

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-1

F.Y. B.Sc. EXAMINATION, 2019

ANIMATION

**AN-1101 : Introduction to Elements of Information Technology
(2015 Pattern)**

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following (any 10) :

[10×2=20]

- (1) What is non-volatile memory ?
- (2) Define Compiler.
- (3) What is RAM ?
- (4) Explain the types of computer.
- (5) What is Program ?
- (6) Define a System.
- (7) What is WAN ?
- (8) Define Browser.
- (9) What is an operating system ?
- (10) List any *three* I/O devices.
- (11) What is Interpreter ?
- (12) What is Frequency Modulation ?

P.T.O.

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

- (1) What are the limitations of First Generation Computer ?
- (2) Explain Multiprocessing in brief.
- (3) Explain Basic Flowchart Symbols.
- (4) What is secondary storage devices ?
- (5) Explain MICR.

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

- (1) Explain Assembly Level Language.
- (2) Explain Data Transmission Modes.
- (3) Draw flowchart for finding factorial of two numbers.
- (4) What is Magnetic Tape ? Explain any *two* types of it.
- (5) Explain Internet and Services of the Internet.

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

- (1) Explain OSI model.
- (2) Write an algorithm for sum of digits.
- (3) Solve the following examples :
 - (i) $1AF_{16} = (?)_{10}$
 - (ii) $209_{10} = (?)_4$.
- (4) Explain processor and explain any *two* types of it.
- (5) Explain World Wide Web and WWW Browsers.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-101

S.Y. B.Sc. (Sem. I) EXAMINATION, 2019

ANIMATION

AN-2101 : Value Education

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following questions : [10×1=10]

- (a) What is self esteem ?
- (b) Define values.
- (c) What do you mean by ethics ?
- (d) Write any *one* issue associated with globalization.
- (e) Give any *two* religious values.
- (f) What is Secularism ?
- (g) Write down any *two* problems of Indian women.
- (h) Give any *one* example of materialistic value.
- (i) Give any *two* techniques for neutralization of anger.
- (j) What is meant by professional ethics ?

P.T.O.

- 2.** Answer any *two* in brief : [2×5=10]
- (a) Explain the importance of peace in the family.
 - (b) Explain various leadership qualities.
 - (c) Write a short note on “self introspection”.
 - (d) Explain the effect of international affairs on values.
- 3.** Answer any *two* in brief : [2×5=10]
- (a) What are the modern challenges of adolescent ?
 - (b) Explain the role of students in the Politics.
 - (c) Explain mass media ethics.
 - (d) Write a short note on “Importance of Brotherhood”.
- 4.** Answer any *two* in brief : [2×5=10]
- (a) “In contemporary Indian society there is need to concentrate on the issues related to elderly people.” Explain.
 - (b) “Addiction to social media is the serious issue associated with youth.” Justify.
 - (c) Explain the need of cross-border education.
 - (d) What do you mean by consumer rights and responsibilities ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-102

S.Y. B.Sc. (Sem. I) EXAMINATION, 2019

ANIMATION

AN-2102 : 3D Production (Maya)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

1. Answer the following questions (any 10) : [10×1=10]
- (1) What can be used to adjust weight in Rigging ?
 - (2) Which are the short cut keys for move, rotate and scale ?
 - (3) Which short cut can be used to parenting joints ?
 - (4) Which is the short cut for duplicate an object ?
 - (5) Which tool can be used to insert lines in objects ?
 - (6) What is 'Pivot Point' ?
 - (7) What is polygon in 3D model ?
 - (8) What is "Revolve" tool ?
 - (9) Which tool can separate polygons from model ?
 - (10) What is unwrapping in Maya ?
 - (11) What is Time Slider in Maya ?
 - (12) What is Bevel in Maya ?

P.T.O.

2. Attempt any *two* questions : [2×5=10]

- (1) Explain any *three* maps of Texturing.
- (2) Explain any *three* principles of Animation.
- (3) What is 'Mental Ray' in Maya ?
- (4) Importance of project setting in Maya.

3. Attempt any *two* questions : [2×5=10]

- (1) What are IK and FK in Rigging ?
- (2) How to use "boolean" tool for modeling with drawing ?
- (3) Explain NURBS surfaces.
- (4) Explain Hypershade in Maya.

4. Attempt any *two* questions : [2×5=10]

- (1) What is polygon and its co-ordinates ?
- (2) Explain UV unwrapping and its importance.
- (3) What is image plane setup ?
- (4) Explain "Render Setting" in Maya.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-103

S.Y. B.Sc. (Animation) (I Semester) EXAMINATION, 2019

AN-2103 : GRAPHIC ART

(Using Software Adobe InDesign)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :-**
- (i) All questions are compulsory.
 - (ii) Neat diagrams must be drawn wherever necessary.
 - (iii) Figures to the right indicate full marks.

1. Answer the following : **[10×1=10]**

- (a) What is Gradient ?
- (b) Define Text Alignment and how many types in it.
- (c) How to use 'Clipping Paths' ?
- (d) How to assign page numbers on each document ?
- (e) Which shortcut key is used for "Create Table" ?
- (f) What is HDR ?
- (g) Define Header and Footer.
- (h) What is Resolution ?
- (i) Which shortcut key is used for "Gap Tool" ?
- (j) What is 'Text Wrapping' ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Explain “Text Frame Option”.
 - (b) Explain Gradient concept and how to use Gradient Tool.
 - (c) Explain ‘Transformation Tool’ in detail.
 - (d) What is the difference between Rectangle Frame Tool and Rectangle Tool ?
3. Answer any *two* of the following : [2×5=10]
- (a) Explain ‘Pen Tool’ and their types with diagram.
 - (b) Explain ‘Screen Modes’ in Adobe InDesign.
 - (c) Explain Master Page concept.
 - (d) What is pathfinder ? Explain in brief.
4. Answer any *two* of the following : [2×5=10]
- (a) Explain Grids and Guides concept.
 - (b) Design and draw Newspaper Layout and write down elements of Newspaper layout.
 - (c) Design and draw three-fold brochure layout and write down elements of brochure layout.
 - (d) Write down difference between paragraph and character style.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-104

S.Y. B.Sc. (Animation) (I Semester) EXAMINATION, 2019

AN-2104 : MULTIMEDIA SYSTEM

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following :

[10×1=10]

- (1) Define Aspect ratio.
- (2) Define collaborative research.
- (3) What is compression ?
- (4) What is Hypertext ?
- (5) What is Redundancy ?
- (6) List different audio and video formats.
- (7) What is Digital audio ?
- (8) What is additive color mixing ?
- (9) What is the frequency range of human hearing ?
- (10) What is Multimedia ?

