P5211

[5825]-11

S.Y. B.Sc.

ANIMATION

AN - 2101 : Value Education - I

(2015 Pattern) (Semester - I) (82511)

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

Instructions to the candidates:

   1)   Answer all questions.

   2)   Figures to the right indicate full marks.

Q1)   Answer any two :   **[10 × 1 = 10]**

   a)   Which one is not considered a part of technical education in India?

   b)   Which of the following 'four pillars of education' mentioned in Delores commission report effect the Indian value of "Vasudhaiva kutumbakam"?

   c)   What should be done to develop moral values in students.

   d)   Which article of Human rights deal with slavery?

   e)   Value means _____.

   f)   Human heights xclaration was made by UNO in the year _____.

   g)   The following are the list of virtues except one.

   h)   There are _____ fundamental duties to the Indians.

   i)   The constitution of India was adopted and enacted on _____.

   j)   Voting age in India is _____?

   k)   Planning reduces our work. True/False?

   l)   Value education is complete education. True/False?

Q2) Answer any two. [2 × 5 = 10]

a) Explain the social values and ethical values?

b) What are the values and explain code of ethics?

c) What are importance of human relationships, integrity, competence?

d) How are values important in the context of Indian education system?

Q3) Answer any two : [2 × 5 = 10]

a) What is value education? Discuss its need and importance.

b) Which factors are responsible for value crisis in India?

c) What is culture? How does culture play role in developing moral values.

d) Give concrete views to enrich cultural heritage modern education.

Q4) Answer any two : [2 × 5 = 10]

a) Discuss various strategies recommended by revised POA 1992 for promoting culture among students at elementary & secondary level.

b) Write about the sources of value in education.

c) What is environment and ecology in explain in brief.

d) What are the key recommendations in new education policy on value education?

■■■

[5825]-12
S.Y. B.Sc.
ANIMATION
AN - 2102 : 3D Production (Using Software Maya)
(2015 Pattern) (Semester - I) (82521)

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)   Which is the main parent bone in 3D skeleton?

    b)   _____ can attach rig to the Human Model.

          [Bind skin/Skinning/Weight]

    c)   The character mesh turns purple after bind skin [True/False]

    d)   What is used to adjust weight in Rigging?

    e)   What are 'Normals' in Maya?

    f)   Full form of IPR in renderer?

    g)   What is Hypershade.

    h)   Full form of IK.

    i)   Full form of FK.

    j)   What is Bevel in Maya?

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

    a)   Explain Animation Principle : Exaggeration.

    b)   Describe Hypershade.

    c)   Describe Render setting step by step.

    d)   Explain Image plane setup with Diagram.

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

    a)   Explain Animation principle : Anticipation.

    b)   Explain Time Slider and Range Slider.

    c)   Explain Graph editor.

    d)   Explain any 4 maps of texturing. e.g. bump map.

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

    a)   Explain Boolean tool in modeling with drawing.

    b)   Explain facial expressions.

    c)   Explain any 5 shaders in Hypershade.

    d)   Explain Animation principle : Squash and Stretch.

<p align="center">♣ ♣ ♣</p>

[5825]-13

S.Y. B.Sc. (Animation)

AN 2103 : GRAPHICS ART (Using Software Adobe Indesign)

(2015 Pattern) (82531)

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)   What do indesign default web setting indale?

   b)   How to create PDF File rendered to PDF?

   c)   What is the extension of adobe in design?

   d)   When the 1st version of indesign released?

   e)   Which contour option should be chosen, when placing an EPS logo for text wrapping?

   f)   Which method allows pages to be added automatically until all text is followed in to the document?

   g)   Write down 2 file format import options contain the controls to choose which pages should be imported?

   h)   What is the command to make compound path?

   i)   Write down shortcut key for "Stroke panel"

   j)   Short cut key for exit from indesign?

