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[4720]-101

S.Y. B.Sc.

ANIMATION

**AN-2101 : Technical English-I
(Semester-I) (2011 Pattern)**

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

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

Q1) Answer the following questions:

[10 x 1 = 10]

- a) What is a business apology letter?
- b) What is the purpose of research?
- c) What is team work?
- d) What factors are important for team building?
- e) What is collaborative writing?
- f) What is Internal Audience?
- g) What is a brochure?
- h) What is a flyer?
- i) Define resume.
- j) What is a user manual?

P.T.O.

Q2) Answer Any Two out of the following:

[2 x 5 = 10]

- a) Give an example of a business letter and explain its audience type.
- b) What are the principles of Effective Communication?
- c) Describe in detail the format of a complaint letter. Give one example.
- d) What is a Memo? Explain in detail with an example.

Q3) Answer Any Two out of the following:

[2 x 5 = 10]

- a) Explain with an example the purpose of a resignation letter.
- b) Describe and explain the function of Recommendation Letter with an example.
- c) Explain the importance of audience involvement in Technical English.
- d) Differentiate between Memo's and e-mails.

Q4) Answer Any Two out of the following:

[2 x 5 = 10]

- a) Name and explain the objectives of Technical writing.
- b) Why is grammar so important in technical writing? Explain in detail.
- c) Give a detailed account of academic writing.
- d) Name and explain in detail various types of letters.

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[4720]-102

S.Y.B.Sc.

ANIMATION

AN - 2102: 3D Animation - I

(2011 Pattern) (Semester - I)

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions:

[10x1=10]

- a) Write the description of Remove Modifier from the stack?
- b) How attach and detach commands working in 3ds Max.
- c) What is Depth of Field?
- d) How many types of shadows 3ds Max supports?
- e) Write the description of light Hotspot?
- f) What is the keyboard shortcut of Undo function?
- g) What is Intensity?
- h) What is Fog color and Attenuation color in volume light?
- i) What is the description of set key?
- j) What is Track bar?

Q2) Answer the following questions (Any 2):

[2x5=10]

- a) Write a short note about lattice modifier?
- b) Explain the Real time Render.
- c) What are the difference between auto key mode and set key mode.
- d) What is the importance of key Tangents?

P.T.O.

Q3) Answer the following questions (Any 2):

[2x5=10]

- a) How to create camera objects and explain its types.
- b) Explain photometric lights?
- c) What is Anti-aliasing?
- d) What is Trajectories?

Q4) Answer the following questions (Any 2):

[2x5=10]

- a) What are the difference between grouping and parenting?
- b) Explain the different types of shader are used in 3ds Max.
- c) What is specular and opacity?
- d) What is mental ray?

EEE

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[4720]-103

S.Y.B.Sc.

ANIMATION

**AN - 2103: Digital Art - I
(2011 Pattern) (Semester - I)**

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Draw illustrations wherever required.*

Q1) Answer the following questions:

[10x1=10]

- a) What is shortcut of 'Polygonal Tool'?
- b) What is shortcut of 'Spot Healing Brush' Tool?
- c) What is 'Zoom Tool' use for?
- d) What is 'Hand Tool' use for?
- e) What is use of 'dodge Tool'?
- f) What is use of 'Gradient Tool'?
- g) What is shortcut of 'Burn Tool'?
- h) What is shortcut of 'Text Tool'?
- i) What is shortcut of 'Rectangle Marquee Tool'?
- j) What is use of 'History Brush Tool'?

Q2) Answer the following questions (Any 2):

[10]

- a) Explain in brief 'Crop Tool'?
- b) What is use of 'Vanishing Point'? Explain in brief.
- c) Explain 'Indexed' color mode?
- d) Explain 'Duotone' color mode?

P.T.O.

Q3) Answer the following questions (Any 2):

[10]

- a) Explain 'Layer Adjustment' option?
- b) Explain 'Pen Tool'?
- c) Explain 'CAB' color mode?
- d) Explain 'Path Tool'?

Q4) Answer the following questions (Any 2):

[10]

- a) Explain 'clone stamp tool'?
- b) Explain following 'Layer style':
 - i) Drop shadow
 - ii) Bevel and Emboss
- c) Explain with example 'kerning'?
- d) What is blending modes?

EEE

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[4720] - 104

S.Y. B.Sc.

