

Total No. of Questions : 4]

SEAT No. :

PD-540

[Total No. of Pages : 2

[6470]-31
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 :

[10 × 2 = 20]

- a) What is clay?
- b) What is mean by composition?
- c) What is frame?
- d) What is stop motion?
- e) "FPS" mean by.
- f) What is Ccal stands for?
- g) What is stereoscopy?
- h) What is croma?
- i) What is key light?
- j) What is Ratoscopy?
- k) What is BCA plats?
- 1) What is light?

P.T.O.

Q2) Answer any four :

[4 × 5 = 20]

- a) Explain composition setting in brief.
- b) Write down any 10 effects in after effect s/w.
- c) What is cut out animation? Explain in detail.
- d) Explain interface of after effect s/w.
- e) How to create 3-D text in after effect.

Q3) Answer any three :

[3 × 5 = 15]

- a) What is key light? Explain in brief.
- b) How many light we have in after effect s/w? Explain it.
- c) Explain tracking & its types.
- d) What is motion graphics? Explain with example.

Q4) Answer any three :

[3 × 5 = 15]

- a) Explain masking with example.
- b) What is wire removal? Explain in detail.
- c) How to create BCA plates?
- d) Explain render settings.



Total No. of Questions : 4]

SEAT No. :

PD-541

[Total No. of Pages : 2

[6470]-32
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) *Figures to the right indicate marks.*

Q1) Answer any Ten.

[10 × 2 = 20]

- a) What do maya's paint effect tool allow you to do?
- b) What is baking in 3D?
- c) What is multicut tool?
- d) What is project folder?
- e) What are Uv's in 3D apps.?
- f) What is mash?
- g) Explain Timeline in short.
- h) What is Timeslider?
- i) What is Texture editor called in Maya? Name only.
- j) What is Grid?
- k) What are shaders?
- l) Explain unwrapping in short.

P.T.O.

Q2) Answer the following questions

[4 × 5 = 20]

- a) Explain Arnold Renderer.
- b) Define Mesh light and its uses in detail.
- c) Define different types of lights in maya.
- d) Write a note on VVW unwrapping in detail.

Q3) Answer the following questions (any three).

[3 × 5 = 15]

- a) Write a detailed note on Human skeleton Rigg.
- b) Explain cloth simulation in maya.
- c) Define facial expressions in maya.
- d) Write a short note on rigid body in maya.

Q4) Answer any three.

[3 × 5 = 15]

- a) Explain Render setting window in maya.
- b) Explain procedure of Texturing with uv editor with photoshop.
- c) Explain Arnold Ai standard surface and its various presets.
- d) Differentiate IK and FK in maya.



Total No. of Questions : 4]

SEAT No. :

PD-542

[Total No. of Pages : 2

[6470]-33
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 marks.*

Q1) Answer any Ten.

[10 × 2 = 20]

- a) What are the different color modes?
- b) RGB refers to the primary colors of light, Red, Green and Blue that are used in _____.
- c) _____ help to show how the sequence will look and help you to visualize how it will come together in the edit.
- d) _____ animation is used to animate things that are smaller than life size.
- e) Who is the father of Animation?
- f) "The term - "Line of Action" in animation means?
- g) Frame size of PAC video is _____.
- h) The aspect ratio of widescreen is _____.
- i) The frame rate of NTSC video is _____.
- j) CMYK stands for _____.
- k) OTS stands for _____.
- l) Writing dialogues is a part of which stage?

P.T.O.

Q2) Answer any four.

[4 × 5 = 20]

- a) Explain scope of STOP MOTION Animation.
- b) Explain the process of CLAY Animation briefly.
- c) How performance is majored in CLAY Animation?
- d) Explain different methods of creating visual Effects.
- e) What is mean by CROMA? Explain its types.

Q3) Answer any three.

[3 × 5 = 15]

- a) Define BG plates.
- b) Define Streoscopy.
- c) Explain origins of ROTO Techniques.
- d) Explain the process of Monoscopic to stereoscopic conversion.

Q4) Answer any three.

[3 × 5 = 15]

- a) Define video.
- b) Explain the basic shooting setup.
- c) Explain spline with example.
- d) Explain the process of wire Removing in Adobe Aftereffects.



