

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-1001

F.Y. B.Sc. (Animation) EXAMINATION, 2018
AN-1101 : INTRODUCTION TO ELEMENTS OF IT
(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 any 10 of the following : [10×2=20]

- (a) What is an icon ?
- (b) List any *two* I/o devices.
- (c) What is a flowchart ?
- (d) What is an algorithm ?
- (e) Define a system.
- (f) What do you mean by memory in computers ?
- (g) What is a computer program ?
- (h) What is a compiler ?
- (i) Draw block diagram of a computer.
- (j) What is an operating system ?
- (k) What is a browser ?
- (l) List the steps to print a document in Microsoft Word.

2. Answer any *four* : [4×5=20]

- (a) Explain the types of operating system.

P.T.O.

- (b) Explain input and output devices.
- (c) Explain Hard disk.
- (d) What is a computer network ? Explain.
- (e) List and explain any 5 windows accessories.

3. Answer any *four* : [4×5=20]

- (a) Write an algorithm to find the sum of 3 nos. Also draw flowchart.
- (b) What do you mean by system security ? Explain.
- (c) Write a short note on 'Web Browser'.
- (d) Draw block of computer and explain the diagram.
- (e) What are the different languages used in programming ? Why do we use a programming languages.

4. Answer any *four* : [4×5=20]

- (a) Define algorithm and explain its characteristics.
- (b) What are secondary storage devices ? Explain.
- (c) What do you mean by Memory and Memory Management.
- (d) How have computers changed the way we live ? What are the various sectors where computers prove beneficial ?
- (e) Explain Assembly level languages.

Total No. of Questions—5]

[Total No. of Printed Pages—4

Seat No.	
-------------	--

[5318]-1002

F.Y. B.Sc. (Animation) EXAMINATION, 2018

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 right indicate full marks.

1. Answer any *ten* of the following :

[10×2=20]

- (a) Define variable, keyword.
- (b) Explain encapsulation.
- (c) What is the use of `exit()` ?
- (d) Define recursive function.
- (e) Explain size of operator with example.
- (f) What are the abstract classes ?
- (g) What is the use of `'\n'` and `'\t'` ?
- (h) Explain throw.

P.T.O.

- (i) What is 'continue' statement ?
- (j) Explain 'this' pointer.
- (k) What will be the output of the following :

```
int a = 10;

int main()
{
    int a = 5;
    for (int a = 7; a <= 8; a++)
    {
        cout << a;
        cout << :: a;
    }
}
```

- (l) What do you mean by an infinite loop ?

2. Attempt any *three* of the following : [3×5=15]

- (a) Explain actual and formal parameters with example.
- (b) Explain any **5** functions from the file ctype.h.
- (c) Explain switch case with example.
- (d) What is multiple inheritance ? What ambiguity can arise in multiple inheritance and how it get solved ?
- (e) What do you mean by static data member and static member function ? Explain.

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

- (a) How to define a member function inside and outside of a C++ class ?
- (b) What is Inline function ? Explain with example.
- (c) Explain difft access specifiers in C++.
- (d) Define function. How to declare and define the function ?
- (e) Explain row-major and column major representation of an 2D array.

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

- (a) Write a 'C' program to convert the temperature from celsius to kelvin.
- (b) Write a 'C' program to calculate x^4 without using library function.
- (c) Write a recursive function in C to calculate GCD of two numbers.
- (d) Create a C++ class student (Rno, Name, total, percentage). Calculate percentage of a student and write member functions to accept and display the details.
- (e) Write a C++ program to calculate area of a square and rectangle using function overloading.

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

(a) What are the global and local variables ? Explain with example.

(b) What is the difference between :

`int (*m) [S] &`

`int * m [S].`

(c) Give the applications of object oriented programming.

(d) How to define a class in C++ ? Give example.

(e) Define function template. Explain with example.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-1003

F.Y. B.Sc. (Animation) EXAMINATION, 2018

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.

(iii) Draw illustrations wherever required.

1. Answer the following (any *ten*) :

[10×2=20]

(a) Define Animation.

(b) What is secondary action ?

(c) Define story board.

(d) Write the names of different animation softwares.

(e) What is anticipation ? Give example.

(f) What is light board ?

(g) What is GIF animation ?

(h) What is flip book ?

P.T.O.

- (i) What is silhouette ?
- (j) Explain the term 'Arc' with an example.
- (k) What is claymation ?
- (l) Write the names of world famous animation companies.

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

- (a) Which popular devices of animation were invented during 19th century ?
- (b) Which equipments are used for animation ?
- (c) What is lip-synch ? How is it done ?
- (d) What are different types of animation ?
- (e) What is the difference between 2D and 3D animation ?

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

- (a) What is masking ? What is its use in animation ?
- (b) How to control speed of animation in Flash ?
- (c) Which are the **12** basic principles of Animation ?
- (d) Which are different steps involved in animation production ?
- (e) Which skills and qualities are required to become an animator ?

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

- (a) What is squash and stretch ?
- (b) Write a note on 'Anatomy of animation character'.
- (c) Write a note on 'History of Animation'.
- (d) What is the difference between traditional animation and computer based animation ?
- (e) What is trajectory ? Draw a trajectory for bouncing ball animation.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-1004

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1104 : FOUNDATION ART

(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 questions (any *ten*) : [20]

(a) List and draw basic shapes.

(b) Draw and label foreshortened glass.

(c) What is the another term of grey scale ? Why is it so ?

(d) What is Gesture Drawing ?

(e) Define value.

(f) Explain with an example difference in size of bones in male and female.

(g) Name any *four* types of pencils used for shading.

(h) Name any *four* bones in human skeleton.

