[5825]-101

First Year B.Sc. (Animation)
ANM - 101 : FOUNDATION OF ART
(2021 Pattern) (Semester - I)

Time : 3 Hours] *[Max. Marks : 50*

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

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

   a) What is Proportion?

   b) What is Symmetry?

   c) What is Order?

   d) What is Line?

   e) What is Texture?

   f) What is Space?

   g) What is Proximity?

   h) What is Closure?

   i) What is Key Line?

   j) What is Joints?

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

   a) Write a short note on Bones and joints.

   b) What is volume construction?

   c) Write down 10 Body parts name.

   d) What is fundamentals of type?

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

    a)   Write a short note on:

        i)   Fonts.

        ii)   Keening.

        iii)   Weightages.

    b)   Difference between Dominance and empharis.

    c)   What is figure and ground? Explain.

    d)   Explain visual and creative development of an artist.

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

    a)   Explain linux and shade with the help of example.

    b)   Difference between warm/cool colors.

    c)   Define the following terms:

        i)   Balance

        ii)   Scale/proportain

        iii)   Similarity

        iv)   Proximity

        v)   Constrast

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[5825]-102

F.Y. B.Sc. (Animation)
ANM 102 : Basics of Animation
(2021 Pattern) (Semester - I)

Time : 3 Hours]
[Max. Marks : 50

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

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

  a) What is key frame?

  b) What is story board?

  c) What is acting?

  d) What is $13C_4$ music?

  e) What is foley?

  f) What is posing?

  g) What is music?

  h) What is sequence?

  i) What is shots?

  j) What is film?

Q2) Answer the following 2:
[2×5=10]

  a) Demonstrate the shots? Using help of drawing.

  b) Explain any Award winning Animation film story & story board.

  c) Explain "Moana", character in detailed.

  d) What is anatomy explain it?

P.T.O.

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

  a)   Explain "sid", character in detailed.

  b)   Write down any 3 Animation principal in detail.

  c)   What is " Hunchback",? Explain.

  d)   Explain any 3 types of camera angles with the help of diagram.

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

  a)   What is posing? Explain .

  b)   What is expression? Explain.

  c)   Explain different animation types.

  d)   What is stop motion Animation.

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[5825]-103
F.Y. B.Sc.
ANIMATION
ANM - 103 : Introduction to Digital Graphics - Image Editing (Vector)
(2021 Pattern) (Semester - I)

Time : 2 Hours]   *[Max. Marks : 50*
Instructions to the candidates:
  1) *Answer all questions.*
  2) *Figures to the right indicate full marks.*

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

  a)   Which of the tool will cut a path into two different paths?

  b)   The illustrator tool which is shown as a white arrow is known as the _____.

  c)   The path finder tool will _____.

  d)   How do you select a shape that has no full?

  e)   Which solution listed below will fill an object?

  f)   Which of the tools would be used to edit a live?

  g)   Write the correct procedure to draw a perfect square in Adobe Illustrator.

  h)   Adobe Illustrator terminology for a drawn line is _____.

  i)   If you wish to edit a shape, you must click an anchor point with _____.

  j)   The illustrator tool which is shown as a completely black arrow is called the _____.

  k)   Which of the tool convert a raster image to vector image?

Q2) Answer any two. [2 × 5 = 10]

    a) Explain the interface of Adobe Illustrator?

    b) What is the main use of Adobe Illustrator?

    c) What is art board in Adobe Illustrator?

    d) What is RGB color and explain the secondary color?

Q3) Answer any two : [2 × 5 = 10]

    a) What is graphic designing?

    b) What is the use of Adobe Illustrator in Industry?

    c) Explain the role of creating the vector image.

    d) Explain the types of selection tools and use of them.

Q4) Answer any two : [2 × 5 = 10]

    a) Explain the tools of Adobe Illustrator.

    b) Write down the steps for creating a shape in Adobe Illustrator.

    c) How to add color to any trace image?

    d) Explain how you can export ICNS icon from Adobe Illustrator.

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[5825]-104

F.Y. B.Sc.

ANIMATION

ANM104 : Introduction to Programming Languages

(2021 Pattern) (Semester - I)

Time : 3 Hours]   *[Max. Marks : 50*

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

3) Neat diagrams must be drawn wherever necessary.

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

a) Write syntax and explain working of strcmp( ).

b) What is token? What are different tokens used in 'C' programming.

c) What is difference between variable declaration and variable definition.

d) Define constant. List types of constants used in 'C' programming.

e) What is purpose of break and continue statement.

f) Can you use float value in switch case? Justify your answer.

g) State applications of an array.

h) Differentiate between local and global variable.

i) What are command line arguments?

j) Explain use of null pointer in 'C'.

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

    a)   Explain syntax and use of if .... else in 'C' language.

    b)   Write a note on data types in 'C'.

    c)   What is string? Explain strcpy( ) and strcat ( ) function in 'C' programming.

    d)   What is an operator? Explain all logical operators in C with suitable example.

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

    a)   Explain 2 dimensional array with example.

    b)   What is difference between call by value and call by reference.

    c)   Explain different operations which we can perform on pointers.

    d)   Explain with an example function returning pointer.

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

    a)   Write a 'C' program to calculate factorial of an integer.

    b)   Write a recursive function in 'C' to calculate GCD of two numbers.

    c)   Write a 'C' program to calculate xy without using library function.

    d)   Write a 'C' program to find largest element in an array.

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[5825]-201
F.Y. BSc.
ANIMATION
ANM 201 : Digital Photography and Film Making Fundamentals
(2021 Pattern) (Semester - II)

Time : 3 Hours]   *[Max. Marks : 50*
Instructions to the candidates:
    1)   All questions are compulsory.
    2)   Figures to the right indicate full marks.