Total No. of Questions : 4]

SEAT No. :

PD-543

[Total No. of Pages : 2

[6470]-41

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.*
- 3) Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions (any ten) :

[10 × 2 = 20]

- a) Name 2 industries where AR Technology is commonly used?
- b) Name 2 industries where VR Technology is commonly used?
- c) How does VR create an immersive experience?
- d) What is the purpose of a VR headset?
- e) How does AR overlay digital information on the real world?
- f) Can you give an example of an AR game?
- g) What is the role of sensors in AR device?
- h) What are haptic feedback devices used for in VR?
- i) How is depth perception achieved in AR?
- j) Name a popular AR development Framework.
- k) What does AR stand for ?
- l) What does VR stand for?

P.T.O.

Q2) Answer the following questions (any three).

[3 × 5 = 15]

- a) Explain the limitations of current VR technology?
- b) Explain how AR be used to enhance the tourism industry.
- c) How the concept of Augmented Reality & Explain with example.
- d) Describe the purpose of motion tracking in VR device?
- e) Explain VR toolkit?

Q3) Answer the following questions (any three).

[3 × 5 = 15]

- a) Explain the concept of haptic feedback in VR?
- b) Discuss the impact of AR on retail industry?
- c) Discuss a popular AR devices & its capabilities.
- d) Write the taxonomy in AR explain in brief.
- e) Discuss a popular VR devices & it capabilities?

Q4) Answer the following questions (any four).

[4 × 5 = 20]

- a) Explain difference between AR & VR?
- b) Explain two limitations of current VR technology?
- c) Explain two limitations of current AR technology?
- d) Explain how AR can be used to improve the tourism industry?
- e) Identify a popular VR social platform & discuss its features & functionalities?



Total No. of Questions : 4]

SEAT No. :

PD-544

[Total No. of Pages : 2

[6470]-42
S.Y. B.Sc. (Animation)
ANM 402 : 3D SCULPTING TOOLS & TECHNIQUES
(ZBRUSH)
(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 any ten questions :

[10 × 2 = 20]

- a) What is the shortcut for Inflate Brush?
- b) Define Adaptive skin.
- c) What is the shortcut for Draw tool?
- d) What is Resolution in sculpting softwares?
- e) What is the full form of IMM?
- f) What is an Anatomy?
- g) Define Digital Sculpting.
- h) Define Zsphere chain.
- i) Write down types of masks in ZBrush.
- j) What is Fiber Mesh in ZBrush?
- k) Define Fill object in color menu.
- l) What is the full form of BPR?

P.T.O.

Q2) Answer any three questions:

[3 × 5 = 15]

- a) How to use the Adaptive skin tool? Explain its parameters.
- b) Describe Retopology.
- c) Explain Inflate and DAM standard Brush.
- d) Explain Alpha in ZBrush.
- e) Explain Active symmetry.

Q3) Answer any three questions:

[3 × 5 = 15]

- a) Explain Light Box in detail.
- b) Explain Fiber Mesh tool and its uses.
- c) Describe a three point light system.
- d) Describe Focal shift, Draw size and Intensity.
- e) Explain Dynamesh and its use.

Q4) Answer any four questions:

[4 × 5 = 20]

- a) Explain the use of layers in color painting models.
- b) Write the process of sculpting Human Ears in ZBrush.
- c) Note down 10 shortcuts used in ZBrush and their uses.
- d) Explain ZBrush interface with appropriate diagram.
- e) Describe the importance of Lazy Mouse.



Total No. of Questions : 4]

SEAT No. :

PD-545

[Total No. of Pages : 2

[6470]-43
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.*
- 3) Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions any ten :

[10 × 2 = 20]

- a) Which material is use for Hair?
- b) What is IK handle?
- c) Which modifier is used for object smoothing.
- d) What are the types of UV projections?
- e) Write shortcuts for Render images & Render video.
- f) Write a shortcut for unlinking parent
- g) What is a Blender kit?
- h) Define cycles.
- i) What are the types of lights in the Blender?
- j) What is Game design?
- k) What is the full form of HDRI?
- 1) What is low poly & High poly models?

P.T.O.

Q2) Answer the following questions any four :

[4 × 5 = 20]

- a) Define :
 - i) Array
 - ii) Bevel
 - iii) Mirror
- b) Define :
 - i) Solidify
 - ii) Subdivision surface
 - iii) Smooth shad
- c) How to make a pillow in a blender.
- d) Draw and design any five types of weapons.
- e) Explain the cycles Render engine.

Q3) Answer the following questions any three :

[3 × 5 = 15]

- a) Explain the process of creating 3D models in Blender.
- b) What is the difference between MAVA & Blender.
- c) What is Blender kit how to add & use in Blender.
- d) Write a short Note on material properties.