P.T.O.

- (i) What gives drawing a real and 3D look ?
- (j) Define space.
- (k) Define vanishing point.
- (l) Name *four* cool colours.

2. Answer the following questions (any *four*) : [20]

- (a) Write the method to draw solid 3D figure in detail.
- (b) What are axes and volumes in basic body plan of animals ? Explain in brief.
- (c) Explain in brief 'Key Line'.
- (d) How to draw a cartoon character ? Explain with example.
- (e) Draw and label human figure basic divisions.

3. Answer the following questions (any *four*) : [20]

- (a) How to draw male abdomen muscles ?
- (b) Explain Additive and subtractive methods in color theory.
- (c) Define foreshortening. Explain in short with an example.
- (d) Explain different types of colour wheel.
- (e) Which is the important factor of light source while modeling ? Explain in short.

4. Answer the following (any *four*) : [20]
- (a) Explain symmetrical and asymmetrical balance with proper diagram.
 - (b) Describe basic body plan of Animal.
 - (c) What is one-point perspective ? Explain in brief.
 - (d) Explain female palm with diagram.
 - (e) Explain difference between 2D and 3D designs.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-1005

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1105 : COMPUTER BASED 2D ANIMATION

(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 questions (any *ten*) :

[20]

- (a) What is shortcut of lasso tool ?
- (b) What is shortcut of free transform tool ?
- (c) What is shortcut of 'Actions' ?
- (d) What is shortcut of 'Property Inspector' ?
- (e) What is shortcut of 'Line Tool' ?
- (f) What is FPS ?
- (g) What is onion skin ?
- (h) What is use of sub-selection tool ?

P.T.O.

- (i) What is use of 'Insert frame' option ?
- (j) What is use of 'Ink Bottle' ?
- (k) What is use of 'Snap option' ?
- (l) What is 'Folder' in layers ?

2. Answer the following questions (any *four*) : [20]

- (a) Explain use of Graphics in symbol.
- (b) Explain use of Motion Guide.
- (c) Explain use of shape tween.
- (d) Explain use of Instance.
- (e) Explain 'Character option' in flash.

3. Answer the following questions (any *four*) : [20]

- (a) What are time line effects ? Explain.
- (b) Explain any *two* types of colour panel ?
- (c) What is vector graphics ? Explain.
- (d) Explain in brief shape hint.
- (e) Explain Action script ?

4. Answer the following questions (any *four*) : [20]

- (a) Explain in brief 'Library'.
- (b) Explain 'Kerning' in brief.

- (c) Explain in brief 'Movie clip'.
- (d) Explain frame by 'frame animation'.
- (e) Explain the following terms :
 - (i) Ruler
 - (ii) Grid
 - (iii) Guide.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-1006

F.Y. B.Sc. (Animation) EXAMINATION, 2018

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 whenever necessary.

1. Answer the following (any *ten*) :

[10×2=20]

- (a) What is Bland tool ?
- (b) What are vector shapes ?
- (c) Name any *two* color modes.
- (d) Types of free transform tool.
- (e) What is Document setup ?
- (f) What is compound path ?
- (g) What is Rotate tool ?
- (h) Write any *two* retouching tools.
- (i) What is direct selection tool ?
- (j) Any *three* illustrator stylize effects.

P.T.O.

(k) Write any *two* selection tools of photoshop.

(l) What is compound path ?

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

(a) Explain Rulers.

(b) Explain stroke options.

(c) What is match color in adjustment ?

(d) How to apply gradient ?

(e) Explain text paragraph panel.

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

(a) How to convert type into shape ?

(b) Explain Grids.

(c) Explain quick selection tool.

(d) Explain eraser tool.

(e) Explain histogram.

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

(a) Explain LAB color mode.

(b) How to create pattern ?

(c) What is level ?

(d) How to apply mask ?

(e) Explain crop tool.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-1007

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1107 : ELEMENTS OF 3D DESIGN

(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) How to set project folder in 3Ds Max ?

(b) Write down full forms of the following :

(i) HORI

(ii) FFD

(iii) CGI.

(c) Define outliner window.

(d) How many 2D shapes available in 3Ds Max ? Write down with name.

(e) What is Alignment ?

P.T.O.

- (f) How to set reference image in 3Ds Max ?
- (g) Which shortcut key use for Maximize the viewport in Maya ?
- (h) Define isolate selection mode.
- (i) How to use offset edge loop tool ?
- (j) Define Anticipation Animation principle.
- (k) Which shortcut key use for delete vertex/edge in Maya ?
- (l) Write down any *two* animation studio names.

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

- (a) Explain CGI workflow.
- (b) What is Spline Modelling and explain the following points :
 - (i) Vertex
 - (ii) Edge
 - (iii) Segment.
- (c) Explain command panel and draw diagram.
- (d) What is transforming object ? Explain in brief.
- (e) Explain 3Ds Max Terms and Concept.

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

- (a) Explain channel box and draw a figure.
- (b) What is orthographic view ? Explain it.

- (c) Explain Pro-Boolean and Boolean method.
- (d) Write down difference between Quads and Ngons.
- (e) Explain Parent-Child relationship.

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

- (a) Explain 3Ds Max Material Window and draw a figure.
- (b) Write down difference between freezing object and hiding object.
- (c) Explain polygon modeling with example.
- (d) Explain FFO and Bend Modifier with example.
- (e) Explain Maya Modelling Toolkit.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-1008

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1108 : INTRO-TO MASS COMM. AND MEDIA LITERACY

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

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

(ii) Draw neat diagram if required.

