[4920] - 1001

F.Y. B.Sc.

ANIMATION

AN - 1101: Introduction to Elements of Information Technology
(2015 Pattern) (Paper - I)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

   3)   *Neat diagrams must be drawn wherever necessary.*

Q1) Answer any ten of the following: **[2×10=20]**

   a)   What is non-volatile memory?

   b)   List the types of computer.

   c)   List the different types of Scanners.

   d)   List the different Input Devices.

   e)   What is Algorithm?

   f)   What is RAM?

   g)   Which was the electronic component used in First Generation Computer?

   h)   Enlist functions of Operating System.

   i)   What is Non-Impact Printer?

   j)   What is Program?

   k)   What is compiler?

   l)   What is WAN?

Q2) Answer any three of the following: **[3×5=15]**

   a)   What are the limitations of First Generation Computers?

   b)   Write a note on Storage Evaluation Criteria of Main Memory.

   c)   Write a note on Barcode Reader.

   d)   How to measure operating system performance?

   e)   Explain Multiprocessing.

Q3) Answer any three of the following: [3×5=15]

    a)   Write a note on Time Sharing Systems.

    b)   Draw flowchart to find maximum of three numbers.

    c)   Write a note on Virtual Memory.

    d)   Explain data Transmission Modes.

    e)   Write a note on FDM and TDM.

Q4) Answer any three of the following: [3×5=15]

    a)   Explain Star Network.

    b)   Write any 5 functions of Communication Protocol.

    c)   What are the characteristics of Workstations.

    d)   Explain main functions of Operating Systems.

    e)   Write a note on Internal Security.

Q5) Answer any three of the following: [3×5=15]

    a)   Explain Basic Flowchart Symbols.

    b)   Write a note on Communication Satellite.

    c)   Write a note on ROM, PROM, and EPROM.

    d)   What are Advantages and Limitations of Hard Disk.

    e)   Write an algorithm for swapping of two numbers.

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[4920]-1002

F.Y.B.Sc.

ANIMATION

AN-1102: Introduction to Programming Languages

(2015 Pattern) (Paper - II)

Time : 3 Hours]   *[Max. Marks :80*

Instructions to the candidates:

  1) All questions are compulsory.

  2) Figures to the right indicate full marks.

  3) Neat diagrams must be drawn wherever necessary.

Q1) Answer any ten of the following: **[10×2=20]**

  a) What are the three constants used in C?

  b) What is unary operator?

  c) Explain putchar ( )?

  d) Explain primary data types used in C?

  e) What is output of following program?

      int m=1, n=2;

      for(j=1;j<=2;j=j+1)

      {   m=m+1;

            n=n*j;

            printf("%d\t%d\t" ,m,n);

      }

  f) Write disadvantages of goto statement.

  g) What is class in C++?

  h) What is object in C++?

i) What is default constructor?

j) What is pointer? Give example.

k) State three advantages of function?

l) Determine the value of each of following expression

int i=8, j=j ;

i) (3* i – 2 * j) %(2 * d –c)

ii) (i>0) && (j < 5)

Q2) Answer any three of the following: **[3×5=15]**

a) Explain if-else statement in C with example.

b) What is operator? Explain any two operators used in C?

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

d) What is difference between function overloading and function overriding.

e) Explain four major pillars of OOP.

Q3) Answer any three of the following: **[3×5=15]**

a) What is function? How function is defined.

b) Explain switch statement with its syntax and example.

c) Explain what is pointer? Explain with suitable example.

d) Explain different types of constructors in C++.

e) Explain Inheritance with suitable example.

Q4) Answer any three of the following: **[3×5=15]**

    a) Write a C program to print sum of digit. (For example if user enters 224 then output will be 2+2+4 = 8)

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

    c) Write a C program to check whether given number is palindrome or not.

    d) Write a template function swap( ) the variables of int, char, complex types in C++.

    e) Write a C program to print first 20 elements of Fibonacci series.

Q5) Answer any three of the following: **[3×5=15]**

    a) Distinguish between getch and getc.

    b) Explain two dimensional array with an example.

    c) Explain string library functions.

    d) Write a note on Exception Handling in C++.

    e) What is Template?

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[4920]-1003

F. Y. B. Sc.

ANIMATION

AN - 1103 : Basics of Animation

(2015 Pattern)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Figures to the right indicates full marks.

    3)   Neat diagram / illustrations must be drawn wherever necessary.

Q1) Answer the following Questions (any 10):   **[20]**

    a)   What is Digital - cut - out Animation?

    b)   How discovered Magic latern?

    c)   When Flip-book is invented?

    d)   How many principles are used to create Animation?

    e)   What is used of 'Peg bar'?

    f)   What is 'Pixel'?

    g)   What is 'DPI'?

    h)   What is 'concept design'?

    i)   What do the following stand for?

        NTSC, HDMI

    j)   What is full form of 'FPS'?

    k)   What is clean up use for?

    l)   What is quick sketching? How it helps?

Q2) Answer the following Questions (any 4): **[20]**

a) Name and explain the types of camera Movement?

b) What are key frames and in-between frames? Explain.

c) What is sequential Movement drawing? Why are they used? Explain with the help of an example of a walk cycle using 9-10 sketches.

d) Explain Motion Arc in details?

e) What do character sheets comprise of? Explain.

Q3) Answer the following Questions (any 4): **[20]**

a) Write a character Bible of corrupt politician?

b) Explain Animation principles with illustrations?

   i) Follow through

   ii) Timing

c) Explain in brief what is 'Persistence of Vision'?

d) What are the story board? Why are they necessary?

e) Explain Animation principle with illustrations?

   i) Staging.

   ii) Secondary Action.

Q4) Answer the following Questions (any 4): **[20]**

a) Write a character bible for a furturistic Mad Scientist (Male / Female).

b) Explain Foreground, Midground and background with the help of a basic diagram.

c) Explain in brief the 'Rotoscopy' with diagram?

d) Explain the pre-production procedure for an animated film in brief.

e) Explain the stretch and squash principle? Illustrate the movement of a bouncing ball using the principle?

[4920] - 1004

F.Y.B.Sc.

ANIMATION

AN - 1104 : Foundation Art

(2015 Pattern)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Figures to the right indicate full marks.*

    3)   *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following any 10:   **[10 × 2 = 20]**

    a)   Write and Draw any 4 facial expression?

    b)   What is cast shadow in shading?

    c)   Depending on which Factor Key line are classified? Write its tyes?

    d)   How gesture drawing can be improved?

    e)   What are the kinds of light? Give examples.

    f)   What is centre of gravity in balance?

    g)   Define foreshortening?

    h)   What are the types of textures.

    i)   Write the formulas for color harmony.

    j)   Write 3 fundamental forms of volume construction.

    k)   How line of action can be useful?

    l)   How to maintain proportion of a figure?

Q2) Answer the following any 4　　　　　　　　　　　　**[4 × 5 = 20]**

a) Which points are to be considered while drawing a figure?

b) How basic shapes can be used in cartoon volume construction?

c) How gesture drawing is used?

d) Explain perspective?

e) Explain subtractive method in detail?

Q3) Answer the following any 4　　　　　　　　　　　　**[4 × 5 = 20]**

a) Write a note on color Harmony?

b) What is the purpose of gesture drawing? Which points are to be considered?

c) Explain grayscale in detail?

d) What is three-point perspective?

e) Explain an ant Eye view in perspective with suitable example?

