differentiate between animators and cartoonist as a creative content creator. Give suitable examples.
(4 marks)
- (b) Compare and contrast the necessary skills and essential knowledge to be animators and cartoonist.
(4 marks)
- (c) Describe **TWO (2)** examples of creative product produced by the animators and cartoonist that can be commercialized.
(2 marks)

-END OF QUESTIONS -

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<i>Da Pupu</i>	<i>Jo Kilat</i>	<i>The Kitty</i>
<i>King Monk</i>	<i>The Miracle Incident</i>	<i>The life of the Buddha</i>
<i>Twin Witches</i>	<i>What the Fox Deserves</i>	<i>The Life of Lamang</i>
<i>The Talking Blackbird</i>	<i>Destiny</i>	<i>Carved in the Rock</i>
<i>A Bug's life</i>	<i>Keong Kecil dan Rumahnya</i>	<i>The Wind in the Willows</i>
<i>Empress Chung</i>	<i>The Adventure of Sud Sakorn</i>	<i>Da Real Macoy</i>

FigureQ5

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