1. Answer the following (any *ten*) :

[10×2=20]

- (a) Explain Media literacy.
- (b) Define Media convergence.
- (c) What are e-books ?
- (d) Write down *two* Radio Channels in India.
- (e) What is full form of PRO ?
- (f) List any *four* newspapers published in Maharashtra.
- (g) List *two* News Channels.
- (h) What is the role of Public Relation Officer ?
- (i) What is the role of television in our life ?
- (j) What is meant by “Documentary” ?

P.T.O.

(k) Define Interactive communication.

(l) Write down *two* names of business magazines.

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

(a) What is the pattern of evolution of mass communication and when did it start ?

(b) What is grapevine communication and how can it affect mass communication ?

(c) What ways does newspaper affect the development of a nation ?

(d) What are the current characteristics of news ?

(e) How does social media affect youth ?

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 mass media act as a link between the government and the people ?

(c) What is mass media law and how is it involved in mass communication ?

(d) What is the concept of imperialism in media ?

(e) What does democracy refer to with respect to mass communication and how does it relate to consolidation of mass media ?

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

- (a) What is sociology of media and what are its basic roles ?
- (b) What is cultural globalization ? How does mass communication promote it ?
- (c) Write in brief on Shannon Weaver model.
- (d) What are the roles of an editor of a newspaper ?
- (e) What is Press Council ? How does it help the current scenario of media ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-101

S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2018

AN-2101 : VALUE EDUCATION-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 :

[10]

(a) What is self-introspection ?

(b) What is culture ?

(c) What are values ?

(d) What is adjustability ?

(e) What is low self-esteem ?

(f) What is the difference between religion and spirituality ?

(g) What is an empty-nest ?

(h) What is consumer awareness ?

(i) What is secularism ?

(j) What are ethics ?

P.T.O.

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

(a) Write a short note on the status of women in India.

(b) What are the problems of old-age ?

(c) What is a family ? Explain its duties.

(d) What are the qualities of a good leader ?

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

(a) According to Tirukkural, what are the responsibilities of man ?

(b) Write a short note on adolescents and their problems.

(c) What is the difference between individuals with high self-esteem and low self-esteem ?

(d) Write a short note on social sense and commitment.

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

(a) Explain the cycle of family with a diagram.

(b) How have western values influenced us ?

(c) Write a short note on terrorism in India.

(d) What are the environmental problems faced by India ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-102

S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2018

AN-2102 : 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 (any *two*) :

[10]

- (a) How to create camera in Maya ?
- (b) What is playblast ?
- (c) How to change pivot point in Maya ?
- (d) What is mirror geometry ?
- (e) What is polygon ?
- (f) What is freeze transformation ?
- (g) Full form for IK and FK ?
- (h) What are manipulating tools ?
- (i) What is T-pose ?
- (j) How to change FPS in Maya ?

P.T.O.

2. Answer the following (any *two*) : [10]
- (a) How to create pole vector ? Explain its working.
 - (b) Explain Attribute editor.
 - (c) Explain the importance of MEL.
 - (d) What is the role of insert edge loop tool ?
3. Answer the following (any *two*) : [10]
- (a) What is planer mapping ?
 - (b) Explain Bump and Normal texture maps.
 - (c) How to create IK and FK ?
 - (d) Explain physical sun and sky in Maya.
4. Answer the following (any *two*) : [10]
- (a) What are the constraints in Maya ?
 - (b) Explain any *two* deformers in detail.
 - (c) What is soft body dynamics ?
 - (d) How to create table cloth in Maya using ncloth ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-103

S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2018

AN-2103 : GRAPHIC ART

(Using Software Adobe Indesign)

(2015 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 in *one* sentence each : [10×1=10]

- (a) How to change the measurement units on Ruler ?
- (b) 72 dpi Resolution of image is used for media.
- (c) Correct the statement : Indesign is a corel company software and used for image editing only.
- (d) Shortcut key for print document on keyboard.
- (e) Write any *five* tool names in Indesign.
- (f) Write full form of CC.
- (g) Extension of Indesign document file and Book panel.
- (h) What is Bleed ?
- (i) What is margin ?
- (j) What is Spine in book ?

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (a) Explain text alignments.
 - (b) Pathfinder.
 - (c) Character style sheet.
 - (d) Layer.
3. Write short notes on (any *two*) : [2×5=10]
- (a) Text panel with options.
 - (b) Master page.
 - (c) Table properties.
 - (d) CMYK Vs. RGB.
4. Answer any *one* of the following : [1×10=10]
- (a) Write about Indesign software and its features.
 - (b) Explain any *five* panels with details in Indesign.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-104

S.Y. B.Sc. (Animation) (I Sem.) EXAMINATION, 2018

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.

(iii) Figures to right indicate full marks.

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

(a) Define multimedia.

(b) Name the elements of multimedia.

(c) What is redundancy ?

(d) What is Compression ?

(e) Write the abbreviation of MIDI and QMF.

(f) List the types of multimedia networks.

(g) What are the types of color mode ?

(h) Define aspect ratio.

(i) What is NTSC and PAL ?

(j) State Nyquist sampling theorem.

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

(a) What are the parameters for evaluating a compression system ?

P.T.O.

(b) Write a short note on color video.

(c) Define the following :

(i) Aspect ratio

(ii) Resolution

(iii) Chrominance

(iv) Luminance

(v) Signal to noise ratio.

(d) Write a short note on MIDI.

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

(a) Explain the multimedia devices in hybrid devices.

(b) Write a short note on multimedia on map.

(c) Write a short note on DVI technology.

(d) Draw and explain conversion of analog signal into digital signal.

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

(a) Write a note on sensor for TV cameras.

(b) Write a short note on OMFI.