Q4) Answer the following any 4　　　　　　　　　　　　**[4 × 5 = 20]**

a) Explain vanishing point in details.

b) How proportion of a child's body changes?

c) Explain the use of rapid sketches in drawing?

d) Describe forms?

e) Which is the most neglected area of figure drawing? And why so?

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[4920]-1005

F.Y. B.Sc.

ANIMATION

AN - 1105 : Computer based 2D Animation

(2015 Pattern)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicates full marks.*
3) *Neat diagrams/illustrations must be drawn wherever necessary.*

Q1) Answer the following questions (Any 10):   **[20]**

a)   What is shortcut of line?

b)   What is use of Brush tool?

c)   What is transform tool use for?

d)   What is Morphing?

e)   What is guide in layer?

f)   What is shortcut of Break a part?

g)   What is shortcut of Insert frame?

h)   What is shortcut of insert Blank key frame?

i)   What is shortcut of Alignment objects?

j)   What is shortcut of sub-selection Tool?

k)   What is shortcut of paste in place?

l)   What is shortcut of polygonal lasso?

Q2) Answer the following questions (Any 4): [20]

a) Explain the use of graident transform tool.

b) Explain the use of shape tween.

c) Explain filters in flash. In brief.

d) Explain Scene. In brief.

e) Explain combine object option. In brief.

Q3) Answer the following questions (Any 4): [20]

a) Explain orient to path with example.

b) Explain shape units.

c) Explain Moive clip. In brief.

d) Explain common libraries.

e) Explain ease in & out with example.

Q4) Answer the following questions (Any 4): [20]

a) Explain trace and swap Bitmap.

b) Explain following option in sound property Event, start, stop, stream.

c) Explain in brief property Inspector.

d) What is vector graphics? Explain brief.

e) Explain timeline effects and symbol effects.

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[4920]-1006

F. Y. B. Sc.

ANIMATION

AN - 1106 : Introduction to Graphics

(2015 Pattern)

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

  1)   All questions are compulsory.

  2)   Figures to the right indicate full marks.

  3)   Neat diagrams must be drawn whenever necessary.

Q1) Answer the following (Any ten):

[10 × 2 = 20]

   a)   What is ruler tool?

   b)   What is CMYK Image?

   c)   Define blending modes.

   d)   What is rotate Tool in illustrator?

   e)   Types of Free Transform Tool in illustrator.

   f)   What is blend tool in illustrator?

   g)   Write any four selection tools.

   h)   What is Pixel?

   i)   Name any two color modes.

   j)   What is Direct selection tools in illustrator?

   k)   What is outline stroke in illustrator?

   l)   What is Document setup in illustrator?

Q2) Answer the following (Any Four):

[4 × 5 = 20]

   a)   Explain liquify tool.

   b)   Explain RGB and CMYK color mode.

   c)   How to use ruler, guides and grids? Explain in brief.

   d)   How to import an image in illustrator?

   e)   How to create a pattern?

Q3) Answer the following (Any four):   [4 × 5 = 20]

   a)   How to change Canvas size?

   b)   Explain Crop tool.

   c)   Write a note on 'fonts'.

   d)   How to apply Mask?

   e)   How to save file in JPEG format?

Q4) Answer the following (Any four):   [4 × 5 = 20]

   a)   Explain 'paragraph formatting'.

   b)   Explain eraser tool.

   c)   Explain rulers in illustrator?

   d)   Explain gradient tool.

   e)   Explain Blend in illustrator?

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[4920]-1007

F. Y. B. Sc.

ANIMATION

AN - 1107 : Elements of 3D Design

(2015 Pattern)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:
   1) All questions are compulsory.
   2) Figures to the right indicate full marks.
   3) Neat diagrams must be drawn whenever necessary.

Q1) Answer the following (Any ten):   **[10 × 2 = 20]**

   a) What is snapping?

   b) What is insert edge loop tool?

   c) How to use Extrude modifier.

   d) Define Orthographic view.

   e) Define Extrude faces.

   f) Define split polygon tool.

   g) Define any one animation principle.

   h) Define Image Plane.

   i) What is OBJ?

   j) Write down "NURBS" Full form.

   k) How many sub object level in polygon write down with name.

   l) Write down any two name of gaming studios.

Q2) Answer the following (Any Four):   **[4 × 5 = 20]**

   a) What is Align? Explain three types of alignment.

   b) What is Linking object explain in brief.

   c) Explain parent child relationship.

   d) Explain Maya scene-management workflow.

   e) What is shadow explain in brief?

Q3) Answer the following (Any four): [4 × 5 = 20]

a) Explain Maya Modeling toolkit.

b) What is Tessellation explain in brief?

c) What is isoparams explain it.

d) Explain 3ds Max pro-Boolean concept.

e) Explain following point.

    i) Faces

    ii) Edges

    iii) Vertex.

Q4) Answer the following (Any four): [4 × 5 = 20]

a) What is Transformation explain in brief?

b) What is freez object in 3Ds max Explain in brief?

c) Write down difference between Hide & Freez object.

d) Explain Loft modifier concept.

e) Explain UVW Mapping & Texturing concept.

[4920] - 1008

F.Y.B.Sc.

ANIMATION

AN-1108 : INTRODUCTION TO MASS COMMUNICATION AND MEDIA LITERACY

(2015 Pattern)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

   1)   *All Questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

Q1) Answer any ten the following: **[20]**

   a)   What are e-books?

   b)   What are the two forms of web radio?

   c)   What is MMO?

   d)   What are the two primary privacy issues for online communication?

   e)   How does advertising play with our psychology? Explain with the help of two examples.

   f)   What is business communication?

   g)   What is role of Public Relation Officer?

   h)   What are d-books?

   i)   What is internet and e-magazines?

   j)   List any four news paper published in Maharashtra.

   k)   Explain - Media Literacy.

l)   Write full form of-

   i)   VCR

   ii)   DVD

   iii) DVR

   iv)   Mini DV

Q2) Answer any four: [20]

   a)   What is grapevine communication and how can it effect mass communication?

   b)   What are the different promotion strategies used in mass communication?

   c)   How does mass media act as a link between the government and the people?

   d)   What is cultural globalization? how does mass communication promote it?

   e)   Give a brief on Shannon Weaver Model.

Q3) Answer any four: [20]

   a)   What is dependency theory in Mass Communication and how does it differ from modernization theory?

   b)   How does Mass Communication affect culture?

   c)   What is the importance of mass communication for a company?

   d)   Define Viral Life.

   e)   What are the advantages and disadvantages of web based communication?

Q4) <u>Answer any four</u>:   **[20]**

    a)   What is vertical integration? How was it ended?

    b)   Impact of western media on Indian tradition according to you. Give two examples.

    c)   Violence portrayed in the media and its effect on our media?

    d)   How does computers and digitization affected the radio and recording industries?

    e)   Social networking websites and their affect on our lives?

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[4920] - 101

S.Y. B.Sc.

Animation

AN - 2101 : Technical English - I

(2011 Pattern) (Semester - I)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Figures to the right indicate full marks.*

Q1) Answer the following questions: **[10]**

    a)   What is Collaborative writing?

    b)   What is a Bar Graph?

    c)   What is a Gantt chart?

    d)   What is a Verbal Table?

    e)   What is a cover letter?

    f)   What is a Pictograph?

    g)   What is the process for writing an effective technical description?

    h)   What is a product description?

    i)   What are the components of a technical description?

    j)   What is a disclaimer?

