S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017
VALUE EDUCATION—I
(2015 PATTERN)

Time : Two Hours
Maximum Marks : 40

N.B. :— (i) Neat diagrams must be drawn wherever necessary.
(ii) All questions are compulsory

1. Answer the following : [10]
(1) What is self-esteem ?
(2) What is the relevance of value education ?
(3) What is an empty nest ?
(4) Name two types of family.
(5) What are the uses of self-introspection ?
(6) What service can you render to the society ?
(7) What are consumer rights ?
(8) What is indoctrination ?
(9) What is secularism ?
(10) Give examples of animated characters with the values they possess.

2. Answer any two of the following : [10]
(1) What are the responsibilities of man according to Tirukkural ?
(2) What is anger and how can you neutralize it ?
(3) Write a short note on “Politics in India”.
(4) What are the responsibilities of a family ?

P.T.O.
3. Answer any *two* of the following :  

(1) What are professional ethics ?
(2) Explain how you can improve the mutual understanding between religions ?
(3) Write a short note on the environmental issues faced by our country.
(4) Compare and contrast religion and secularism.

4. Answer any *two* of the following :  

(1) Explain the problems of the elderly.
(2) What are the reasons of drug abuse and depression among adolescents ?
(3) Write a short note on culture and globalization.
(4) Explain the importance of value education.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017
3D PRODUCTION (AUTODESK MAYA)
(2015 PATTERN)

Time : Two Hours Maximum Marks : 40

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

1. Answer the following : [10]
   (1) What is mirror geometry ?
   (2) What is playblast ?
   (3) What is shelf in maya ?
   (4) What is the location of project window ?
   (5) What is the use of layer pannel in maya ?
   (6) What is outliner ?
   (7) Mental ray is default renderer Maya. (True or False)
   (8) Write any two types available for mapping.
   (9) Name any two lights in maya.
   (10) What is rigging ? Write in one sentence.

2. Answer the following (any two) : [10]
   (1) What is the difference between IK and FK ?
   (2) What is ambient occlusion pass ? How to obtain it ?

P.T.O.
(3) What is the use of ncloth? What are the steps to create a cloth?

(4) Explain Rigid Body dynamics.

3. Answer the following (any two): [10]
   (1) Explain normal mapping and its use.
   (2) Explain working of Blend shapes.
   (3) What is skinning process?
   (4) Write difference between polygon modelling and NURBS modelling.

4. Answer the following (any two): [10]
   (1) Explain hypershade window.
   (2) How to create particle system in Maya?
   (3) Explain all types of lights in Maya.
   (4) Write short notes on (any two):
       (a) Maya software
       (b) Maya hardware
       (c) Mental ray
       (d) Command line rendering.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

GRAPHIC ART (USING SOFTWARE)

(ADOBE INDESIGN)

(2015 PATTERN)

Time : Two Hours  Maximum Marks : 40

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

(ii) All questions are compulsory

1. Answer the following in one sentence : [10]

(1) What are the short keys to pan and zoom in and zoom out on keyboard.

(2) What value is leading typically measured as ?

(3) Write full form of CC.

(4) Write file extention of book in InDesign.

(5) Short key of Image place in place holder.

(6) True or False : Standard bleed should be 5 mm.

(7) 300 dpi resolution of image use for ............. media.

(8) Full form of PDF.

(9) Shortkey for “Type Tool” on keyboard.

(10) What is the keyboard short key for Hide Ruler ?
2. Attempt any two of the following: 
   (1) Explain paragraph stylesheet options (min-4).
   (2) Explain what is Adobe Indesign.
   (3) Mention what are the tools available in Adobe Indesign.
   (4) How to create text columns in Indesign.

3. Write short notes on (any two): 
   (1) Character style
   (2) Master Page
   (3) CMYK Vs. RGB

4. Answer of the following (any one): 
   (1) Explain how you can change the image display to low resolution or a high resolution?
   (2) Explain text pannel, pathfinder pannel and stroke pannel options.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017
(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.

1. Attempt each of the following : [10×1=10]
   (a) What is multimedia system?
   (b) Define hypertext and hypermedia.
   (c) Define ADC.
   (d) Define aspect ratio.
   (e) State Nyquist sampling theorem.
   (f) Write the frequency range of music signal.
   (g) List the MPEG standards.
   (h) Write the abbreviation of MIDI.
   (i) List out the names of audio and video formats.
   (j) What is the RGB and CMYK?

