T.Y.B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3101 : SCRIPT WRITING

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :—

(i) Answer all questions.

(ii) Neat diagrams must be drawn wherever necessary.

(iii) Figures to the right indicate full marks.

1. Answer the following : [10×1=10]

(a) What is shot ?

(b) What is OTS ?

(c) What is bible film making ?

(d) What is a SLUG LINE ?

(e) What does ‘EXT’ denote in script writing ?

(f) What is derivative screen play ?

(g) What is a parenthetical ?

(h) Name the line art animation masterpiece created by Winsor McCay in 1914.

(i) Name the first Indian Animation made by Dadasaheb Phalke.

(j) In which year did ‘The Flintstones’ the first half-hour animated sitcom debuted ?
2. Answer any two of the following: [2×5=10]
   (a) What is the basic structure of story?
   (b) Describe in detail the development of a character.
   (c) Describe what buyers are looking for in story in detail.
   (d) Explain the role of a theme in a story.

3. Attempt any two of the following: [2×5=10]
   (a) Prepare a list of important points to be checked before submitting a premise.
   (b) What is a scene and what are its important aspects?
   (c) How is an animator a visual director?
   (d) What are the devices of comedy in animation? Explain.

4. Attempt the following (any two): [2×5=10]
   (a) Give a detailed account of format consideration while creating a storyboard.
   (b) Explain the use of a storyboard in the field of business.
   (c) What are the characteristics of a dialogue?
   (d) What makes an outstanding board? Explain in detail.
T.Y.B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3102 : INTRODUCTION TO ACTION SCRIPT

(2012 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) State any two relational operators.
   (b) What is alpha property ?
   (c) Explain the term “Event object”.
   (d) Why do we use break statement ?
   (e) Explain data types string and boolean.
   (f) Explain the term “Listener”.
   (g) State any two logical operators.
   (h) Explain the term “Associative array”.
   (i) Explain normal blend mode.
   (j) Write any three methods of inserting element to an array.

2. Attempt any two of the following : [2×5=10]
   (a) State any 5 data types used in an interface. Write a note on interface.
(b) How to implement an interface in a class?
(c) Write a function to load external JPG image.
(d) Explain for.........in loop with example.

3. Attempt any two of the following: [2×5=10]
   (a) What is preloader?
   (b) Write any 5 characteristics of procedure oriented programming language.
   (c) Write a function to change the color, font and size of the text within the text field “txt Fld”
   (d) Write a function to navigate to a URL www.adobe.com after clicking on a button.

4. Attempt any two of the following: [2×5=10]
   (a) Write a function in AS3 to sort the given array.
   var country : Array = [“India”, “Nepal”, “Poland”, Australia”, “Egypt”].
   (b) Explain the access-control modifiers available for instance variables definitions.
   (c) What are the advantages of object-oriented-programming language?
   (d) What are the advantages of display list approach?
T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3103 : GAMING TECHNOLOGY

(2012 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.
(iv) Assume suitable data, if necessary.

1. Attempt each of the following : [10×1=10]
   
   (a) The first electronic game played in............. base.
   (b) ............ company introduced the Donkey King.
   (c) Name the sequel of Donkey King game.
   (d) What was turned into game machines ?
   (e) List four game production phases.
   (f) Why is C++ a language which rewards greater than other programming languages in game design ?
   (g) Unreal Game Engine only accepts information written in............. language.
   (h) What is the meaning of object oriented language ?
   (i) ........ and............. testing period comes after production in game production cycle.
   (j) Outsource objects which can be imported in Unity 3D are called........
2. Attempt any two of the following: \[2\times 5=10\]
   \(a\) Write down brief story of game “Donkey King” and its sequels.
   \(b\) Define personal computer revolution in game industry.
   \(c\) Explain LAN functionality in New Era Games.
   \(d\) Describe Mobile and Hand held games.

3. Attempt any two of the following: \[2\times 5=10\]
   \(a\) Explain LAN party phenomenon.
   \(b\) Explain Trip Hawkins Electronic Arts Co.
   \(c\) Explain MUDS created by Richard Bartle.
   \(d\) Explain quantum link by America online (AOL).