(c) Write a note on MPEG Motion video compression standards.

(d) What are the *three* categories of video equipment and state their features as used in live pickup color camera, color camera for pickup from film and video monitoring equipment.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-105

S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2018

AN-2105 : ANIMATION TECHNIQUE-I

(2015 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 : [10×1=10]

- (a) Why are the special effects needful in films ?
- (b) What is stop motion animation ?
- (c) What is resolution of the film ?
- (d) What is zoetrope ?
- (e) What is frame size of 4k resolution film ?
- (f) Name the software used for stop motion animation.
- (g) Special effect and visual effects are same. Is this statement wrong ?
- (h) What is SLR ?
- (i) Which is the largest film frame size and used Horizontally for video production ?
- (j) What are markers in software ?

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (a) What is follow through and overlapping ?
 - (b) What is slow in slow out principle ?
 - (c) Explain timing principle of Animation.
 - (d) What are “Storyboards ?” Explain with drawing.
3. Attempt any *two* of the following : [2×5=10]
- (a) What is clean plate ?
 - (b) Why is V.F.X. necessary for modern film era ?
 - (c) Explain the concept wire removal.
 - (d) What is match moving process ?
4. Attempt any *two* of the following : [2×5=10]
- (a) What is stereoscopy ?
 - (b) What are the B.G. Plates ?
 - (c) What is difference between Stereoscopic Roto and VFX Roto ?
 - (d) What is Ambient light ? How to create it ?

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-106

S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2018

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*) : [10×1=10]

(a) What is character expression chart ?

(b) What is an outline ?

(c) Define costume.

(d) Which are the *three* basic stages of Animation and film production ?

(e) What is thumbnail drawing ?

(f) What is plot ?

(g) What do you mean by 'Props' ?

(h) What is an appeal ?

P.T.O.

- (i) Define Character Bible.
- (j) What is 'Model Sheet' ?
- (k) What is concept ?
- (l) What is BG ?

2. Answer the following questions (any *two*) : [10]

- (a) Write a note on Basic Principles of Animation.
- (b) How to draw different facial expressions of an animation character ?
- (c) Which are different types of Animation ?
- (d) Which points are to be considered while designing a background for animation ?

3. Answer the following questions (any *two*) : [10]

- (a) What is the difference between story and concept ?
- (b) Explain the different points to be considered while designing a character for animation.
- (c) What is layout ? Explain in brief.
- (d) What type of research is to be done while planning for an animation project ?

4. Answer the following questions (any *two*) : [10]

(a) What is storytelling ? Explain in brief.

(b) Explain any *four* stages of pre-production.

(c) What is the difference between male, female and child animation character ?

(d) Which are the basic steps of Bi-ped walk cycle ?

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-201

S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2018

AN-2201 : VALUE EDUCATION

(Skill Development, Personality Development Mind Mapping)

(2015 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 in one sentence each : [10×1=10]

- (a) Define inter-personal communication.
- (b) What is the quality of a relationship directly related to ?
- (c) Who developed the Johari Window ?
- (d) What does open self in quadrant 1 refer to ?
- (e) What are the *three* principal leadership styles ?
- (f) What makes non-verbal communication more difficult to study ?
- (g) Define social zone.
- (h) According to existentialists, what are the emotional states which accompany the experience of freedom ?
- (i) What is the difference between an attitude and an interest ?
- (j) Define the term 'noise' and give an example.

P.T.O.

2. Answer in brief (any *two*) : [2×5=10]

- (a) Explain in detail the Johari window model with the diagram.
- (b) What is the nature and importance of face to face communication ? State its limitations as well.
- (c) What is the relationship between purpose of the meeting and the pre-dominant component of communication ?
- (d) Do you agree with the view that actions speak louder than words ? Explain with reference to organizational setting.

3. Answer in brief (any *two*) : [2×5=10]

- (a) What are the functions of non-verbal communication ?
- (b) Write a short note on proxemics.
- (c) What are the characteristics of intentions ?
- (d) How do you use the SMART mnemonic to make your goals more powerful ? What are the other things to keep in mind when you review your goal plans ?

4. Answer in brief (any *two*) : [2×5=10]

- (a) What are the things to keep in mind while drafting a professional e-mail ?

- (b) Discuss childhood experiences that lead to healthy self esteem and those experiences which lead to a low self-esteem.
- (c) When do you use written communication ? What are its advantages and disadvantages ?
- (d) What are the things to avoid in a visual presentation ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-202

S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2018

AN-2202 : 3D PRODUCTION-II

(Using Software Mudbox)

(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 :

[10×1]

- (a) What is stamp tool ?
- (b) How to render a scene ?
- (c) What is anatomy ?
- (d) What is sculpt layer panel ?
- (e) How to use paintbrush tool ?
- (f) What is stencil and how to use that ?
- (g) What is digital sculpting ?
- (h) Write short key for :
 - (i) Brush size
 - (ii) Move tool
- (i) Define Anatomy.
- (j) Define Armature.

P.T.O.

- 2.** Answer the following questions (Any *two*) : [2×5]
- (a) Explain unwrap UVW concept.
 - (b) Explain Rebuilt subdivision level.
 - (c) Explain paint layer panel.
 - (d) Using a diagram explain mudbox interface.
- 3.** Answer the following questions (Any *two*) : [2×5]
- (a) What is steady stroke concept ? Explain in detail.
 - (b) Write a short note on Retopologize.
 - (c) Explain in detail Texturing.
 - (d) What is armature ? Explain in brief.
- 4.** Answer the following questions (Any *two*) : [2×5]
- (a) Explain the following tools :
 - (i) Create Joint
 - (ii) Pose Tool.
 - (b) Write a short note on Depth of field.
 - (c) What is PTEX setup ? Explain in brief.
 - (d) Explain Displacement Map.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-203

S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2018

AN-2203 : INTRODUCTION TO ACTIONSCRIPT

(Using Software Adobe Flash)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) Figures to right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

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

(a) What are the complex data types used in ActionScript ?