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

   a)   Mention what are the tools available is adobe in design?

   b)   Explain how can you rearrange all adobe indesign software in detail.

   c)   Explain how can you create an index is indesign?

   d)   What are the minimum system requirments to run indesign.

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

    a)   Explain interface of in design in details.

    b)   Explain toolbar in detail.

    c)   Explain

        i) Point ii) inches iii) Ciceros iv) Agates v) Pixels

    d)   Explain stroke panel in detail.

Q4) Answer the following questions. (Any two) **[2×5=10]**

    a)   Difference between in design and photoshop.

    b)   Write down following short keys

        i)   Switch apps ii) Close apps iii) open the start Menu iv) jump whole paragraphs.

    c)   Write down RGB & CYMK.

    d)   Explain new document or detailed.

$$\bigcirc\bigcirc\bigcirc\bigcirc$$

[5825] - 14

S.Y. B.Sc. (Animation)

AN - 2104 : MULTIMEDIA SYSTEMS

(2015 Pattern) (Semester - I) (82541)

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

Instructions to the candidates:
1) *All Questions are compulsory.*
2) *Neat diagrams must be drawn wherever necessary.*
3) *Figures to the right indicate full marks.*

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

    a)   What is ADC?

    b)   What is luminance and chrominance?

    c)   What is musical instrument synthesizers?

    d)   Name the types of color mode.

    e)   List the name of audio and video formats.

    f)   Define collaborative research.

    g)   What is RGB and CMYK?

    h)   What is digital audio?

    i)   What is additive color mixing?

    j)   What is compression?

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

    a)   Explain in brief the elements of multimedia.

    b)   Write a short note on DVI technology.

    c)   Explain in brief Quick Time Movie File Format.

    d)   Explain Aspect ration with diagram.

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

    a)   Write a short note on future and challenges of multimedia system.

    b)   Describe MPEG motion video compression standards in digital era.

    c)   Define various video compression techniques.

    d)   Write a short note on Industry Perspective for next decade.

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

    a)   Write a short note on designer's view of multimedia appliances.

    b)   Write a note on MHEG.

    c)   Explain digital signal processing.

    d)   Write a short note on color fundamentals.

🦟   🦟   🦟

[5825] - 15

S.Y. B.Sc. (Animation)
AN - 2105 : ANIMATION TECHNIQUES - I
(2015 Pattern) (Semester - I) (82551)

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) What are the types of stop motion Animation?

b) What is VFX?

c) Define composition.

d) What is chroma keying?

e) What is Surface Gauge?

f) Define Anticipation?

g) Define pose to pose animation.

h) Which colours can be used for chroma?

i) How to make pre-composition?

j) What is mask?

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

a) What is Rotoscopy explain in detail.

b) What are the different types of Camera Angles.

c) Differentiate VFX and SFX.

d) Explain any 5 video formats.

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

    a)   What is special effects? Explain in detail.

    b)   Explain chroma effects in detail.

    c)   What is chroma setup explain in detail.

    d)   Write the different types of compositing techniques.

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

    a)   How to remove chroma? Write detail steps.

    b)   Explain terms of clean plate.

    c)   Explain terms of F.G.; M.G. and B.G.

    d)   Explain wire Removal.

❊ ❊ ❊

[5825]-16
S.Y. B.Sc.
ANIMATION
AN - 2106 : Production Process - I
(2015 Pattern) (Semester - I) (82561)

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) What is story?

    b) What is concept of design?

    c) What is story telling?

    d) What is props?

    e) What is mean by Appeal?

    f) What is mean by Expression?

    g) What is poses?

    h) What is BG?

    i) What is key color?

    j) What are thumb nails?

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

    a) Explain layout in briefly?

    b) Explain different types of camera moment?

    c) What is "Animatic",? Explain it.

    d) What is "character bible"? Explain brief.