ANIMATION

**AN - 2104 : Multimedia Systems - I
(2008 Pattern) Semester - I**

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) Neat diagrams must be drawn wherever necessary.*
- 2) Figures to the right side indicate full marks.*

Q1) Answer the following questions:

[10 × 1 = 10]

- a) What is MPEG?
- b) What is Multimedia?
- c) List out the names of audio and video Formats.
- d) Define hypertext and hypermedia.
- e) What is Compression?
- f) Write the abbreviation of JPEG and MHEG.
- g) List the types of Multimedia networks.
- h) What is analog signal?
- i) Define aspect ratio.
- j) Write the abbreviation of FDDI and ISDN.

Q2) Answer any two of the following:

[2 × 5 = 10]

- a) What are the three categories of video equipment and state their features as used in live pickup color camera, color for pickup from Film and video monitoring equipment.
- b) Explain digital audio signal processing. (DSP).
- c) Write in brief the technology trends that caused a drowth in multimedia.
- d) Write a note on MPEG Motion video compression standards.

P.T.O.

Q3) Answer any two of the following:

[2 × 5 = 10]

- a) Explain in brief the elements of multimedia.
- b) Define the following terms:
 - i) Resolution.
 - ii) Aspect ratio.
 - iii) Luminance.
 - iv) Chrominance.
 - v) Pixel.
- c) Write a note on video performance measurement.
- d) What is mean by masking of sound?

Q4) Answer any two of the following:

[2 × 5 = 10]

- a) Explain multimedia on map.
- b) Write a note on multimedia systems.
- c) What are the file format techniques for supporting real time interchange?
- d) Write a note on color fundamentals.



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[4720] - 105

S.Y. B.Sc.

ANIMATION

**AN - 2105 : Animation Techniques - I
(2011 Pattern) (Semester - I)**

Time : 2 Hours]

[Max. Marks : 40

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 questions:

[10 × 1 = 10]

- a) Define anyone of the stages of production pipeline.
- b) Who accidentally invented stop motion?
- c) Explain in short any one type of stop motion.
- d) What is use of exposure sheets in animation?
- e) What is cut-out animation?
- f) What is clay animation?
- g) Which camera is used for traditional cut-out animation?
- h) What is an armature?
- i) Name the types of armatures used in Clay animation.
- j) What is the full form of AVI and MPEG video formats?

Q2) Answer the following questions (any 2):

[2 × 5 = 10]

- a) What is stop motion? Give an account of the stages of production pipeline in detail.
- b) How to make stop motion film?
- c) Which are the other two animation industries besides stop motion industry? Define and explain their function?
- d) Compare 2D and 3D Animation industry with stop motion industry.

P.T.O.

Q3) Answer the following questions (Any 2):

[2 × 5 = 10]

- a) Write short notes on Interior sets and Exterior sets.
- b) How is a character rigged and given hand gestures and facials expressions in traditional cut-out animation?
- c) Explain the problems faced while working in traditional cut-out animation.
- d) Give a brief account of clay animation industry from the start to current.

Q4) Answer the following questions (Any 2)

[2 × 5 = 10]

- a) What are 'Dope Sheets'? How are they useful in animation explain with an example?
- b) Explain the importance of animation principles in stop motion.
- c) Explain any 5 principles of animation in detail with example.
- d) Write a short note on the evolution of character as explained by Hamish McFlea.



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S.Y.B.Sc.

ANIMATION

**AN - 2106: Production Process - I
(2011 Pattern) (Semester - I)**

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Draw illustrations wherever required.*

Q1) Answer the following questions:

[10x1=10]

- a) Write fullform of 'F.G.'?
- b) Write any 4 stages of research.
- c) What is props design?
- d) What is use of colour keys in B.G. design?
- e) What is concept art?
- f) What is volume construction?
- g) What is 'B.G.' stands for.
- h) Write an idea proportion of Human figure of Mace'.
- i) How many views have to create developing character in 3D?
- j) What is expression chart?

Q2) Answer the following questions (any 2):

[10]

- a) Explain story telling in brief?
- b) Explain in brief character bible?
- c) Explain the use of colour moods in B.G. design?
- d) Explain with diagram, character construction of Donald Duck?

P.T.O.

Q3) Answer the following questions (any 2):

[10]

- a) How script writing use in pre-production? Explain.
- b) Explain any two stages in pre-production?
- c) Explain model sheet for 2D animation?
- d) Explain turn around for 3D animation?

