

8	Ho	ours /	100	0	Marks	Seat	No.						
	Instru	uctions –	(1)	A	ll Questions	are Comp	oulsory	· .					
			(2)	A	nswer each	next main	Ques	tion o	n a	nev	v paş	ge.	
			(3)		lustrate your ecessary.	answers	with r	neat sk	ketc]	hes	wher	ever	
			(4)	Fi	gures to the	right ind	icate 1	full m	arks	S.			
			(5)	C	obile Phone ommunicatio xamination I	n devices	•						
												Ma	rks
1.		Draw in 5 to 6 frames of character squirrel who Jumping on branch of tree.											
	a)	`	ow landing and take of position by using Principal of ash and Stretch, and Wave Principal)									40	
	b)	Draw a sketch of 10 year boy who is jumping to pluck the flower from plant. (Use Anticipation) (each two frame)									20		
	c)	A weigh	t lifte	er	Lifting a Ho	eavy objec	et.						20
	d)				um in 24 fra ut Principal)	ames with	slow	in slo)W (out.			20
						OR							
		A balloo Law Mo		ies	Berserk wh	en sudden	ly def	lated	for	Thir	rd		