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

    a)   Difference between concept and story.

    b)   Write a short note on Historic/scientific facts.

    c)   Explain at least 5 different Expression with the help of diagram.

    d)   Explain

        i)   color keys

        ii)   color moods

        iii)   location

        iv)   key locations

        v)   props design

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

    a)   What is story? Explain in details.

    b)   Explain Anthropomorphised character with example.

    c)   What is Research? Explain in brief.

    d)   Explain different types of body parts & types also.

□□□

P5217

[5825]-21
S.Y. B.Sc.
ANIMATION
AN2201 : Value Education - II
(Skill Development Personality Development Mind Mapping)
(2015 Pattern) (Semester - II) (82512)

Time : 2 Hours]   *[Max. Marks : 40*
Instructions to the candidates:
  1)   All quesions are compulsory.
  2)   Figures to the right indicate full marks.

Q1) Answer any ten :   **[10 × 1 = 10]**

   a)   Article - 17 deals with _____.

   b)   Which article provides special status to Jammu and Kashmir?

   c)   The Indian constitution has been divided in _____.

   d)   Indian has _____ party system.

   e)   _____ is the process by which people transmit values to others.

   f)   Constitution of India guarantees, how many fundamental weighs?

   g)   When was East Indian Company established?

   h)   The present governor of the Lagnalako in?

   i)   What is the retirement age of the member of NHRC?

   j)   Which is the 29ᵗʰ state of India?

   k)   Anna Hazare lead which movement?

   l)   In which year the right to inflammation act came into force in Karnataka?

Q2) Answer any two :   **[2 × 5 = 10]**

   a)   Literal meaning of education. Explain.

   b)   Write about culture and its characteristics.

   c)   Write on Erosion of culture.

   d)   Why should you have a good friend?

P.T.O.

Q3) Answer any two :   [2 × 5 = 10]

    a)   Write about the warnings of the famous essayist, Bacon.

    b)   What are the classifications of values?

    c)   Explain about Elucidate the psycho-analytic approach.

    d)   Explain Piaget's stages of moral development.

Q4) Answer any two :   [2 × 5 = 10]

    a)   Write a short note on Human values.

    b)   What are the merits of moral education?

    c)   What are the barriers in communication?

    d)   Explain the style of speaking.

ತ ತ ತ

[5825]-22

S.Y. B.Sc. (Animation)

(AN-2202) 3-D PRODUCTION (USING SOFTWARE MUDBOX)
(2015 Pattern) (Semester - II) (82522)

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

Instructions to the candidates:

1) *All questions are compulsorry.*

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

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

   a)   What is stamp tool?

   b)   How to use create joint tool?

   c)   How to use paint brush tool?

   d)   What is paint Layer?

   e)   Short cut key to add subdivisions.

   f)   What are the key strength?

   g)   What is stencil and how to use it?

   h)   Shortcut key to use brush strength high or low.

   i)   Short cut key for subdivision level up and down.

   j)   Shortcut key for hide selected.

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

   a)   Write short note on texturing

   b)   Explain Digital sculpting.

   c)   Short note on Retopology.

   d)   Explain vertex, edges and faces.

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

    a)   Explain Material and shaders.

    b)   Explain Traditional sculpting.

    c)   Explain Anatomy study for sculpting.

    d)   Explain use of Wax tool.

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

    a)   Describe use of paint Layer.

    b)   Explain mudbox turms and concept.

    c)   What is record movie concept? Explain in detail.

    d)   Write short note on Bupm Map and Normal map.

❖   ❖   ❖

[5825]-23
S.Y. B.Sc.
ANIMATION
AN - 2203 : Introduction to Action Script
(Using Software Adobe Flash)
(82532) (2015 Pattern) (Semester - II)

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

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

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

   a)   What is variables?

   b)   What is Script Control?

   c)   What is String data type?

   d)   What is conditions?

   e)   Nested condition means?

   f)   What is switch causes?

   g)   What is Arrays?

   h)   What is loops?

   i)   What is loops condition?

   j)   What is function?