2. Attempt any two of the following : [2×5=10]
   (a) Write a note on electronic book.
   (b) Explain the technology trends in brief.
   (c) Draw and explain digital representations of sound.
   (d) Write a short note on censor for TV camera.

P.T.O.
3. Attempt any two of the following: [2×5=10]
   (a) Write a short note on video performance measurements.
   (b) Explain in brief JPEG image compression standard.
   (c) Write a short note on hyper-application.
   (d) Explain in brief Quicktime Movie File (QMF) format.

4. Attempt any two of the following: [2×5=10]
   (a) Distinguish track model and object model.
   (b) Write a short note on MPEG compression standard.
   (c) Explain simple video compression technique.
   (d) Write a short note on color camera for pickup from film.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2105 : ANIMATION TECHNIQUE-I

(2015 PATTERN)

Time : Two Hours Maximum Marks : 40

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

(ii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions : [10x1=10]

(a) What is video format ?
(b) What is Thumbnails ?
(c) What is glass shot ?
(d) What is back drops ?
(e) Explain the rear projection short concept.
(f) What is X-sheet ?
(g) Name any five video format.
(h) Which camera is used for stop motion animation.
(i) In which year black backing matting process painted ?
(j) What is the travelling matte ?
2. Attempt any two of the following : \[2\times 5 = 10\]

(a) Explain the difference between 35 mm file format and 65/70 mm file format.

(b) What is black-backing matting process ?

(c) Who is the Frank Williams ? Write down his work.

(d) Explain the concept of Green screen footage.

3. Attempt any two of the following : \[2\times 5 = 10\]

(a) What is shooting on one and shooting on two ?

(b) What is History of cut-out animation ?

(c) How to “Capture movement” ? Explain the process.

(d) How to give “walk” to any character.

4. Attempt any two of the following : \[2\times 5 = 10\]

(a) What is wire removal ?

(b) What is Ruto ?

(c) What is resolution and frame size ?

(d) What is black-backing matting process ?
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017
AN-2106 : PRODUCTION PROCESS—I
(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 (any ten) : [10]
   (a) Define positive and negative space in design.
   (b) What is Silhouette ?
   (c) List the equipments required for a layout artist.
   (d) What is layout ?
   (e) Define story board.
   (f) What is Pilot Script ?
   (g) What is Screen Play ?
   (h) Define script writing for a movie.
   (i) What is perspective ?
   (j) What is climax in a story ?
   (k) What is Story beats ?
   (l) What is premise ?

2. Answer the following (any two) : [10]
   (a) Write a note on ‘Types of Animation Characters’.

P.T.O.
(b) What is Story Dynamics? Explain.
(c) Give an overview of the production process with the help of a flowchart.
(d) What is post production? Explain.

3. Answer the following (any two): [10]
(a) Write a short note on conceptual drawings.
(b) What is ‘Turn around sheet’ in character designing?
(c) Write a note on ‘The rule of thirds’.
(d) How to write dialogues?

4. Answer the following (any two): [10]
(a) What is ‘head room’? Explain with the help of an illustration.
(b) Write a note on Background design.
(c) What is Body Language? How is it important in character designing?
(d) How to develop a cartoon character from basic shapes?
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017

AN 2201 : VALUE EDUCATION-II

(Skill Development Personality Development, Mind Mapping)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions : [10]

(1) What is meant by blind self ?

(2) What is a conference ?

(3) What does Johari window illustrate ?

(4) Mention two variables in interpersonal communication.

(5) What is kinesics ?

(6) What is the function of a belief system ?

(7) What is the full form of SMART ?

(8) What is self-awareness ?

(9) What is public speaking ?

(10) What is the importance of self-assessment ?
2. Answer any *two* of the following: [10]

(1) What are the advantages of telephonic meetings? Explain the telephonic etiquette at:
   (a) Restaurants
   (b) Places of worship
   (c) In an airplane.

(2) What is meant by speaking skill? Explain *four* ways of developing your speaking skill.

(3) Explain Johari window and its principles using a diagram.

(4) Explain how to give and receive feedback.