Q2) Answer the following questions: (Any 2):   **[10]**

    a)   What are the important points to consider while preparing a user manuel?

    b)   Describe different graphic elements to be used in an instruction.

    c)   Explain usability in detail.

    d)   What is the importance of Graphics in Instruction?

Q3) Answer the following questions: (Any 2): **[10]**

   a)   How to design individual pages in the user manual?

   b)   State the importance of designing adocument.

   c)   Describe the writing process for a Brochure.

   d)   What is the evaluation criteria for a technical description?

Q4) Answer the following questions: (Any 2): **[10]**

   a)   What are the rules for good technical writing?

   b)   Explain the reverse chronological resume and functional resume in detail.

   c)   What is a news-letter? Explain in detail.

   d)   Explain the use of technical description.

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[4920]-102

S.Y.B.Sc.

ANIMATION

AN-2102: 3D Animation - I

(2011 Pattern) (Semester - I)

Time : 2 Hours]   *[Max. Marks :40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Draw neat diagrams wherever necessary.

Q1) Answer the following: **[10]**

a)   Which key is used for maximizing active viewport?

b)   How to import object in the 3DS max viewport & write down supported file formats.

c)   _____ is an extension for max file.

d)   What is linking?

e)   How many sub - object level in editable poly?

f)   Write down importance of lathe modifier.

g)   What is FPS?

h)   How to apply material on an object.

i)   Write down render types.

j)   How to use look at constraint.

Q2) Answer the following (Any 2):   **[10]**

a)   Explain CGI work flow.

b)   Write down the max term & concept.

c)   Explain file management work flow.

d)   Explain transforming object & transformation types.

P.T.O.

Q3) Answer the following (Any 2): [10]

a) What is alignment & explain following types.

i) Quick Align

ii) Place Highlight

iii) Align to view

b) Write down difference between parent & child linking.

c) Explain parametric & editable object.

d) Explain modifier stacking in modify command pannel.

Q4) Answer the following (Any 2): [10]

a) Explain Editable spline.

b) What is material? Explain material Editor.

c) Explain following points

i) Track bar

ii) Time slider

iii) Time control

d) What is rendering? Explain types.

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[4920]-103

S. Y. B. Sc.

ANIMATION

AN - 2103 : Digital Art - I

(2011 Course) (Semester - I)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:
   1)   All questions are compulsory.
   2)   Neat diagrams must be drawn wherever necessary.

Q1) Answer the following questions: **[10 × 1 = 10]**

   a)   Name any two types of Retouching tools?

   b)   Name any two types of selection tools?

   c)   Name any two types of eraser tools?

   d)   Write full form of RGB?

   e)   What is Back step option in photoshop?

   f)   What is use of History brush tool?

   g)   Write full form of JPEG and PNG?

   h)   Write any two option in brush preset.

   i)   How to convert Black & White Mode into color mode?

   j)   What is 'Vanishing point' filter use for?

Q2) Answer the following question (Any 2)   **[2 × 5 = 10]**

   a)   Explain 'Gradient' tool in brief?

   b)   Explain 'Duotone' color mode.

   c)   What is 'Preference'? Explain four option.

   d)   What is 'Global Lighting' option use for? Explain in brief.

Q3) Answer the following question (Any 2): [2 × 5 = 10]

    a)   What is 'HSB' explain in brief?

    b)   Explain 'Paragraph' panel in brief.

    c)   What is 'Grid'? Explain in brief.

    d)   What is 'Channel Calculations'?

Q4) Answer the following questions (Any 2): [2 × 5 = 10]

    a)   What is vector shape in photoshop? Explain it.

    b)   Explain 'Layer Style'?

    c)   What is Path? Explain in brief.

    d)   What is 'Non-Destructive' editing in layers.

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[4920] - 104

S.Y.B.Sc.

ANIMATION

AN - 2104 - Multimedia Systems

(2011 Pattern) (Semester - I)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

1) All questions are compulsory.

2) Neat diagrams must be drawn wherever necessary.

Q1) Answer the following questions: **[10 × 1 = 10]**

a)   List out the names of audio and video formats.

b)   What is RGB and CMYK?

c)   What is ADC?

d)   What is Compression?

e)   Name the two video compression standards that is defined by ITUI.

f)   What is redundancy and visibility?

g)   Define NTSC and PAL.

h)   What are the elements of multimedia.

i)   What is analog signal.

j)   Define hypertext and hypermedia.

Q2) Answer any two of the following: **[2 × 5 = 10]**

a)   Explain in brief the elements of multimedia.

b)   Write a note on musical instrument synthesizers.

P.T.O.

c) Explain RGB and CMYK color model with diagram.

d) Write a note on video performance measurement.

Q3) Answer any two of the following: **[2 × 5 = 10]**

a) Explain toolkit.

b) Write a note on MIDI devices.

c) Define briefly the following terms.

   i) MIDI

   ii) Psychoacoustics.

d) What are the file format techniques for supporting real time interchange?

Q4) Answer any two of the following: **[2 × 5 = 10]**

a) Write a note on multimedia systems.

b) Write a note on sensors for TV Cameras.

c) Write a note on track model and object model.

d) Define the following:

   i) Multimedia.

   ii) Hypertext.

   iii) Psychoacoustics.

   iv) Compression.

   v) Color fundamentals.

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[4920] - 105

S.Y.B.Sc.

ANIMATION

AN : 2105 - Animation Techniques - I

(2011 Pattern) (Semester - I)

Time : 2 Hour]   *[Max. Marks : 40*

Instructions to the candidates:

1) *All questions are compulsory.*
2) *Neat diagrams must be drawn wherever ncessary.*

Q1) Answer the following questions: **[10]**

a) What is cut-out Animation?

b) What do you mean by 'Dailies'?

c) What is foley sound?

d) What is chrom key use in clay animation?

e) What is limitation of Stop Motion Animation?

f) What is stop Motion Animation?

g) What is posing in puppet animation?

h) What are different types of camera shot? Name any 4.

i) What are different types of camera angles?

j) What is transitions?

Q2) Answer the following questions (any 2) **[10]**

a) Explain the different stages of building the puppet.

b) Explain in brief the foam and latex Method of building models.

c) What is an armature? Explain?

d) Write a brief Note on Ray Harryhausen's work in the field of stop Motion.

Q3) Answer the following questions (any 2) **[10]**

a) Write a brief note on Phill Tippet's contribution to stop Motion & effects?

b) Write a short note on Ladislas stare witch and his work?

c) Explain the process of clay Animation?

d) Explain the procedure of 'Creature effects' using front and rear projectors.

Q4) Answer the following questions (any 2) **[10]**

a) Explain the progress of cut-out Animation over the years.

b) Explain in brief the progress of stop - Motion made over the years.

c) How does one decide on the material the puppet will be made of? Explain brief.

d) Explain the video Assist devices?

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[4920]-106

S.Y. B.Sc.

ANIMATION

AN - 2106 : Production Process-I

(2011 Pattern) (Semester-I)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1) *All questions are compulsory.*
2) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions: **[10]**

    a)   Name any two stages of Research.

    b)   What is Fullform of B.G.?

    c)   Name any two stages of pre-production.

    d)   Name any two types of camera shot.

    e)   What is x-sheet?

    f)   What are thumb nails?

    g)   What is plot?

    h)   What is Full form of F.G.?

    i)   What is Full form of M.G.?

    j)   Name any two element of story.

