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F.Y. B.Sc.

ANIMATION

**Elements of Information Technology
(2011 Pattern) (Paper-I)**

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following (Any Ten):

[20]

- a) What is algorithm?
- b) What is Program?
- c) Define input device. Give any two example.
- d) Enlist any four options of Windows Accessories.
- e) What is task bar?
- f) What is HTML?
- g) What is difference between width = "100" and width = "100%"?
- h) What is monospace text?
- i) Write the difference between classes and ids in styles.
- j) What is difference between check box and option button.
- k) What is use of Control Panel?
- l) Define operating system. Give any two examples.

P.T.O.

Q2) Answer the following (Any Four): **[20]**

- a) Draw a block diagram of a computer. Explain the function of each of the block.
- b) Explain mainframe computers.
- c) What is flowchart? Explain symbols use for flowchart.
- d) Write a short note on cascading style sheet.
- e) Explain how to create a paragraph & line break using tag.

Q3) Answer the following (Any Four): **[20]**

- a) Explain bulleted list with its attribute value in html.
- b) What is indent? Explain three types of indentation in html.
- c) Explain features of MS-windows.
- d) Write a note on machine level language.
- e) Write an algorithm to check that given number is prime or not.

Q4) Answer the following (Any Four): **[20]**

- a) Draw a flowchart for calculation of compound Interest.
P - Principal
N - No. of time periodes in year
R - Rate of Interest
CI - Compound Interest
- b) Draw a flowchart for printing minimum of given 200 number.

- c) Draw a flowchart to find the maximum of given two distinct number.
- d) Write a HTML code for the following table

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- e) Write a HTML code for the following list.
- i) 1 pen
 - ii) 2 pencils
 - iii) 3 Rubbers



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F.Y. B.Sc.

ANIMATION

**Introduction to Programming Languages : 'C' Programming
(2011 Pattern) (Paper-II)**

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Write a proper code wherever necessary.*

Q1) Attempt the following (Any Ten):

[10 x 2 = 20]

- a) Explain any two escape sequence character in C.
- b) Enlist different format specifier in C.
- c) What is call by reference?
- d) What is pointer?
- e) Explain getch () function in C.
- f) What is interpreter?
- g) Write the difference error and Bug.
- h) What is composition in python?
- i) What are different type of function in python?
- j) Explain strcpy () function in C.
- k) Explain bitwise right shift operator in C.
- l) What is unary operator? Give example.

P.T.O.

Q2) Attempt the following (Any Four):

[4 x 5 = 20]

- a) What is operator enlist all operators used in C?
- b) Differentiate between relational and logical operators.
- c) What is variable? What are the rules for defining variables?
- d) Explain function execution flow in python.
- e) Write a note on different types of error in python.

Q3) Attempt the following (Any Four):

[4 x 5 = 20]

- a) Explain following list operations with example:
 - i) Traversing
 - ii) Aliasing
 - iii) Cloning
 - iv) + operation
 - v) * operation
- b) Write any five dictionary method with example.
- c) Explain with example printf () and scanf () functions in C.
- d) Which looping statements does C provides? Explain any one.
- e) What is recursion explain with suitable example?

Q4) Attempt the following (Any Four):

[4 x 5 = 20]

- a) Write a python program to calculate area and volume of circle and sphere respectively.
- b) Write a python program to copy one file content to another file.
- c) Write a C program. If a five digit number is input through the key board, write a program to calculate the sum of its digits.
- d) Any year is input through the key board. Write a 'C' program to determine whether the year is a leap year or not.
- e) Write a 'C' program to copy the contents of one array into another in the reverse order.



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F.Y.B.Sc.

ANIMATION

Basics of Animation

(Paper - III) (2011 Pattern)

Time : 3 Hours]

[Max. Marks :80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams / illustrations must be drawn wherever necessary.*

Q1) Answer the following questions (any 10):

[20]

- a) What is 'Stretch' in Animation principle?
- b) Name the different types of Animation.?
- c) What is 'Phenakistiscope'?
- d) Name the basic equipment required for traditional Animation?
- e) Put the following in ascending order of hierarchy: script, storyboard, concept, research, character development.
- f) What are essentials and qualities for a good animation character?
- g) What is rapid sketching?
- h) What is body language?
- i) What are thumbnail?
- j) Explain 'slow - in'?
- k) What is in- between?
- l) What is pose to pose?

Q2) Answer the following (any four):

[20]

- a) What is sequential drawings? Explain.
- b) What is difference between 2D and 3D Animation.

P.T.O.

