[6057]-21
S.Y. B.Sc.
ANIMATION
AN 2204: Multimedia Communication
(2015 Pattern) (Semester-II) (82542)

Time : 2 Hours]   *[Max. Marks : 40*

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

Q1) **Attempt all the following :**   **[10 × 1 = 10]**

  a) Define MIDI

  b) What is use of sound in Digital Communication?

  c) What is Synchronous Transmission?

  d) Write full form of WWW and URL?

  e) What is Video Editing?

  f) What is Digital Sound?

  g) List the type of Transmission media.

  h) Define Cool edit.

  i) What is Image Compression?

  j) Name the elements of multimedia communication.

P. T. O

Q2) **Answer any Two of the following:** [2 × 5 = 10]

    a) Describe briefly about different types of transmission media.

    b) Define the following

        i) Attenuation

        ii) Delay distortion

        iii) Noise

        iv) Period

        v) Frequency

    c) Explain briefly about parity method?

    d) Explain the concept of video editing.

Q3) **Answer any Two of the following:** [2 × 5 = 10]

    a) Expalin the concept of Music Sequencing & Notations.

    b) What is protocal? Explain HDLC protocal frame format?

    c) Explain the standard for entertainment applications.

    d) Write a note on 8 bit gray level image.

Q4) **Answer any Two of the following:** [2 × 5 = 10]

    a) Write a short note on graphics and image data type and file format.

    b) Define multimedia communication and explain modes of communication.

    c) What is TCP/IP model? Explain OSI layer model.

    d) Write a short note on uses requirements.

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[6057]-31
T.Y. B.Sc. (Animation)
AN - 3101 : SCRIPT WRITING
(2015 Pattern) (Semester - III) (92513)

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: (Any ten)   **[10 × 1 = 10]**

  a)   What is one line description of a location and time of day of scene?

  b)   Scene heading is also known as _____.

  c)   _____ is the lines of speech for each character.

  d)   _____ is the direction for the character that is either attitude or action.

  e)   What is placed after the character's name in parenthesis?

  f)   Action is also known as _____.

  g)   Scene heading should always be in _____.

  h)   _____ indicate that a large amount of time has passed.

  i)   A character name is capped and always listed _____ his lives of dialogue.

  j)   When a new scene heading is not necessary, but some distinction needs to be made in the action, you can use a _____.

  k)   Which of the following is one about storyboard?

  l)   Generally action written in the _____ tense.

P.T.O.

Q2) Answer any two :   [2 × 5 = 10]

    a)   What are the 8 elements of script writing?

    b)   What are the 7 types of scripts?

    c)   What are the principles of script writing?

    d)   How do you format a script?

Q3) Answer any two :   [2 × 5 = 10]

    a)   What is action in script writing?

    b)   What are the qualities of a good script writer?

    c)   What is the importance of script with examples?

    d)   How does a story work?

Q4) Answer any two :   [2 × 5 = 10]

    a)   What are the 4 types of storytelling?

    b)   What is story telling method?

    c)   What are the 7 major story types?

    d)   What can conflict do to the flow of the story?

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[6057]-32
T.Y. B.Sc. (Animation)
AN - 3102 : WED TECHNOLOGY
(2015 Pattern) (Semester - III) (92523)

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 :   **[10 × 1 = 10]**

a) What is prompt box in javascript.

b) What is web browser.

c) Define HTML.

d) Which attribute of <table> tag is used to merge table column and rows in HTML.

e) In HTML for what <a> tag is used. Write it syntax?

f) Write syntax of multiple line comments in javascript.

g) Which tag and property attribute is used to create radio button in HTML.

h) List any two properties of heading tag in CSS style.

i) In DOM which method is used to acess tag property.

j) Write full form of the following :

DOM

CSS

P.T.O.

Q2) Answer any two   **[2 × 5 = 10]**

    a)   Write a note on HTTP request and HTTP response.

    b)   Write a javascript using 'for' loop for displaying sum of first 150 numbers.

    c)   Explain the following tags of HTML

          _{......}

          ^{......}

          <marquee> .... </marquee>

          <u> .... </u>

    d)   How to insert table in HTML. Explain with an example.

Q3) Answer any two   **[2 × 5 = 10]**

    a)   Write a note on features of PHP.

    b)   Write javascript program to accept and display the string in alert box.

    c)   Write a note an dream weaver.

    d)   Write a HTML program to display unardered list of flowers names.