Q2) Answer the following questions (Any 2): [10]

a) Explain brief: script.

b) What are the different elements in a story? Explain any 4.

c) What is layout? Explain in brief.

d) How does one go about developing a concept? Explain.

Q3) Answer the following questions (Any 2): [10]

a) What is a rough sound track? Why is it necessary?

b) Explain different types of Camera movement.

c) State the different types of physique/body types of character in brief.

d) Explain the importance of 'Animatic' in Animate Moiues.

Q4) Answer the following questions (Any 2): [10]

a) Explain the importance of Research. Explain any two stages in brief.

b) What is 'character bible'? Explain brief.

c) Explain in brief an anthropomorphised characters. Give any 2 examples.

d) What is story? Explain the different element.

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[4920] - 11
F.Y. B.Sc.
ANIMATION
Elements of Information Technology
(2011 Pattern) (Paper - I)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*
3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions (<u>any 10</u>):   **[10×2=20]**

    a)   What are the features of MS-Windows?

    b)   Define File and Directories.

    c)   What is Icon?

    d)   What is operating system? Give any two examples of operating system.

    e)   What is Taskbar? What is use of Taskbar?

    f)   What is input device? Give it's two example.

    g)   Who is making the web standards?

    h)   What is difference between XML and HTML?

    i)   Explain how to specify background image in HTML.

    j)   What are the difference between cell spacing and cell padding?

    k)   What are the meta tags and why they are used?

    l)   What is the monospace text?

Q2) Answer the following questions (<u>any 4</u>):   **[4×5=20]**

    a)   Explain the basic 3 part of computer with diagram.

    b)   Write a note on mainframe computer.

    c)   What is flowchart? Define different symbols of flowchart.

    d)   Explain concept cascading style sheet.

    e)   Explain order list with its attribute value.

P.T.O.

Q3) Answer the following questions (<u>any 4</u>):   [4×5=20]

    a)   Explain following terms in HTML

         i)   RGB ( ) method

         ii)   Hexadecimal method

    b)   Explain htmls semantic tag. Also describe formatting division in detail.

    c)   Explain Hard disk.

    d)   Write a note on Assembly languages.

    e)   Write an algorithm to find maximum out of given three different number.

Q4) Answer the following questions (<u>any 4</u>):   [4×5=20]

    a)   Draw a flowchart to find factorial of given number.

    b)   Draw a flowchart to print the integer between the specific range (start number and end number will be given by user)

    c)   Draw a flowchart to check that given number is prime or not.

    d)   Write a HTML program to display the following on web page.

    e)   Create a web page to display the following using HTML

- Milk
  - Goat
  - Cow
- Eggs
  - Free - range
  - Other
- Cheese
  - Smelly
  - Extra smelly.

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[4920]-12

F.Y.B.Sc.

ANIMATION

Introduction to Programming Language "C" Programming

(2011 Course) (Paper - II)

Time : 3 Hours]   *[Max. Marks :80*

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Figures to the right indicate full marks.

Q1) Answer the following questions (any 10):   **[10×2=20]**

    a)   What is composition in python?

    b)   Write a syntax of try - catch in python.

    c)   What is use of // operator in pythone?

    d)   What will be output of following code in python.

        X = True

        Y = False

        Z = False

        if X ory and Z:

        Print "yes"

        else

        print "No"

    e)   Which functions are used to accept input from user in python?

    f)   State whether the following statements are true or false

        i)   Every line in C program should end with a semicolon.

        ii)   main ( ) is where the program begins it execution.

P.T.O.

g) What is constant ? Give any two example of constants in C programming.

h) What is use of getchar ( ) function?

i) Define program.

j) What is use of puts ( ) function in C?

k) What is pointer? Write a syntax for integer pointer.

l) What would be the value of X after execution of the following statements in C?

int X, Y = 10;

char Z = 'a';

X = Y + Z ;

Q2) Answer the following questions (any 4): **[4×5=20]**

a) Explain different data types used in C language with suitable example?

b) What is keyword? Give the three examples of keyword and its use?

c) Explain with example ++ i and i++.

d) What is variable? What are rules for variable names?

e) Write any 5 dictionary methods with example in python.

Q3) Answer the following questions (any 4): **[4×5=20]**

a) Explain range ( ) function with all versions in pythone.

b) Explain the following in pythone with example.

   i)   modulus operator

   ii)   Logical operators

c) Explain syntax and use of Do - while statement.

d) What is array? How to declare array? Explain with suitable example.

e) Explain printf ( ) and scanf ( ) function with an example.

Q4) Answer the following questions (any 4): [4×5=20]

a) Any integer is input through the keyboard. Write a C program to find out whether it is an odd number or even number.

b) Write a C program to generate following pattern on output screen

```
*

* *

* * *

* * * *

* * *

* *

*
```

c) Write a C program to find factorial of any positive integer.

d) Write a python program to accept a number from user & print message if number is equal to zero or greater than zero or less than zero.

e) Write a python program to copy contents from one file to another file.

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[4920]-13

F. Y. B. Sc.

ANIMATION

Basic of Animation.

(Paper - III) (2011 Course)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

3) Neat diagrams/illustration must be drawn wherever necessary.

4) Each illustration must be sketched on a blank separate page.

Q1) Answer the following Questions: (Any 10)   **[10 × 2 = 20]**

a)   Name any 4 early devices that helped create the illusion of movement.

b)   Name the elements in character bible?

c)   Name the different views sketched in a 2D model sheet.

d)   Name the different views sketched in a 3D model sheet.

e)   What is sequential movement drawing?

f)   Name the various digital colors modes?

g)   What is rapid sketching?

h)   Name any 2 the fundamentals of design?

i)   What is Dope sheet?

j)   What is RGB, CMYK?

k)   What is TIFF, PNG?

l)   What is pose to pose animation?

Q2) Answer the following Questions (Any 4)   **[4 × 5 = 20]**

a)   What are the different types of Animation?

b)   Explain any 3 types of animation with examples.

c)   What are the origins of story?

d)   What is the Hollywood Formula?

e)   Explain story board.

P.T.O.

Q3) Answer the following Questions (Any 4):   [4 × 5 = 20]

a) Explain the evolution in the field of animation from cave painting to the current industry.

b) Explain what core principle is animation based on?

c) What is character Development?

d) What points are to be considered when writing a character Bible.

e) What are the different between slow-in and slow out?

Q4) Answer the following Questions (Any 4):   [4 × 5 = 20]

a) What are importance of character Bible?

b) Explain stretch and squash, illustrate of a movement.

c) What is the basic procedure for traditional animation?

d) Write a short note on the production process for a 3D animated feature film.

e) What are the different views used for a 2D and 3D model?

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[4920] - 14
F.Y.B.Sc.
ANIMATION
Foundation Art
(2011 Course) (Paper - IV)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:
  1) All questions are compulsory.
  2) Figures to the right indicate full marks.
  3) Neat diagrams illustrations must be drawn wherever necessary.

Q1) Answer the following questions:(any 10)   **[2 × 10 = 20]**

  a)   Write difference in jaw lines in male and female?

  b)   What is mannequin?

  c)   Write 3 fundamental forms of volume construction?

  d)   Write any 4 facial expressions?

  e)   How foreshortening is useful?

  f)   What is cost shadow in shading?

  g)   Define perspective?

  h)   Define balance.

  i)   How line of action can be useful?

  j)   Write any 2 muscles of lower arm?

  k)   Depending on which factor key lines are classified? Write its types.

  l)   How to maintain proportion of a figure?