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (1) Write a note on Industry perspective for next decade.
 - (2) Write a short note on future of multimedia.
 - (3) Explain RGB and CMYK color model with diagram.
 - (4) Explain the concept of digital music making.
3. Attempt any *two* of the following : [2×5=10]
- (1) Explain the concept of Psychoacoustics.
 - (2) Write a short note on DVI technology.
 - (3) Explain digital signal processing.
 - (4) Write a short note on designer's view of multimedia appliances.
4. Attempt any *two* of the following : [2×5=10]
- (1) Write a short note on sensors of TV cameras.
 - (2) Explain in brief Quick Time Movie file format.
 - (3) Explain the concept of Multimedia system in Hybrid devices.
 - (4) Distinguish Track model and Object model.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-105

S.Y. B.Sc. (Animation) (I Sem.) EXAMINATION, 2019

AN-2105 : ANIMATION TECHNIQUE—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) All questions are compulsory.

1. Answer the following : [10×1=10]

- (1) Define cut-out animation.
- (2) What is Puppet ?
- (3) What is Armature ?
- (4) What is Zoetrope ?
- (5) What is VFX ?
- (6) Define Composition.
- (7) Define Anticipation.
- (8) How to make a pre-comp ? Write the path.
- (9) Use of shape tool.
- (10) Null object layer is an empty layer. (True or False)

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

- (1) What are the limitations of Stop Motion Animation ?
- (2) Explain Pose to Pose Animation.
- (3) What is posing in puppet animation ? Explain.
- (4) What are the different types of camera angles ?

P.T.O.

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

- (1) What are the difference between VFX and SFX ?
- (2) Explain the chroma setup.
- (3) Write the different types of compositing technique.
- (4) Explain the term Wire removal.

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

- (1) How to create a background plate ?
- (2) Explain the term Masking.
- (3) Explain in detail timeline.
- (4) Explain pre-production process of clay animation.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-106

S.Y. B.Sc. (Animation) (I Sem.) EXAMINATION, 2019

AN-2106 : PRODUCTION PROCESS—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) Neat diagrams must be drawn wherever necessary.

(ii) Figures to the right indicate full marks.

(iii) All questions are compulsory.

1. Answer the following questions : [10×1=10]

(a) What is concept ?

(b) What is story ?

(c) What is an outline ?

(d) Define premise.

(e) What is script ?

(f) What is the difference between monologue and dialogue ?

(g) What is model sheet ?

(h) Define storyboard.

(i) What is F.G. ?

(j) Define animatics.

2. Attempt any two of the following : [2×5=10]

(a) Explain pre-production stages with the help of a flow chart.

(b) What is the difference between concept and story ?

(c) Write a note on background design.

(d) What is character bible ?

P.T.O.

3. Attempt any *two* of the following : [2×5=10]
- (a) What type of research is done in pre-production ?
 - (b) Write down 12 principles of animation. Explain any *four* of them with example.
 - (c) Write a short note on conceptual art.
 - (d) What is storyboard ? Which are different types of storyboard ?
4. Attempt any *two* of the following : [2×5=10]
- (a) Write a short note on background sound.
 - (b) Explain character model sheet with suitable example.
 - (c) Explain all aspects of background design.
 - (d) What are thumbnails ? Illustrate with an example.

Total No. of Questions—5]

[Total No. of Printed Pages—3

Seat No.	
---------------------	--

[5525]-2

F.Y. B.Sc. EXAMINATION, 2019

ANIMATION

AN-1102 : Introduction to Programming Languages

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

1. Answer any *ten* of the following : [10×2=20]
- (1) What is Keyword ?
 - (2) Explain data types in C.
 - (3) What is Inline Function ?
 - (4) Define Recursive Function.
 - (5) What is Class ?
 - (6) Explain Assignment Operator.
 - (7) What is Polymorphism ?
 - (8) What is default Argument ?
 - (9) What is Structure ?
 - (10) What is Constructor ?
 - (11) State any *two* advantages of function.
 - (12) What is unary operator ?

P.T.O.

2. Answer any *three* of the following : [3×5=15]

- (1) Explain if-else statement in C with an example.
- (2) What is array ? Explain *one* type of array.
- (3) Explain friend function with a suitable example.
- (4) What is inheritance ? Explain with a suitable example.
- (5) What are actual and formal parameters ? Explain with example.

3. Answer any *three* of the following : [3×5=15]

- (1) Write the difference between while and do-while loop.
- (2) What is function ? How function is defined ?
- (3) Write a note on exception handling in C++.
- (4) What is operator ? Explain any *two* operators used in C.
- (5) What do you mean by static data members and static member function ? Explain with example.

4. Answer any *three* of the following : [3×5=15]

- (1) Write a C program to print sum of digit (e.g. 123 = 1+2+3=6).
- (2) Write a recursive function in C to calculate GCD of two numbers.
- (3) Write a C program to calculate x^y without using library function.
- (4) Write a C++ program to calculate area of square and rectangle using function overloading.
- (5) Write a C++ program to generate first 20 terms of Fibonacci sequences of numbers 0, 1, 1, 2, 3, 5

5. Answer any *three* of the following :

[3×5=15]

- (1) Explain string library function.
- (2) What is Template ?
- (3) Explain different types of constructors in C++.
- (4) What is pointer ? Explain with a suitable example.
- (5) Explain function overloading.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-201

S.Y. B.Sc (ANIMATION) (Sem. II) EXAMINATION, 2019

AN-2201 : VALUE EDUCATION

(Skill Development, Personality Development, Mind Mapping)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following questions : [10×1=10]

- (a) What is Haptics ?
- (b) Define Value.
- (c) What is Listening ?
- (d) What is Facade ?
- (e) What do you mean by coherence in writing ?
- (f) Explain the advantage of committee.
- (g) What is encoding ?
- (h) Define Interview.
- (i) Define Meta style of speaking.
- (j) What is business ethics ?

