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**JOMO KENYATTA UNIVERSITY**

**OF**

**AGRICULTURE AND TECHNOLOGY**

**UNIVERSITY EXAMINATIONS 2014/2015**

**FOURTH YEAR FIRST SEMESTER EXAMINATION FOR THE DEGREE**

**OF BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY/**

**BACHELOR OF BUSINESS INFORMATION TECHNOLOGY**

**BIT 2322:/BBIT 2322: INTRODUCTION TO ANIMATION**

**DATE: APRIL 2015 TIME: 2 HOURS**

**INSTRUCTIONS:**

1. This paper contains 5 Questions
2. Answer Question 1 and Any other 2 Questions
3. Write all answers in the booklet provided

**QUESTION ONE (30 MARKS)**

1. Briefly discuss each of the following terms:
2. Animation [1 mark]
3. Illusion [1 mark]
4. Phi phenomenon [1 mark]
5. Animation [1 mark]
6. Outline FOUR artists who contribute to animated cartoons, but who

are not animators. [4 marks]

1. What is photography? [2 marks]
2. Outline FOUR sculpting techniques. [8 marks]
3. Explain the THREE basic steps in print making. [6 marks]
4. Explain a particle system. [2 marks]
5. What is the difference between a rotoscope and an armature. [4 marks]

**QUESTION TWO**

1. Discuss the difference between onion skinning and rotoscoping. [4 marks]
2. What is a puppet in animation. [2 marks]
3. Explain the following types of puppetry:
4. Black light puppet [2 marks
5. Bunraku puppet [2 marks]
6. Sock puppet [2 marks]
7. Hand puppet [2 marks]
8. Light curtain puppet [2 marks]
9. Marionette [2 marks]
10. Push puppet [2 marks]

**QUESTION THREE**

1. What is 2 D animation? Outline the process of creating a 2D animation. [10 marks]
2. Explain the following animation creation methods: [10 marks]
3. Hydrotechnics
4. Paint on glass animation
5. Erasure animation
6. Pinscreen animation
7. Flip book

**QUESTION FOUR**

1. Describe TWELVE principles of animation. [12 marks]
2. Differentiate between the following terminologies as applied in animation:
3. Interpolation and morphing [4 marks]
4. Character animation and multi-sketch [4 marks]

**QUESTION FIVE**

1. Discuss the following animation technologies:
2. Full animation [2 marks]
3. Limited animation [2 marks]
4. Rotoscoping [2 marks]
5. Live-action/animation [2 marks]
6. Explain stop-motion animation and then briefly discuss FIVE types of

stop-motion animation. [12 marks]