

Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1048

[4720]-301

T.Y. B.Sc.

ANIMATION

**AN-3101 : Script Writing-I
(Semester-III) (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.*
- 3) Neat diagrams / illustrations must be drawn wherever necessary.*

Q1) Answer the following questions:

[10 x 1 = 10]

- a) What is a High Concept?
- b) What is a SLUGLINE?
- c) What does 'During' denote in script writing?
- d) What does 'INT' denote in script terminology?
- e) Name any five screen writing software's.
- f) What is a film storyboard?
- g) What is a derivative screenplay?
- h) What is a scene?
- i) Thaumatrope was invented by whom and when?
- j) What is a Bible in Film Making?

Q2) Answer Any Two out of the following:

[2 x 5 = 10]

- a) Name and explain various genre's in animation.
- b) What are the common problems faced while writing a dialogue?
- c) How does dialogue help in revealing a character?
- d) What are the important things to be considered while binding the scenes together?

P.T.O.

Q3) Answer Any Two out of the following:

[2 x 5 = 10]

- a) What is Animation?
- b) What is the basic structure of a story?
- c) Explain the points to be considered while developing a marketable idea.
- d) How is a premise planned while writing a story?

Q4) Answer Any Two out of the following:

[2 x 5 = 10]

- a) What makes an outstanding board? Explain in detail.
- b) What is the importance of an opening scene?
- c) What are the characteristics of a dialogue?
- d) Explain the format of a script in detail.

●●●●●

Total No. of Questions : 4]

SEAT No. :

P1049

[4720]-302

[Total No. of Pages : 2

T.Y. B.Sc.

ANIMATION

**AN-3102 : Introduction to Action Script
(2011 Pattern) (Semester-III)**

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 Any Ten of the following:

[10 x 1 = 10]

- a) What is the difference between -root and -level0?
- b) If .SWF is given to you, are you able to edit the source?
- c) Explain the tenets of object oriented programming.
- d) Explain data types String and Boolean.
- e) Write a statement that will set the text “Hello” to the text field “txt fld”.
- f) What is Event Handling?
- g) Explain the term “Listener”.
- h) Explain the term “Array”.
- i) How to create a loader instance?
- j) What is preloading?

P.T.O.

Q2) Answer Any Two of the following:

[2 x 5 = 10]

- a) Write a note on Interface.
- b) What are the advantages of object-oriented programming.
- c) How to implement an interface in a class?
- d) Write a function to change the color, font and size of the text within the text field "txt fld".

Q3) Answer Any Two of the following:

[2 x 5 = 10]

- a) Explain the following methods of array.
concat(), join(), slice(), to string()
- b) Write a note on "Display object container".
- c) Write a function in AS3 to sort the given array.
var states: Array = ["Assam", "Manipur", "Goa", "Sikkim", "Punjab"].
- d) Explain the terms variable and constant.

Q4) Answer Any Two of the following:

[2 x 5 = 10]

- a) Write a function to load an external image.
- b) Explain any 5 blending modes.
- c) Write a function to load external JPG image.
- d) What is Procedure Oriented Programming Language (POLD)? Explain the drawbacks of POP.

●●●●●

Total No. of Questions : 4]

SEAT No. :

P1050

[4720]-303

[Total No. of Pages : 2

T.Y.B.Sc.

ANIMATION

**AN - 3103: Gaming Technology
(2011 Pattern) (Semester - III)**

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

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

Q1) Attempt the following:

[10x1=10]

- a) Give 5 names of the mobile phone games.
- b) Give the name of any game produced by bizzard entertainment.
- c) Which company has created 'need for speed' game?
- d) Draw a rough character concept of a panda wearing a hat and a jacket.
- e) Give name of any Indian gaming companies.
- f) Give names of any 5 pattern matching games.
- g) Give names of any 5 famous game characters.
- h) Draw 1 lesar gun weapon concept for 2d game.
- i) Give names of 5 softwares which are used to create a game art.
- j) Which softwares can be used to create 3D art game?

Q2) Answer any 2 (out of 4):

[2x5=10]

- a) Describe the origin and the growth of gaming industry.
- b) Create an user interface for a game menu screen for a 2D game.
- c) Give 10 names of the famous 3D console games.
- d) Create a background of a farm in isomatric angle for a casual game.

P.T.O.

Q3) Answer any 2 (out of 4):

[2x5=10]

- a) Explain the role of game designer.
- b) Create a landing screen for children educational game.
- c) Create a background for an arctic region based game.
- d) Explain the pre production elements for creating a game.

