UTHM
Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
SEMESTER II
SESSION 2023/2024

COURSE NAME	:	ANIMATION STYLE AND GENRE
COURSE CODE	:	DAG 22503
PROGRAMME CODE	:	DAG
EXAMINATION DATE	:	JULY 2024
DURATION	:	2 HOURS 30 MINUTES
INSTRUCTIONS	:	1. ANSWER ALL QUESTIONS

2. THIS FINAL EXAMINATION IS CONDUCTED VIA
   ☐ Open book
   ☒ 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 **NINE (9)** PAGES.

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PART A (Answer all questions in answer booklet)

Q1 What is Animation?

     (a)   A technique by which still images are manipulated to create moving images

     (b)   A technique drawings or computer-generated images to life through sequential frames

     (c)   A technique involving the manipulation of objects to simulate motion

     (d)   All the above

Q2 Which one is **TRUE** about animation type?

     (a)   Stop motion

     (b)   Motion graphics

     (c)   Traditional animation

     (d)   All the above

Q3 What is an animation style?

     (a)   The specific method used to animate characters and objects

     (b)   The genre of the story being told through animation

     (c)   The speed at which frames are played back to create motion

     (d)   The language spoken by characters in an animated film

Q4 Why an art is important in making an animation?

     (a)   Artistic elements contribute to the visual appeal and storytelling of the animation

     (b)   Art helps establish the mood, atmosphere, and character emotions

     (c)   Artistic skills are essential for designing characters, backgrounds, and props

     (d)   All the above

Q5 Which animation style often involves the manipulation of physical objects frame-by-frame?

     (a)   Traditional animation

     (b)   Cut-out animation

     (c)   3D animation

     (d)   Rotoscoping

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Q6　Which animation style typically utilizes puppets or models that are manipulated and photographed one frame at a time?

(a)　2D animation

(b)　3D animation

(c)　Traditional animation

(d)　Stop motion animation

Q7　Which animation style is characterized by its use of computer-generated imagery to create life-like characters and environments?

(a)　Claymation

(b)　3D animation

(c)　Stop motion animation

(d)　Stop motion animation

Q8　Which animation style involves animating by tracing over live-action footage, frame-by-frame?

(a)　Rotoscoping

(b)　2D animation

(c)　Traditional animation

(d)　Stop motion animation

Q9　What is animation shading?

(a)　The method of adding depth and dimension to animated characters and objects using light and shadow

(b)　The method of applying colours to animated scenes to create visual interest and realism

(c)　The method of creating smooth transitions between frames in an animation sequence

(d)　The method of refining the movements and expressions of animated characters during the animation process

Q10　Which animation style is known for its exaggerated movements and expressions, often featuring characters with large, expressive eyes and vibrant hair colours?

(a)　Anime

(b)　Pixilation

(c)　Claymation

(d)　Traditional animation

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Q11   When was the first-year anime is made?

(a)   1917

(b)   1919

(c)   1957

(d)   1969

Q12   Which is the name of the first anime is made?

(a)   Doraemon

(b)   Dragon Ball

(c)   Attack on Titan

(d)   Namakura Gatana

Q13   Which country was famous for an anime?

(a)   Japan

(b)   Malaysia

(c)   Thailand

(d)   South Korea

Q14   Which of the following is the technique used to make an anime?

(a)   2D animation

(b)   Cel animation

(c)   3D animation

(d)   Claymation

Q15   Which animation studio produced an anime?

(a)   Pixar Animation Studio

(b)   Sony Animation Pictures

(c)   MAPPA Animation Studio

(d)   Universal Pictures

Q16   Which of the following software is the MOST suitable to produce 2D animation?

(a)   Maya

(b)   Adobe Audition

(c)   Adobe Animate

(d)   Adobe Premiere Pro

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Q17   Which of the following software is the MOST suitable to produce 3D animation?

   (a)   Maya

   (b)   Adobe Premiere Pro

   (c)   Adobe After Effects

   (d)   Toon Boom Harmony

Q18   Which of the following is **TRUE** to describe animation frame rate?

   (a)   The resolution of the animation file

   (b)   The duration of each frame in a sequence

   (c)   The speed at which a film is played in a projector

   (d)   The number of frames per second used to create motion in an animation

Q19   Who is responsible to make a key-pose, motion of the character?

