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IV Semester B.V.A (Theory) Degree Examination, June/July - 2026

ANIMATION AND GAME ART

History of Animation (T)

(SEP Scheme)

Time : 3 Hours

Maximum Marks : 80

SECTION - A

I. Answer all the questions from this section, each right answer carries 1 mark.

(20×1=20)

Choose the single correct option from the choices provided and write the complete answer along with its letter of alphabet.

1. The principle that explains illusion of motion is :
A) Gravity
B) Persistence of vision
C) Reflection
D) Refraction.
2. Thaumatrope is an example of
A) Digital device
B) Early animation device
C) Film camera
D) Editing tool
3. Who created Fantasmagorie?
A) Winsor McCay
B) Emile Cohl
C) Walt Disney
D) Max Fleischer
4. Gertie the Dinosaur was created by :
A) Disney
B) J.S. Blackton
C) Winsor McCay
D) Starewicz



[P.T.O.]



5. Stop - motion animation was pioneered by :
A) Disney
B) Starewicz
C) UPA
D) MGM
6. Which studio created Looney Tunes?
A) MGM
B) Warner Bros
C) Disney
D) Pixar
7. Mickey mouse is associated with :
A) UPA
B) Warner Bros
C) Disney
D) Fleischer
8. Rotoscoping technique was developed by :
A) Disney
B) Fleischer studio
C) Pixar
D) UPA
9. First fully CGI animated feature film :
A) Tron
B) Toy story
C) Avatar
D) Frozen
10. CAPS system was developed by :
A) Pixar and Disney
B) Warner Bros
C) MGM
D) UPA
11. Zoetrope works on :
A) Reflection
B) Light refraction
C) Sequential images
D) Sound waves
12. Anime originated in :
A) USA
B) India
C) Japan
D) France
13. Tron (1982) is known for :
A) Stop motion
B) Early computer graphics
C) Clay animation
D) Hand - drawn style
14. UPA is known for :
A) Realism
B) Experimental style
C) Stop motion
D) Live action



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15. Multiplane camera was used by :
- A) MGM B) Disney
C) UPA D) Pixar
16. Which character belongs to Fleischer studios?
- A) Mickey mouse B) Popeye
C) Bugs Bunny D) Simba
17. Xerography helped in :
- A) Sound recording B) Copying drawings
C) 3D animation D) Editing
18. Indian animation has roots in :
- A) Mythology and Folklore B) Western cartoons
C) Gaming D) Comics
19. VR stands for :
- A) Virtual Reality B) Visual Rendering
C) Video Recording D) Virtual Recording
20. AI in animation raises issues of :
- A) Lighting B) IP rights
C) Camera D) Sound



SECTION - B

II. Answer any Five questions from this section, each right answer carries 4 marks.

(5×4=20)

Write four distinct points clearly.

1. Briefly explain the significance of humorous phases of funny faces by J.S Blackton.
2. What makes fantasmogorie by Emile cohl unique in animation history?
3. Describe the technique used by Ladislas starewicz in his stop - motion films.
4. How did winsor McCay bring personality to animation in Gertie the Dinosaur?
5. What is silhouette animation? Explain with reference to Lotte Reiniger's work.
6. How did walt disney revolutionize animation through the use of sound synchronization?
7. What is the multiplane camera, and how did Disney use it to enhance visuals?

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SECTION - C

III. Answer any Four questions from this section, each right answer carries 6 marks.

(4×6=24)

Write a structural answer using at least six distinct points supported by relevant examples and diagrams if required.

1. Write a short note on Eadweard Muybridge's motion studies.
2. Explain the contribution of Winsor McCay.
3. Discuss Fleischer studios and their innovations.
4. Explain Cel animation process.
5. Compare 2D and 3D animation pipelines.
6. Explain the studio system in traditional animation, focusing on Disney, Warner Bros., and MGM.

SECTION - D

IV. Answer any Two questions from this section, each right answer carries 8 marks.

(2×8=16)

1. Discuss the role of early Pioneers like J.S. Blackton, Emile Cohl, and Lotte Reiniger in shaping animation through their innovations.
2. Analyze the transition from traditional to digital animation with examples like Tron and Toy story.
3. Discuss the evolution and significance of the Indian Animation industry.
4. Explain contemporary trends in animation, including streaming, VR/AR, and AI.