3. Answer any *two* of the following: [10]

(1) Explain visual communication elaborating about its advantages in oral communication.

(2) Explain the difference in behaviour between self-confident and less confident individuals.

(3) What are the responsibilities of a leader?

(4) What is meant by communication? Explain how to overcome the barriers of listening and information overload.
4. Answer any *two* of the following: [10]

1. Explain proxemics with a diagram.

2. What is oral communication? Explain its advantages and disadvantages.

3. How can you write any document effectively.

4. What is written communication? Explain the advantages and disadvantages.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2202 : 3D PRODUCTION (Autodesk Mudbox)
(2015 PATTERN)

Time : Two Hours Maximum Marks : 40

N.B. :—  (i)  All questions are compulsory.
           (ii) Neat diagrams must be drawn wherever necessary.

1. Attempt the following :  [10]
   (a) What is Invert Freeze ?
   (b) Write down shortcut to adjust tool strength.
   (c) Where to find shaders in Mudbox ?
   (d) How to use smooth brush tool ?
   (e) What is Stencil and how to use it ?
   (f) How to render a scene ?
   (g) Define traditional sculpting.
   (h) How to lock the active model ?
   (i) Define retopolizing.
   (j) What is the hot key for Mirror symmetry ?

2. Answer the following (any two) :  [10]
   (a) Explain extract texture mapping window.

P.T.O.
(b) Write a short note on depth of field.
(c) Define viewport filters (any three).
(d) How to create layer and subdividing?

3. Answer the following (any two): [10]
   (a) Describe paint layers and sculpt layers.
   (b) Describe ‘Displacement’ map.
   (c) Explain the importance of UVW mapping in mudbox.
   (d) Explain the following tools:
       (i) Create curve
       (ii) Grab curve
       (iii) Smooth curve.

4. Answer the following (any two): [10]
   (a) Explain human anatomy for sculptors.
   (b) Explain the use of wax sculpt tool.
   (c) Write a short note on Flatten mapping.
   (d) Explain the following tools:
       (i) Freeze Tool
       (ii) Grab Tool
       (iii) Pinch Tool
       (iv) Sculpt Tool.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2203 : INTRODUCTION TO ACTION SCRIPT
(Using Software Adobe Flash)
(2015 PATTERN)

Time : Two Hours Maximum Marks : 40

N.B. :-
(i) All questions are compulsory.
(ii) Neat diagrams must be drawn wherever necessary.

1. Attempt all of the following : [10]
   
   (a) What is function overriding ?
   
   (b) What is main purpose of ActionScript ?
   
   (c) How to create movie clip symbol ?
   
   (d) What is input text field ?
   
   (e) What is Boolean data types ?
   
   (f) Write down importance of variables.
   
   (g) What is trace( ) statement ?
   
   (h) What is Array ?
   
   (i) What is Event Handling ?
   
   (j) Write down the following shortcut key :
      
      (1) Convert to Symbol
      
      (2) Actionscript Panel
      
      (3) Insert Key Frame.
2. Attempt any two of the following: [10]
   (a) Write a note on package.
   (b) Explain switch case conditional statement.
   (c) What are the advantages of object-oriented programming language?
   (d) Explain Library Panel and how to access library items.

3. Attempt any two of the following: [10]
   (a) Explain the role of function with examples.
   (b) Write a function load external image.
   (c) What is different between movie clip and graphic symbol?
   (d) Explain the timeline window and how to use?

4. Attempt any two of the following: [10]
   (a) Explain any five blending modes.
   (b) Write a function to change the opacity an object by clicking on the button.
   (c) Explain Math.random() and Math.floor() statement.
   (d) What is Nested Loop in ActionScript? Explain in brief.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
MULTIMEDIA COMMUNICATION
(2015 PATTERN)

Time : Two Hours Maximum Marks : 40

N.B. :— (i) All questions are compulsory.
(ii) Figures to the right indicate full marks.

1. Attempt each of the following : [10×1=10]
   (a) Define geostationary satellite.
   (b) List the type of transmission media.
   (c) Define phoneme and viseme.
   (d) Name the elements of multimedia communication.
   (e) Write the formula for attenuation and amplification.
   (f) Write the full form of JPEG and GIF.
   (g) Define Animation.
   (h) What is synchronous transmission ?
   (i) Write four types of image format.
   (j) What is sound forge ?