Q4) Answer any two   **[2 × 5 = 10]**

    a)   Write a javascript program to acept student name using prampt box and display accepted name in alert box.

    b)   Explain with an example to apply CSS using external method (link to apply stylesheet).

    c)   Write a HTML code to design a form which accept student details such as (roll no, name), radio button for gender, check box for favaurite games, one submit button and one reset button.

    d)   Write note an dreamweaver interface.

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[6057]-33

T.Y. B.Sc. (Animation)
AN 3103 : GAME DESIGN-I
(2015 Pattern) (Semester-III) (92533)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Write proper questions number.

3)   Draw Diagram if neceded.

Q1) Answer the following questions.   **[10×1=10]**

 a)   What is low poly modeling?

 b)   What is the role of 'Trickster'?

 c)   Importance of 'Mentor' in Game.

 d)   Who is the villain character in Game?

 e)   What is Protagonist?

 f)   What is Antagonist?

 g)   Explain 'Ally' of the Game, in short.

 h)   Which Studio developed NFS Game?

 i)   Define Arcade Game.

 j)   Define coin-op Game.

Q2) Answer any two of the followings.   **[2×5=10]**

 a)   Explain Game production Cycle.

 b)   Explain Alpha version of Gaming.

 c)   Explain any 2 types of Game engine.

 d)   Describe method of Game Sales and Marketing.

P.T.O.

Q3) Answer any two of the following questions. **[2×5=10]**

    a) What is Prototype? Explain.

    b) Write a note on Growth of Game Industry.

    c) Describe Game as "modern Entertainment".

    d) Design/Draw any 4 Game weapans.

Q4) Answer any two of the following quesitons. **[2×5=10]**

    a) Explain Blender node editor panel.

    b) Write a note on Quality assurance testing.

    c) What are modeling tools in Blender.

    d) Write a note on UBISOFT Studio Journey in Gaming Industry.

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[6057] - 34

T.Y.B.Sc. (Animation)

AN - 3104 : DIGITAL EDITING

(2015 Pattern) (Semester - III) (92543)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

　　1)　Figures to the right indicate full marks.

　　2)　All questions are compulsory.

Q1) Answer the following questions.   **[10×1=10]**

　　a)　Name any five video editing software.

　　b)　What is clapper board?

　　c)　What is title?

　　d)　What is still graphics?

　　e)　What is audio?

　　f)　What is camera?

　　g)　C+rl+N.........

　　h)　C+rl+O..........

　　i)　C+rl+/............

　　j)　F6............

Q2) Answer the following questions (any two)   **[2×5=10]**

　　a)　Explain "Green Matte"?

　　b)　Explain storyboard in project panel

　　c)　Explain colour correction procedure

　　d)　Explain "cuts",with example

Q3) Answer the following question (any two) [2×5=10]

 a) Explain the process of Titles

 b) Explain what is "Linear Editing"?

 c) What is "Rotoscoping Mask", in compositing?

 d) Elaborate the "size & scale". in pictorial composition?

Q4) Answer the following question (any two) [2×5=10]

 a) Explain Digital and analog outputs.

 b) How to creating and editing equence?

 c) What is "Trimming Tool", Explain work?

 d) Explain setup (Project)and sequence.

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[6057]-35
T.Y. B.Sc. (Animation)
AN - 3105: VFX - 1
(92553) (Semester-III) (2015 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 × 1 = 10]**

a) Write Hot keys. For Blur and Roto paint

b) Write Hot keys for color correction and Roto

c) Write Hot key to view Home image in viewer
[I / H / V]

d) What does RGBA Stands for?

e) Which hotkey is used to set viewer to lumience

f) Which arrow keys are used to see next and previous frame?

g) What is full form of ROI?

h) Write key to insert new control point in Nuke.

i) What is Computer Vision?

j) Name 2 primary categories of computer imaging.

P.T.O

Q2) **Answer any Two of the following*:*** [2 × 5 = 10]

a) What are the difference between Raster Image and Vector Image?

b) Write note on Histogram.

c) List timeline [Cursor on timeline] hot keys.

d) List any 10 hot keys used as universal commands for windows in Nuke.

Q3) **Answer any Two of the following:** [2 × 5 = 10]

a) What is difference between CPU and GPU render?

b) Explain a pipeline of VFX

c) Explain steps to make Stereoscope in 3DsMax & Maya.

d) What is Match Moving process explain in detail.