Q4) Answer the following questions (any 2):

[10]

- a) What are the different elements of story? Explain brief?
- b) How do one go about developing a concept?
- c) Explain ‘personality and Appeal” character design?
- d) Explain layout designing?

EEE

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[4720] - 201

S.Y.B.Sc.

ANIMATION

**AN-2201: Technical English - II
(2011 Pattern) (Semester - II)**

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

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

Q1) Answer the following questions:

[10×1 = 10]

- a) Define process analysis.
- b) What is the difference between photographic and impressionistic words.
- c) What is the best way to organize a technical description?
- d) What is a disclaimer?
- e) What are the points to be considered when including hazard alert messages?
- f) What is a pictograph?
- g) What is a Brochure.
- h) What is the process for writing an effective technical description?
- i) What is a Technical Description?
- j) What is a Verbal Table?

P.T.O.

Q2) Answer any two out of the following.

[2×5 = 10]

- a) Describe different graphic elements to be used in an instruction.
- b) Explain in detail the format of writing instructions?
- c) Why are graphics so important in Instruction?
- d) Why is designing a document of crucial importance.

Q3) Answer any two out of the following.

[2×5 = 10]

- a) Name and explain an electronic resume and its types.
- b) What are design elements? Name and explain them.
- c) What are brochures and the process of writing them.
- d) What are the rules for good technical writing?

Q4) Answer any two out of the following.

[2×5 = 10]

- a) What is a news-letter? Explain in detail.
- b) Explain the use of technical description?
- c) Explain the evaluation criteria for a technical description?
- d) Explain the reverse chronological resume and functional resume in detail.



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[4720] - 202

S.Y.B.Sc.

ANIMATION

AN-2202:3D Animation - II

(2011 Pattern) (Semester - II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following Questions.

[10×1 = 10]

- a) What is the full-form of CAD?
- b) Emitters are renderable in 3ds Max, Yes/No?
- c) How do you open the “Curve Editor” in 3ds Max?
- d) What is RGB?
- e) What is (.max)?
- f) Define particle Flow source?
- g) Explain the function of undo?
- h) What is Rigging?
- i) Define Edit Poly modifier?
- j) What is Particle age map?

Q2) Answer the following Questions. (Any 2)

[2×5 =10]

- a) What is the difference between snow and spary particle system?
- b) Explain the importance of Path constraint?

P.T.O.

- c) Write a short note of Extrude modifier?
- d) Write a short note of HSDS modifier?

Q3) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Explain Photon maps.
- b) What are the limitation of the radiosity method?
- c) Explain mental Ray light and shadows.
- d) Explain, how hair working in 3ds Max.

Q4) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Explain the atmospheric effects in 3ds max.
- b) What is bokeh effect?
- c) What is patch Deform and surf Deform Modifiers?
- d) Write a short note of Normal Maps.



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[4720] - 203

S.Y.B.Sc.

ANIMATION

AN-2203: Digital Art - II

(2011 Pattern) (Semester -II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Draw illustrations wherever necessary.*
- 3) Figures to the right indicate full marks.*

Q1) Answer the following questions.

[10×1 = 10]

- a) Which color mode is use for printing?
- b) What is spot color?
- c) What is shortcut of 'Actions'?
- d) Name any 4 filter in Blur filters option?
- e) What are guides?
- f) Name any two types of filters in stylize option?
- g) What is slice tool use for?
- h) What is use of smart object?
- i) What is photo manipulation?
- j) What is swatches?

Q2) Answer the following questions: (any 2)

[10]

- a) Explain in brief: 'filters'?
- b) Why photoshop is mostly use in animation Industry?
- c) Explain Neon glow effect?
- d) Write process of converting Black & White Image to colour image?

P.T.O.

Q3) Answer the following questions: (any 2)

[10]

- a) Explain Blur filter?
- b) Explain contact sheet II?
- c) What is Batch Processing? Explain.
- d) Explain how to customize shortcut in photoshop?

Q4) Answer the following questions: (any 2)

[10]

- a) Explain 'save to web option'.
- b) Explain 'Animation' option in photoshop.
- c) Explain following filters of Render:
 - i) Clouds.
 - ii) Fibers.
- d) Explain lighting effect of filter in Render option?



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[4720] - 204

S.Y.B.Sc.

ANIMATION

AN-2204: Multimedia Communication

(2011 Pattern) (Semester - II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

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

Q1) Answer the following Questions.