2. Attempt any two of the following : [2×5=10]
   (a) Explain briefly TCP/IP reference model.
   (b) Explain briefly lip reading.
   (c) Draw a diagram of the idle RQ error control scheme for :
      (i) Error free transmission
      (ii) Corrupted I-frame
      (iii) Corrupted ACK-frame.
   (d) Explain the standard for entertainment applications.

P.T.O.
3. Attempt any two of the following: [2\times 5=10]
   
   (a) Write short note on media interaction.
   
   (b) What are the network requirement of multimedia communication?
   
   (c) Write short note on satellite transmission system.
   
   (d) Explain HDLC protocol.

4. Attempt any two of the following: [2\times 5=10]
   
   (a) Write short note on graphics and image data type and file format.
   
   (b) Write short note on digital audio.
   
   (c) Explain in brief 8-bit color images.
   
   (d) Explain GIF file format.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
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.

1. Answer the following questions : [10×1=10]
   (a) What is reflector ? Answer in short.
   (b) What is character light in Chroma ?
   (c) What is Hair light ? What it is used for ?
   (d) Define the composition.
   (e) Which part of the face is most suitable for Horror effects ?
   (f) What is an Action Scene ?
   (g) What is Time Lapse Photography ?
   (h) What are Pallies ?
   (i) Name any VFX software like after effect.
   (j) What is Back drops ?

2. Attempt any two of the following : [2×5=10]
   (a) How to Render a JPEG sequence image output in after effect ?
   (b) Write a brief note on any film’s Horror Scene with detail effects.
   (c) What is Film Titleing ?
   (d) Define the concept Dynamics with examples.

P.T.O.
3. Attempt any two of the following: [2x5=10]
   (a) Explain the compositing with detail.
   (b) What is Cutout Animation?
   (c) What is follow through and overlapping?
   (d) What is slow in slow out principle?

4. Attempt any two of the following: [2x5=10]
   (a) Write a short note on Action Scene and VFX.
   (b) Write a brief note on Indian VFX Movie Robot.
   (c) How to create a 3D grid in After Effect?
   (d) Write down the process to match move 3D text in Video Footage.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
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 questions (any ten): [10×1=10]
   (a) Define scene.
   (b) What is a shot ?
   (c) Which are the different types of story boards ?
   (d) What is Panning ?
   (e) What is Focal Point ?
   (f) What is an outline ? Elaborate.
   (g) What is Mood Board ?
   (h) What is ‘Footage’ ?
   (i) Write the proper sequence of different stages of video production.
   (j) What is ‘Narration’ ?
   (k) Define Compositing.
   (l) What is ‘Lip Sync’ ?
2. Answer the following questions (any two) : [2×5=10]
   (a) Write a note on different transitions and cuts.
   (b) Which are different camera angles ?
   (c) How to prepare Animatics ?
   (d) Write a note on ‘Conceptual Art’.

3. Answer the following questions (any two) : [2×5=10]
   (a) Which points are to be considered while writing a screenplay ?
   (b) What drawing materials are required for storyboarding ?
   (c) What is ‘Head Room’? Explain with the help of an illustration.
   (d) What is Vertigo effect ?

4. Answer the following questions (any two) : [2×5=10]
   (a) What is ‘Steadicam’?
   (b) Write a note on ‘Continuity in Animation’.
   (c) What is Floor Plan?
   (d) Write the different stages in preproduction.
1. Answer any ten of the following : [10×2=20]
   (a) What are the basic 3 part of the computer ?
   (b) Give the definition of flow chart.
   (c) What is operating system ?
   (d) List the different input devices.
   (e) What is Non-impact printer ?
   (f) What is program ?
   (g) What is compiler ?
   (h) What is LAN ?
   (i) What is Sequential Access Memory ?
   (j) List various transmission Medias.
   (k) Enlist functions of operating system.
   (l) List the different types of Scanners.
2. Answer any three of the following : \( [3\times5=15] \)
   
   (a) Write a note on Primary Storage and Secondary Storage Unit.
   
   (b) What are different types of Registers ?
   
   (c) Write a note on Storage Evaluation Criteria of Main Memory.
   