Q4) **Answer any Two of the following:** [2 × 5 = 10]

a) Explain Types of file format and write about any four formats in Brief.

b) Image analysis and its process in detail.

c) Write Edge Direction in detail

d) List any 10 hot keys used in Node Graph in nuke.

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[6057]-36

T.Y. B.Sc.

ANIMATION

AN-3106: Creative Thinking

(2015 Pattern) (Semester - III) (92563)

Time : 2 Hours]　　　　　　　　　　　　　　　　　　　*[Max. Marks : 40*

Instructions to the candidates :

    1)　Answer all questions.

    2)　Figures to the right indicate full marks.

Q1) Answer the following questions :　　　　　　　　　　**[10 × 1 = 10]**

    a)　What is thinking?

    b)　What is ideal?

    c)　What is target audience?

    d)　What is TG's?

    e)　What is brain storming?

    f)　What is mind mapping?

    g)　What is platting?

    h)　What is stories?

    i)　What is story telling?

    j)　What is communication?

Q2) Answer the following questions (any two) :   [2 × 5 = 10]

    a)   What is character? Explain its development.

    b)   What is stories and their element.

    c)   How you read your audiences mind? Explain.

    d)   What you understand TG's psychology.

Q3) Answer the following questions (any two) :   [2 × 5 = 10]

    a)   What is platting? Explain.

    b)   What are different writing skills in waiter?

    c)   What is different between stories and art of story telling.

    d)   How to develop character development.

.

Q4) Answer the following questions (any two) :   [2 × 5 = 10]

    a)   Explain case studies?

    b)   Explain case study pixer studio film.

    c)   Explain case study on science-fiction film.

    d)   What are steps process of animation film making.

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[6057]-41

T.Y. B.Sc. (Animation)

AN3201 : IPR AND CYBER SECURITY

(2015 Pattern) (Semester-IV) (92514)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to right indicate full marks.*

   3)   *Symbols and abbreviations have their usual meanings.*

Q1) Attempt all of the following.   **[10×1=10]**

   a)   What is digital signature?

   b)   Define Patent.

   c)   What are the two types of transmission media?

   d)   Define the term computer Forensis.

   e)   Define the term copyright.

   f)   What is an operating system?

   g)   What is trade and Investment?

   h)   What is web security?

   i)   Define worm and malware.

   j)   What is steganography?

Q2) Attempt any two of the following.   **[2×5=10]**

   a)   What is computer Network? Write a note on LAN.

   b)   What are active and passive attacks? Explain types of passive attacks.

   c)   What are the benefits and features of water marking?

   d)   Define the term Intellectual Property. Explain its three types.

Q3) Attempt any two of the following. **[2×5=10]**

    a)   Write difference between SSL and SET.

    b)   Write a note on IT Act, 2000.

    c)   What is E-commerce? Explain security Features of E-commerce.

    d)   What is Intruders? Explain various types of Intruders.

Q4) Attempt any two of the following. **[2×5=10]**

    a)   Explain Hocking techniques in detail.

    b)   Define cryptography. Explain symmetric key cryptography.

    c)   Write a note on TCP/IP Protocol stack.

    d)   What is cyber Law? Explain cyber security law and its types.

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[6057]-42

T.Y. B.Sc. (Animation)

AN 3202 : User Interface Design

(2017 Pattern) (Semester - IV) (92524)

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 steering law

   b) CSS stands for

   c) Which of these framework activities is not normally associated with the user interface design process.

   d) In CSS "Color : Red" can be called as.

   e) Which of the following testing types is not a part of system testing?

   f) What is alignment in UI?

   g) What is Symbian?

   h) What is evaluation?

   i) Define chunking.

   j) What is anticipation?

Q2) Answer any two : [2 × 5 = 10]

   a) Explain any two types of low fidelity prototypes.

   b) Describe state machine translate events.

   c) What are design principles of UI?

   d) Explain color theory.

Q3) Answer any two :   [2 × 5 = 10]

    a)   What is system testing?

    b)   What are input / output devices? Explain with example.

    c)   What is task analysis? Explain in brief.

    d)   Explain characteristics of Good user interface.

Q4) Answer any two :   [2 × 5 = 10]

    a)   Explain design pattern.

    b)   Explain MVC architecture.

    c)   Explain any three tags of HTML.

    d)   What is computer prototypes? Explain in brief.