Q4) Answer the following questions any three :

[3 × 5 = 15]

- a) What are the various applications of blender.
- b) Define the Role playing Games (RPGs).
- c) Explain the role of AI in game design.
- d) What are the defining characteristics of Action games?



Total No. of Questions : 4]

SEAT No. :

PD546

[6470]-51

[Total No. of Pages : 2

T.Y.B.Sc.(Animation)

ANM - 501 : VISUAL EFFECTS (NUKE)
(2021 Pattern) (Semester - V)

Time : 3 Hours]

[Max. Marks : 70

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 Any ten.

[10×2=20]

- a) Write full form of TIFF.
- b) Write about BMP format in short.
- c) NTSC full form is _____
- d) Which mask type is used to cover Motion Blur?
- e) What is HSV?
- f) Node Graph Editor is used to _____
- g) Write down the shortcut key for Transform Node.
- h) What is Digital compositing?
- i) PAL format uses _____ FPS for shooting or playing video.
- j) What is Motion Capture?
- k) Shortcut key for Merge node is _____.
- l) Which file format is used to save nuke preset?

Q2) Answer Any Four.

[4×5=20]

- a) Describe the interface of Nuke.
- b) Explain precise and Garbage Poly.
- c) What is the main use of Read node?
- d) Write a note on curve Editor.
- e) Note down the difference between Direct Light Source & Secondary Light Source.

P.T.O.

Q3) Answer Any three.

[3×5=15]

- a) What is the difference between Roto Node and Roto Paint Node?
- b) Write down the difference between foreground and background.
- c) What is Backdrop Node? Explain its purpose.
- d) What is the Matte Image?

Q4) Answer Any three.

[3×5=15]

- a) What is the difference between Stereo Roto and VFX Roto?
- b) Write note on properties panel in Nuke.
- c) What is Dolly shot?
- d) Write a brief history of Digital compositing.



Total No. of Questions : 4]

SEAT No. :

PD547

[Total No. of Pages : 2

[6470]-52

T.Y.B.Sc. (Animation)

ANM-502 : GAME PRODUCTION (UNITY)

(2021 Pattern) (Semester-V)

Time : 3 Hours]

[Max. Marks : 70

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 any ten:

[10×2=20]

- a) Unity's Animator component are used for?
- b) What is the shortcut for "Move to view"?
- c) In unity how to pause frame in game object?
- d) Which component use to create and store game object?
- e) True or False: Unity provides a built-in multi-player networking system.
- f) What is the use of the Albedo property in unity.
- g) Shortcut key to duplicate a selected object in unity.
- h) What is the shortcut for vertical inputs?
- i) What is play Mode's use in unity?
- j) What is the meaning of "Uv" stand in unity.
- k) What is the shortcut for Align with view.
- l) Which unity component detects collisions?

Q2) Answer any four.

[4×5=20]

- a) Explain the user interface & uses of unity Hub.
- b) What is the unity Terrain collider?
- c) Define Game Assets.
- d) Mention the process of terrain sculpting in detail.
- e) Explain the Input node using "Get Axis raw" event.

P.T.O.

Q3) Answer any three.

[3×5=15]

- a) Define tools and path of :
 - i) Animator component
 - ii) Physic material
- b) Explain in brief about “scene manager node”.
- c) List any ten Game Genres.
- d) What is a Hierarchy window?

Q4) Answer any three.

[3×5=15]

- a) What is Rigid body in unity?
- b) Explain all the nodes which include in rigid body.
- c) Define terrain & its tools in Unity 3D.
- d) Explain all terrain tools in detail.



Total No. of Questions : 4]

SEAT No. :

PD548

[Total No. of Pages : 2

[6470]-53

**T.Y. B.Sc. (Animation)
ANM-503 : UI & UX DESIGN
(2021 Pattern) (Semester - V)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer any ten :

[10×2=20]

- a) What is start menu in windows & its primary function?
- b) Explain the purpose of windows taskbar.
- c) How can users add widgets to their android home screen?
- d) Describe the android home screen & its key elements.
- e) What is the control panel used for in windows?
- f) What is the purpose of the google play store in android UI?
- g) What is file explorer?
- h) Describe the ios homescreen & its basic components.
- i) What are the live wallpapers & how do they enhance the android UI?
- j) How can users enable dark mode in ios?
- k) Describe importance of Menu Bar in macOS.
- l) What is spotlight & how does it help users to find files & applications?