(b) How to convert shape into MovieClip symbol ?

(c) What is purpose of switchcase statement ?

(d) What is Data types : String and Boolean ?

(e) Write name of *two* class use in flash to load video.

(f) Define function to UpperCase() and to LowerCase().

(g) Give an example of unshift() method of Array.

(h) What are the *six* parts to define a function ?

(i) Write a statement that will set the text “Hello”.

(j) What are Dynamic and Input Text ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Write a function to navigate to URL-www.adobe.com after clicking on a button.
 - (b) Write a short note on “Sorting of an Array”.
 - (c) Write a short note on “Output” panel.
 - (d) How to create symbol ? Explain Button symbol.
3. Answer any *two* of the following : [2×5=10]
- (a) Explain push() and pop() of Array method with example.
 - (b) Explain Arithmetic operator with example.
 - (c) What is function ? Explain in brief.
 - (d) What are differences between JavaScript and ActionScript ?
4. Answer any *two* of the following : [2×5=10]
- (a) Explain workflow of UILoader with example.
 - (b) Explain for... each looping with example.
 - (c) Write code and steps of loading ActionScript (.as) file into flash file.
 - (d) What is Variables and explain variables scope in ActionScript.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-204

S.Y. B.Sc. ANIMATION (SECOND SEMESTER) EXAMINATION,
2018

AN (2204) : MULTIMEDIA COMMUNICATION
(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) All questions are compulsory.

(iii) Figures to the right indicate full marks.

1. Answer the following : [10×1=10]

- (1) What is digital video ?
- (2) Define protocol.
- (3) Define Analog Sound.
- (4) Define visemes and phonemes.
- (5) Define offline editing.
- (6) What do you mean by Echo Sound ?
- (7) Define MIDI.
- (8) What are the elements of multimedia system ?
- (9) What is transmission media ?
- (10) Define attenuation.

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

- (a) Explain the concept of graphics and image editing.
- (b) Write a short note on lip tracking.
- (c) Explain the concept of video editing.
- (d) What is standards relating to interpersonal communication ?

P.T.O.

Explain with the help of block diagram.

3. Answer any *two* of the following : [2×5=10]
- (a) Explain multimedia communication model with diagram.
 - (b) What is protocol ? Explain HDLC protocol frame format.
 - (c) What is TCP/IP model ? Explain OSI layer model.
 - (d) Explain the concept of lip reading in audio-visual integration.
4. Answer any *two* of the following : [2×5=10]
- (a) Write a short note on 24-bit color images.
 - (b) Explain JPEG file format in brief.
 - (c) What are the user and network requirement of multimedia communication ?
 - (d) Explain with a diagram about electronic mail.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-205

**S.Y. B.Sc. ANIMATION (II SEMESTER) EXAMINATION, 2018
(AN 2205) : ANIMATION TECHNIQUES**

**Paper-II
(2015 PATTERN)**

Time : Two Hours

Maximum Marks : 40

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

1. Answer the following : [10×1=10]
- (1) Name any *two* softwares used for chroma keying ?
 - (2) How many types of layers using in After effect ?
 - (3) Define cut out animation.
 - (4) What is puppet animation ?
 - (5) What is full form of NTSC ?
 - (6) How to open composition setting ?
 - (7) How many types of tracker in after effect ?
 - (8) Define pre-composition.
 - (9) Which tool is used for chroma keying ?
 - (10) How to parent child a footage layer to null object ?
2. Answer any *two* of the following : [2×5=10]
- (1) Explain the concept story board.
 - (2) What is camera angle ? How to create camera in after effect ?
 - (3) What is fore ground and background in composition ?
 - (4) How to render JPEG sequence in after effect ?

P.T.O.

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

- (1) What is colour correction tool ? What is its use for ?
- (2) What is file format ? Explain any file format with an example.
- (3) What is stop motion animation ?
- (4) How to convert the scene into night from day.

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

- (1) What is blending mode ? Explain with example.
- (2) What is composition ? Explain with definition.
- (3) Write down any *four* blending modes.
- (4) Elaborate animation principles.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-206

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

AN-2206 : PRODUCTION PROCESS-II

(2015 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 questions (any *ten*) : [10×1=10]

(a) What is 'Lip Sync' ?

(b) Define composting.

(c) What is 'Narration' ?

(d) Write the proper sequence of different stages of video production.

(e) What is footage ?

(f) What is an outline ? Elaborate.

(g) What is focal point ?

(h) What is panning ?

(i) Which are different types of story boards ?

(j) What is shot ?

(k) Define scene.

(l) What is Mood board ?

P.T.O.

2. Answer the following questions (any *two*) : [10]
- (a) Write a note on different transitions and cuts.
 - (b) Which are different camera angles ?
 - (c) Write different stages in pre-production.
 - (d) Explain post-production.
3. Answer the following questions (any *two*) : [10]
- (a) How to prepare animatics ?
 - (b) Write a note on 'Conceptual Art'.
 - (c) Write a note on 'Color correction in post-production'.
 - (d) Explain the importance of story board in pre-production.
4. Answer the following questions (any *two*) : [10]
- (a) What is vertigo effect ?
 - (b) Explain basic principles of animation.
 - (c) What is steadicam ?
 - (d) Which are different video effects ?