4. Attempt any two of the following: \[2\times 5=10\]
   \(a\) Describe P.S.P. with drawing.
   \(b\) Differentiate an Android game and PC games.
   \(c\) Write short intro of Unreal Engine or Unity Engine.
   \(d\) Explain plan testing and tracking programs.
T.Y.B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3104 : DIGITAL EDITING AND MOTION GRAPHICS-I

(2012 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 : [10x1=10]

(a) Name any five video editing softwares.

(b) What is clapperboard ?

(c) What does “P.A.L.” stand for ?

(d) Define image aspect ratio.

(e) Name any five rendering video format.

(f) What is motion graphics ?

(g) What is P.S.A. ?

(h) What is thaumatrope ?

(i) What are Tags ?

(j) What is lineup and upfronts ?

2. Attempt any two of the following : [2x5=10]

(a) Explain footage in detail.

P.T.O.
(b) Describe the latest technologies that have helped motion graphics.
(c) Explain the importance of motion graphics in exhibit design.
(d) Describe in detail the use of motion graphics in retail environment.

3. Attempt any two of the following: [2x5=10]

(a) Write a detailed note on the use of motion graphics in web.
(b) Explain the term network branding.
(c) What is motion graphics?
(d) Write down the difference between NTSC and PAL.

4. Attempt any two of the following: [2x5=10]

(a) Write about the different ways of accessing the video in nonlinear editing in detail.
(b) What is montage?
(c) What is “B-roll”? Explain.
(d) What is pick-up in film making?
T.Y.B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3105: COLOR THEORY AND VISUAL DESIGN

(2012 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 questions: [10×1=10]

   (a) What is ‘Illuminated surface’?

   (b) What is ‘Pathological colors’?

   (c) What does apparent communication of colour mean?

   (d) What is grey tone?

   (e) What is ‘Inversion’?

   (f) What is Hue?

   (g) What is physiological colors?

   (h) Write two different states of retina after being acted upon light?

   (i) What is pigment colours?

   (j) What is Tint?
2. Answer any two of the following: [2×5=10]
   (a) What is Refraction?
   (b) Explain the importance of visual art in animation.
   (c) Explain the types of ‘HALOS’?
   (d) Explain Texture?

3. Answer any two of the following: [2×5=10]
   (a) Explain the characteristic of colouring?
   (b) Explain in brief ‘Function of Glass’?
   (c) What are principal Image? Explain.
   (d) Explain ‘Hypochondriancs’?

4. Answer any two of the following: [2×5=10]
   (a) Explain ‘colour balance’?
   (b) Explain the effect of Red-Yellow with reference to moral association?
   (c) Explain in brief relation of combination of Light and Dark?
   (d) Explain primary colours?
T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3106 : ADVANCED 3D ANIMATION-I

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :—

(i) Neat diagrams must be drawn wherever necessary.

(ii) Figures to the right indicate full marks.

(iii) All questions are compulsory.

1. Answer the following : [10×1=10]

   (1) What is insert edge loop ?

   (2) What is outliner ?

   (3) What is freeze transformation ?

   (4) How to change pivot in Maya ?

   (5) How to set key in Maya ?

   (6) What is clustor ?

   (7) What are primitives in Maya ?

   (8) How to change FPS in Maya ?

   (9) How to create your own shelf in Maya ?

   (10) What is the meaning of Ngons ?

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

   (1) Explain Attribute editor.

   (2) 

   (3) 

   (4) 

   (5) 

   (6) 

   (7) 

   (8) 

   (9) 

   (10) 


P.T.O.
(2) Explain Cylindrical Mapping.

(3) What is project window? Explain its importance.

(4) What is Blend shape? Write down the procedure to create blend shapes.

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

(1) Explain the following tools:
   
   (a) Extrude
   
   (b) Bevel
   
   (c) Create polygon

(2) Explain UV texture editor.

(3) Explain the importance of MEL.

(4) Explain subdivision.

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

(a) Define view windows in Maya (e.g. front, side etc.)