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[6057]-43

T.Y. B.Sc. (Animation)
AN-3203 : GAME PRODUCTION
(2015 Pattern) (Semester-IV) (92534)

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 AR & VR.

  b) What is level designing?

  c) List 2 types of console games.

  d) List 4 game production phases.

  e) Define "ARCADE GAMES'

  f) Define motion actuators.

  g) Define Beta version of Games.

  h) Name any 2 Game engines.

  i) What are assets?

  j) Name any 4 types of lights in game engine.

Q2) Answer any 2 of the following questions. **[2×5=10]**

  a) Explain Alpha version of Gaming.

  b) What is AR explain in detail.

  c) Differentiate protagonist and antagonist.

  d) Explain Mentor's Role in Game with examples.

Q3) Answer any 2 of the following questions.   **[2×5=10]**

   a)   Describe any one protagonist character from present games.

   b)   Explain Background development in Game in your words.

   c)   Describe anti hero character in games with examples.

   d)   Explain Pre-Fabs in unity 3D.

Q4) Answer any 2 of the following questions.   **[2×5=10]**

   a)   Explain SEGA studio's Journey.

   b)   Explain importance of UVW mapping.

   c)   Explain importance of poly count in Games.

   d)   Explain game production cycle and draw diagram.

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[6057]-45
T.Y. B.Sc. (Animation)
AN - 3205 : VFX - II
(2015 Pattern) (Semester - IV) (92554)

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) Write down any four video formats.

b) What is full form of ROI?

c) What is full form of EXR?

d) What is HSV tool?

e) What is RGBA?

f) Explain viewer.

g) What is Render?

h) What is checker board node?

i) Explain Rough Geometry in short.

j) What is Sterioscopic sequence?

Q2) Answer any two of the following questions :   [2 × 5 = 10]

   a)   Explain chroma key in detail.

   b)   Draw a node chart for chroma key process.

   c)   Explain camera tracking with an example.

   d)   Explain Roto with an example.

Q3) Answer any two of the following questions :   [2 × 5 = 10]

   a)   What is masking? Answer in detail.

   b)   Explain matte painting.

   c)   Explain Gamma correction.

   d)   Explain pipeline of VF_x.

Q4) Answer any two of the following questions :   [2 × 5 = 10]

   a)   Explain stabilizing process.

   b)   Explain Garbage matte with an example.

   c)   Explain Morphing in composition.

   d)   Explain Digital compositing in detail.

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[6057]-46
T.Y.B.Sc. (Animation)
AN - 3206 : NEW MEDIA
(2015 Pattern) (Semester - IV) (92564)

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 any ten. **[10×1=10]**

   a) The different types of online communication tools are_____.

   b) What is an advantage of online journalism?

   c) What is the proposed punishment for cyber Terrorism in IT Act?

   d) Who invented WWW?

   e) The first generation of the web 1.0, also known as_____.

   f) When IT Act 2000 came into effect?

   g) What does URL stand for?

   h) Which is not a way of communication using the Internet?

   i) Web 3.0 is also called as_____.

   j) Online journalism refers to content created and distributed over_____.

   k) GPS stands for_____.

   l) What is includes in digital audio files?

Q2) Answer any two. **[2×5=10]**

   a) What is Internet?

   b) What are the characteristics of good interactive journalism?

   c) What is web browser?

   d) What is multi-mediality in online journalism?

Q3) Answer any two.   **[2×5=10]**
   a)   What is citizen journalist?
   b)   What is New media?
   c)   What is meant by cyberspace?
   d)   Define URL.

Q4) Answer any two.   **[2×5=10]**
   a)   What is the meaning of knowledge society?
   b)   What are the types of Internet access?
   c)   What is the online journalism?
   d)   What are the 7 types of journalism?

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[6057]-101
S.Y. B.Sc. (Animation)
ANM - 301 : ANIMATION TECHNIQUE
(2021 Pattern) (Semester - III)

Time : 3 Hours]　　　　　　　　　　　　　　*[Max. Marks : 70*
Instructions to the candidates :
　　1)　All questions are compulsory.
　　2)　Figures to the right indicate full marks.

Q1) Answer any Ten　　　　　　　　　　　　　　**[2 × 10 = 20]**

　　a)　What is clay?

　　b)　What is ceto scopy?

　　c)　What is stop motion?

　　d)　What is frame?

　　e)　What is coma?

　　f)　What is masking?

　　g)　What is after effects?

　　h)　What is different axis you can relate?

　　i)　What is compositing?

　　j)　What is puppet?

　　k)　What is "NULL" frame?

　　l)　What is "NTSC" & "PAL"?