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-301

T.Y. B.Sc. (Animation) (Third Semester)

EXAMINATION, 2018

AN-3101 : SCRIPT WRITING

(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 :

[10×1=10]

(i) Give *two* examples of props that become a character ?

(ii) What is the research for character development ?

(iii) What are thematic material and thematic characters ?

(iv) What is exposition ?

(v) Define a 'Scene'.

(vi) What type of flashbacks and dream sequences should be avoided ?

(vii) What are **3** types of scene headings ?

P.T.O.

(viii) What are 3 elements of a narrative ?

(ix) What are 3 parts of a dialogue ?

(x) What is an INSERT used for ?

2. Answer any *two* : [2×5=10]

(i) Explain back-story as a key to creating a captivating character.

(ii) Explain the will to Act as a key to creating a captivating character.

(iii) Explain a point of view and attitudes as a key to creating a captivating character.

(iv) Explain the Room to grow as a key to creating captivating character.

3. Answer any *two* : [2×5=10]

(i) Explain characterization tools as a key to creating captivating character.

(ii) Explain a writer who cares as a key to creating a captivating character.

(iii) Explain supporting cast as a key to creating a captivating character.

(iv) What are the 4 body humors used by writers for help in characterization.

4. Answer any *two* :

[2×5=10]

- (i) What are the questions you ask when you are researching for a character ?
- (ii) What is the role of a character who is confident or sidekick ? Explain with an example.
- (iii) Expound on 7 magnificent plot points.
- (iv) How is screenplay different from a stage play or novel in number of ways ?

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-302

T.Y. B.Sc. (Third Semester) EXAMINATION, 2018

ANIMATION

(AN-3102 : Web Technology)

(2015 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) What is web browser ?
- (b) Define cellpadding.
- (c) What is alert box in JavaScript ?
- (d) Define id selector.
- (e) What is the use of audio element in HTML ?
- (f) Define internal style sheet.
- (g) What is browser object in Javascript ?
- (h) Which extension is used while saving CSS file ?

P.T.O.

(i) Which method is used to join two strings in JavaScript :

(j) Write full form of :

(i) HTML

(ii) HTTP.

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

(a) Differentiate between GET and POST method.

(b) Explain radio button with example.

(c) Explain the concept of CSS and its use.

(d) Write a note on PHP.

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

(a) Justify the need for client and server side scripting.

(b) Write a JavaScript program to demonstrate the onsubmit event.

(c) Write a CSS code to display the background image repeatedly.

(d) Explain the features of JavaScript.

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

(a) Write a note on Dreamweaver.

- (b) Write a HTML code to display a Login form with the username field, password field, one submit button, and one reset button.
- (c) Define frame. Create a HTML page that displays multiple frame in a window.
- (d) Write a JavaScript that ask the user to enter two numbers and display the sum of two numbers.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-303

T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2018

AN 3103 : GAME DESIGN

(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. Attempt *all* of the following : [10]

- (a) Which year started first generation of gaming ?
- (b) Ctrl+R shortcut key is used for which function in blender ?
- (c) How many types of lighting are there in blender ? Write down with name.
- (d) Which shortcut key is used for 'Extrude' in blender ?
- (e) List *four* game production phases.
- (f) Which shortcut key is used for 'Proportional Edit mode' in blender ?
- (g) Which studio developed 'Asphalt' game titled ?
- (h) List any *four* 'Action-Adventure' based games names.
- (i) Define UVW Mapping.
- (j) Which shortcut key is used for switched 'Quad view in blender.'

P.T.O.

2. Attempt any *two* of the following : [10]
- (a) How growth gaming industry ? Explain in brief.
 - (b) Explain 5th generation of gaming industry.
 - (c) Explain any *two* gaming genre.
 - (d) Write down short note on blender software.
3. Attempt any *two* of the following : [10]
- (a) Explain blender 'Material Node Editor.'
 - (b) Explain blender 'Away' modifier.
 - (c) Write down short note on 'Quality Assurance Testing' in gaming industry.
 - (d) What is 'Theme' in game design ? Explain in brief.
4. Attempt any *two* of the following : [10]
- (a) Explain blender 'Timeline Window'.
 - (b) Write down difference between 'Xbox one' and 'PS4' console and explain it.
 - (c) Write down short note on 'beta tester'.
 - (d) Explain classification of Video Gaming.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-304

T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2018

AN-3104 : DIGITAL EDITING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) Figures to the right indicate full marks.

1. All questions are compulsory : [10×1]
- (a) What is the common aspect ratio for widescreen ?
 - (b) What is jump cut ?
 - (c) What is the difference between the selection tool and forward selection tool ?
 - (d) When viewing the timecode display ? What do the four different sets of number represent ?
 - (e) Name any *two* storyboard techniques.
 - (f) What is video transition ?
 - (g) What is d.s.b. ?
 - (h) How many forms of continuity are there ?
 - (i) What are the names of *two* different standards that govern video for American and European television ?
 - (j) What is source monitor ?

P.T.O.

2. Answer any *two* of the following : [2×5]
- (a) Write a brief note on high definition HD Video Resolution.
 - (b) What are the *three* H.D. Video Standards ? Give example.
 - (c) Explain effect control pannel in brief.
 - (d) What is Audio mixer ?
3. Answer any *two* of the following : [2×5]
- (a) What is B Roll and how is it used ?
 - (b) What is the difference between a cut in and cut away ?
 - (c) Why is it important to trim clips in the time line and not just in the source monitor ?
 - (d) Explain the Dissolves transition.
4. Answer any *two* of the following : [2×5]
- (a) What are lower third and where are they often seen ?
 - (b) What are the *two* types of effect that you have used in premiere pro ?
 - (c) What is track matte used for ? Explain in brief.
 - (d) What are the *six* types of tool in title and what do they do ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-305

T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2018

AN-3105 : VFX I

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

- (a) What is the definition of VFX ?
- (b) What is the frame size of 4k resolution ?
- (c) What is Alfa matte ?
- (d) What is the singular unit of the image ?
- (e) What is 16×9 ?
- (f) What is luminance matte ?
- (g) What is BG plates ?
- (h) What is the full form of “ACB” ?
- (i) Frame is divided in three stages 1-background.
- (j) Who is the artist of “the two way of life” ?