Q2) Answer the following: (any 4)   **[5 × 4 = 20]**

  a)   Draw and label human figure basic divisions?

P.T.O.

b)   Explain hinge joints?

c)   Write a note on head and face?

d)   How gesture drawing is used?

e)   Explain perspective?

Q3) Answer the following: (any 4)   **[5 × 4 = 20]**

a)   Which is the most neglected area of figure drawing and why so?

b)   What is the purpose of gesture drawing? Which points are to be considered?

c)   Name any 10 human muscles?

d)   What is drapery? Explain in detail?

e)   Write a note an rhythmic forms?

Q4) Answer the following: (any 4)   **[5 × 4 = 20]**

a)   What is the importance of block construction in human skeleton?

b)   Explain vanishing point in details.

c)   Explain highlight and middle tone in shading with examples?

d)   Explain the use of rapid sketches in drawing?

e)   Explain depth and shadow in shading with an example?

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[4920]-15

F. Y. B. Sc.

ANIMATION

Computer Based 2D Animation

(2011 Pattern) (Paper - V)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*
3) *Neat diagrams/ illustrations must be drawn wherever necessary.*

Q1) Answer the following questions (any 10)   **[20]**

   a)   Write a shortcut of import image to stage?

   b)   What is use of 'zoom tool'?

   c)   What is use of 'paint bucket tool'?

   d)   What is shortcut of 'Brush tool'?

   e)   What is use of 'Property Inspector'?

   f)   What is use of 'Ink Bottle tool'?

   g)   What is shortcut and use of 'Frame' in timeline?

   h)   What is a shortcut of 'Line tool'?

   i)   What is use of Eraser tool?

   j)   What is use of 'Lasso tool'?

   k)   What is use of free 'Transform tool'?

   l)   What do you mean by 'FPS'?

Q2) Answer the following questions (any 4).   **[20]**

   a)   What are timeline effects? Explain brief.

   b)   Explain 'gradient transform' tool?

c) Explain 'Property Inspector'?

d) Explain in brief - ' characteristic of line' with the help of examples?

e) What are different types of 'TEXT'? Explain in brief.

Q3) Answer the following questions (any 4). [20]

a) Which file format support sound in flash?

b) Explain in brief 'Motion guide' with example?

c) What is Masking? Explain in brief.

d) Explain 'Motion tween' with example?

e) What is difference between 'Grids & Guides'?

Q4) Answer the following questions (any 4). [20]

a) Explain 'Frame by frame animation technique'?

b) What is 'Instance'? Explain brief.

c) Explain 'Kerning'?

d) What is layer folder use for? Explain.

e) Explain in brief 'play head'?

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[4920]-16

F.Y. B.Sc.

ANIMATION

Multimedia and Computer Graphics

(Paper-VI) (2011 Course)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

     1)   *All questions are compulsory.*

     2)   *Figures to the right indicate full marks.*

     3)   *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions (Any 10):   **[10 × 2 = 20]**

     a)   What is mean bit error rate (BER)?

     b)   What is PCM?

     c)   What is RGB and CMYK?

     d)   State the 3 standard associated with HDTV and where are they used?

     e)   List the standards used for image and picture compression.

     f)   What is token ring?

     g)   Define frame buffer.

     h)   What are the types of compressed frames?

     i)   Define Z-buffer algorithm.

     j)   Define padding.

     k)   What is progressive mode and hierarchial mode?

     l)   What is BIFS?

Q2) Answer the following questions (Any 4):   **[4 × 5 = 20]**

a)   Explain the meaning of the following terms related to CSMA/CD.

   i)   Multiple access   ii)   Broadcast mode

   iii) Collision   iv)   Carrier sense

b)   Write the steps required to plot a line whose slope is between 0° and 45° using the slope intercept method.

c)   Draw and explain color models.

d)   Draw flowchart illustration the logic of Sutherland - Hodgman Algorithm.

e)   Explain the application of multimedia in movie / video - on - demand.

Q3) Answer the following questions (Any 4):   **[4 × 5 = 20]**

a)   Using Bresenham's line algorithm scan-convert line segment with endpoint (1, 1) to (8, 5).

b)   Draw the token ring network frame format and explain.

   i)   How the start and end frame is detected?

   ii) The role of token, monitor, priority and reservation bits in access control field.

   iii) The role of A and C bits in the frame status field.

c)   Find the normalization transformation that maps a window whose lower left corner is at (1, 1) and upper right corner is at (3, 5) onto.

   i)   A viewport that is the entire normalized device screen, and

   ii) A viewport that has lower left corner at (0, 0) and upper right corner $\left(\frac{1}{2}, \frac{1}{2} \right)$.

d) Draw the schematic diagram of MPEG perceptual encoder and decoder.

e) Draw and explain the main circuit components associated with signal encoder and also draw all sets of signal waveform showing the conversion from analog to digital signal.

Q4) Answer the following questions (Any 4): **[4 × 5 = 20]**

a) How is bridge different from a repeater? What are the advantages and disadvantages of each?

b) Explain the principles on which perceptual coders are based and how they differ from an LPC and CELP coder.

c) Explain how better sound quality for the same bit rate can be obtained using subband coding ADPCM with the help of schematic diagram.

d) Explain the principle of operation of the LZW compression algorithm and how this is different from LZ algorithm.

e) State and explain three types of Ethernet.

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F. Y. B. Sc.
ANIMATION
Introduction to 3D Animation & Modeling - I
(Paper - VII) (2011 Course)

Time : 3 Hours]   *[Max. Marks : 80*
Instructions to the candidates:
    1)   **All questions are compulsory.**
    2)   **Figures to the right indicate full marks.**
    3)   **Neat diagram / illustration must be drawn wherever necessary.**

Q1) Answer the following Questions (Any 10):   **[10 × 2 = 20]**

    a)   Write the Keyboard shortcut of Move & Rotate?

    b)   Name of the scale toolbar button?

    c)   What are the controls in Lower interface bar?

    d)   How do you save your 3ds Max file through Keyboard.

    e)   What are the objects in extended primitives?

    f)   Define Specular?

    g)   What is curve Modeling?

    h)   Name any four famous animation studios who are contribute to the world animation.

    i)   The 'obj' and 'FBX' files import in 3ds Max (T/F)?

    j)   Keyboard shortcut of "Viewport" full screen in 3ds Max.

    k)   Full form of NURBS?

    l)   Write any two shaders names are using in 3ds Max?

Q2) Answer the following Questions (Any 4):   **[4 × 5 = 20]**

    a)   Explain Pivot point.

    b)   What is Modeling Ribbon? Explain.

    c)   What is the importance of the quick access toolbar?

    d)   Explain the workflow of standard primitives.

    e)   What are the difference between uniform scale and non-uniform scale.

Q3) Answer the following short notes (Any 4): **[4 × 5 = 20]**

   a)   Chamfer.

   b)   Extrude along with splines.

   c)   Viewport.

   d)   Bridge.

   e)   Ccone.

Q4) Answer the following Questions (Any 4): **[4 × 5 = 20]**

   a)   Explain the importance of compact Material Editor in 3ds Max.

   b)   What is lathe modifer? Explain.

   c)   Explain the importance of convert in Editable Poly.

   d)   Explain the importance of hinge from Edge.

   e)   Explain the viewport navigation controls.

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F. Y. B. Sc.