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

   a)   How to implement an interface in a class?

   b)   Write a note on function?

   c)   Explain the following methods of array

        conc at ( ), jain ( ), slice ( ), to string ( )

   d)   Explain the terms variable and constant.

OR

Q2) Answer the following question (any two) :   **[2 × 5 = 10]**
   a)   Explain different types of Loops.
   b)   Explain multiple condition.
   c)   What is switch cases.
   d)   What is properties and methods.

Q3) Answer the following questions (any two) :   **[2 × 5 = 10]**
   a)   What is role of function in Loops? Explain.
   b)   Explain Event Handler in detail.
   c)   How to Lood JPEG, PNG, Mp3, FLU files.
   d)   Explain XML with Example.

Q4) Answer the following questions (any two) :   **[2 × 5 = 10]**
   a)   What is string operations? Explain.
   b)   What is the classes & there uses.
   c)   How to create empty movie clips.
   d)   Explain how to attach movie clips.

❄   ❄   ❄

[5825]-24

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 Animation.

   b)   Name the video editing software tools.

   c)   Name the two compression techniques.

   d)   What is Analog sound?

   e)   Write any four image formats.

   f)   List the names of layers used in TCP/IP reference mode.

   g)   What is sound forge?

   h)   Define attenuation and write its formula.

   i)   What is the range of Human hearing capacity.

   j)   Define protocol

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

   a)   Define dithering and write its algorithm.

   b)   Write short note on digital audio.

   c)   Explain in brief 8 bit color images.

   d)   Write a note on interactive television.

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

a) Explain GIF File format.

b) Write short note on satellite transmission system.

c) Explain different types of error detection method used in digital communication.

d) Write a short note on idle RQ method.

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

a) Explain in brief selective repeat continuous RQ method with diagram.

b) Explain multimedia communication model with diagram.

c) Draw a table of macromedia director file format.

d) Define the following :

    i)   Animation

    ii) Multimedia

    iii) signal to noise ratio

    iv) Geostationary satellite

♣ ♣ ♣

[5825]-25

S.Y. B.Sc. (Animation)

AN-2205 : ANIMATION TECHNIQUES - II

(2015 Pattern) (Semester - II) (82552)

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

Instructions to the candidates:

1)   *All questions are compulsory.*

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

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

a)   Write the path of Render in After effects.

b)   What is cut out Animation?

c)   Which material use to make Puppets?

d)   What is Pre-comp?

e)   What is Null object layer?

f)   What is transform?

g)   What is solid layer?

h)   Which color we can use instead of Green for chroma?

i)   Define character animation?

j)   What is an adjustment layer?

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

a)   Explain Rend Que in detail.

b)   Explain the setup we set before chroma shoot.

c)   Explain the process of stop motion.

d)   What is VFX? Explain its need in modern films.

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

    a)   Write down difference between special effects and visual effects.

    b)   Explain the principle : ANTICIPATION.

    c)   Explain the principle : EXAGGERATION.

    d)   Explain slow In - slow Out and timing - principle.

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

    a)   What is cut out Animation? Explain in detail.

    b)   Explain formats :

        i)   AVI

        ii)   MP4

        iii) mpeg

        iv) tiff

    c)   Differentiate 2D text and 3D text.

    d)   Explain Terms : Tint color, Hue color, Saturation, Brightness, gradient color

<p style="text-align:center;">෬෬෬</p>

[5825]-26

S.Y.B.Sc. (Animation)

AN-2206 : PRODUCTION PROCESS-II

(82562) (2015 Pattern) (Semester-II)

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

Instructions to the candidates:

    1)   *Answer all the questions.*

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

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

    a)   What is script writing?

    b)   What is scenes?

    c)   What is shots?

    d)   What is α - sheets?

    e)   What is frame?

    f)   What is composting?

    g)   What is thumbnails?

    h)   What is aspect ratio?

    i)   What is story board?

    j)   What is dialogue?