Q4) Answer any 2 (out of 4):

[2x5=10]

- a) Create a level design for a children educational game and explain the game play.
- b) Draw a concept sketch with user interface for a hidden object game.
- c) Define the role of quality assurance testing.
- d) Describe the game production team members responsibilities.

EEE

Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1051

[4720] - 304

T.Y. B.Sc.

ANIMATION

**AN-3104 : Digital Editing and Motion Graphics
(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 diagram must be drawn wherever necessary.*

Q1) Answer the following questions:

[10 × 1 = 10]

- a) Name any five video editing softwares.
- b) What is a clapper board?
- c) What does PAL stand for?
- d) Define image aspect ratio.
- e) Name any five video formats.
- f) What are motion graphics?
- g) What is PSA?
- h) What are stings?
- i) What are show openers?
- j) What are bumpers?

Q2) Answer any two of the following:

[2 × 5 = 10]

- a) Write about the different ways of accessing the video in non linear editing in detail.
- b) What is a Montage?
- c) What is a 'B-roll'? Explain.
- d) What is pick-up in film making?

P.T.O.

Q3) Answer any two of the following:

[2 × 5 = 10]

- a) Explain the 30 degree rule in detail.
- b) Explain the use of Motion Graphics at Art installations.
- c) Explain the importance of Motion Graphics at educational installations.
- d) What is digital signage? Explain.

Q4) Answer any two of the following:

[2 × 5 = 10]

- a) Write a detailed note on the use of motion graphics in multimedia.
- b) Write in detail about the early cinematic inventions.
- c) Explain the 'Public Service announcement in detail'.
- d) Write a short note on motion graphics in interior design.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1052

[4720] - 305

T.Y. B.Sc.

ANIMATION

**Paper : AN - 3105 : Color Theory and Visual Design
(2011 Pattern) (Semester - III)**

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 diagram must be drawn wherever Necessary.*

Q1) Answer the following questions:

[10]

- a) What are physiological colors?
- b) Which are the two different states of retina after being acted upon by light?
- c) Define :- 'Tint'.
- d) Name two dares of Dioptrical colors?
- e) What will be the effects of Dark gray on Black surface?
- f) Define Extraction of colors.
- g) What are physical colors?
- h) Write the conditions of light under physical colors?
- i) What are different Elements of design?
- j) What is weak Colours?

Q2) Answer the following (any 2):

[10]

- a) Explain the effects of light and darkness on the eyes?
- b) What are the conditions under which the appearance of color increases?
- c) Explain 'Inversion'.
- d) Explain any 4 principles of design?

P.T.O.

Q3) Answer the following (any 2):

[10]

- a) Explain Dominance 'Principle of Design'.
- b) Explain characteristic of color?
- c) What will be the effects of red-yellow color with reference to Moral association?
- d) Explain the definite Nature of colors.

Q4) Answer the following (any 2):

[10]

- a) What is Harmonious colors? Explain.
- b) Write the types of Halos? Explain in details?
- c) Describe dazzling colourless object with appropriate example.
- d) Draw and explain 'chromatic' circle.



Total No. of Questions : 4]

SEAT No. :

P1053

[4720]-306

[Total No. of Pages : 2

T.Y.B.Sc.

ANIMATION

**AN - 3106: Advanced 3D Animation - I
(2011 Pattern) (Semester - III)**

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:

[10x1=10]

- a) Write the keyboard shortcut for Move, Scale and Rotate?
- b) What is Auto Keyframe feature in Maya?
- c) What is the function of Append to polygon tool?
- d) What is the function of Interactive split tool?
- e) Write the process of changing the pivot position of an object in Maya?
- f) Write the path for Resolution Gate in Maya?
- g) What is the blend shapes function in Maya?
- h) What is a playblast?
- i) How to turn off Interactive creation?
- j) What is a Project Directory?

Q2) Answer the following questions (Any 2):

[2x5=10]

- a) What is the fullform of UI? Describe in detail the use of any three UI elements.
- b) Explain the Scene-File Management?
- c) Write in detail about manipulating tools in Maya?
- d) Explain the description of Extrude?

P.T.O.

Q3) Answer the following questions (Any 2):

[2x5=10]

- a) What is lattice?
- b) Explain viewports.
- c) Write the importance of Quads.
- d) Explain polygon primitives.