ANIMATION

Introduction to Mass Communication and Media Literacy

(2011 Course) (Paper - VIII)

Time : 3 Hours]   *[Max. Marks : 80*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Figures to the right indicate full marks.*

Q1) Answer the following questions (Any 10):   **[20]**

    a)   What are e-books and d-books?

    b)   What are webzines, names two webzines?

    c)   Explain two advantages of "print on demand".

    d)   What is viral marketing?

    e)   What are instant books? Give two examples.

    f)   What is mean by MMO?

    g)   What are the two forms of mobile video?

    h)   What is a blog? (Explain in brief).

    i)   What are the two primary privacy issues for online communication?

    j)   What is product placement and explain with an example?

    k)   What is internet and e-magazine?

    l)   What are the two radio channels?

Q2) Answer the following questions (Any 4): **[20]**

   a)   Social networking websites and their affects on our lives?

   b)   Difference between Public Relations and Advertising?

   c)   How does computers and digitalization affected the radio and recording industries?

   d)   What is James Carey's definition of culture? How does culture define people?

   e)   What is meant by media multitasking?

Q3) Answer the following questions (Any 4): **[20]**

   a)   State four difference between personal communication and mass communication.

   b)   Write about your favourite advertisement in detail.

   c)   How did the invention of the printing press lead to the growth of mass communication.

   d)   What is media literacy? Explain two media literacy skills.

   e)   How do media reflect culture?

Q4) Answer the following questions (Any 4): **[20]**

   a)   What is the firewall? Why is it important?

   b)   Explain how newspapers are an important medium of mass communication.

   c)   Importance of media freedom in democratic country.

   d)   Violence portrayed in the media and its effects on our minds.

   e)   What is an advertorial? What is its function?

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[4920]-201

S. Y. B. Sc.

ANIMATION

AN - 2201 : Technical English - II

(2011 Course) (Semester - II)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Figures to the right indicate full marks.

Q1) Answer the following questions: **[10]**

    a)   Why is team work so important in a business?

    b)   Define Internal Audience.

    c)   What is a resume?

    d)   Give basic qualities required to become a good leader.

    e)   Explain what is a brochure?

    f)   What is a business apology letter?

    g)   What is Team Work?

    h)   What is collaborative writing?

    i)   Name different types of Audiences in Technical Writing.

    j)   What is drafting?

Q2) Answer any two of the following: **[10]**

    a)   Distinguish between Memo's and e-mails.

    b)   Explain the importance of technical writing in a workplace in detail.

    c)   State and explain the importance of grammar for technical writing.

    d)   Name and explain different types of letters.

Q3) Answer any two of the following: [10]

   a) What is a resignation letter. Give a suitable example.

   b) Explain the essential ethics in technical writing.

   c) What are the principles of Effective Communication?

   d) What is a Memo? Explain in detail with an example.

Q4) Answer any two of the following: [10]

   a) Describe and explain the function of Recomendation letter with an example.

   b) Explain the importance of audience involvement in Technical English.

   c) Explain Academic writing in detail.

   d) What is pre-writing.

[4920]-202

S. Y. B. Sc.

ANIMATION

AN - 2202 : 3D - Animation - II

(2011 Course) (Semester - II)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

  1)   All questions are compulsory.

  2)   Draw Neat diagrams whenever necessary.

Q1) Answer the following: **[10]**

  a)   What is container? How to use?

  b)   What is XRef?

  c)   What is 'Schematic View Window' & How to use?

  d)   Define Hierarchies.

  e)   Write down the types in 'Edit Geometry Modifier'.

  f)   What is Morphing?

  g)   How to create scatter object?

  h)   Define 'UVW Unwrap'.

  i)   Write down following fullforms.

     i)   IK

     ii)   FK

     iii)   GI

     iv)   FG

  j)   How to enable mental ray renderer?

Q2) Answer the following (Any 2): [10]

    a)   Explain schematic view window.

    b)   Explain loft compound object.

    c)   What is UVW? Explain in brief.

    d)   Explain Pro Boolean & Pro Cutter object.

Q3) Answer the following (Any 2): [10]

    a)   Explain Hair & Fur modifier.

    b)   Explain types of primitive Maintenance Modifier.

    c)   Explain Animation 'Track View Window'.

    d)   Explain 'Baking Animation Keys'.

Q4) Answer the following (Any 2): [10]

    a)   Write down difference between IK & FK solver.

    b)   Explain 'wiring' parameter system.

    c)   Explain following points.

        i)   Exposure Control.

        ii)   Atmospheric Effect.

    d)   Explain 'Blizzard Particle System'.

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S.Y.B.Sc.
ANIMATION
AN-2203: Digital Art - II
(2011 Pattern) (Semester - II)

Time : 2 Hours]   *[Max. Marks :40*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions.   **[10]**

   a)   What is shortcut of 'Eye dropper' tool?

   b)   What is 3D Rotate camera tool in Photoshop?

   c)   What is Artistic Filters?

   d)   What is photo Manipulation?

   e)   Explain video option in Filter gallery?

   f)   What is full form of 'HDR' image?

   g)   What is full form of CMYK?

   h)   What is swatches?

   i)   Write any two types of sketch Filter?

   j)   What are guide use for?

Q2) Answer the following questions.(any 2)   **[10]**

   a)   Explain the use of slicing tool in brief.

   b)   Why Photoshop is most use in Animation Industry?

   c)   What is use of lighting effects in filters? Explain brief.

   d)   Explain web image format in brief?

Q3) Answer the following questions. (any 2). [10]

    a) Explain Sharpen and colour half tone?

    b) Explain Batch processing in Photoshop?

    c) Explain 'Pixalate Filters' in brief.

    d) Explain following filter: stylize filters?

Q4) Answer the following questions. (any 2). [10]

    a) Explain Neon Glow effect?

    b) Explain Video filter? (any-2).

    c) Explain the use of channels in brief.

    d) Explain 'Mezzotint' Effect in filters?

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S.Y.B.Sc.

ANIMATION

AN-2204: Multimedia Communicaiton

(2011 Pattern) (Semester- II)

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

1)   All questions are compulsory.

2)   Neat diagram must be drawn whenever necessary.

Q1) Attempt the following question: **[10×1=10]**

a)   Define cool edit.

b)   What is geostationary satellite?

c)   Define Hypertext and Hypermedia.

d)   List the names of layers used in TCP/IP reference mode.

e)   Write the formula for attenuation and amplification.

f)   What is Lip tracing?

g)   Give the range of human hearing capacity.

h)   Name the vide editing software tools.

i)   Write any four image format.

j)   Name the two compression techniques.

Q2) Answer any two of the following: **[2×5=10]**

a)   Draw a table of macromedia director file format.

b)   Describe briefly about different types of transmission media.

c)   Define dithening and write it's algorithm.

d)   Explain with diagram about electronic mail.

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Q3) Answer any two of the following: **[2×5=10]**

a) Write short note on digital audio.

b) Define the following:

i) Attenuation

ii) Delay distortion

iii) Noise

iv) Period

v) Frequency

c) Write a note on interactive television.

d) Explain in brief any one error detection method.

Q4) Answer any two of the following: **[2×5=10]**

a) Explain two modes of transmission.

b) Write a note on 8-bit gray level image.

c) Write a note on HDLC protocol.

d) Write a short note on human lip reading.

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[4920]-205

S.Y. B.Sc.

ANIMATION

AN - 2205 : Animation Techniques-II

(2011 Course) (Semester-II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Draw neat diagrams whenever necessary.