(b) Explain the following:
   
   (a) Vertex
   
   (b) Edge
   
   (c) Face

(c) Explain Deformers in Maya.

(d) List all principles of animations. Explain any three.
T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018
AN-3201 : WEB TECHNOLOGY
(2012 PATTERN)

Time : Two Hours
Maximum Marks : 40

N.B. :—

(i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following questions :

   (a) Define internet.
   (b) What is ordered list?
   (c) Which element is used to create a link in HTML?
   (d) Define radio button.
   (e) Which extension is used while saving CSS file?
   (f) Define class selector.
   (g) How to add scrolling text in a web page?
   (h) Define inline style sheet.
   (i) Define type selector.
   (j) Define title tag.

2. Answer any two :

   (a) Describe the structure of HTML document.
   (b) Define internal CSS with example.
(c) Explain the difference between relative positioning and absolute positioning.

(d) Explain cell spacing with example.

3. Answer any two: [2x5=10]

(a) Explain Button element with example.

(b) Explain HTML form tag with its attributes.

(c) Mention the need of cascading style sheets.

(d) Write notes about GIF file format.

4. Answer any two: [2x5=10]

(a) Explain ID selector with example.

(b) What is meant by drop down list? Write a program to create a drop down list.

(c) Write an HTML document to create a form that collect name and telephone numbers.

(d) Write short notes on Dreamweaver.
T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018
AN-3202 : INTELLECTUAL PROPERTY RIGHTS AND CYBER SECURITY
(2012 PATTERN)

Time : Two Hours
Maximum Marks : 40

N.B. :—
(i) All questions are compulsory.
(ii) Figures to the right indicate full marks.
(iii) Symbols and abbreviations have their usual meanings.
(iv) Draw diagrams wherever necessary.

1. Attempt all of the following : [10×1=10]
   (a) Give full form of COBIT.
   (b) Define cryptography.
   (c) Define Patent.
   (d) What is digital signature ?
   (e) Define phishing.
   (f) What is an operating system ?
   (g) What is an ethic ?
   (h) Define statute.
   (i) Explain computer forensics.
   (j) What is cold site used in DRP ?
2. Attempt any *two* of the following: \[2\times 5=10\]

(a) Explain ISO/OSI reference model with diagram.

(b) What is meant by intellectual property? Give classification for it.

(c) What are intruders? Explain types of intruders.

(d) What is Security Assurance? Explain the security assurance model in detail.

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

(a) Explain Risk Management in detail.

(b) What is meant by copyright and infringement of copyright? Enlist work in which copyright subsist.

(c) What is transposition technique of cryptography? Explain Rail Fence and convert the following plain text: “I like to study cryptographic techniques.”

(d) Write a note on IT Act, 2000.

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

(a) What is topology? Explain the different types.

(b) What is Information security? State and explain principles of information security.

(c) Define information classification. Describe scheme used for data classification.

(d) What is e-commerce? Explain security features for e-commerce.
T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018

AN-3203 : GAMING PRODUCTION

(2012 PATTERN)

Time : Two Hours

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

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

(a) What is SDK ?

(b) Games are built from more than .................

(c) Which is the central character in single player game ?

(d) ................. is a character who often guides the Hero.

(e) Which character facilitates change in the story and provides the hero with directions ?

(f) Which character is opposite of the protagonist ?

(g) Which type of Antagonist seems villains but they are turn out to be innocent ?

(h) Which type of antagonist character is neutral character who enjoys mischief ?

P.T.O.
(i) Which types of antagonists are opposite of exaggerated and the toughest to create?

(j) What is the full form of MMO’s in online games.

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

(a) What is game programming?

(b) Explain SDK’s.

(c) Explain gaming platforms.

(d) Define capability table of next gen console in platforms.

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

(a) Figure out the capability table of latest handheld devices.

(b) What is game architecture?

(c) List all important subsystems of the application layer.

(d) Explain DLL (Dynamically Loaded Libraries).

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

(a) Explain threads and thread synchronization of Application layer.

(b) Importance of game state and data structure in game logic layer.

(c) How to test a developed game?