Q2) Answer any four   [4 × 5 = 20]

    a)   Write down short note on traditional animation

    b)   Explain procedure & preparation for clay Animation.

    c)   What is post - production explain is brief?

    d)   Explain interface of ofter effects is detail?

Q3) Answer any Three   [3 × 5 = 15]

    a)   What is transform is after effects? Explain indetail

    b)   Write down short cut key

        i)   Text   ii)   Solid layer

        iii)   Null object   iv)   Camera

        v)   Light

    c)   What is step motion animation & types.

    d)   How to create sptime & animate?

Q4) Answer any Three   [3 × 5 = 15]

    a)   Explain time line?

    b)   Explain any five animation principal

    c)   Explain any three simulation effects

    d)   Why VFX is necessary for modern film.

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[6057] - 102

S.Y.B.Sc. (Animation)

ANM - 302 : 3D PRODUCTION - II (MAYA)

(2021 Pattern) (Semester - III)

Time : 3 Hours] *[Max. Marks : 70*

Instructions to the candidates:

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

Q1) Answer the following questions. **[10×2=20]**

a) Write shortcut to change pivot point.

b) Which is Third Party Light preset can be used as an artificial light in Maya?

c) Shortcut for maximise viewport in Maya.

d) What is 'Parent' in Maya?

e) Write shortcuts for Move, Rotate and scale?

f) The short cut key no 4,5 and 6 used for which commands.

g) What is use of skinning?

h) What is weight cleaning in Maya.

i) Write about Timeline.

j) Write keyboard combination for moving the object.

k) What is Bifrost in Maya?

Q2) Answer the following questions. **[4×5=20]**

a) Explain a simple wave cycle of animation in maya with drawing.

b) How will you define an Animation?

c) Explain Arnold lights in Maya.

d) Define camera settings and types of camera's in Maya.

Q3) Answer the following questions. (any 3) **[3×5=15]**

    a)   Write short note on Graph Editor.

    b)   Describe Hypershade in Maya.

    c)   Explain Hard Surface Modeling.

    d)   Describe Rigging in Maya.

Q4) Answer the following questions. (any 3) **[3×5=15]**

    a)   Explain facial expressions with drawings.

    b)   Describe common Render Setting in Maya.

    c)   Explain soft selection tool and its uses in Maya.

    d)   Explain Modeling Toolkit and its various commands.

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[6057]-103
S.Y. B.Sc. (Animation)
ANM - 303 : ANIMATION PRODUCTION PROCESS
(2021 Pattern) (Semester - III)

Time : 3 Hours] *[Max. Marks : 70*
Instructions to the candidates :
  1)   All questions are compulsory.
  2)   Figures to the right indicate full marks.

Q1) Answer any ten. **[10 × 2 = 20]**

a) Writing dialogues is a part of which stage?

b) OTS stands for _____.

c) CMYK stands for _____.

d) The aspect ratio of widescreen is _____.

e) The frame rate of NTSC video is _____.

f) The term - "Line of action" in animation means.

g) What is storyboard?

h) In which year started breakdown or passing position.

i) Which is the first movie that used 2D Animation?

j) Which country started 3D Animation first?

k) Who made the first animated film in 1906?

l) A character designer is an artist that creates _____.

P.T.O.

Q2) Answer any four   [4 × 5 = 20]

    a)   Difference between CLAY & CUT OUT Animation.

    b)   Explain Scope of STOPMOTION Animation.

    c)   What is mean by VFX?

    d)   How performance in majored in CLAY Animation?

    e)   Define film.

Q3) Answer any three   [3 × 5 = 15]

    a)   Define Masking.

    b)   Define BG plates.

    c)   Define Stereoscopy.

    d)   Explain origins of ROTO Techniques.

Q4) Answer any three   [3 × 5 = 15]

    a)   Explain key framing techniques.

    b)   Explain the basic shooting setup.

    c)   Explain spline with an example.

    d)   Explain the process of composition.

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[6057]-201

S.Y. B.Sc. (Animation)

ANM-401 : Animation for AR & VR Techniques

(2021 Pattern) (Semester - IV)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

1) ***All questions are compulsory.***

2) ***Figures to the right indicate full marks.***

Q1) Answer the following questions :   **[10 × 2 = 20]**

a) Write components of AR/VR.

b) What is flight simulation?

c) Write primary features of VR.

d) Explain VR world space.

e) Name a popular AR device.

f) Name a popular VR device.

g) What is motion track in AR?

h) What is motion track in VR?

i) What is frame work in AR/VR?

j) What is virtual space?

k) What is Real space?

l) What is Reulering in VR?