Q2) Answer any four :

[4×5=20]

- a) Explain design principals of user interface.
- b) What is the windows user interface & why it is it important for operating system?
- c) How does android handles multitasking & what methods are available for switching between recently used applications?
- d) Explain key characteristics of ios guide.
- e) Explain role of typography in UI design & impact of typography in design.

P.T.O.

Q3) Answer any three :

[3×5=15]

- a) Explain any two types of low-fidelity prototypes.
- b) What are the characteristics of visual variable in UI?
- c) Describe the functionality of ios notification & how it provides timely information and notifications.
- d) Describe user interface in macOS & its distinctive features compared to other operating system.

Q4) Answer any three :

[3×5=15]

- a) Explain the importance of app privacy settings in ios & how users can manage app permissions.
- b) Explain anatomy of macOS applications in detail.
- c) What consideration you have to take for graphics design & integration of design with app in macOS?
- d) Explain how users can customize the ios home screen by adding, rearranging & managing app icons.



Total No. of Questions : 4]

SEAT No. :

PD549

[6470]-54

[Total No. of Pages : 2

T.Y.B.Sc. (Animation)

**ANM - 504 : MOTION GRAPHICS & COMPOSITING
(2021 Pattern) (Semester - V)**

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 (any ten)

[10×2=20]

- a) i in 1080i is Inter lacing (T/F).
- b) PAL standard used in Europe & Asia. (T/F)
- c) Write short note on Matte Painting.
- d) What is key Light?
- e) List any 4 video formats.
- f) What is masking?
- g) What is composition?
- h) List any 4 motion Graphics uses.
- i) What is zoetrope?
- j) List any 5 transitions in AE.
- k) What is use of Pen tool in AE.
- l) List any 4 third party plugins.

Q2) Answer Any Four.

[4×5=20]

- a) Explain 'Transitions' in detail.
- b) Explain difference between Layer & Nodes.
- c) Explain "Chroma key".
- d) Explain process of generating video output.
- e) Describe curves.

P.T.O.

Q3) Answer Any three.

[3×5=15]

- a) How do you create a composition in after effects?
- b) Explain motion Graphics in Film Title.
- c) Explain Animatics.
- d) Explain frame by frame Animation.

Q4) Answer Any three.

[3×5=15]

- a) Describe chroma setup.
- b) Describe 'Keying' in detail.
- c) Explain 180 degree rule.
- d) Explain principles of motion Graphics.



Total No. of Questions : 4]

SEAT No. :

PD550

[6470]-61

[Total No. of Pages : 2

T.Y.B.Sc.(Animation)

ANM - 601 : IPR & CYBER SECURITY

(2021 Pattern) (Semester - VI)

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) Define DRP.
- b) What is section 43 in IT Act 2000?
- c) Describe any two information types.
- d) Define VPN.
- e) Define malicious code.
- f) What is section 70 in IT Act 2000?
- g) What is cyber terrorism?
- h) What is SSL?
- i) Write any two web authentication identity.
- j) Define internet.
- k) Define Digital signature.
- l) Define cryptography in network security.

Q2) Answer Any Four.

[4×5=20]

- a) Write a short note on security audit.
- b) What is SSE-CMM model?
- c) What is information risk management?
- d) Describe operating system security.
- e) Describe a Hacking a computer system.

P.T.O.

Q3) Answer Any three.

[3×5=15]

- a) What are the key challenges faced in securing wireless networks, and how can they be mitigated?
- b) Write a short note on security system in a e-Banking.
- c) What is Internetworking & pocket formats in computer networking?
- d) Write any five International security standard.

Q4) Answer Any three.

[3×5=15]

- a) Describe IDS & IPS.
- b) Describe the process of obtaining patent in India.
- c) Define firewall & its types.
- d) Explain security procedures & guidelines.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

PD551

[6470]-62

T.Y.B.Sc. (Animation)

ANM-602 : NEW MEDIA

(2021 Pattern) (Semester-VI)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) All questions are compulsory.*
- 2) Draw neat & labelled diagrams if necessary.*
- 3) Assume suitable data, if necessary.*
- 4) Figures to the right indicate full marks.*

Q1) Answer any ten:

[10×2=20]

- a) What is full form of www?
- b) What is full form of http://?
- c) Who started first public internet service in India?
- d) What is full form of ERNET?
- e) What are the four elements of multimedia?
- f) Name two Indian fact-checking website.
- g) How long is copyright valid in India?
- h) Mention few software's used by multimedia journalist?
- i) Who is citizen journalist?
- j) What is podcast?
- k) SEO stands for?
- l) Name three e-Book formats.