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

    a)   Explain Animatics in detail.

    b)   Explain layout technical and creative.

    c)   Explain

        i)   Camera

        ii)   Framing

        iii)   Posing

        iv)   Layout composing

    d)   Explain different types of camera angle.

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

    a)   Explain 5 expressions in detail.

    b)   What is body language explain it.

    c)   Explain story board and its types.

    d)   Difference between Frame and Aspect ratio.

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

    a)   Explain α - sheet in detail.

    b)   Difference between scenes and shots.

    c)   How we are going to prepare animatics? Explain procedure.

    d)   How to write dialogues?

❖❖❖❖

[5825]-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) Answer All questions.

2) Figures to the right indicate full marks.

Q1) Answer any ten :

[10 × 1 = 10]

a) Scene heading is also known as _____.

b) _____ is a one line description of a location and time of day of a scene.

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

d) What is placed after the character's name in parentheses?

e) Action is also known as _____.

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

g) Scene heading should always be in _____.

h) Generally action written in the _____ taste.

i) _____ is the speed with which your story is told.

j) Direction is also known as _____.

k) Plot can be defined as series of _____.

l) _____ films tend to be more graphic in their violence.

Q2) Answer any two :   [2 × 5 = 10]

    a)   What are the 5 parts of a story structure?

    b)   What are the 5 stages of a story?

    c)   What is an example of a conflict in a story?

    d)   Why is resolution important in a story?

Q3) Answer any two :   [2 × 5 = 10]

    a)   Is high concept better than low concept?

    b)   What does it mean when something is high concept?

    c)   How do you organise a story?

    d)   How do you organise ideas?

Q4) Answer any two :   [2 × 5 = 10]

    a)   What is plot in a story?

    b)   What is exposition and dialogue with examples?

    c)   What are the 5 purposes of dialogue?

    d)   What are the 4 elements of dialogue?

❄ ❄ ❄

[5825]-32

T.Y. B.Sc. (Animation)

AN-3102 : WEB 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 questions.   **[10×1=10]**

  a)   Define WWW.

  b)   List any two browsers?

  c)   What is web server?

  d)   Which tag is used to create table and table heading in HTML?

  e)   Define inline CSS style.

  f)   Write syntax to declare array in Javascript.

  g)   What is output of the following in Java script.

       Document write (10+ 20+30)

  h)   Write any two methods of HTTP.

  i)   Write shortcut keys for open sit map model.

  j)   What does PHP stands for.

Q2) Answer any two.   **[2×5=10]**

  a)   Explain following tags in HTML.

       i)   <u>..........</u>

       ii)   ....

       iii)

       iv)   <p>..........</p>

  b)   What is class selector. Explain with an Example.

  c)   Explain any two ways to apply CSS. to an HTML document.

  d)   Explain confirm box in Java script with an example.

P.T.O.

Q3) Answer any two.   [2×5=10]

    a)   Write a note on DOM interface.

    b)   Write a Java script program to display "WELCOME" message using alert box when web page gets load (use onload event)

    c)   Explain HTML <img> tag with its att ributes.

    d)   Write a HTML program. With the following properties.

- Background color pink
- Text to display "Web Technology".
- Scrolling the above text from left to right.

Q4) Answer any two.   [2×5=10]

    a)   Write a HTML code to display a login from with user name field, password field one submit button and one reset botton.

    b)   Write a note on Java script Data types.

    c)   Differentiate between GET and POST method.

    d)   Write HTML Program to display ordered list starting with 'i' for the following list elements.

        i)   MILK

        ii)   TEA

        iii)   COFFEE

        iv)   COLD DRINK

❖   ❖   ❖

[5825]-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)   Figures to the right indicate full marks.