Q2) Answer the following questions (any three) :   **[3 × 5 = 15]**

a) What is 3D clipping? Explain in breif.

b) What is color theory? Explain.

c) What is 3D modelling? Explain.

d) What are different 3D s/w to create your modelling? Explain

e) Explain interpolation techniques.

P.T.O.

Q3) Answer the following questions (any three) :　　　　　　　　　　**[3 × 5 = 15]**

　　a)　Write the benefits of food illumination.

　　b)　What is characteristics of stereoscopic? Explain

　　c)　Which Technology VR used in TV & film production?

　　d)　Explain VR Toolkits

　　e)　What is VR sensor List? Explain

Q4) Answer the following questions (any four) :　　　　　　　　　　**[4 × 5 = 20]**

　　a)　Write the taxonomy of AR explain it.

　　b)　What are some challenges faced in AR development? Explain

　　c)　What are some challenges faced in VR development? Explain

　　d)　How an AR and VR be integrated to create mixed reality experiences? Explain

　　e)　Name a popular AR and VR devices.

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[6057]-202

S.Y. B.Sc. (Animation)

ANM-402 : 3D Sculpting Tools & Techniques (Z Brush)

(2021 Pattern) (Semester - IV)

Time : 3 Hours] *[Max. Marks : 70*

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

Q1) Answer the following 10 : **[10 × 2 = 20]**

    a) Define Digital sculpting.

    b) What are the strength keys in ZB?

    c) Which is the stencil in ZB and How to use it?

    d) Which short cut key used for strength of Brush?

    e) Which short cut key used for subdivision level up & down?

    f) What is an Anatomy?

    g) What is Resolution in sculpting softwares?

    h) How to use move, Rotate and scale tools?

    i) Which short cut key used to hide selected?

    j) Define fill object.

Q2) Answer any 3 : **[3 × 5 = 15]**

    a) Explain Dynamesh and its use.

    b) Explain Importance of UVW unwrapping.

    c) Explain standard, move and smoth Brushes.

    d) Explain Z Brush Term and concept.

Q3) Answer any 3 :   [3 × 5 = 15]

   a)   List types of 'strokes' explain all.

   b)   Describe focal shift, Draw size and intensity.

   c)   Explain Extract mapping in Z Brush.

   d)   Explain Clay Built up Brush.

Q4) Answer any 4 :   [4 × 5 = 20]

   a)   Explain Z Brush interface.

   b)   Explain any 4 Brushes.

   c)   Describe Retopology.

   d)   Explain Active symmetry.

   e)   Describe importance of Lary mouse.

   f)   Explain Light Box in detail.

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[6057]-203

S.Y. B.Sc. (Animation)

ANM-403 : GAME DESIGN (Blender)

(2021 Pattern) (Semester - IV)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

Q1) Answer the following :   **[10 × 2 = 20]**

   a)   What is the purpose of the particle modifier in Blender?

   b)   What are the basic settings for a particle system in Blender?

   c)   What is the shortcut for entering Edit Mode in Blender?

   d)   What is the shortcut key for adding object in the scene?

   e)   Name any two game production houses.

   f)   Define low poly modeling.

   g)   Which company introduced GTA game?

   h)   Write down the year in which the Arcade gaming was developed.

   i)   How does the Soft Body modifier affect an object in Blender?

   j)   What is a Prefab in game engine?

Q2) Answer the following (Any three) :   **[3 × 5 = 15]**

   a)   What is AR? Explain in brief.

   b)   Draw and design any five types of weapons.

c) Write a short note on 'UV Mapping'.

d) Explain solidify modifier with examples.

e) Explain Assets in game with 10 examples.

Q3) Answer the following (Any Three) :   [3 × 5 = 15]

a) What is Joy Stick? Explain in brief.

b) Write a short note on 'Nodes' in Blender.

c) Write any 10 shortcuts with their use in Blender.

d) Write a short note on texturing game models in Blender.

e) Explain the process of creating 3D models in Blender for game design.

Q4) Answer the following (Any Four) :   [4 × 5 = 20]

a) Explain the concept of level design in Blender.

b) How can Blender be used to create realistic game environments?

c) Write short note on low poly modeling.

d) Write a short note on 'Blender software'.

e) Explain any two types of game genres in brief. Give two examples of each.

f) Explain the role of AI in game design with Blender.

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