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

    a)   Kodak camera was invented by _____.

    b)   Rules of third is _____ rule.

    c)   CCD is a type of _____.

    d)   Full form of ISO?

    e)   A Digital Image is made up of thousands at _____.

    f)   SLR stands for _____.

    g)   Aperture is for _____.

    h)   _____ has been defined as taking of photography to provide a record of social and political situations with the aim of conveying information.

    i)   Long distance photography is facilitated by _____.

    j)   Visible Light occurs between _____.

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

    a)   Define the use of Refletor while shooting outdoor portrait.

    b)   Shallow DOF is created by using which apertures? Write about a flower with shallow DOF.

    c)   How motion blur is created? Define a picture of fan with motion blur.

    d)   Which picture style will be used to shoot a group photo and why?

P.T.O.

Q3) Answer any two :   [2 × 5 = 10]

a)   What is silhouettle? Define.

b)   What are the types of patterns? Give example of each type?

c)   What is mean by high key picture?Explain in detail.

d)   What are the four types of Lights used in Photography? Explain the significance of each.

Q4) Answer any two :   [2 × 5 = 10]

a)   What is mean by low key picture? Explain in detail.

b)   Flash light disappears in how many seconds? What is flash synchro speed?

c)   What is mean by CCD & CMOS? Explain the type.

d)   Which are the main type of lenses?

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[5825]-202
F.Y. B.Sc. (Animation)
ANM 202 : ELEMENTS OF INFORMATION TECHNOL-OGY
(2021 Pattern) (Semester - II)

Time : 3 Hours]   *[Max. Marks : 50*

Instructions to the candidates:

    1) All questions are compulsory.

    2) Figures to the right indicate full marks.

    3) Neat diagrams must be drawn wherever necessary.

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

    a)   What is an input device? Give any two examples of input devices.

    b)   What is the URL? Explain with the help of example.

    c)   What is system software? Give examples of system software.

    d)   Define Multimedia. List any two advantages of Multimedia.

    e)   List Instant messaging providers.

    f)   What is the Internet? List application of Internet.

    g)   What is RAM?

    h)   Explain Taskbar.

    i)   What is spreadsheet?

    j)   What is slideshow?

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

    a)   Explain the different types of memory in computer.

    b)   Explain WAN.

    c)   Explain Bullets and Numbering style in word processing.

    d)   Explain any five functions which can be used on data in spreadsheet.

P.T.O.

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

    a)   Explain the different types of computer Network.

    b)   Explain the facilities available in any word processing software.

    c)   Write a short note on search Engines.

    d)   Explain the file and Directory management.

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

    a)   Write down steps to use formula & functions in spreadsheet.

    b)   Explain the applications of IECT (Information Electronics and communication technology).

    c)   Explain slide view of presentations.

    d)   Write down the steps for following (Windows OS)

        i)   Adding and removing printers.

        ii)   Changing mouse properties.

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[5825]-203

First Year B.Sc. (Animation)
ANM 203 : INTRODUCTION TO 2D ANIMATION
(2021 Pattern) (Semester -II)

Time : 3 Hours]   *[Max. Marks : 50*
Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*

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

    a)   Shock wave file_____

    b)   Write short key of time line is_____

    c)   Which software technique of physically manipulates an object to 2D animation?

    d)   _____ refers to simulated motion pictures showing movement of drawn objects.

    e)   _____ is basically a form of pictorial presentation of technology.

    f)   Write short key of group.

    g)   Write full form of SWF.

    h)   Object oriented graphics_____

    i)   A_____ device produces an illusion of movement from a rapid succession of static pictures.

    j)   Multiple camera was introduced by Walt Disney True/False?

Q2) Answer any two   **[2×5=10]**

    a)   What is the main use of adobe Animate?

    b)   Write about the interface of Adobe Animate?

    c)   Write about tool panel in Adobe Animate.

    d)   Write about managing windows and panel.

P.T.O.

Q3) Answer any two: [2×5=10]

    a)   How to create custom workspace layouts?

    b)   What is setting stage dimension?

    c)   What are editing frames and layers?

    d)   Write about geometric shapetool.

Q4) Answer any two   [2×5=10]

    a)   Write the use of fill and stroke controls.

    b)   What is simplifying snapping setting?

    c)   What is mean by transforming objects?

    d)   What is frame by frame animation?

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[5825]-204

First Year B.Sc. (Animation)
ANM-204 : 3D ANIMATION - I (Maya)
(2021 Pattern) (Semester - II)

Time : 3 Hours]   *[Max. Marks : 50*
Instructions to the candidates:
   1)   *All questions are compulsory.*
   2)   *Figures to the right indicate full marks.*

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

   a)   Write 2 official formats of Maya files.

   b)   Define polygon in 3D software.

   c)   Short cut key for Move, Rotate and Scale?

   d)   What is Maya Software used for?

   e)   What is an Animation?

   f)   Which command extrudes a curve outline in 360º to mode a pot?

   g)   What is duplicate special?

   h)   What is pivot point?

   i)   Which is shortcut (Number) to Light in Viewport?

   j)   What is Mirror Geometry?

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

   a)   Explain Maya Interface.

   b)   Explain modeling in Maya.

   c)   List types of shaders in Maya? Explain any one.

   d)   Explain project file management.

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

   a)   Explain Timeline in Maya.

   b)   Explain Arnold Shaders in Maya.

   c)   List Arnold Lights in Maya. Explain any one.

   d)   Explain Arnold Render setup in Maya.

P.T.O.

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

   a)   Explain Basic default Lights in Maya.

   b)   Describe importance of Maya in Animation Industry.

   c)   What are Shaders? Explain in detail.

   d)   What is the Render Engine? Explain 'Mental Ray'.

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