[10×1 = 10]

- a) What is multimedia?
- b) Define cool edit.
- c) List the rendering tool.
- d) Write any Four Image Formats.
- e) Define 1-bit image.
- f) What is Lip tracing?
- g) Write the abbreviation of:
 - i) PSTN
 - ii) ISDN
- h) Define PDU.
- i) What is geostationary satellite?
- j) Name the categories of software tools.

Q2) Answer any two of the following .

[2×5 =10]

- a) Write short note on Digital audio.
- b) Draw the table of macromedia director file format.

P.T.O.

- c) Explain TCP/IP reference model with diagram.
- d) Explain two modes of transmission.

Q3) Answer any two of the following .

[2×5 = 10]

- a) What are the elements of multimedia? Explain each.
- b) Write a note on Bimodality of Human speech.
- c) Define the following (any two)
 - i) Cakewalk
 - ii) Protol
 - iii) Macromedia freehand
 - iv) Adobe after effect
 - v) 3D Studio Max
- d) Differentiate between asynchronous and synchronous transmission.

Q4) Answer any two of the following .

[2×5 = 10]

- a) Write short note on movie-on-demand.
- b) Define the following (any two):
 - i) Attenuation.
 - ii) Delay distortion
 - iii) Noise
 - iv) Period
 - v) Frequency
- c) Draw a diagram of idle error control scheme.
- d) Describe in brief user requirements for multimedia communication?



Total No. of Questions : 4]

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[4720] - 205

S.Y.B.Sc.

ANIMATION

**AN-2205: Animation Techniques - II
(2011 Pattern) (Semester - II)**

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Neat diagrams illustration must be drawn wherever necessary.*
- 3) Figures to the right indicate full marks.*
- 4) Each illustration must be sketched on a blank separate page.*

Q1) Answer the following Questions.

[10×1 = 10]

- a) What does nesting mean in After Effects?
- b) What is the meaning of the stop watch symbol in After Effect.
- c) What does the color burn made do?
- d) What is the Brush Dynamics setting for?
- e) What is Rotoscoping?
- f) Name any five output vedio formats available in After Effects.
- g) What is deep data?
- h) What is a digital assets?
- i) What are motion graphics?
- j) Which shortcut is used to open the time dialog box for jumping between frames?

Q2) Answer the following Questions (Any 2) .

[2×5 =10]

- a) Explain in details the use of expressions in After Effects?
- b) Explain blending mades and its categories?

P.T.O.

- c) How to close a hole in a matte?
- d) How to convert DV footage from PAL to NTSC using pull down?

Q3) Answer the following questions (Any 2) .

[2×5 = 10]

- a) Explain the Material Controls in After Effect.
- b) What is Screen Correction?
- c) What are Art assets?
- d) Explain in details what a broadcast designer and what his duties are.

Q4) Answer the following questions (Any 2) .

[2×5 = 10]

- a) What is nesting?
- b) What is anaglyph 3D?
- c) Difference between 2D and 3D Match Moving?
- d) What is Match Moving?



Total No. of Questions : 4]

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[4720] - 206

S.Y.B.Sc.

ANIMATION

AN-2206:Production Process - II

(2011 Pattern) (Semester - II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Draw illustrations wherever required.*
- 3) *Figures to the right indicate full marks.*

Q1) Answer the following Questions.

[10×1 = 10]

- a) What is 'Thumbnail' Drawing?
- b) What is 'frame rate'?
- c) What is 'Aspect ratio'?
- d) What is 'Dubbing'?
- e) What is 'exposure sheet'?
- f) What is the 'parallel rule'?
- g) What is 'repeat pan'?
- h) What is 'zip pan'?
- i) What is 'Rest area'?
- j) What is a 'premise'?

Q2) Answer the following questions (Any 2)

[10]

- a) What are the different types of camera shoots?
- b) Write a short note on storyboard for Animation?
- c) What is steadicam? Explain in brief?
- d) What is master shot?

P.T.O.

Q3) Answer the following questions. (Any 2)

[10]

- a) Write a short note on conceptual Art?
- b) Explain a 'whip pan'?
- c) What is 'pilot script'? How it is developed?
- d) Explain the different types of camera angles?

Q4) Answer the following questions. (Any 2)

[10]

- a) Why is it necessary for layout artist to master in perspective?
- b) Give an over view of production process with the help of a flow chart?
- c) Write a short note on the 'RULE OF THIRD'?
- d) Write a short note on 'Blue sketch'?