P.T.O.

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

- (a) What is VFX ? Explain the concept with example.
- (b) Which are *three* sources of digital image generation ?
- (c) Explain the concept image compression.
- (d) Write a note on Origins of roto and Fleischer studio.

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

- (a) What are the matte images ?
- (b) What is digital compositing ? Explain its role in VFX.
- (c) What is image ?
- (d) Write a brief note on alfa channel.

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

- (a) What is stereoscopy ?
- (b) Explain the following matte principle :
 - (i) Multiply
 - (ii) Screen.
- (c) Write a note on plates in digital compositing.
- (d) Explain the concept pixels.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-306

T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2018

AN-3106 : CREATIVE THINKING

(2015 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) What is Aesthetic thinking ?
- (b) Write the names of any *two* Dreamworks productions.
- (c) What is 'Rising Action' on the plot line ?
- (d) What do you mean by the 'Man Vs Man' conflict ?
- (e) What is 'Quest' from 7 types of stories ?
- (f) What is 'Verification' stage in creativity ?
- (g) What is 'Brainstorming' ?
- (h) What do you mean by 'Side Kick' ?
- (i) Write any *one* benefit of being creative.
- (j) Draw a character from any school stationery.

P.T.O.

2. Answer any *two* out of the following : [2×5=10]
- (a) Creativity comes in 4 stages. Explain.
 - (b) How to plot your story ? Give steps.
 - (c) What are the key elements of an animation film/series which help communicating better with the audience and make it popular ?
 - (d) Explain 7 types of stories in the world.
3. Answer any *two* out of the following : [2×5=10]
- (a) What is 'Character bible' ? Explain using an example of any known animation character.
 - (b) Explain 5 types of creative thinking.
 - (c) What is the meaning of 'Target group' ? How is it defined?
 - (d) Do 'Mind mapping' for the term 'India.'
4. Answer any *two* out of the following : [2×5=10]
- (a) What is the difference between the imagination and creativity ? Give examples.
 - (b) What is the power of ideas ? Give examples.
 - (c) What is plot line ? Give example.
 - (d) Explain the 4 types of conflict that can occur in a protagonist's life.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-401

T.Y. B.Sc. (Animation) (Fourth Semester) EXAMINATION, 2018

AN-3201 : INTELLECTUAL PROPERTY RIGHTS

AND CYBER SECURITY

(2015 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.

1. Attempt *all* of the following : [10]

- (a) What is an anti-virus ?
- (b) Define topology. Classify its types.
- (c) Define copyright.
- (d) What is computer network ?
- (e) Compare Virus and Worm.
- (f) What are the *two* types of transmission media ?
- (g) Define Ethics.
- (h) What is Wireless network ?
- (i) What is cyber crime ?
- (j) Define confidentiality.

P.T.O.

2. Attempt any *two* of the following : [10]
- (a) Explain trade and investment in detail.
 - (b) Write a note on Business Continuity Planning (BCP).
 - (c) What is E-commerce ? Write advantages and disadvantages of e-commerce.
 - (d) Compare between ISO/OSI and TCP/IP model.
3. Attempt any *two* of the following : [10]
- (a) What are intruders ? Explain types of intruders.
 - (b) Differentiate between SSL and SET.
 - (c) Define cryptography. Explain symmetric key cryptography.
 - (d) Write a note on Digital Signature.
4. Attempt any *two* of the following : [10]
- (a) What is information classification ? Describe the scheme used for data/information classification.
 - (b) Explain the different techniques of password cracking.
 - (c) Write a note on steganography.
 - (d) How are networks classified ? Write a note on LAN.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-402

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

AN-3202 : USER INTERFACE DESIGN

(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 : [10×1=10]

(a) What is User Interface (UI) design patterns ?

(b) What is Evaluation ?

(c) What is Fitt's Law ?

(d) What is RGB ?

(e) What is Alignment in good graphic design ?

(f) What is Wireframes ?

(g) What is chunking ?

(h) What is typography ?

(i) What is the mechanism of a direct and indirect pointing devices ?

(j) What is the use of frames in animation ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) What are benefits of a storyboard ?
 - (b) What are the advantages and limitations of keystroke-level model ?
 - (c) Explain Arc principle of animation.
 - (d) Explain any *two* types of low-fidelity prototypes.
3. Answer any *two* of the following : [2×5=10]
- (a) How to create user scenarios ?
 - (b) Explain anticipation and staging principles of animation.
 - (c) Explain any *two* pointing devices.
 - (d) Explain property animation characteristics.
4. Answer any *two* of the following : [2×5=10]
- (a) How is the view tree used ? Explain in brief.
 - (b) What are the characteristics of visual variables ?
 - (c) Explain Appeal principle of animation.
 - (d) Which elements should consist in a UI design pattern ? Explain in brief.

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-403

T.Y. B.Sc. (Animation) (Fourth Semester) EXAMINATION, 2018

AN-3203 : GAME PRODUCTION

(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 :

[10×1=10]

(a) What is Game Engine ?

(b) Which physics engine is used in unity ?