   (d) Write a note on Barcode Reader.
   
   (e) Explain Multiprocessing.

3. Answer any three of the following : \( [3\times5=15] \)
   
   (a) Write an algorithm to find maximum of 2 numbers.
   
   (b) Write an algorithm to sum first 10 numbers.
   
   (c) Draw a flowchart to print only odd numbers between 1 to \( n \) (accept \( n \) from user)
   
   (d) Write a note on multiprogramming.
   
   (e) Write an algorithm for swapping of two numbers.

4. Answer any three of the following : \( [3\times5=15] \)
   
   (a) What are issues in Wireless Computing Networks ?
   
   (b) Explain File Transfer Protocol.
   
   (c) Write a note on WWW Browser navigation properties.
   
   (d) What are advantages and limitations of Flowchart ?
   
   (e) Write a note on Storage Organization of Hard Disk.
5. Answer any *three* of the following: \[3\times5=15\]

(a) Write a note on Communication Satellite.

(b) What are Advantages and Limitations of Hard Disk?

(c) What are features of High Level Language? What are Advantages of HLL?

(d) Write a note on ROM, PROM and EPROM.

(e) What are advantages of Optical Fibers?
F.Y. B.Sc. (Animation) EXAMINATION, 2017
AN-1102 : INTRODUCTION TO PROGRAMMING LANGUAGES
(Paper II)
(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 any ten of the following : [10×2=20]
   (1) What are the three constants used in C ?
   (2) Explain bitwise left shift operator.
   (3) What is unary operator ?
   (4) Explain putchar( ).
   (5) What is an expression ? How is an expression differing from variables ?
   (6) Explain primary data types used in C.
   (7) Comment “C is mid-level language”.
   (8) What are the advantages of static variable ?
   (9) What is program ?
   (10) What is pointer ? Give example.
   (11) State three advantages of function.
   (12) What is reference variable in C++ ?
2. Answer any three of the following: [3×5=15]

(1) What is data type. Explain the any four data types used in C Language.

(2) Explain the difference between ‘=’ and ‘==’ operator with example?

(3) What is keyword? Give the two examples of keyword and its use.

(4) What is function overloading? Explain with suitable example.

(5) Write a function to find maximum out of three numbers.

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

(1) What is data encapsulation and data abstraction?

(2) Explain while loop with its syntax and example.

(3) Explain any two bitwise operators with suitable example.

(4) Explain different types of constructors in C++.

(5) Explain types of inheritance with suitable example.

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

(1) Write a C program to print Armstrong number.

(2) Write a C program to find integer element in array.

(3) Write a C program to check whether given number is even or odd.

(4) Write a note on template in C++.

(5) What is structure? Explain with example.
5. Answer any *three* of the following: [3×5=15]

(1) Explain gets and puts with suitable example.
(2) Explain recursive function with an example.
(3) What is string? Explain any *three* string library functions.
(4) Write a note on exception handling in C++.
(5) Describe inline function in C++ with example.
F.Y. B.Sc. (Animation) EXAMINATION, 2017

AN-1103 : BASICS OF ANIMATION

(2015 PATTERN)

Time : Three Hours Maximum Marks : 80

N.B. :— (i) All questions are compulsory
       (ii) Figures to the right indicate full marks.

1. Answer the following (any ten) : [10×2=20]
   (a) What is anticipation ?
   (b) Arrange the following in sequence :
       (i) Editing
       (ii) Texturing
       (iii) Character development
       (iv) Story board.
   (c) Define scene.
   (d) Define keyframe.
   (e) What is line of action ?
   (f) What are storyboards ?
   (g) Define “Cel”.
   (h) What are thumbnail drawings ?
   (i) Write down fullform of “PAL” and “NTSC”.

P.T.O.
(j) What is vector animation?
(k) What is 3D animation?
(l) What devices of animations are popular invented during 19th Century?

2. Attempt the following (any four) : [4×5=20]
(a) Explain the following terms :
   (i) Break down position
   (ii) Animation
   (iii) 2D animation
   (iv) Animatics
   (v) Follow through.
(b) What are the types of animation? Explain any two.
(c) Explain concept of slow in and slow out with diagram.
(d) What is the difference between Raster and Vector?
(e) Explain solid drawing.