Q4) Answer the following questions (Any 2):

[2x5=10]

- a) Describe in detail of a polygon.
- b) Explain stretch and squash animation principles?
- c) How to Adjust Spline Tangents?
- d) Describe in detail hotbox menu?

EEE

Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1054

[4720] - 401

T.Y.B.Sc.

ANIMATION

**AN-3201: Web Technology
(2011 Pattern) (Semester - IV)**

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 browsing.
- b) Write shortcut key for open sit map panel.
- c) Write full forms of following:
 - i) html
 - ii) .xhtml
 - iii) .CSS
 - iv) .xml
- d) What is mean by Radio button?
- e) Define check box.
- f) Which extension is used while saving the HTML file?
- g) Write two differences between class selector and ID selector?

P.T.O.

- h) Define Absolute positioning?
- i) Define external CSS style.
- j) Write full form of TCP/IP.

Q2) Answer any two.

[2×5 = 10]

- a) Explain Head tags.
- b) Explain different text attributes.
- c) Write short note on Dreamweaver Interface.
- d) Differentiate between Static Website and Dynamic Website.

Q3) Answer any two.

[2×5 = 10]

- a) Explain Relative Positioning.
- b) Explain Internal and Inline CSS style with an example.
- c) Explain about Nested tables with an example.
- d) Write about Unordered list.

Q4) Answer any two.

[2×5 = 10]

- a) Explain Body tags with background, image and text color.
- b) Write the importance of heading (H1-H6).
- c) What is text box? Write a program to check text box.
- d) Explain about CSS clone selector with an example.



Total No. of Questions : 4]

SEAT No. :

P1055

[4720] - 402

[Total No. of Pages : 2

T.Y.B.Sc.

ANIMATION

**AN-3202: Intellectual Property Rights and Cyber Security
(2011 Pattern) (Semester - IV)**

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Figures to the right indicate full marks.*
- 3) Symbols and abbreviations have thier usual meanings.*

Q1) Attempt all of the following.

[10]

- a) Define e-commerce.
- b) What is an anti - virus?
- c) What is cyber crime?
- d) Define standard.
- e) What is serial transmission of data?
- f) Give full form of ISO/OSI model.
- g) Define confidentiality.
- h) What is a worm?
- i) State types of Firewall.
- j) What is software copyright?

Q2) Attempt any two of the following.

[10]

- a) What is a transmission media? Discuss the types of transmission media in detail.

P.T.O.

- b) Write a note on modern Intrusion detection systems and Intrusion Detection systems.
- c) Define policy. Explain types of policies in detail.
- d) What is a Firewall? Explain DMZ in detail.

Q3) Attempt any two of the following.

[10]

- a) Write a short note on TCP/IP protocol stack.
- b) What are active attacks and passive attacks. Explain types of passive attacks.
- c) Explain computer network and types of different computer network.
- d) Write a note on Business Continuity Planning (BCP).

Q4) Attempt any two of the following.

[10]

- a) What is a patent? Explain the patentability standards.
- b) Define OCTAVE. Explain three phase approach of OCTAVE.
- c) Compare symmetric key and Asymmetric key cryptography.
- d) What is Information classification? Describe the scheme used for data/information classification.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1056

[4720] - 403

T.Y.B.Sc.

ANIMATION

AN-3203: GAME PRODUCTION

(2011 Pattern) (Semester - IV)

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 right indicate full marks.*

Q1) Answer the following Questions.

[10×1 = 10]

- a) Maya is a game engine. (True/False).
- b) Phong shader can be used for Unreal game Engine (True/False).
- c) Unreal is a modeling and Texturing Tool. (True/False).
- d) Unreal support both GL and Direct X rendering. (True/False).
- e) For any gaming console CPU power is responsible for draw calls and GPU for IPS. (True/False).
- f) Name different language used for game production?
- g) Define multiplayer Gaming?
- h) What is TCP and IP?
- i) What is Direct X 3D?
- j) What is X Audio 2?

Q2) Answer the following Questions. (Any 2)

[2×5 =10]

- a) How system works in Unreal game engine?
- b) Explain in step maner to transfer the animation data to unreal.

P.T.O.

- c) Do Occlusion baking is useful, explain.
- d) What do you think Normal mapping technique is a must used trick for texture creation in 3d game. Explain.

Q3) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Who are game development pioneers in the game industry?
- b) Explain Video game factor in 1980's?
- c) What are the different generations of games in the industry.
- d) If for games optimal modeling technique should be used then How?