2. Answer any *two* of the following : [2×5=10]

- (a) Explain the responsibilities of leader.
- (b) “100% communication is myth.” Explain.
- (c) Explain personal goal setting.
- (d) What are the communication problems of writers ?

P.T.O.

3. Answer any *two* of the following : [2×5=10]
- (a) How will you prepare yourself for public speech ?
 - (b) Explain the advantages of oral communication.
 - (c) Why there is need to study interpersonal communication ?
 - (d) Explain the barriers of listening.
4. Answer any *two* of the following : [2×5=10]
- (a) Write a script for the group discussion on the topic 'Role of youth in Indian Politics'.
 - (b) Explain the structure of Johari Window.
 - (c) Explain the stages in career planning.
 - (d) Imagine that you are the journalist taking interview of well known Marathi actor. Write down the questions that would like to ask him during interview.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-202

S.Y. B.Sc. (Animation) (II Semester) EXAMINATION, 2019

AN-2202 : 3D PRODUCTION

(Using Software Mudbox)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) *All* questions are compulsory.
(ii) Neat diagrams must be drawn wherever necessary.
(iii) Figures to the right indicate full marks.

- 1.** Answer the following : [10×1=10]
- (a) What is Sculpting ?
 - (b) Define Traditional Sculpting.
 - (c) How to import object in Mudbox ?
 - (d) Which format save mudbox file ?
 - (e) Name any *two* sculpting software name.
 - (f) How to use smooth brush too !
 - (g) What is Polygon ?
 - (h) When open the mudbox software which viewport open ?
 - (i) How to use sculpt layer panel ?
 - (j) Which short cut key use for show or hide 'wireframe' on object ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Explain Mudbox interface and draw a diagram.
 - (b) What is subdivision ? Explain in brief.
 - (c) Explain paint layer panel.
 - (d) Explain Mudbox sculpting tool.
3. Answer any *two* of the following : [2×5=10]
- (a) What is difference between low poly and high poly detailing ?
 - (b) What is digital sculpting ? Explain in brief.
 - (c) What is stencil ? Explain in brief and how to create stencil pattern ?
 - (d) Explain Rebuild subdivision level.
4. Answer any *two* of the following : [2×5=10]
- (a) What is Armature ? Explain in brief.
 - (b) What is resolution ? Explain it.
 - (c) Explain steady stroke concept.
 - (d) Explain unwrap UVW concept.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-203

S.Y. B.Sc (ANIMATION) (Sem. II) EXAMINATION, 2019
AN-2203 : INTRODUCTION TO ACTIONSCRIPT
(Using Software Adobe Flash)
(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) All questions are compulsory.
(ii) Figures to the right indicate full marks.
(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions : [10×1=10]
- (a) What is main purpose of ActionScript 3.0 ?
 - (b) What is use of “Event Listener” ?
 - (c) Which are different types of text in ActionScript ?
 - (d) How to executed if.....else statement in ActionScript ?
 - (e) .SWF file it is editable file format.
 - (f) What is use of break syntax in switch case condition ?
 - (g) What is use of API ? Give an example.
 - (h) Define function and how to use.
 - (i) What is string data type ?
 - (j) Which shortcut key used for ActionScript panel.
2. Answer any *two* of the following : [2×5=10]
- (a) Explain “Create GradientBox()” method.
 - (b) Write a program of calling “dosomething” function using trace command.
 - (c) Explain if.....else if statement with an example.
 - (d) Explain continue statement with an example.

P.T.O.

3. Answer any *two* of the following : [2×5=10]
- (a) Write short note on 'Interface'.
 - (b) Explain the term of "Array" and write adding array, removing array from "Array" with example.
 - (c) Write a function of loading external file into flash document using actionscript and explain in brief.
 - (d) Write down difference between an Array and Vector.

4. Answer any *two* of the following : [2×5=10]
- (a) Explain 'MovieClip Timeline' with diagram.
 - (b) Explain 'Multidimensional Array' with example.
 - (c) Write a program to show us negative, positive and equal value using if.....else if condition.
 - (d) Explain the following terms :
 - (i) Boolean Data type
 - (ii) Number Data type.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-204

S.Y. B.Sc. Animation (II Semester) EXAMINATION, 2019

AN-2204 : MULTIMEDIA COMMUNICATION

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) *All* questions are compulsory.
 - (ii) *All* questions carry equal marks.
 - (iii) Neat diagrams must be drawn wherever necessary.
 - (iv) Figures to the right indicate full marks.

- 1.** Answer *all* of the questions below : [10×1=10]
- (a) Define attenuation.
 - (b) Define MIDI.
 - (c) What is the use of audio in computer system ?
 - (d) What is full form of PNG and JPG ?
 - (e) What is use of sound in Digital Communication ?
 - (f) What is Synchronous Transmission ?
 - (g) What is Analog Sound ?
 - (h) What is Video Editing ?
 - (i) Define echo sound.
 - (j) What is Digital Sound ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Explain HDLC protocol in detail.
 - (b) Write short note on Lip Synchronisation and Lip Tracing.
 - (c) What is electronic mail ? Explain with diagram.
 - (d) Write a note on Satellite Communication System.
3. Answer any *two* of the following : [2×5=10]
- (a) What are types of transmission ? Explain each in short.
 - (b) Explain GIF File Format.
 - (c) What is Lip Reading ?
 - (d) What are elements of multimedia system ? Explain in detail.
4. Answer any *two* of the following : [2×5=10]
- (a) What is TCP/IP Protocol ? Explain Network Layer.
 - (b) Explain Animation in short and its software tools.
 - (c) What are network requirements for Multimedia Communication ?
 - (d) Explain JPEG format in detail.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-205

S.Y. B.Sc. Animation (II Semester) EXAMINATION, 2019

AN-2205 : ANIMATION TECHNIQUE—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All questions are compulsory.*

(ii) *Neat diagrams must be drawn wherever necessary.*

(iii) *Figures to the right indicate full marks.*

1. Answer the following questions :

[10×1=10]

(1) What is dynamics ?

(2) Define Opacity.

(3) Write the types of layer used in After effect.

(4) Define Action.