- c) What is pencil test Animation? Why it is necessary.
- d) What is cut -out Animation? Explain.
- e) What is character Animation?

Q3) Answer the following (any four):

[20]

- a) What are different types of animation styles explain with example?
- b) Explain 'Hollywood formula'?
- c) Explain 'Zeotrope'?
- d) Explain 'Line of Action'?
- e) What is character volume? Explain.

Q4) Answer the following (any four):

[20]

- a) Explain Animation principle 'Arc'?
- b) What is 'slow-out'. Explain with example.
- c) What is 'Rotoscope'? Explain.
- d) What is extreme poses?
- e) What is 'clean-up'? Explain.

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F.Y. B.Sc.

ANIMATION

**Foundation Art (Paper - IV)
(2011 Pattern)**

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following any 10:

[10 × 2 = 20]

- a) What is gesture drawing?
- b) How proportions changes according to age?
- c) Explain with example difference in size of bones in male and Female.
- d) Describe ball and socket joints?
- e) Define perspective.
- f) What are the types of Pencil for shading use?
- g) Define balance.
- h) What is gray scale?
- i) How to view the real shape of an object?
- j) How foreshortening is useful?
- k) What is cast shadow in shading?
- l) Name any 4 types of pencils used for shading?

Q2) Answer the following any 4:

[4 × 5 = 20]

- a) How gesture drawing is used?
- b) Which points are to be considered while drawing a figure?
- c) Explain the muscular development in male and female.
- d) Write a note on 'head and face'.
- e) What is key-line?

P.T.O.

Q3) Answer the following any 4:

[4 × 5 = 20]

- a) What is Mannequin? Explain in short?
- b) Name any 10 human muscles?
- c) Explain the term 'light' in drawing.
- d) What is line of action?
- e) Define foreshortening? Explain in short with an example?

Q4) Answer the following any 4:

[4 × 5 = 20]

- a) Which points are to be considered while drawing clothing?
- b) What is contour drawing?
- c) Explain highlight and middle tone in shading with example?
- d) Explain the use of rapid sketches in drawing?
- e) What is one-point perspective?



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**F.Y. B.Sc. (Animation)
Computer Based 2D Animation
(2011 Pattern)**

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams illustration must be drawn wherever necessary.*

Q1) Answer the following (any 10):

[20]

- a) What is Onion Skin?
- b) What is Kerning?
- c) What is short cut of 'Action Script'?
- d) What is 'Shape Hint'?
- e) What is vector Graphic?
- f) What is concept of Merge Drawing Model?
- g) What is short cut of ZOOM-IN?
- h) What is short cut of 'Free Transform Tool'?
- i) What is short cut of 'Line Tool'?
- j) What is short cut of Insert Key Frame?
- k) Write full form of 'FPS'?
- l) What is short cut of 'Paste in Place'?

Q2) Answer the following (any 4):

[20]

- a) Explain 'Frame by Frame' animation techniques in flash?
- b) Explain 'layer'?
- c) Explain 'Graphic' in symbol?
- d) Explain 'Shape Tween'?
- e) Explain 'Instance'?

P.T.O.

Q3) Answer the following (any 4):

[20]

- a) Explain 'Masking'?
- b) Explain the function of 'Lasso Tool'.
- c) Explain 'Anchor Point and Tangent Handles'?
- d) Explain 'Ruler and Guides'.
- e) Explain 'Property Inspector'?

Q4) Answer the following (Any 4)

[20]

- a) Explain various types of Input text?
- b) Explain Editing envelope in 'sound property'?
- c) Explain 'Grid'?
- d) What is straighten, smooth and Ink in line option?
- e) Explain 'Frame' and 'Key frame' in time line?



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ANIMATION

**Multimedia and Computer Graphics
(Paper - VI) (2011 Pattern)**

Time : 3 Hours]

[Max. Marks :80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Use of non programmable battery calculator is allowed.*

Q1) Attempt any ten of the following:

[10x2=20]

- a) State 2 Types of multimedia networks?
- b) What is mean bit error rate (BER)?
- c) What is Compression?
- d) Explain types of compression algorithm.
- e) What is PCM?
- f) Explain video packet.
- g) Define padding.
- h) List types of Ethernet.
- i) What is RGB and CMYK.
- j) What is Fluorescence?
- k) Define transformation and list it's types.
- l) What is clipping and state it's types.

P.T.O.

