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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 ?

P.T.O.

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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

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[5318]-32

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* ralational 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.

P.T.O.

(*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 ?

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[5318]-33

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.....

P.T.O.

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

(*a*) Write down brief story of game "Donkey King" and its sequels.

(*b*) Define personnel 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 : [2×5=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 : [2×5=10]

(*a*) Describe P.S.P. with drawing.

(*b*) Defferentiate an Android game and PC games.

(*c*) Write short intro of Unreal Engine or Unity Engine.

(*d*) Explain plan testing and tracking programs.

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[5318]-34

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 : [10×1=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 : [2×5=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 : [2×5=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 : [2×5=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 ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

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[5318]-35

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 ?

P.T.O.

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 'Hypochandriancs' ?

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 ?

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[5318]-36

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.

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*.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

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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 : [10×1=10]

(*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* : [2×5=10]

(*a*) Describe the structure of HTML document.

(*b*) Define internal CSS with example.

P.T.O.

(*c*) Explain the difference between relative positioning and absolute positioning.

(*d*) Explain cell spacing with example.

3. Answer any *two* : [2×5=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* : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

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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 from 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 ?

P.T.O.

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

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

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

AN-3203 : GAMING PRODUCTION

(2012 PATTERN)

Time : Two Hours **Maximum Marks : 40**

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

(*i*) Neat diagrams must be drawn wherever necessary.

(*ii*) Figures to the right indicate full marks.

(*iii*) 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 protogonist ?

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

(*h*) Which type of antoganist 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.

Total No. of Questions—4] [Total No. of Printed Pages—2

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[5318]-44

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 : [10×1=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 : [2×5=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 ?

Total No. of Questions—4] [Total No. of Printed Pages—2

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[5318]-45

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 : [2×5=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 breifly.

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

(1) Explain alpha channnel.

(2) Explain unity principle briefly.

(3) What are the basic principles of digital compositing ?

(4) Which are the *two* primary types of image compression ?

Total No. of Questions—4] [Total No. of Printed Pages—2

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[5318]-46

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

AN-3206 : ADVANCED 3D ANIMATION-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 *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.

P.T.O.

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.