Q1) Answer the following: **[10×1]**

    a)   What is aperture?

    b)   What do blending modes do?

    c)   How to create a camera layer?

    d)   Name any five output video formats available in after effects.

    e)   What is a digital asset?

    f)   What are motion graphics?

    g)   Name any five still image formats available for exporting in AE.

    h)   How many shape tool does AE include?

    i)   Name any 2 software packages used for comping?

    j)   What is croma keying?

Q2) Answer the following (Any 2):   [10]

    a)   Explain the use of clone stamp tool.

    b)   Explain keying & its various types in detail.

    c)   What is pre-composing?

    d)   What is Layer based comping?

Q3) Answer the following (Any Two):   [10]

    a)   Explain blending modes & its categories.

    b)   What is screen correction?

    c)   What is nesting?

    d)   What is match-moving?

Q4) Answer the following (Any 2):   [10]

    a)   What is stereoscopy explain?

    b)   Alpha compositing. Explain.

    c)   Name & describe different layer types in after effects.

    d)   Rotoscopy importance & process.

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S.Y. B.Sc.

ANIMATION

AN - 2206 : Production process-II

(2011 Pattern) (Semester-II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

3) Neat diagrams must be drawn wherever necessary.

Q1) Answer the following questions: **[10]**

a) What is 'forced perspective'?

b) What is over lays?

c) Name any two types of perspectives?

d) What is 'Rest areas'?

e) Outline in Hollywood is also called?

f) What is 'premise'?

g) What does one require to become a storyboard artist?

h) What is 'head room'?

i) What is check list for things that can go wrong with diagues?

j) What is steadicam?

Q2) Answer the following questions(any two): **[10]**

    a)   Explain the different cuts and transitions in brief.

    b)   Explain 'whip pan?.

    c)   Explain 'Mood boards' & 'key frames'?

    d)   Explain floor plan?

Q3) Answer the following questions (any two): **[10]**

    a)   Explain zip pans?.

    b)   Explain focal points? why are they important?

    c)   write a note on 'The Rule of Thirds'.

    d)   Explain the different methods of 'framing in layouts'?

Q4) Answer the following questions.(any two): **[10]**

    a)   Explain 'Match or Reg' lines?

    b)   Explain story dynamics? in brief

    c)   Explain client board? in brief.

    d)   Explain camera shoot in brief ?

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[4920] - 301

T.Y. B.Sc.

ANIMATION

An - 3101 : Script writing - I

(2011 Pattern) (Semester - III)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

   3)   *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following question   **[10]**

   a)   Name the cine art animation master piece created by winsor McCay in 1914?

   b)   What are the three main features of the poetic screen play?

   c)   What is a bible in film making?

   d)   What do you mean by high concept?

   e)   What does 'During' denote script writing?

   f)   What does 'INT' denote in script writing?

   g)   What is a 'film' story board'?

   h)   What do you mean by 'Scene'?

   i)   Thaumatrope was invented by whom and when?

   j)   What is 'beat'?

Q2) Answer the following question (any 2)   **[2×5=10]**

   a)   Name and explain the important points to be considered while writing a script for a stop Motion Movie

   b)   Write in detail about what independent shots are?

   c)   Explain the structure planning while writing a story?

   d)   Name and explain various Genre's in Animation?

Q3) Answer the following questions (any 2)   **[2×5=10]**

    a)   What are the common problems faced while writing a dialogue? Explain.

    b)   What are the important things to be considered while binding the scences together?

    c)   What Makes an outstanding board? Explain in detail.

    d)   How is a premise planned while writing a story?

Q4) Answer the following question (any 2)   **[2×5=10]**

    a)   Describe what buyers are looking in a story in detail?

    b)   What is a Scene and what are its important aspects?

    c)   What are point to be consider for meeting a story Editor?

    d)   Explain Market testing?

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[4920]-302

T.Y.B.Sc.

ANIMATION

AN-3102: Introduction to Action Script

(2011 Course) (Semester- III)

Time : 2 Hours]   *[Max. Marks :40*

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Figures to the right indicate full marks.

    3)   Symbols and abbreviations have their usual meaning.

Q1) Attempt each of the following: **[10×1=10]**

    a)   Explain the tenets of object oriented programming.

    b)   Write the two instance variables those are used by mouse event object to indicate mouse Pointer's current position.

    c)   What is Actionscript?

    d)   What is Event Handling?

    e)   Explain the term "Event Object".

    f)   Explain the term "Event Target".

    g)   How to create loader instance?

    h)   What is alpha property?

    i)   Explain normal bland mode.

    j)   What is interface?

Q2) Answer any two of the following: [2×5=10]

a) Explain any 5 blending modes.

b) Explain following terms:

Blending mode, Display object, stage, Transformation, Display object container.

c) Write the use of following terms.

Meth. max( ), Meth. min, Meth. PI, abs( ), Cell ( )

d) Explain the terms variable and constant.

Q3) Answer any two of the following: [2×5=10]

a) Explain the following methods of array.

concat ( ), join ( ), slice ( ), to string ( )

b) What is default parameter value? Give an example to set the default parameter value in AS3?

c) Explain the following terms.

Associative, array, Indexed array, Multidimensional array, Index, key.

d) What is procedure oriented programming Language (POLP)? Explain the drawbacks of POP.

Q4) Answer any two of the following: [2×5=10]

a) What are the advantages of display list approach?

b) Write a function to navigate a URL - www.adobe.com after clicking on a button.

c) Write a function to change the color, font and size of the text field "txtFld".

d) Explain the scale mode property of stage class. How to control stage scaling?

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[4920]-303

T. Y. B. Sc.

ANIMATION

AN - 3103 : Gaming Technology

(Semester - III) (2011 Pattern)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

   1) All questions are compulsory.

   2) Figures to right indicate full marks each.

   3) Neat diagrams must be drawn wherever necessary.

Q1) Attempt all of the following: [10]

   a)   Define Gaming.

   b)   Name any 1 game console from 8th generation.

   c)   Give names of any five console games.

   d)   Draw a rough character concept of a thief holding a key.

   e)   Give names of any five dice games.

   f)   What should be the colour scheme for a children educational game?

   g)   Give five names of the famous mobile phone games.

   h)   Give names of five racing games.

   i)   Give names of any three game engines.

   j)   Which company has created "need for speed" game.

Q2) Attempt any two of the following: [10]

   a)   Describe how is gaming a big part of modern entertainment.

   b)   Create a level design for a children educational game and explain the game play.

   c)   Create a character for a casual game of a 35 year old farmer.

   d)   Give names of any 10 pattern matching games.

Q3) Attempt any two of the following: **[10]**

a) Draw a flow chart of a game production chain.

b) Create 5 different weapons for futuristic soldier and mention their use in game.

c) Explain Roger Caillois definition of game.

d) Explain why any back story is important for a game.

Q4) Attempt any two of the following: **[10]**

a) Differentiate between 2d and 3d game art with example.

b) Describe the game production team members responsibility.

c) Create a 2d game character based on given description

age -12, caucasion boy, short hair with spikes, active and mischievious, clothes - t - shirt, shorts, casual shoes, watch, back pack.

d) Give names of 10 pc games.

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T.Y.B.Sc.

ANIMATION

AN - 3104 : Digital Editing and Motion Graphics

(Semester - III) (2011 Course)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Figures to the right indicate full marks.