Q4) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Do we have any system to check abnormalities in polygon modelling in Maya - if Yes. Explain.
- b) How do you plan the optimal way to unwrap the polygon assets in Maya.
- c) What are the major optimal way while setting up the rigging pipeline for games.
- d) What are different between Un real Engine and Blender?



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1057

[4720] - 404

T.Y.B.Sc.

ANIMATION

**AN-3204: Digital Editing and Motion Graphics - II
(2011 Pattern) (Semester - IV)**

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 'Grid'?
- b) Write down any 2 Evaluation points in cultivation?
- c) Path Animation is also refer for which concept?
- d) What is composition?
- e) Explain the concept of 'Blend operations'?
- f) What is 'Green Matte'?
- g) What do you mean by 'Cuts' in editing?
- h) What do you mean by 'Transitions'?
- i) What do you mean by positive space in composition.
- j) Give the Name of 'Adobe Premiere' latest version.

Q2) Answer the following Questions. (Any 2)

[2×5 =10]

- a) Elaborate the spatial continuity and action continuity forms?
- b) Explain the storyboard with pictorial and sequential continuity?

P.T.O.

- c) What is difference between classical Animation and cell Animation process?
- d) Write down any two keying tips?

Q3) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) What is color Manipulation? Explain.
- b) Explain 'cuts' with example?
- c) Explain the concept of 'Birth, Life and Death' in Motion Graphics sequencing?
- d) Explain 'Visual Interpolation' in brief.

Q4) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Explain the 'Process of Animatics'?
- b) Explain what is 'Linear Editing'?
- c) Explain 'Rotoscoping Mask' in compositing?
- d) Elaborate the 'size and scale' in pictorial composition?



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1058

[4720] - 405

T.Y.B.Sc.

ANIMATION

AN-3205: Visual Effects

(2011 Pattern) (Semester - IV)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

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

Q1) Answer the following Questions in one or two sentences.

[10×1 = 10]

- a) Define Digital composition.
- b) In RGBAZ channel what does 'A' and 'Z' stand for?
- c) Name the person who introduced alpha channel.
- d) Give full form of PNG format.
- e) Which are the hotkeys for blur node and Rotopaint node in Nuke?
- f) To extract node in node graph of Nuke we use shift + _____ + _____.
- g) Which are the two primary categories in which computer Imaging are divided?
- h) What is full form of GIF and JPEG?
- i) Which are the two primary components of HVS?
- j) Nuke is _____ based software.

Q2) Answer the following (any 2) .

[2×5 =10]

- a) What is Bluescreen Matting?
- b) What is Image Processing and Image Restoration? List any 4 Image formats.

P.T.O.

- c) List any 5 hot keys used in Roto Paint (cursor in viewer) in Nuke.
- d) Write a paragraph on Historical Perspective of Digital compositing.

Q3) Answer the following (any 2) .

[2×5 = 10]

- a) Write a Note on Histogram.
- b) What is the difference between Raster Image and Vector Image in detail.
- c) Explain about Alpha channel in detail.
- d) Discuss the two types of images compression in detail.

Q4) Answer the following (any 2).

[2×5 = 10]

- a) List any 10 hot keys used in viewer (cursor in viewer) in Nuke.
- b) Computer Graphics: Explain.
- c) Write about HSV Color Format in detail.
- d) Explain Binary Image and Gray Scale Image.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1059

[4720] - 406

T.Y.B.Sc.

ANIMATION

AN-3206:Advanced 3D Animation - II
(2011 Pattern) (Semester - IV)

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 must be drawn wherever necessary.*

Q1) Answer the following Questions.

[10×1 = 10]

- a) What is Cone Angle?
- b) What is Rendering?
- c) What is IPR?
- d) Explain the types of Render Engine in Maya?
- e) What are the uses of principles of Animation?
- f) How to lock character Mesh?
- g) What is constrain?
- h) What is Joint-weighting?
- i) What is three point lighting?
- j) What is walk through camera animation?

Q2) Answer the following short notes (Any 2)

[2×5 =10]

- a) Spot light.
- b) Point-Constrain.

P.T.O.

- c) Slow IN and slow out.
- d) Directional light.

Q3) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) Explain Lattices.
- b) What is the importance of Rigging in 3D Animation.
- c) Explain Parent Constrain.
- d) Explain Batch Render.

Q4) Answer the following Questions. (Any 2)

[2×5 = 10]

- a) What is Connect Joint and Mirror Joint?
- b) Explain Area light.
- c) What is the importance of Back light in Three point lighting?
- d) Explain Blend shape.

