**Ph.D. COMMON ENTRANCE TEST**­­

**SUBJECT – ANIMATION & VIRTUAL REALITY**

**Roll No:**

**PART B**

**Duration: 60 minutes Maximum Marks: 50**

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| **Instructions:**1. **This entrance test question paper is not to be taken out of the examination hall**
2. **Question paper consists of Section A and Section B**
3. **Section A consists of 30 MCQs carrying 1 Mark each. Write the Alphabet of the correct answer in the space given.**
4. **Section B consists of Descriptive questions carrying 5 marks each. Restrict your answer to 500 words. Additional plain sheets have been attached to the question paper to answer Section B**
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**SECTION – A**

**Answer the following questions by writing the Alphabet of the correct answer in the Box given: 30 X 1 = 30**

1. Who is often regarded as a pioneer in animation and created the character "Gertie the Dinosaur"?

a) Walt Disney

b) Winsor McCay

c) Hayao Miyazaki

d) Chuck Jones

1. What was one of the early milestones in global animation history?

a) Release of "Steamboat Willie"

b) Invention of the zoetrope

c) Creation of the first animated feature film

d) Introduction of CGI in animation

1. In the context of Indian animation, what is a unique cultural aspect that influences animation?

a) Traditional dance forms

b) Folklore and mythology

c) Modern literature

d) Western pop culture

1. Who is a prominent figure in the development of Indian animation?

a) Hayao Miyazaki

b) Satyajit Ray

c) R.K. Laxman

d) Ram Mohan

1. What impact does cultural uniqueness have on Indian animation?

a) It limits creativity

b) It provides a rich source of inspiration

c) It isolates Indian animation from the global market

d) It discourages experimentation

1. What is the primary focus of animation design fundamentals?

a) Exploration of design elements in live-action films

b) Application of principles and theories specific to animation design

c) Study of theater set design

d) Analysis of lighting techniques in photography

1. What does the design process in animation involve?

a) Techniques for acting in animated films

b) Workflow and design thinking methodologies

c) Audio editing in animation

d) Scriptwriting for animated series

1. What is a key aspect of effective animation design?

a) Overloading the frame with details

b) Following a chaotic design process

c) Ignoring principles and theories

d) Creating a visually cohesive and engaging experience

1. Why is design thinking important in animation?

a) It slows down the animation production process

b) It limits creativity

c) It ensures a user-centric approach to animation design

d) It discourages experimentation

1. What role do tools and methods play in animation design?

a) They complicate the design process

b) They have no impact on the final product

c) They enhance the efficiency of the design workflow

d) They limit creative freedom

1. Why is ethical consideration important in animation design?

a) To enhance visual aesthetics

b) To comply with legal requirements

c) To increase animation speed

d) To improve sound quality

1. What is intellectual property in animation?

a) The ownership of animation studios

b) Rights to creative work and ideas

c) Animation patents

d) Animation software licenses

1. How does economics impact the animation industry?

a) It has no impact on animation

b) It influences the cost of animation production

c) It only affects animation studios

d) It does not affect societal perceptions

1. What is the societal impact of the animation industry?

a) It has no impact on society

b) It influences cultural perceptions and trends

c) It discourages creativity

d) It limits animation production

1. How does filmmaking contribute to the societal impact of animation?

a) It has no impact on society

b) It enhances cultural diversity

c) It isolates animation from other forms of media

d) It discourages experimentation

1. What does Gestalt theory emphasize in animation and filmmaking?

a) The importance of color harmony

b) The whole is greater than the sum of its parts

c) Sequential storytelling techniques

d) The use of symbolism in animation

1. Semiotics in animation and filmmaking is concerned with:

a) The study of signs and symbols

b) The study of animal behavior in films

c) The analysis of animation scripts

d) The study of film genres

1. How does cognitive theory apply to animation and filmmaking?

a) It focuses on lighting techniques

b) It explores the mental processes of perception and comprehension

c) It is unrelated to visual storytelling

d) It emphasizes sound design

1. Why is understanding various types of visual communications important in animation?

a) It has no impact on the animation industry

b) It helps in limiting creativity

c) It enhances communication through diverse media

d) It discourages experimentation

1. How does design theory contribute to various animation and filmmaking media?

a) It limits creative freedom

b) It has no impact on the final product

c) It enhances communication through diverse media

d) It discourages experimentation

1. What does qualitative research in animation and filmmaking involve?

a) Statistical analysis of audience preferences

b) In-depth understanding of audience perceptions

c) Experimental animation techniques

d) Economic impact analysis

1. How do traditional arts and crafts influence contemporary animation design in India?

a) By limiting creativity

b) By providing a rich source of inspiration

c) By discouraging innovation

d) By promoting international styles

1. What is the primary focus of the study of advanced animation techniques in filmmaking?

a) Traditional animation principles

b) Historical development of animation

c) Cutting-edge technologies and methods

d) Basic principles of character design

1. In the context of filmmaking, what is the term used for the seamless integration of live-action and animation?

a) Hybrid cinema

b) Augmented reality filmmaking

c) Animated fusion

d) Mixed media motion pictures

1. How do economic dynamics impact the societal impact of the animation industry?

a) It has no impact on societal perceptions

b) It influences the cost of animation production

c) It only affects animation studios

d) It limits the cultural impact of animation

1. What animation principle focuses on the smoothness and fluidity of motion, ensuring that movements are not abrupt or jerky?

a) Staging

b) Squash and Stretch

c) Anticipation

d) Slow In and Slow Out

1. In filmmaking, what term is used to describe the process of selecting and arranging shots to convey a story visually?

a) Montage

b) Dolly

c) Continuity Editing

d) Jump Cut

1. Which of the following is a widely used 3D animation software for creating character animations and visual effects in the film industry?

a) Adobe After Effects

b) Autodesk Maya

c) Toon Boom Harmony

d) Blender

1. What does the term "depth of field" refer to in cinematography?

a) The distance between the camera and the subject

b) The clarity and sharpness of the image

c) The range of distances in front of the camera in which objects appear in focus

d) The lighting and contrast in a scene

1. Who is considered the pioneer of stop-motion animation and is known for his work in early silent films such as "The Lost World" (1925)?

a) Willis O'Brien

b) Ray Harryhausen

c) Walt Disney

d) Hayao Miyazaki

**SECTION – B**

**Answer any four of the following: 4 X 5 = 20**

1. Explain the significance of the individual often recognized as a pioneer in animation and the creator of "Gertie the Dinosaur."
2. Describe the central focus of principles and theories within animation design fundamentals.
3. In what ways does filmmaking contribute to the broader societal impact of animation? Discuss.
4. Discuss the application of cognitive theory to both animation and filmmaking.
5. Explore the influence of traditional arts and crafts on contemporary animation design in India and the value this influence brings to the quality of animation.
6. Identify what Gestalt theory emphasizes in the context of animation and filmmaking.

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