(5) What is Resolution ?

(6) What is B.G. plate ?

(7) How to activate key for opacity in After effect ?

(8) Define Cut-out Animation.

(9) Define Character Animation.

(10) What is Adjustment layer ?

P.T.O.

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

- (1) What are particles ? Explain.
- (2) Explain Science Fiction Genre.
- (3) What are Adjustment layer, Light layer and Camera layer ? Explain.
- (4) What is the difference between Action and Horror ?

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

- (1) What is title sequence ? Explain subtitles.
- (2) Write the process of creating Horror Text.
- (3) Explain the Effect Control Panel.
- (4) What is Render ? Explain in brief.

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

- (1) Why is VFX necessary for Modern Film ?
- (2) What is the difference between Spatial Effect and Visual Effect ?
- (3) What is slow in slow out ? Explain Timing Principle.
- (4) Write the difference between 2D Text and 3D Text.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-206

S.Y. B.Sc. Animation (II Semester) EXAMINATION, 2019

AN-2206 : PRODUCTION PROCESS—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following :

[10×1=10]

(a) Define Scene.

(b) What is a shot ?

(c) Which are the different types of storyboard ?

(d) What is Panning ?

(e) What is Focal Point ?

(f) What is an outline ? Elaborate.

(g) What is Moodboard ?

(h) What is Footage ?

(i) Write a proper sequence of different stages of Video Production.

(j) What is Narration ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Write a note on different transition and cut.
 - (b) Which are different types of Camera Angles ?
 - (c) How to prepare Animatics ? Explain in brief.
 - (d) Write a note on “Conceptual Art”.
3. Answer any *two* of the following : [2×5=10]
- (a) Which points are to be considered while writing a screen-play ?
 - (b) What drawing materials are required for storyboarding ? Explain in brief.
 - (c) What is headroom ? Explain in brief.
 - (d) What is Vertigo Effect ? Explain in brief.
4. Answer any *two* of the following : [2×5=10]
- (a) What is steadicam ? Explain in brief.
 - (b) Write a note on “Continuity of Animation”.
 - (c) What is ‘floor plan’ ? Explain in brief.
 - (d) Explain different stages of pre-production.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-3

F.Y. B.Sc. (Animation) EXAMINATION, 2019

AN-1103 : BASICS OF ANIMATION

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) All questions are compulsory.

- 1.** Answer the following (any *ten*) : [10×2=20]
- (1) What is Anticipation ? Give example.
 - (2) What is claymation ?
 - (3) Explain the term 'Arc' with an example.
 - (4) What is Lighboard ?
 - (5) What is flipbook ?
 - (6) Explain GIF animation.
 - (7) Define storyboard.
 - (8) What is secondary action ?
 - (9) Define animation.
 - (10) Write the names of different animation softwares.
 - (11) Explain the term Silhouette.
 - (12) Write the names of few world famous animation companies.
- 2.** Answer the following (any *four*) : [4×5=20]
- (1) What is squash and stretch ?
 - (2) Write a note on history of animation.
 - (3) What is the difference between traditional animation and computer animation ?
 - (4) What is trajectory ? Draw a trajectory for bouncing ball animation.
 - (5) Write a note on anatomy of animation character.

P.T.O.

3. Answer the following (any *four*) : [4×5=20]
- (1) Which are the popular devices of animation invented during 19th century ?
 - (2) Which equipments are used for animation ?
 - (3) What is Lip Synchronization ? How is it done ?
 - (4) Which are different types of animation ?
 - (5) What is the difference between 2D and 3D animation ?
4. Answer the following (any *four*) : [4×5=20]
- (1) Which are 12 basic principles of animation ?
 - (2) Which are different steps involved in animation production ?
 - (3) Write a note on background design.
 - (4) What is timing ? How is it important in animation ?
 - (5) Write a note on stop motion animation.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-301

T.Y. B.Sc. (Sem. III) EXAMINATION, 2019

ANIMATION

AN-3101 : Script Writing

Time : Two Hours

Maximum Marks : 40

1. Answer the following questions : [10×1=10]

- (1) What does Aristotle say about 'drama' in his 'poetics' ?
- (2) What is shap crackle and pop with respect to dialogue ?
- (3) Define 'Central Dramatic Question'.
- (4) Name the animation produced by Mohan Bhavnani in 1935.
- (5) What is a literary screenplay ?
- (6) What are the *three* main features of the poetic screenplay ?
- (7) What is OTS ?
- (8) What is a High Concept ?
- (9) Thaumatrope was invented by whom and when ?
- (10) What is POV ?

2. Answer any two : [2×5=10]

- (1) What is the difference between stage play, novel and screenplay ?
- (2) What is the purpose of a dialogue in Animation ?
- (3) Explain the importance of dialogue in character introduction.
- (4) How does dialogue help in revealing a character ?

P.T.O.

3. Answer any *two* : [2×5=10]

- (1) Explain the two key characters in every script.
- (2) Explain foreshadowing with an example.
- (3) How is a premise planned while writing a story ?
- (4) What are the characteristics of a dialogue ?

4. Answer any *two* : [2×5=10]

- (1) What is the scene and what are its important aspects ?
- (2) How is an animator a visual director ?
- (3) Explain the preparation required for meeting a story editor.
- (4) Explain the role of a theme in a story.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-302

T.Y. B.Sc. (Sem. III) EXAMINATION, 2019

ANIMATION

AN-3102 : Web Technology

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following questions : [10×1=10]

- (a) List any *four* common browsers.
- (b) Write full form of CSS.
- (c) Name any *two* attributes of input tag.
- (d) Write full form of PHP.
- (e) What is Dreamweaver ?
- (f) What are the different image formats used for web ?
- (g) What is web client ?
- (h) Define checkbox.
- (i) Define internet.
- (j) Define internal style sheet.

2. Answer any *two* : [2×5=10]

- (a) Explain ordered list and unordered list with an example.
- (b) Write the advantages of CSS.
- (c) Write a note on Multimedia.
- (d) Write features of PHP.

P.T.O.

3. Answer any *two* : [2×5=10]

- (a) Explain how head tag in HTML.
- (b) Explain inline CSS with an example.
- (c) Write a JavaScript program that accept a number from user and determine whether it is even or odd.
- (d) Explain world wide web with an example.