   (a)   Animator

   (b)   VFX artist

   (c)   Character design

   (d)   Storyboard artist

Q20   Which phase in pipeline animation movement elements of the story will be implemented?

   (a)   Pre-production

   (b)   Production

   (c)   Post-production

   (d)   None of above

(20 marks)

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PART B (Answer TRUE or FALSE)

Q21 Art in animation brings life to the characters and elements that help to effectively communicate the viewer.

Q22 Pre-production, production, post-production are stages in animation.

Q23 Animation theatre helps us to see a different perspective from our own. We're shown humanity, psychology, motivations, conflict, and resolution.

Q24 Animation lighting helps the animator to move animation smoothly.

Q25 Animation colors can be used to convey the meaning you want through your animations more effectively.

Q26 Cel animation is the first animation type that was used in the industry.

Q27 Traditional animation is alco called cel animation where each frame of the film is drawn by hand.

Q28 The first animated feature film ever created was "Snow White and the Seven Dwarfs" by Walt Disney Studios.

Q29 Stop-motion animation involves photographing physical objects, such as clay figures or puppets, one frame at a time to create the illusion of movement.

Q30 Motion graphics involve the use of animated text and graphical elements to convey information or enhance visual storytelling in films, television shows, and advertisements.

Q31 Rotoscoping is a technique in which animators trace over live-action footage frame-by-frame to create lifelike animations.

Q32 Cut-out animation involves moving two-dimensional characters or objects made of paper or other flat materials against a background to create motion.

Q33 The frame rate commonly used in animation movement is 28 frames per second (fps).

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Q34   Anime refers to animation works produced in Japan.

Q35   Pixar Animation Studio is one of the animation studios that produces anime.

Q36   Western animation typically refers to animated works produced in countries such as the United States and Canada.

Q37   Eastern animation, often referred to as anime, originates primarily from countries like Japan.

Q38   The Walt Disney Company is one of the largest and most influential animation studios in the West, known for creating iconic characters like *Mickey Mouse* and *Donald Duck*.

Q39   The Studio Ghibli anime studios from East that create *Spirited Away* and *My Neighbor Totoro*.

Q40   West animation style is well emphasized on 3D animation rather than East animation that used cel animation and 2D animation.

(20 marks)

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PART C

Q41   There are several types of animation were used in different animation studios.

(a)   List **THREE (3)** types of animation.

(3 marks)

(b)   Based on the answer **Q41 (a)**, give an example of animation with explanation.

(6 marks)

Q42   Art and theatre are important to make an animation closer to the audience.

(a)   Differentiate between art & theatre in animation.

(4 marks)

Q43   2D and 3D animation is the most popular animation from then until now.

(a)   2D animation is the process of creating the illusion of movement for characters and objects within a two-dimensional space.

(i)   List **TWO (2)** examples of 2D animation series in Malaysia.

(2 marks)

(ii)   List **TWO (2)** examples of 2D animation movies in Malaysia.

(2 marks)

(b)   3D animation is a technique that creates moving images in a three-dimensional (3D) environment.

(i)   List **TWO (2)** examples of 3D animation series.

(2 marks)

(ii)   List **TWO (2)** examples of 3D animation movies.

(2 marks)

Q44   Animation can be delivered through series or movies.

(a)   Explain **TWO (2)** techniques used in animation TV series.

(2 marks)

(b)   Explain **TWO (2)** techniques used in animation TV movies.

(2 marks)

(c)   Discuss the differences between animation for TV Series and animation for movie in terms of *retake and revisions, and budget*.

(4 marks)

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(d)   Describe storytelling styles for the animation TV series.

(2 marks)

(e)   Describe storytelling styles for the animation movies.

(2 marks)

Q45   East animation and West animation are two different types of genres.

(a)   Differentiate **TWO (2)** characteristics of Western animation and East animation.

(4 marks)

(b)   Identity the major anime studio in Japan with their contributions to the animation industry.

(2 marks)

Q46   The animation studios then and now have a major revolution in making animation.

(a)   Explain with suitable example of old and new animation production styles.

(4 marks)

(b)   Explain the rise of computer-generated imagery (CGI) impacted the animation style of feature films.

(2 marks)

Q47   Your animation studio wants to make 3D animation for a movie theatre. Describe the animation workflow based on three stages of *pre-production, production,* and *post-production.* Give details of the activity involved in each stage and the executed milestones.

(15 marks)

- END OF QUESTIONS -

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