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[5118]-101

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 : [10]
- (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 : [10]
- (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.

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[5118]-102

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.

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[5118]-103

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 extension 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 ?

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (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*) : [2×5=10]
- (1) Character style
 - (2) Master Page
 - (3) CMYK Vs. RGB
 - (4) Book Panel Vs. Single Document.
4. Answer of the following (any *one*) : [1×10=10]
- (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.

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[5118]-104

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 sensor 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.

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[5118]-105

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 : [10×1=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 ?

P.T.O.

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

- (a) Explain the difference between 35 mm film format and 65/70 mm film 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 : [2×5=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 : [2×5=10]

- (a) What is wire removal ?
- (b) What is Roto ?
- (c) What is resolution and frame size ?
- (d) What is black-backing matting process ?

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[5118]-106

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 ?

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[5118]-201

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 ?

P.T.O.

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.

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[5118]-202

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.

Total No. of Questions—4]

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[5118]-203

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.

P.T.O.

- 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.

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[5118]-204

**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 : [2×5=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 : [2×5=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.

Total No. of Questions—4]

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[5118]-205

**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 : [2×5=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 : [2×5=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.

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[5118]-206

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' ?

P.T.O.

- 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 screen play ?
 - (b) What drawing materials are required for story boarding ?
 - (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.

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[5118]-1001

F.Y. B.Sc. (Animation) EXAMINATION, 2017

INTRODUCTION TO ELEMENTS OF

INFORMATION TECHNOLOGY

(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]

(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.

P.T.O.

- 2.** Answer any *three* of the following : [3×5=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 : [3×5=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 : [3×5=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 : [3×5=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 ?

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[5118]-1002

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++ ?

P.T.O.

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.

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[5118]-1003

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.

Total No. of Questions—4]

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[5118]-1004

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*) : [4×5=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*) : [4×5=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*) : [4×5=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 ?

Total No. of Questions—4]

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[5118]-1005

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 option 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.

Total No. of Questions—4]

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[5118]-1006

F.Y. B.Sc. (Animation) EXAMINATION, 2017

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 any *ten* of the following :

[10×2=20]

- (a) How to import image in photoshop ?
- (b) What are retouching tools ?
- (c) What is ruler tool ?
- (d) What is curvature tool in illustrator ?
- (e) Name any *four* Blur filters.
- (f) Define blending modes.
- (g) Write any *four* selection tools.
- (h) What is selection tool in illustrator ?
- (i) What is Pixel ?
- (j) What is shear tool in illustrator ?
- (k) What is outline stroke in illustrator ?
- (l) How to lock layer ?

2. Attempt any *four* of the following :

[4×5=20]

- (a) Explain RGB and CMYK colour mode.

P.T.O.

- (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.

Total No. of Questions—4]

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[5118]-1007

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.

P.T.O.

- (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*) :

[20]

- (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.

Total No. of Questions—4]

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[5118]-1008

F.Y. B.Sc. (Animation) EXAMINATION, 2017

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) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

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

P.T.O.

- (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 starts ?
- (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 affects 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 ?