4. Answer any *two* : [2×5=10]

- (a) Write a short note on Dreamweaver.
- (b) Explain prompt box in JavaScript with an example.
- (c) Explain how table can be inserted into a HTML document with an example.
- (d) Write difference between static website and dynamic website.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-303

T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2019

AN-3103 : GAME DESIGN

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following :

[10×1=10]

(1) What is Gaming ?

(2) Define low Poly Modeling.

(3) Write down any *two* types of gaming consoles.

(4) Write shortcut key used for Grab object in blender.

(5) Which shortcut key is used to add object in scene ?

(6) Write down the full forms of the following :

(a) AI

(b) FPS

(c) TPS

(d) MMORPG

(7) Write down the year in which Ancade gaming is developed.

(8) Which modifier is used for object smoothing in blender ?

(9) Which video game is successfully running by Atari studio ?

(10) Define Beta Version of gaming.

P.T.O.

- 2.** Answer the following in brief (any *two*) : [2×5=10]
- (1) Explain blender node editor panel.
 - (2) What is classification of gaming ? Explain educational game class.
 - (3) What is Joystick ? Explain in brief.
 - (4) Draw and design any *five* types of shield.
- 3.** Answer in brief (any *two*) : [2×5=10]
- (1) Explain pre-production workflow.
 - (2) What is AR ? Explain in brief.
 - (3) Draw and design any *five* types of UI.
 - (4) What is “level creation” ? Explain in brief.
- 4.** Answer in brief (any *two*) : [2×5=10]
- (1) Explain any *two* types of game genres in brief.
 - (2) Explain mobile gaming.
 - (3) Explain blender outliner window.
 - (4) Draw and design any *five* types of weapons.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-304

T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2019

AN-3104 : DIGITAL EDITING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) All questions are compulsory.
(ii) Neat diagrams must be drawn wherever necessary.
(iii) Figures to the right indicate full marks.

- 1. Answer the following questions (any ten) :** [10×1=10]
- (1) What is default roll in new title ?
 - (2) What is VST editor ?
 - (3) What is source monitor with shortcut ?
 - (4) What is reference monitor ?
 - (5) What is storyboarding technique ?
 - (6) Write down full form of QVGA.
 - (7) Write down full form QCIF.
 - (8) Write down full form of CIF.
 - (9) What is PAL ?
 - (10) What is Audio transitions ?
 - (11) What is eye-line match technique ?
 - (12) What is film sequence ?

P.T.O.

- 2.** Answer the following questions (any *two*) : [2×5=10]
- (1) How many title styles you have in Premier Pro ? Give any five name of them. Explain in brief.
 - (2) Explain Digital Non-Linear Editing.
 - (3) Explain Modern Non-Linear Editing.
 - (4) Write down steps to reveal in explorer.
- 3.** Answer the following questions (any *two*) : [2×5=10]
- (1) Explain sequence setting in detail.
 - (2) What are the difference between “Audio Transitions” and Audio effects ?
 - (3) Explain convolution kernel in “Effect Presets”.
 - (4) Explain roll/crawl option in detail.
- 4.** Answer the following questions (any *two*) : [2×5=10]
- (1) Explain extreme close-up, dutch angle and bird eye shot with the help of diagram.
 - (2) Explain various techniques of Video editing.
 - (3) Explain filter “Gaussian Blur”.
 - (4) Explain any *five* presets in Premier Pro.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-305

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2019

AN-3105 : VFX—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) Neat diagrams must be drawn wherever necessary.

(ii) Figures to the right indicate full marks.

(iii) All questions carry equal marks.

(iv) All questions are compulsory.

1. Answer the following questions : [10×1=10]

- (1) What is vector image ?
- (2) What is pixel aspect ratio ?
- (3) Short cut key of Roto Node ?
- (4) Write the name of any *two* keyer node in natron ?
- (5) node is used to find the render output in natron.
- (6) Name which node is used to Rotation, Scale and Move the footage in natron ?
- (7) What is simulation ?
- (8) Short cut key of Merger Node ?
- (9) Write the names types of Roto.
- (10) What is the HSV stands for HSV color formula ?

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

- (1) Write down the difference between node based and layer based software ?
- (2) Explain the following :
 - (a) Roto node
 - (b) Clone stamp tool in natron
 - (c) Brush tool in natron.

P.T.O.

- (3) Write down the steps about how to blur the moving car no. plate.
 - (4) Explain color correction node.
- 3.** Answer the following questions (any *two*) : [2×5=10]
- (1) Explain the term paint in UFX ?
 - (2) Explain the property panel in Natron in brief.
 - (3) Explain the types of Roto.
 - (4) How to compose a movie scene ? Explain in brief.
- 4.** Answer the following questions (any *two*) : [2×5=10]
- (1) How to convert a video footage in day to night ? Write down its steps.
 - (2) Explain timeline in natron.
 - (3) What is a pre-multiplied image ?
 - (4) Explain grade node.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-306

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2019

AN-3106 : CREATIVE THINKING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) All questions carry equal marks.
(iv) All questions are compulsory.

1. Answer the following questions : [10×1=10]
- (a) What is 'Creative Thinking' ?
 - (b) What is generation of alternatives ?
 - (c) What does the effectiveness of the mind in one-way communication with the environment arise from ?
 - (d) What is 'Antagonist' ?
 - (e) Write any *four* types of human conflicts.
 - (f) Define 'Mindmapping'.
 - (g) Give an example of 'Aesthetic Thinking'.
 - (h) Write any *two* fully animated movies.
 - (i) Write name of stages of creative thinking.
 - (j) Define the term "Creativity in STEM".

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Give complete procedure of plotting ideas into concept.
 - (b) Explain the importance of striving to create important transitions between scenes.
 - (c) Explain the dialogue error of derivative dialogue and unoriginal speeches with an example.
 - (d) Creativity comes in four stages. Explain.
3. Answer any *two* of the following : [2×5=10]
- (a) Write any *five* essential elements of a story.
 - (b) Draw an animated character using the object wall clock and write character bible of it.
 - (c) Explain with examples ‘film noir’ a genre of story.
 - (d) Explain with examples the goals and needs of a character.
4. Answer any *two* of the following : [2×5=10]
- (a) What is the format for a brainstorming session ?
 - (b) Explain types of stories.
 - (c) What are the characteristics of successful animated character design ?
 - (d) What is the difference between “Narrative” and “Story” ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-4

F.Y. B.Sc. (Animation) EXAMINATION, 2019

AN-1104 : FOUNDATION ART

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) Attempt all questions.