(d) Explain prototypes of your game.
T.Y. B.Sc. ANIMATION (IV SEMESTER) EXAMINATION, 2018
AN 3204 : DIGITAL EDITING AND MOTION GRAPHICS

Paper-II
(2012 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 : [10x1=10]
   (1) What is green matte ?
   (2) Write down any two keying types ?
   (3) What is alpha channels ?
   (4) Elaborate the luminance matte.
   (5) What is traveling mattes ?
   (6) What is cut in editing ?
   (7) What is transitions ?
   (8) Does premiere pro exports the flv file format ?
   (9) Give any two examples of croma keying.
   (10) What is the name of premiere-pro's latest virgin series.

2. Attempt any two of the following : [2x5=10]
   (a) What is cuts ?
   (b) What do you think about transitions in editing ?
   (c) What is tempo and event density ?
   (d) Explain the concept birth, life and death in motion graphics sequence.

P.T.O.
3. Attempt any two of the following: [2×5=10]
   (a) Explain balance in the pictorial composition.
   (b) Elaborate the size and scale in pictorial composition.
   (c) What is sub-clip in Adobe Premiere Pro?
   (d) What is space in editing?

4. Attempt any two of the following: [2×5=10]
   (a) What is unity in composition?
   (b) Explain unbound boundaries in pictorial composition.
   (c) Explain the Animatics.
   (d) What is positive space?
T.Y. B.Sc. ANIMATION (IV SEMESTER) EXAMINATION, 2018
AN 3205 : VISUAL EFFECTS
(2012 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=10]
   (1) Give two examples of digital compositing ?
   (2) What is full form of PNG ?
   (3) Define digital composition.
   (4) Who was the 1st photographer to composite a photo ?
   (5) Which is the extra channel we use for compositing rather than RGB ?
   (6) In RGBAZ what do A and Z represent ?
   (7) What does alpha represent in an image ?
   (8) Who introduced “the two-way of life” ?
   (9) What is full form of RoI ?
   (10) Which are the two primary categories in which computer images are divided ?

2. Attempt any two of the following : 
   [2×5=10]
   (1) Write a brief note about computer imaging systems.
   (2) What are the steps involved in histogram equalization technique.
   (3) What is bluescreen Matting ?
   (4) What are the compositing software introduce any one software briefly ?

P.T.O.
3. Attempt any *two* of the following: \[2 \times 5 = 10\]
   (1) Discuss in detail about computer graphics.
   (2) What is chroma keying? Explain with example.
   (3) Discuss in detail historical perspective of digital compositing?
   (4) Give an example of optical compositing in earlier movies and explain it briefly.

4. Attempt any *two* of the following: \[2 \times 5 = 10\]
   (1) Explain alpha channel.
   (2) Explain unity principle briefly.
   (3) What are the basic principles of digital compositing?
   (4) Which are the *two* primary types of image compression?
1. Answer all of the following questions: [10]

(a) What is Rigging?
(b) Define joint system.
(c) Write down the following shortcuts:
   (i) Add to shelves
   (ii) Maximize viewport
   (iii) Load previous tool.
(d) What is IKRP solver?
(e) How to use IKSC solver?
(f) How to create IK spline solver?
(g) Define Graph Editor.
(h) How to create pole vector constraint?
(i) Write down the following full forms:
   (1) IKSC
   (2) IKRP.
(j) Define FK system.
2. Attempt any two of the following: [10]
   (a) Explain Rigging system.
   (b) How to set up joints in your character and explain hand joint system. Draw a figure.
   (c) Explain IKSC solver with example.
   (d) Explain Autodesk Maya interface.

3. Attempt any two of the following: [10]
   (a) Write down difference between Look At Constraint and Position Constraint.
   (b) Explain three-point lighting technique with example.
   (c) What is resolution gate and explain it?
   (d) Explain outliner window.

4. Attempt any two of the following: [10]
   (a) Explain the following points:
       (i) Remove joint
       (ii) Connect joint.
   (b) Explain joint system with drawing a figure.
   (c) Explain the following lights:
       (i) Directional light
       (ii) Spot light.
   (d) What is Hierarchy? Explain it.