3. Attempt the following (any four) : [4×5=20]
(a) Write down 12 fundamental principles of animation. Explain any one principle.
(b) Write a character bible for a soldier.
(c) Write short note on Rotoscopy and Cel-animation.
(d) Explain concept of Digital Animation.
(e) What are the skills of animator?
4. Attempt the following (any *four*) : [4×5=20]

(a) Develop creative character for animation using basic shapes.

(b) What is the importance of pacing in story telling?

(c) Explain the terms B.G., F.G. and M.G. in layouts with the help of a diagram.

(d) Explain Body language and its necessity in animation.

(e) Write down production pipeline for 2D animation.
F.Y. B.Sc. (Animation) EXAMINATION, 2017
AN-1104 : FOUNDATION ART
(2015 PATTERN)

Time : Three Hours  Maximum Marks : 80

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

(ii) Neat diagrams must be drawn wherever necessary.

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

(i) What is vanishing point ?

(ii) Define High key, Middle key and Low key.

(iii) What is Drapery ?

(iv) What is cast shadow ?

(v) What is Bi-ped ?

(vi) Define ‘quadruped’ ?

(vii) Define cool colours.

(viii) What is space ?

(ix) Define Texture.

(x) What is form ?

(xi) Define ‘Hand Gesture’.

(xii) What is Harmony ?

P.T.O.
2. Answer the following (any four) : \[4\times5=20\]

(i) Name any five bones in human body with diagram.

(ii) Write a note on Animal Anatomy.

(iii) Write a process of developing a cartoon character from basic shapes.

(iv) Explain complementary and analogous colour schemes.

(v) Write a note on ‘Drawing Human figure’.

3. Answer the following (any four) : \[4\times5=20\]

(i) Draw a cube using 3 point perspective.

(ii) Explain the terms — Tint, Shade and Value.

(iii) Write a note on ‘Element of Design’.

(iv) Write a note on ‘Body Muscles’.

(v) Explain Human body proportions.

4. Answer the following (any four) : \[4\times5=20\]

(i) Draw an imaginary cartoon character of ‘Doctor Ant’ or ‘Chef Monkey’.

(ii) What is additive and subtraction colour theory ?

(iii) Write a note on ‘Pencil Shading’.

(iv) Which are different eye levels in perspective.

(v) How to draw different facial expressions ?
F.Y. B.Sc. (Animation) EXAMINATION, 2017

AN-1105 : COMPUTER BASED 2D ANIMATION
(2015 PATTERN)

Time : Three Hours Maximum Marks : 80

N.B. — (i) Attempt all questions.
        (ii) Neat diagrams must be drawn wherever necessary.
        (iii) Figures to the right indicate full marks.

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

   (a) What are the options in brush tool ?
   (b) How to show a layer as an outline ?
   (c) How to show/hide all layers except for one specific layer ?
   (d) What is the shortcut of insert blank key frame ?
   (e) What is the shortcut of group and break ?
   (f) What is the shortcut of eye-dropper tool ?
   (g) What is the shortcut of 3D Translation tool ?
   (h) Write shortcut for Rotate 90° Right tool ?
   (i) Write path of create folder.
   (j) What is shortcut of Align tool ?

P.T.O.
(k) “Flash software is vector based software”. True or False? Justify.

(l) What is Action Script.

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

(a) What are types of color panel? Explain any two.

(b) What is the use of Tool Panel in Flash?

(c) What is Group and its importance?

(d) What are the types of sound synchronization?

(e) Explain different types of selection tool?

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

(a) What is layer guid? Explain it.

(b) Explain lasso tool.

(c) Explain various types of stroke style.

(d) What are the tools use for drawing in Flash?

(e) Explain types of views in Flash.

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

(a) Explain use of Action Script.

(b) Explain in brief symbol.

(c) Explain vector Graphic.

(d) Explain kerning.