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

a)   List any 2 modifiers in Blender.

b)   What is Gaming?

c)   What are Game Engines?

d)   Which softwares are used in Game Development? 2 nos.

e)   Name any 2 Game Production House.

f)   Full form of Al.

g)   Write any 2 features of Blender.

h)   What is Beta tester?

i)   Define Low Poly Modeling.

j)   Which company introduced GTA Game?

Q2) Answer any 2 questions of the followings :   **[2 × 5 = 10]**

a)   Explain Blender Interface.

b)   What is Gaming? Explain types of Game.

P.T.O.

c) Explain Game testing in Brief.

d) Explain Pre-Production for Gaming.

Q3) Answer any 2 questions : [2 × 5 = 10]

a) Write any 10 shortcuts with definition in blender.

b) Explain UV mapping.

c) Explain process of Animation in Blender.

d) Explain tracking process.

Q4) Answer any 2 questions : [2 × 5 = 10]

a) Explain Programic movement in Gaming.

b) What are Game Genres? Explain any one in detail.

c) Explain Game Tools panel.

d) Write a note on Origin of Gaming Industries.

■■■

[5825]-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) *All questinos are compulsory.*
2) *Figures to the right indicate full marks.*

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

a) What is a clapper board?

b) What does PAL stand for?

c) What is PSA?

d) What are string?

e) What are bumpers.

f) What is shortcut for project?

g) What is F5 key is Adohe premiere pro

h) What is shortcut key for paste attributes.

i) What NTSC?

j) What is Audio?

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

a) Explain the different ways of accessing the video is non-linear editing.

b) Explain montage in details.

c) What is titles and still graphics.

d) Write down shortcut keys.

     i) Ripple delete ii) Find iii) Edit original iv) import

Q3) Answer the questions. (Any two)   **[2×5=10]**

    a)   Explain 180° degree rule.

    b)   Explain 5 different almerd angle.

    c)   What is mean by synchronizatin Audio.

    d)   Explain any 5 audio transition.

Q4) Answer the questions. (any two)   **[2×5=10]**

    a)   Explain lncorporating transitions into the editing process.

    b)   Explain any five video transition.

    c)   Explain standard transition.

    d)   Difference between linear and non linear editing.

$$\bigcirc\bigcirc\bigcirc\bigcirc$$

[5825] - 35

T.Y. B.Sc. (Animation)

AN-3105 : VFX - I

(2015 Pattern) (Semester - III) (92553)

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

Instructions to the candidates:
1) *All Questions are compulsory.*
2) *Neat diagrams must be drawn wherever necessary.*
3) *Figures to the right indicate full marks.*

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

a)   What is Image Processing?

b)   What is Image Restoration?

c)   What is Image Enhancement?

d)   What is Image Compression?

e)   List Image File formats any 4.

f)   Write about BMP format in short.

g)   What does HSV stands for?

h)   Write full form of TIFF.

i)   What is Binary Image?

j)   What does HVS stands for?

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

a)   Explain differences between CPU & GPU Render.

b)   Explain HSV color format in detail.

c)   Explain computer Imaging in detail.

d)   What is Match Moving Process?

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

    a)   Discuss about Computer Graphics in detail.

    b)   What is Historical Perspective of digital compositing?

    c)   Differentiate Raster Image and Vector Image.

    d)   Explain Pipeline of VFX.

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

    a)   Explain Post Production in the film pipeline.

    b)   Explain Production in the film pipeline.

    c)   Explain Interview skills in Great Animator with example.

    d)   Explain Camera Rig in detail.

[5825]-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)   *All questions are compulsory.*

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

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

  a)   What is communication?

  b)   What is platting?

  c)   What is thinking?

  d)   What is idea?

  e)   What is story telling?

  f)   What is communication?

  g)   What is mind mapping?

  h)   What is idea?

  i)   What is audience?

  j)   What is TG'S?