(ii) Figures to the right indicate full marks.

1. Answer the following (any ten) : [10×2=20]

- (1) What is Vanishing point ?
- (2) Define high key, low key and middle key.
- (3) What is drapery ?
- (4) What is cast shadow ?
- (5) What is bi-ped ?
- (6) Define cool colors.
- (7) What is space in design ?
- (8) Define texture.
- (9) What is hand gestures ?
- (10) Define primary and secondary colors.
- (11) What is RGB ?
- (12) Explain the term Design.

2. Answer the following (any four) : [4×5=20]

- (1) Explain different methods of pencil shading.
- (2) Which are different elements of design ?
- (3) Write a note on human body proportions.
- (4) Draw a human skull and name different parts.
- (5) What is color wheel ? What is its use ?

P.T.O.

3. Answer the following (any *four*) : [4×5=20]
- (1) What is parallel rule in perspective drawing ?
 - (2) Draw an imaginary cartoon character of 'King Crow'.
 - (3) What is the difference between manual drawing and digital drawing ?
 - (4) What is unity in design ?
 - (5) Explain the term 'Turn around poses' in character design.
4. Answer the following (any *four*) : [4×5=20]
- (1) What is Gradient ?
 - (2) Write a note on human Muscles drawing.
 - (3) What is animal anatomy ? Explain with figure.
 - (4) What is thumbnail drawing ?
 - (5) Write a note on logo design.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-401

T.Y. B.Sc (ANIMATION) (Sem. IV) EXAMINATION, 2019

AN-3201 : IPR AND CYBER SECURITY

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Write answers of all of the following : [10×1=10]

- (a) What is cyber crime ?
- (b) Define worm and malware.
- (c) Define computer forensics.
- (d) What is patent ?
- (e) What is e-commerce ?
- (f) Define SSL.
- (g) What is meant by WAN ?
- (h) Define Steganography.
- (i) What is Copyright ?
- (j) Define Cryptography.

2. Write answers of any *two* of the following : [2×5=10]

- (a) What is firewall ? Explain its types.
- (b) Which are hacking techniques ? Explain in brief.
- (c) What are the types of Steganography ? Explain any *one* in detail.
- (d) What is symmetric key cryptography ?

P.T.O.

3. Write answers of any *two* of the following : [2×5=10]

- (a) What is firewall ? Enlist the features of firewall.
- (b) Explain IT Act 2000 key provision for security standards.
- (c) What is VPN ? Explain VPN security network.
- (d) Explain web security.

4. Write answers of any *two* of the following : [2×5=10]

- (a) Explain E-commerce security in detail.
- (b) What is Cyber Law ? Explain cyber security law and its types.
- (c) What is SSE-CMM ?
- (d) What are the benefits and features of watermarking ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-402

T.Y. B.Sc. (Animation) (IV Semester) EXAMINATION, 2019

AN-3202 : USER INTERFACE (UI) DESIGN

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following :

[10×1=10]

- (a) What is use of CSS in UI/UX ?
- (b) What is Touch Screen Panel ?
- (c) What is Fitt's Law ?
- (d) Define Chunking.
- (e) What is OZ principle ?
- (f) Give *four* examples of Pointing Devices.
- (g) What is Alignment in UI ?
- (h) What are properties of Animation ?
- (i) What is 'Space Well' in UI Designing ?
- (j) Define Visibility.

P.T.O.

- 2.** Write answers of any *two* : [2×5=10]
- (a) Explain Point Efficiency.
 - (b) Explain Fitt's law and Steering law.
 - (c) Write a note on symbian mobile interface.
 - (d) What are advantages of model-view controllers ?
- 3.** Write answers of any *two* : [2×5=10]
- (a) What is use of Scenarios in UI ?
 - (b) What are Design principles of UI ?
 - (c) What are input/output devices ? Explain with examples.
 - (d) Write a note on pacing and path.
- 4.** Answer the following (any *two*) : [2×5=10]
- (a) Explain Prototyping.
 - (b) Explain Colour Theory.
 - (c) Explain Design Patterns in UI.
 - (d) What is User Testing ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-403

T.Y. B.Sc (ANIMATION) (Sem. IV) EXAMINATION, 2019

AN-3203 : GAME PRODUCTION

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions : [10×1=10]

(a) What is Gaming ?

(b) Define Game Assets.

(c) Which shortcut key is used for properties panel in blender ?

(d) Write down any two light systems used in unity.

(e) List out the pros and cons of unity.

(f) What is per pixel light count in unity ?

(g) Which modifier is used for object smoothing in blender ?

(h) Define unity particle system.

(i) How to create unity game project ?

(j) How many types are there of shadow in unity ?

2. Answer any two of the following : [2×5=10]

(a) Explain unity game engine interface with a diagram.

(b) Write a short note on 'programming language'.

(c) Explain the scene view with diagram.

(d) Explain blender interface with diagram.

P.T.O.

3. Answer any *two* of the following : [2×5=10]

- (a) What are 3D Assets ? Explain in brief.
- (b) What is Array ? Explain in brief with an example.
- (c) Explain any *two* points game production cycle with an example.
- (d) Explain blender UVW editor.

4. Answer any *two* of the following : [2×5=10]

- (a) Explain any *two* components of unity.
- (b) Write a short note on 'Game Engines'.
- (c) What a 'Prefabs' ? Explain in brief.
- (d) Write short note on 'Low Poly Modeling'.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-404

T.Y. B.Sc. Animation (IV Semester) EXAMINATION, 2019

AN-3204 : MOTION GRAPHICS

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following questions :

[10×1=10]

(1) What is Title ?

(2) Kinora and Kinetoscope is Inventions.

(3) Define Assymetrical Balance.

(4) Define Symmetrical Balance.

(5) Write the name of Constructing Space Methods.

(6) Define Montage.

(7) Define Inspiration.

(8) Define Morphing.

(9) What is transitions ?