(c) What is 'GUI' ?

(d) What is Navmesh Agent ?

(e) Define Navigation panel (two lines).

(f) Which are the most common audio formats accepts unity ?

(g) What Tarrain Topography' represents in height map ?

P.T.O.

- (h) Where to find out list of game object in the unity scene.
- (i) How many data types are there in C# ?
- (j) How to create material in Blender ?

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

- (a) Explain Audio Listener in unity.
- (b) What is “Inspector” ? Explain in brief.
- (c) Explain role of ‘Light Map’ in unity.
- (d) Explain what is ‘prefabs’ of unity.

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

- (a) Write a short note on “Light Baking system”.
- (b) Write down difference between GUI-Layer and Flair Layer.
- (c) What is ‘Rigid body’ ? Explain in brief.
- (d) Explain any *two* components of unity.

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

- (a) Explain the following elements of unity :
 - (i) Scene
 - (ii) Hierarchy
 - (iii) Inspector
 - (iv) Game Mode.

- (b) Define Mesh Renderer with the following parameters :
 - (i) Caste shadow
 - (ii) Received shadow
 - (iii) Materials.
- (c) Write a short note on Gaming script.
- (d) Explain role of UVW Editor in Blender.

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-404

T.Y. B.Sc. ANIMATION (IV SEMESTER) EXAMINATION, 2018
AN 3204 : MOTION GRAPHICS
(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

1. Answer the following : [10×1=10]
- (1) What is green matte ?
 - (2) Write down any *two* keying tips ?
 - (3) What is alpha channels ?
 - (4) What is shortcut key for 'Razor tool' ?
 - (5) What is transition ?
 - (6) Does premiere pro export the Flv file format ?
 - (7) Give any *two* bollywood movie example of chroma keying.
 - (8) How to import after effect file in premiere pro ?
 - (9) What is ripple ?
 - (10) What is subclip ?
2. Attempt any *two* of the following : [2×5=10]
- (a) Explain the concept Blend Operations.
 - (b) What is keying ? Explain with example.
 - (c) Elaborate a luminance matte.
 - (d) Elaborate the concept travelling matte.

P.T.O.

3. Attempt any *two* of the following : [2×5=10]
- (a) Elaborate the size and scale in pictorial composition.
 - (b) Explain the term balance in composition.
 - (c) What is 'animatics' ?
 - (d) Explain the term direct-on-film.
4. Attempt any *two* of the following : [2×5=10]
- (a) Write a brief note on sequential compositing ?
 - (b) Elaborate the concept brainstorming ?
 - (c) Explain the concept montage with forms ?
 - (d) Write down the difference between Classical Animation and Cell Animation ?

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
-------------	--

[5318]-405

T.Y. B.Sc. (ANIMATION) (IV SEMESTER) EXAMINATION, 2018
AN 3205 : VFX-II
(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

1. Answer the following questions : [10×1=10]
- (a) What is special effect ?
 - (b) What is a function of tracker node ?
 - (c) What is stereoscopy ?
 - (d) Which node is used to mixing a video or media file ?
 - (e) Natron file is saved in extension.
 - (f) What is match move ?
 - (g) Name any *two* node base VFX software.
 - (h) What is depth of perspective ?
 - (i) What is composition ?
 - (j) Space bar is used to.....
2. Answer the following questions (any *two*) : [2×5=10]
- (a) Is it possible to previsualize a 3D movie.
 - (b) Elaborate the importance of match moving artist in production pipeline with proper diagram.
 - (c) What is 3D Rig ? Explain with an example.
 - (d) What is the (EXif) Data ? Explain in brief.

P.T.O.

3. Answer the following questions (any *two*) : [2×5=10]
- (a) What is a pipeline ? Explain in brief.
 - (b) What are the *ten* commandments of stereoscopy ?
 - (c) Write down the details about geometry in match moving.
 - (d) What is the pulfrich effect ? Explain in brief.
4. Answer the following questions (any *two*) : [2×5=10]
- (a) Explain the details of Natron Interface with draw diagram.
 - (b) What is motion tracking ? Explain.
 - (c) How does one synchronize and set up a pair of camera ?
 - (d) How does a one eyed person judge distance ?

Total No. of Questions—4]

[Total No. of Printed Pages—3

Seat No.	
-------------	--

[5318]-406

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

AN-3206 : NEW MEDIA

(2015 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 carry equal marks.

(iv) All questions are compulsory.

1. Answer the following in *one* sentence each : [10×1=10]

(1) Name any *two* digital technologies.

(2) What is SMS ?

(3) Write the full form of wifi.

(4) Write the full form of USB.

(5) Write the full form of LCD.

(6) What is Linked-In ?

P.T.O.

- (7) What is Pinterest ?
- (8) Name any *two* digital sound technologies.
- (9) What is Cloud Storage ?
- (10) What is 4G internet ?

2. Answer in brief (any *two*) : [2×5=10]

- (1) Differentiate between digital and analog.
- (2) Explain digital divide in brief.
- (3) Write any *five* characteristics of social media and explain with examples.
- (4) What is online journalism ? Explain in brief with examples.

3. Answer in brief (any *two*) : [2×5=10]

- (1) What is media convergence ? Explain in brief with examples.
- (2) Write *five* salient features of traditional media.
- (3) What is a Podcast ? Explain in brief with examples.
- (4) What is microblogging ? Give examples.

4. Answer in brief (any *two*) : [2×5=10]

- (1) What is digital storytelling with respect to television ?
- (2) Explain content management system in brief and give examples.
- (3) Explain the meaning of copyright in brief.
- (4) What is meant by the term :
'Open Source Journalism' ?
Explain with examples.