Q2) Attempt any four of the following:

[4x5=20]

- a) Explain the meaning of the following types of compressed frame with diagram.
 - i) I - frame
 - ii) P - frame
- b) Draw the diagram of MPEG-4 decoder and explain transport stream, PES, synchronization layer and decomposition layer.
- c) Define tilting as a rotation about X-axis followed by a rotation about - axis:
 - i) Find the tilting matrix
 - ii) Does the order of performing the rotation matter.
- d) Explain the basic mode of operation of GIF and also explain the size of color table used, how each pixel value is sent, and how receiver knows the image parameter used by this source.
- e) Write a note on digital camera and explain various method for capturing color images.

Q3) Attempt any four of the following:

[4x5=20]

- a) Explain principle of interlaced of scanning as used with most TV broadcast application and also explain the meaning of the terms “field”, “odd scan lines” and “even scan lines”.
- b) Draw and explain the main circuit components associated with signal encoder and also draw all sets of signal waveform showing the conversion from analog to digital signal.
- c) Assuming an MMR coding scheme, draw and explain pass mode, vertical mode and horizontal mode.
- d) Draw flowchart illustrating the logic of Sutherland - Hodgman algorithm.
- e) Write down shearing matrix in 2D.

Q4) Attempt any four of the following:

[4x5=20]

- a) Using Bresenham's line algorithm scan-convert line segment with end point (1, 1) to (8, 5).
- b) Briefly explain all elements of multimedia and their basic form of representation.
- c) Explain with block diagram how an analog signal is converted into a digital signal and then into a codeword. Also draw all signal waveforms.
- d) Write a note on LPC.
- e) Draw and explain color models.

EEE

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F.Y.B.Sc. (Animation)

INTRODUCTION TO 3D ANIMATION & MODELING -I

(2011 Pattern)

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams/illustrations must be drawn wherever necessary.*

Q1) Answer the following questions: (Any 10)

[10×2 = 20]

- a) What is title Bar and Menu?
- b) Define Viewport?
- c) What is Undo, write the Keyboard shortcut?
- d) What is Floating toolbar?
- e) What is the keyboard shortcut of Fetch?
- f) Write the description of Hide/Unhide All layer?
- g) What is the setting snap points of Face?
- h) What is the description of Rotate (E) button?
- i) What are the options in clone option dialog box?
- j) Write the keyboard shortcut of scale?
- k) What is Pin Stack?
- l) Write the Keyboard shortcut of Clone?

P.T.O.

Q2) Answer the short notes (Any 4)

[4×5 = 20]

- a) Time Slider.
- b) Importing & Exporting.
- c) Squashing Option.
- d) Prompt line.
- e) Aligning normal.

Q3) Answer the following Questions. (Any 4)

[4×5 = 20]

- a) Explain Attaching and detaching objects.
- b) What is shapes and splines?
- c) What is patches?
- d) What is Body objects?
- e) Explain the Mirror Command?

Q4) Answer the following Questions. (Any 4)

[4×5 = 20]

- a) Define Hair and fur.
- b) Explain Soft selection.
- c) Explain Copying and pasting modifiers.
- d) What is shape primitive button?
- e) Explain Fillet/chamfer modifier.



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F.Y.B.Sc.

ANIMATION

**Introduction to Mass Communication: Media Literacy & Culture
(2011 Pattern) (Paper - VIII)**

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer any 10 out of 12.

[10×2 = 20]

- a) Define communication.
- b) What is an advertising?
- c) What are the various media used for mass communication?
- d) Define Mass Audience.
- e) List two Radio Channel in India.
- f) Define culture.
- g) Write any two advantages of advertisement.
- h) Define Media Consolidation.
- i) Which are the most dominating companies in the field of Mass Communication?
- j) Define Mass Media.
- k) List the two sports Magazine.
- l) “Video games are communicators”. Explain.

P.T.O.

Q2) Answer any four.

[4×5 =20]

- a) Write a short note on advertising.
- b) What is dependency theory in mass communication and how does it differ from modernization theory?
- c) What is cultural globalization? How does mass communication promote it?
- d) What are the roles of an editor of newspaper?
- e) What are the disadvantages of web based communication?

Q3) Answer any four.

[4×5 = 20]

- a) What is press council and how does it help the current scenario of media?
- b) What are the various elements of mass communication?
- c) What is role of Video Game in Media communication?
- d) Explain: Does Mass Communication affect culture.
- e) What is bullet theory?

Q4) Answer any four.

[4×5 = 20]

- a) What is sociology of media and what are its basic roles?
- b) Write about your favourite advertisement in detail.
- c) Explain violence portrayed in the media and its effect on our media.
- d) Explain social networking web- sites and their effects on our lives.
- e) What is the firewall? Why is it important?