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

  a)   Explain character personalities of development.

  b)   What is stories and elements.

  c)   Explain TG'S Psychology?

  d)   Write down creative thinking techniques based excercise.

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

a) How to blogging you ideas?

b) How platting your idea into a concept.

c) What skills required for writing.

d) Write different types of stories and art of story telling.

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

a) Write a note on show reel of animation film.

b) How is creative writing and writing for animation concept.

c) Difference between platting and story.

d) What benefits of being creative person.

□□□

[5825]-41

T.Y. B.Sc.

ANIMATION

AN-3201 : 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 the right indicate full marks.*

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

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

    a)   What is the full form of IPR?

    b)   Define phishing.

    c)   What is trademark?

    d)   Write full form of TCP/IP model

    e)   Name any two types of viruses.

    f)   Define confidentiality.

    g)   Define SSL.

    h)   Define topology. Classify its types.

    i)   Define VPN.

    j)   Define patent.

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

    a)   What is the need of intellectual property protection? Explain in brief with an example.

    b)   What is meant by copyright and infringement of copyright?

    c)   What is Computer Network? Write a note on WAN.

    d)   Explain Risk Management in detail.

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

a) Explain the process of patenting in India.

b) Explain ISO/OSI reference model with diagram.

c) Compare Symmetric key and Asymmetric key cryptography.

d) Explain OS security.

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

a) Write a note on Business Continuity Planning (BCP).

b) What is firewall? Explain its types.

c) Define OCTAVE. Explain three phase approach of OCTAVE.

d) What is E-Commerce? Write advantages and disadvantages of E-Commerce.

⌘⌘⌘

[5825]-42

T.Y. B.Sc.

ANIMATION

AN 3202 : User Interface Design

(2015 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) What is RGB?

b) What is Fitts Law?

c) What is UI design pattern?

d) What is used of input tag in HTML?

e) What is Touch Screen Panel?

f) SHDM stands for.

g) Which model depicts the image of a system that an end user create in his or her head?

h) List down MVC architecture layers.

i) In CSS "Font-Size" can be called as.

j) How many modes will be there in intermediate?

Q2) Answer any two : **[2 × 5 = 10]**

a) Explain any two pointing devices.

b) Explain arc principle of animation.

c) Write down advantages & disadvantages of declaration UI.

d) How to create user scenarios.

Q3) Answer any two : [2 × 5 = 10]

    a)   Explain keystroke level model.

    b)   Explain Domain analysis.

    c)   Explain any two types of prototyping.

    d)   Write guidelines of graphics design.

Q4) Answer any two : [2 × 5 = 10]

    a)   What are the characteristics of visual variable?

    b)   Explain property of animation characteristics.

    c)   What are benefits of a storyboard?

    d)   How is the view tree used? Explain in brief.

❄   ❄   ❄

[5825]-43

T.Y. B.Sc.

ANIMATION

AN-3203 : Game Production - II

(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)   Which studio developed 'Need for Speed' game?

   b)   Define Beta version of Gaming.

   c)   Which Video Game was successfully running by 'Atari Studio'?

   d)   Write down any 2 types of Game Console.

   e)   Write down following full forms.

       i)   AI

       ii)   FPS

       iii)   TPS

   f)   In which year Arcade Games were developed?

   g)   Who Launched SAGA studio?

   h)   Define ARCADE VIDEO GAMES.

   i)   Define Actuator.

   j)   What is level designing?

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

    a)   Explain Game Production cycle and draw a diagram.

    b)   Explain complex UVW mapping.

    c)   Describe any one Game Engine.

    d)   Explain Assets in Game with 10 examples.

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

    a)   Explain any one studio's production work flow.

    b)   Explain background development in Unity.

    c)   Explain pre production work flow.

    d)   Describe any one protagonist character in early Games.

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

    a)   What is AR explain in detail.

    b)   Draw and design any 5 types of war shields.

    c)   Explain mobile and handheld games.

    d)   Explain Alpha version of Gaming.