(10) What are the name of substractive category blending mode ?

P.T.O.

- 2.** Answer the following questions (any *two*) : [2×5=10]
- (1) Explain the Motion Graphics in Film Title.
 - (2) Differentiate between the Positive and Negative space in composition.
 - (3) Explain the frame mobility in brief.
 - (4) Explain :
 - (a) Spatial Discontinuity
 - (b) Temporal Discontinuity.
- 3.** Answer the following questions (any *two*) : [2×5=10]
- (1) Explain Frame by Frame Animation in brief.
 - (2) Explain the term Direct on film.
 - (3) What is cut ? Explain in brief.
 - (4) What is keying ? Explain.
- 4.** Answer the following questions (any *two*) : [2×5=10]
- (1) What is mask ? Explain the use in Premier Pro.
 - (2) What is colour manipulation ?
 - (3) Explain the concept editing in your own words.
 - (4) Explain the Post-Production process in film.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-405

T.Y. B.Sc. (IV Semester) EXAMINATION, 2019

AN-3205 : VFX—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following (any *ten*) : [10×1=10]

- (1) Which is the shortcut key for blur node ?
- (2) Name different types of Roto.
- (3) What is merger node ?
- (4) What is HSV in HSV colour formula ?
- (5) Which node is used to rotate, scale and move in Natron ?
- (6) Which node is used to import a footage in Natron ?
- (7) What is Mov File format ?
- (8) Which is the shortcut key for Roto node ?
- (9) List any *five* softwares of VFX.
- (10) What is pixel aspect ratio ?
- (11) What is Vector image ?
- (12) Where is node graph located in Natron ?

P.T.O.

2. Attempt any *two* questions : [2×5=10]

- (1) Explain node graph system in Natron.
- (2) Explain the following formats :
 - (a) JPEG
 - (b) PNG
 - (c) TIFF
 - (d) GIF
 - (e) BMP.
- (3) Define Rotoscopy in detail.
- (4) Explain colour correction in VFX.

3. Attempt any *two* questions : [2×5=10]

- (1) Explain Stereo and VFX Roto.
- (2) What is 'Masking' ? Explain in detail.
- (3) Explain chroma setup on the location.
- (4) Shortcut and uses of :
 - (a) Transform Node
 - (b) Play previous frame
 - (c) Write Node.

4. Attempt any *two* questions : [2×5=10]

- (1) Explain the time line in Natron.
- (2) What is matte image ? Explain in detail.
- (3) Explain compositing.
- (4) Explain rendering process for final output.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-406

T.Y. B.Sc (ANIMATION) (IV Sam.) EXAMINATION, 2019

AN-3206 : NEW MEDIA

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) All questions are compulsory.
(ii) Figures to the right indicate full marks.
(iii) Neat diagrams must be drawn wherever necessary.

- 1. Answer the following :** [10×1=10]
- (a) Write any *two* benefits of internet.
 - (b) What is FTP ?
 - (c) Define 'hypertext'.
 - (d) What is cloud storage ?
 - (e) Name any *two* analog technologies.
 - (f) Define 'Citizen Journalism'.
 - (g) Name any *two* content management systems.
 - (h) What is WiFi ?
 - (i) What is the function of a modem ?
 - (j) What is ISP ?
- 2. Answer in brief (any *two*) :** [2×5=10]
- (a) Explain in detail online journalism with examples.
 - (b) Explain the evolution of the internet in India.
 - (c) Explain in detail the advantages of online journalism.
 - (d) Explain in detail the concept of 'Copyrights' and 'Plagiarism'.

P.T.O.

3. Answer in brief (any *two*) : [2×5=10]
- (a) Explain in detail the various online tools for data management.
 - (b) Explain in detail the concept of open source journalism.
 - (c) Explain the role of blogs, tweets, etc for story generation and development.
 - (d) Write a short note on 'Cyberspace'.
4. Answer in brief (any *two*) : [2×5=10]
- (a) Explain in detail the concept of 'Individual Blog'.
 - (b) Explain in detail the concept of 'Group weblog'.
 - (c) Write a review of an animated film you have recently watched.
 - (d) Write a report online about the inauguration.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
---------------------	--

[5525]-5

**F.Y. B.Sc. (Animation) EXAMINATION, 2019
AN-1105 : COMPTUER BASED 2D ANIMATION
(2015 PATTERN)**

Time : Three Hours

Maximum Marks : 80

- N.B. :—** (i) Attempt *all* questions.
(ii) Figures to the right indicate full marks.

1. Answer the following questions (any *ten*) : [20]
- (1) How to put sound in flash ?
 - (2) How to control speed of animation in flash ?
 - (3) What is graphics and animation ?
 - (4) What is layer ? What is the use of layer in flash ?
 - (5) Define key frame.
 - (6) What is guide layer ?
 - (7) Use this a symbol disappear from view (Great for changing picture) you would use motion tween for this method. You have to change the “alpha” settings of the symbols alpha represents transparency :
 - (a) Zoom
 - (b) Masking
 - (c) Fade effect
 - (d) Morphing
 - (8) This pannel indicates what settings are being used for objects and allows you to change those settings :
 - (a) Tool
 - (b) Actions
 - (c) Frames
 - (d) Properties

P.T.O.

- (9) This is used to be change an object from a circle to square :
- (a) masking
 - (b) shape tween
 - (c) motion tween
 - (d) morphing
- (10) The is a holding place for all symbols and imported images and sounds within a single flash file.
- (a) Library
 - (b) Timeline
 - (c) Properties
 - (d) Tools pannel
- (11) These are objects that have been converted so that we can use some images, a number of time in a movie. You can also use this to do fade effect, rotation effects and flip effects :
- (a) Layer
 - (b) Symbols
 - (c) Clipart
 - (d) Tween
- (12) A key frame that contains objects will be represented by a circle.
- (a) Hollow
 - (b) Black
 - (c) Blue
 - (d) Grey