(e) Write path for delete folder.
F.Y. B.Sc. (Animation) EXAMINATION, 2017
AN-1106 : INTRODUCTION TO GRAPHICS
(2015 PATTERN)

Time : Three Hours  \[\text{Maximum Marks : 80}\]

\[\text{N.B. :—} \]
\(i\) \text{All questions are compulsory.}
\(ii\) \text{Figures to the right indicate full marks.}
\(iii\) \text{Neat diagrams must be drawn wherever necessary.}

1. \text{Answer any ten of the following :} \[10 \times 2 = 20\]
   (a) \text{How to import image in photoshop ?}
   (b) \text{What are retouching tools ?}
   (c) \text{What is ruler tool ?}
   (d) \text{What is curvature tool in illustrator ?}
   (e) \text{Name any four Blur filters.}
   (f) \text{Define blending modes.}
   (g) \text{Write any four selection tools.}
   (h) \text{What is selection tool in illustrator ?}
   (i) \text{What is Pixel ?}
   (j) \text{What is shear tool in illustrator ?}
   (k) \text{What is outline stroke in illustrator ?}
   (l) \text{How to lock layer ?}

2. \text{Attempt any four of the following :} \[4 \times 5 = 20\]
   (a) \text{Explain RGB and CMYK colour mode.}
(b) Explain Guides.
(c) How to apply Clipping Mask?
(d) How to apply Mask in illustrator?
(e) Explain smudge tool.

3. Attempt any four of the following: [4×5=20]
   (a) Explain history brush tool.
   (b) Explain Crop tool.
   (c) How to save file in JPEG format?
   (d) Explain strock options in illustrator.
   (e) Explain paragraph formatting.

4. Attempt any four of the following: [4×5=20]
   (a) How to change canvas size?
   (b) Explain color modes.
   (c) How to create a pattern in illustrator?
   (d) Explain gradient tool.
   (e) Write a note on blur filters.
F.Y. B.Sc. (Animation) EXAMINATION, 2017

ELEMENTS OF 3D DESIGN

(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) : [20]

(1) Write down the following shortcuts :

(a) Move

(b) Rotate

(c) Scale

(2) What is polygon ?

(3) Define attribute editor and short key.

(4) What insert edge loop tool ?

(5) Define any one animation principle.
(6) What is NURBS?
(7) What is Obj?
(8) Define image plane.
(9) What is soft selection?
(10) What is CGI?
(11) Define split polygon tool.
(12) What is snapping?

2. Answer the following (any four) : [20]
   (1) What is linking objects? Explain in detail.
   (2) Explain rendering concept.
   (3) Explain Playblast and Fcheck.
   (4) What is pivot point? How to change it?
   (5) Explain hypershade window.

3. Answer the following (any four) : [20]
   (1) Write down difference between polygon and NURBS.
   (2) What is spline? Explain their sub-objects level.
   (3) Explain 3-point light system.
   (4) Explain any two types of animation principles in detail.
   (5) Explain file management workflow.
4. Answer the following (any *four*) :

(1) Explain freezing object in *3ds Max*.

(2) Explain Maya toolkit (modelling)

(3) Explain channel box in detail.

(4) Explain extrude and bevel in detail.

(5) Explain the following :

   (a) Vertex

   (b) Edge

   (c) Face.
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) : [10x2=20]  

(a) Define Communication.  

(b) What are the various elements of Mass Communication ?  

(c) What are the various media used for mass communication ?  

(d) Explain Media Convergence.  

(e) What are the basic functions and roles of mass communication ?  

(f) List any two Hindi newspaper in India ?  

(g) List any two English news channels in India ?  

(h) Define media literacy.  

(i) Define media consolidation.  

(j) Define culture.
(k) What is the importance of mass communication for company?
(l) List any two sports magazines.

2. Answer the following (any four): [4×5=20]
   (a) What do you think are the main responsibilities of a mass communication professional?
   (b) How does mass communication affect culture?
   (c) What is the pattern of evolution of mass communication and when did it start?
   (d) In what ways does newspaper affect the development of nation?
   (e) What are the current characteristics of News?

3. Answer the following (any four): [4×5=20]
   (a) Which are the most dominating companies in the field of mass communication?
   (b) How does social media affect youth?
   (c) What is culture globalization? How does mass communication promote it?
   (d) What is dependency theory in mass communication and how does it differ from modernization theory?
   (e) What is bullet theory?
4. Answer the following (any four) : [4×5=20]

(a) Explain the difference between mass communication and personal communication.

(b) Who are the major participants in business buying process?

(c) Explain Attitude change theory.

(d) Explain uses and gratification theory.

(e) What are the different types of people a mass communication personnel deals with?