⌘⌘⌘

[5825]-44

T.Y. B.Sc. (Animation)
AN - 3204 : MOTION GRAPHICS
(2015 Pattern) (Semester - IV) (92544)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

1) *All quesions are compulsory.*

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

Q1) Answer the following questions :

[10 × 1 = 10]

a) Define persistence of vision.

b) Name the early cinematic invention.

c) Define Radial balance.

d) What is Negative space?

e) What is positive space?

f) Write the name of methods of constructing space.

g) Define Inspiration.

h) Define visual interpolation.

i) Write the name of subtractive category in blend mode.

j) What is keying?

Q2) Answer the following questions (any two) :

[2 × 5 = 10]

a) Explain principal of motion graphics.

b) What is continuity space? Explain.

c) What is continuity? Explain its types.

d) Difference between classical animation & cell animation.

P.T.O.

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

    a)   What is parenting of nesting in co-ordinating movement?

    b)   What is alpha channels? Explain.

    c)   Explain color correction.

    d)   What is pre-production?

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

    a)   What is matt? Explain.

    b)   What is keying explain it?

    c)   Explain frame by frame Animation.

    d)   Explain Animation.

ॐॐॐ

[5825]-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)   What is the definition of Digital Compositing?

   b)   What is pixel?

   c)   What is Resolution of wide image that have 1024 width and 720 height?

   d)   Explain the concept "bit depth".

   e)   What are CODECS?

   f)   What is Gamma Correction?

   g)   What is Geometric Transformation?

   h)   What is Matte Image?

   i)   Explain 'Mask' in short.

   j)   What is Rotoscoping?

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

   a)   Differentiate 'Human generated elements and computer generated elements or images'.

   b)   What is Digital Compositing? Write down with definition.

   c)   Explain the concept of 'Image Input Devices' in VFX.

   d)   Which are the file format features? Explain with example.

P.T.O.

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

    a)   What is the role of color manipulation?

    b)   What is planning in Geometric transformation?

    c)   Elaborate the Matte image.

    d)   What is morphing in composition?

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

    a)   Explain relation of Rotoscoping & Digital Compositor.

    b)   What is Matte extraction?

    c)   What is Garbage Matte?

    d)   What is Camera Tracking?

✧✧✧✧

[5825] - 46
T.Y.B.Sc.
AN - 3206 : NEW MEDIA
(2015 Pattern) (Semester - IV) (92564)

Time : 2 Hours]   *[Max. Marks : 40*
Instructions to the candidates:
    1)   *All questions are is compulsory.*
    2)   *Figures to the right indicate full marks.*

Q1) Answer any ten.   **[10×1=10]**

    a)   A web service is a software that supports computer to computer interaction over the _____.

    b)   Which of the following includes digital audio files?

    c)   GPS stands for _____.

    d)   The term "bit" is informed by compressing two terms:

    e)   Which association provides the number of internet mobile users?

    f)   Wordpress is used to create _____.

    g)   Which of the following is not the function of New Media?

    h)   Which of the characteristics of New Media?

    i)   Web 3.0 is also called as _____.

    j)   What does URL stands for?

    k)   Who invented WWW?

    l)   When IT Act 2000 came into effect?

Q2) Answer any two.   **[2×5=10]**

    a)   What are the characteristics of good interactive journalism?

    b)   What is Multi-Mediality in online journalism?

    c)   What is the present status of online journalism in India?

    d)   What is the difference between podcast and webcast?

Q3) Answer any two. [2×5=10]

    a) What is open source in journalism?

    b) What is citizen journalists?

    c) What is meant by cyberspace?

    d) What are the protection of copyright?

Q4) Answer any two. [2×5=10]

    a) What is feature writing in media?

    b) What is the meaning of knowledge society?

    c) What are the impact of online journalism?

    d) What are the 7 types of journalism?

🌢 🌢 🌢