- 2.** Answer the following questions (any *four*) : [4×5=20]
- (1) Draw an interface of flash software showing different parts.
 - (2) What is symbol ? Which are the different types of symbols.
 - (3) What is Masking ? What is its use ?
 - (4) What is use of guide and rules in flash ?
 - (5) Explain deco tool in detail.
- 3.** Answer the following questions (any *four*) : [4×5=20]
- (1) What is motion guide ? Explain the process to path animation using motion guide.
 - (2) Write any *five* short cuts in flash with their functions.
 - (3) What is tween ? Which are the different types of tweens in flash ?
 - (4) How to edit sound in flash ? Explain.
 - (5) Explain Boun tool in brief.
- 4.** Answer the following questions (any *four*) : [4×5=20]
- (1) Write a process of zoom in and zoom out with alpha effect.
 - (2) Write a process of ease in and out effect.
 - (3) What are the types of animation in flash ? Give examples.
 - (4) What are the animation techniques ?
 - (5) Explain 2D pipeline in brief.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-6

F.Y. B.Sc. (Animation) EXAMINATION, 2019

AN-1106 : INTRODUCTION TO GRAPHICS

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following (any *ten*) : [10×2=20]

- (1) What are the shortcut keys for zoom-in and zoom-out in Photoshop ?
- (2) What is an extension of Photoshop file ?
- (3) Define clone stamping tool.
- (4) Define Pen tool in Photoshop.
- (5) What is the use of feather option in Photoshop ?
- (6) What is Smart object ?
- (7) Define artboard tool in Illustrator.
- (8) What is the use of eye dropper tool ?
- (9) Define align tool in Illustrator.
- (10) What is Liquify effect ?
- (11) Define Smudge tool.
- (12) How to merge multiple layers in Photoshop ?

P.T.O.

2. Answer the following (any *four*) : [4×5=20]
- (1) Draw an interface of Photoshop showing different parts.
 - (2) Explain Warp effect in Illustrator.
 - (3) Explain any *three* Illustrator stylize effects.
 - (4) Write a note on color modes in Photoshop.
 - (5) Explain type tool in Photoshop.
3. Answer the following (any *four*) : [4×5=20]
- (1) Explain different types of brushes in Photoshop.
 - (2) What is the difference between C.M.Y.K., R.G.B. and Gray Scale ?
 - (3) How many types of gradients are there in Photoshop ?
 - (4) Write a note on color palette.
 - (5) Explain the terms Image Resolution and Aspect Ratio.
4. Answer the following (any *four*) : [4×5=20]
- (1) Explain Artistic Effects in Photoshop.
 - (2) How to convert a text to shape in Illustrator ?
 - (3) What is Calligraphy ?
 - (4) Explain the term Bezier curve.
 - (5) What is the use of Red eye tool ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
---------------------	--

[5525]-7

F.Y. B.Sc (ANIMATION) EXAMINATION, 2019

AN-1107 : ELEMENTS OF 3D DESIGN

(2015 Pattern)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagram must be drawn wherever necessary.

1. Attempt any *ten* of the following : [2×10=20]

(1) What is manipulator in 3D software ?

(2) What is image plane setup ?

(3) Define polygon in 3D softwares.

(4) Which are the short cut keys for move, rotate and scale ?

(5) Define “Hierarchy” panel in 3DS max.

(6) What is Gizmo in 3DS Max ?

(7) Which are the object parameters of 3D objects ?

(8) What is time slider and track bar ?

(9) What is “See through” in 3DS Max ?

(10) Which command extrudes a spline in 360° to model a pot in Max ?

(11) What is chamfer tool in Max ?

(12) What is ‘Shelve’ in Maya ?

P.T.O.

2. Attempt any *four* of the following : [4×5=20]
- (1) Explain Time Slider and Range Slider in Maya.
 - (2) Explain Render setting in Maya.
 - (3) Define 'Mental Ray' in Max.
 - (4) Explain Texturing in Maya.
 - (5) Explain any *three* maps of texturing in Max (e.g. bumpmap).
3. Attempt any *four* of the following : [4×5=20]
- (1) Explain low poly and hi poly modeling.
 - (2) Importance of project setting in 3D soft.
 - (3) Define various shaders in 3D software.
 - (4) Explain 'Image plane setup'.
 - (5) What are modifiers in Max ? Write any *five* examples.
4. Attempt any *four* : [4×5=20]
- (a) Explain "Create Panel" of Max.
 - (b) What is 'boolean' tool ? Write its procedure.
 - (c) Explain spline modeling in Max.
 - (d) Differentiate scanline render and mental ray.
 - (e) Write procedure of Bouncing ball.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5525]-8

F.Y. B.Sc. (Animation) EXAMINATION, 2019
AN-1108 : INTRODUCTION TO MASS COMMUNICATION
AND MEDIA LITERACY
(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

- N.B. :—** (i) All questions are compulsory.
(ii) Neat diagrams must be drawn wherever necessary.
(iii) Figures to the right indicate full marks.

1. Answer the following (any *ten*) : [10×2=20]
- (1) What is the essence of mass line communication used by Mao Zedong and Mahatma Gandhi ?
 - (2) What is the most important assumption in the process of 'Sadharanikaran' ?
 - (3) What is unfocused interaction ?
 - (4) Name any *two* mainstream Newspapers.
 - (5) What are straight news reports ?
 - (6) What is the function of 'Headlines' ?
 - (7) Who invented the 'cinematographe' ?
 - (8) Who is the pioneer of the silent feature film in India ?
 - (9) Who set up the Prabhat Film Co. ?
 - (10) Where was the World Wide Web developed ?
 - (11) What is e-banking ?
 - (12) What is e-governance ?

P.T.O.

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

- (1) Explain in detail the *three* stages of interpersonal communication.
- (2) Explain in detail the 1st and 2nd wave of communication.
- (3) Explain in detail the psychological barrier to communication.
- (4) Explain in detail the concept of group communication.
- (5) Explain in detail the Shannon and Weaver model of communication.

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

- (1) What are the functions of mass media ? Explain briefly.
- (2) Explain in detail what is 'News' ?
- (3) Explain evolution of film language.
- (4) Explain in detail the authoritarian theory of communication.
- (5) Explain in detail the concept of Tabloid and Yellow Journalism.

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

- (1) Write a short note on e-commerce, e-banking and e-governance.
- (2) Explain in detail National Task Force on Information Technology.
- (3) Write a short note on 'The Gaming Industry'.
- (4) Explain in detail 'The Information Revolution'.
- (5) Explain in detail 'The New Computer Policy-1984'.