Q2) Answer any four.

[4×5=20]

- a) Discuss advantage of New Media over traditional media.
- b) Write the impact and future of e-Books and E-publishing.
- c) What is multimedia journalism?
- d) Explain Hyper-textuality, multi-mediality & interactivity with example.
- e) Which are content creation tools of multimedia Journalists?

P.T.O.

Q3) Answer any three.

[3×5=15]

- a) Challenges before online journalism today?
- b) Mention various tools to manage digital content.
- c) What is difference between podcast & webcast?
- d) What is citizen journalism? Write impact and challenges of citizen journalism?

Q4) Answer any three.

[3×5=15]

- a) How to write for online Audiences?
- b) What is feature write the purpose of feature writing?
- c) Why responding to the audience is necessary in digital journalism?
- d) What is CMS? What are features of CMS?



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

PD552

[6470]-63

T.Y. B.Sc. (Animation)

**ANM-603 : WHITE BOARD AND EXPLAINER VIDEO ANIMATION
(2021 Pattern) (Semester - VI)**

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) How can you add text to a project?
- b) What file format are VideoScribe projects saved in?
- c) What is the purpose of the canvas and drawing tools?
- d) How can users create a new scene?
- e) What is the purpose of key frames?
- f) What does the Timeline offer?
- g) What is the purpose of using gradients?
- h) What is VideoScribe?
- i) How can users customize text?
- j) What is the VideoScribe primarily used for?
- k) How can users export their completed project?
- l) What is the purpose of using media library?

Q2) Answer any four :

[4×5=20]

- a) Explain the importance of previewing the animation before exporting.
- b) How does VideoScribe facilitate the process of story boarding for video creation?
- c) How can user's animate charts in VideoScribe to add visual interest and engagement to their animations?
- d) Describe the purpose of incorporating charts into VideoScribe animations.
- e) What role do MEX codes play in VideoScribe animations, and how can users utilize them to customize colors?

P.T.O.

Q3) Answer any three :

[3×5=15]

- a) How do camera setting in VideoScribe contribute to creating dynamic and visually appealing animations?
- b) What steps are involved in adding the first the image to a VideoScribe project and adjusting it?
- c) How does VideoScribe allow users to customize charts to match their style and branding?
- d) How does adjusting the image contribute to the creation of a visually engaging animation?

Q4) Answer any three :

[3×5=15]

- a) Provide examples of different hand styles available in VideoScribe.
- b) Why is customizing default setting important in VideoScribe, and how does it benefit users?
- c) What options are available for customizing text properties?
- d) Explain the significance of adjusting canvas color and texture in VideoScribe?



Total No. of Questions : 4]

SEAT No. :

PD553

[6470]-64

[Total No. of Pages : 2

T.Y.B.Sc. (Animation)

**ANM - 604 : BASIC OF MARKETING, MANAGEMENT &
PORTFOLIO DEVELOPMENT
(2021 Pattern) (Semester - VI)**

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) What is a brand ambassador?
- b) What is market segmentation?
- c) What is direct marketing?
- d) What is the role of market analysis in portFolio development?
- e) What is marketing communication?
- f) What is the marketing mix composed of?
- g) What does ROI stand for in marketing?
- h) What is promotion?
- i) What is an advertising campaign?
- j) What is a product portFolio?
- k) What is Market positioning?
- l) What is brand extension?

Q2) Answer Any Four.

[4×5=20]

- a) How can animation characters become iconic brands.
- b) What are the key elements of marketing mix and how do they relate to marketing management?
- c) What impact does brand loyalty have on the sucess of animstion Franchises?
- d) How can animation studios conduct market research to identify opportunities?
- e) What role does market segmentation on play in Marketing management?

P.T.O.

Q3) Answer Any three.

[3×5=15]

- a) What role does portFolio management play for animation studios?
- b) How can animators & studios use Feedback to improve their portFolios
- c) What are some examples of succesful branding in the animation industry?
- d) What is marketing management and why is it important for business?

Q4) Answer Any three.

[3×5=15]

- a) What types of content should be included in an animation portFolio?
- b) What challenges do animation studio face in brand management?
- c) What are some strategies for entering new markets or expanding internationally?
- d) What considerations should animators and studios keep in mind when updating their portFolios?