Q1) Answer the following questions: **[10 × 1 = 10]**

a)   What does PAL stand for?

b)   What are motion graphics?

c)   What are show openers?

d)   What are promotional campaigns?

e)   What are lower thirds?

f)   What is the meaning of full HD?

g)   What are mortises?

h)   Name a few cinematic inventions?

i)   What does NTSC stand for?

j)   What is lossless compression?

Q2) Answer the following questions : (any 2)   **[2 × 5= 10]**

a)   What is an Editor's cut?

b)   Give a detailed account of the use of motion graphics in Film titles.

c)   What are Mortises? Explain in detail with example.

d)   Write about the motion graphics used in commercials.

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Q3) Answer the following questions: (any 2) [2 × 5 = 10]

    a)   Describe in detail about the first non linear editor.

    b)   Describe the latest technologies that have helped motion graphics.

    c)   Write a detailed note on the use of motion graphics in web.

    d)   What is PSA? Explain in detail.

Q4) Answer the following questions: (any 2) [2 × 5 = 10]

    a)   Write about the different ways of accessing the video in non linear editing in detail.

    b)   What is pick-up in film making?

    c)   Explain the importance of Motion Graphics at educational installations.

    d)   Write a short note on motion graphics in interior design?

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[4920] - 305

T.Y.B.Sc.

ANIMATION

AN - 3105 : Color Theory and Visual Design

(2011 Pattern) (Semester - III)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1) *All questions are compulsory.*

2) *Figures to the right indicate full marks.*

3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following question: **[10]**

     a)   What is Tint?

     b)   What is maximum time for 'After Vision'?

     c)   What is shade?

     d)   What is culmination?

     e)   What is experience when we keep eyes open in totally Dark Place?

     f)   What will be the effect of dark Grey on a Black Surface.

     g)   What is weak coloring?

     h)   What are different tendency to different colors.

     i)   What is Hue colors?

     j)   What is Hyper chromatism?

Q2) Answer the following questions: (any 2)   [2 × 5 = 10]

    a)   Explain the Hierarchy principles of Design.

    b)   Write a short note on effects of Light and Darkness?

    c)   Explain 'Chromatic Circle'?

    d)   Explain 'Accessory Images'?

Q3) Answer the following questions: (any 2)   [2 × 5 = 10]

    a)   What are catoptrical colors? Explain.

    b)   Explain Epoptical colors?

    c)   Explain the conditions of light under physical colors.

    d)   Explain 'Foregoing' phenomena?

Q4) Answer the following questions (Any 2)   [2 × 5 = 10]

    a)   What is 'prismatic Appearance'?

    b)   What is Refraction in case of large water prism? Explain.

    c)   Explain 'Color Harmony'?

    d)   Explain 'Dominance principles of Design'?

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[4920]-306

T.Y. B.Sc.

ANIMATION

AN - 3106 : Advanced 3D-Animation-I

(Semester-III) (2011 Course)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Figures to the right indicate full marks.

3)   Neat diagrams must be drawn wherever necessary.

Q1) Answer the following questions: **[10 × 1 = 10]**

a)   What is Polygon Primitives?

b)   What is keyboard combination for zooming?

c)   How do you Turn off Interactive creation options?

d)   Name the components of a polygon?

e)   What is MEL?

f)   What is duplicate special?

g)   What is the function of auto key?

h)   What is Interactive Split Tool?

i)   What is Pivot?

j)   What is Polygon Face?

Q2) Answer the following questions (Any 2):   [2 × 5 = 10]

    a)   Explain Append Polygon Tool.

    b)   Explain Project Directory of Maya?

    c)   Difference between Polygon & NURBS?

    d)   Explain Scene File Management of Maya.

Q3) Answer the following questions (Any 2):   [2 × 5 = 10]

    a)   What is Planar Mapping? Explain.

    b)   What is the role of play blast in 3D Animation?

    c)   Explain lattice.

    d)   Explain View port.

Q4) Answer the following questions (Any 2):   [2 × 5 = 10]

    a)   Explain stretch and squash.

    b)   Explain the importance of Quads.

    c)   What is Blend shapes?

    d)   Explain any two animation principle.

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[4920]-401

T. Y. B. Sc.

ANIMATION

AN - 3201 : Web Technology

(2011 Course) (Semester - IV)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Figures to the right indicate full marks.

Q1) Answer the following questions: **[10]**

   a)   Define Internet.

   b)   What is the structure' the HTML page?

   c)   Which are different image formats used for web?

   d)   Define class selector.

   e)   Define ID selector.

   f)   Define Absolute Positioning.

   g)   Define external CSS style.

   h)   Define Radio button.

   i)   Define browsing.

   j)   What is the use of BG color?

Q2) Attempt any two: **[10]**

   a)   Explain body tags with BG colour.

   b)   Explain different table attributes.

   c)   Write the program for how to give background Image to table all.

   d)   Explain ordered list.

Q3) Attempt any two: [10]

    a) Write a program to create ordered list with small roman.

    b) Write a program to create unordered list with square.

    c) What is text box? Write a program to create a drop down list?

    d) Explain ID selector with example.

Q4) Attempt any two: [10]

    a) Explain Relative Positioning in CSS.

    b) What are different position properties used in CSS.

    c) What is Email link? Write a program for Email link.

    d) Explain Nested tables.

[4920]-402

T. Y. B. Sc.

ANIMATION

AN - 3202 : Intellectual Property Rights and Cyber Security

(2011 Pattern) (Semester - IV)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

   3)   *Symbols and abbreviations have their usual meanings.*

Q1) Attempt all of the following: **[10]**

   a)   What is serial transmission of data?

   b)   Give the full form of WAN and LAN.

   c)   What is hacking?

   d)   Define e-commerce.

   e)   What is a protocol?

   f)   Explain duplex mode of communication.

   g)   Define worm.

   h)   Define Computer forensics.

   i)   What is a wireless network?

   j)   What is a transmission media?

Q2) Attempt any two of the following: **[10]**

a) Discuss in detail the layers of OSI model.

b) Define Cryptography. Explain the applications of cryptography.

c) What is Information classification? Describe the scheme used for data / information classification.

d) Define policy and explain the types of policy in detail.

Q3) Attempt any two of the following: **[10]**

a) Define OCTAVE. Explain the three phase approach of OCTAVE.

b) What is VPN? Explain its basic architecture.

c) Define and Explain Principles of Security.

d) Explain the different techniques of password cracking.

Q4) Attempt any two of the following: **[10]**

a) What are intruders? Explain types of intruders.

b) Write a note on Disaster Recovery Planning (DRP).

c) What is a Law? Define Ethics. What are types of security laws?

d) Explain the terms threat, vulnerability, antivirus Trojan Horse, Virus.

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[4920]-403

T.Y.B.Sc.

ANIMATION

AN-3203: Gaming Production

(Semester - IV) (2011 Coure)

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

    1)   All questions are compulsory.

    2)   Figures to the right indicate full marks.

Q1) Answer the following questions. **[10]**

    a)   Which character is the opposite of the protogonist?

    b)   Which type of anagonist is an anti Hero?

    c)   Which type of antagonist seems villains but they are turn out to be innocent?

    d)   Which type of antagonist helps the Hero to progress on the journey and assist the Hero with difficult tasks?

    e)   Which type of Antagonist character is neutral character who enjoys mischief?

    f)   Which types of antagonists are larger than Life?

    g)   Which types of Antagonists are opposite of exaggerated, and toughest to create?

    h)   By which name the supporting characters also known?

    i)   What is the full form of MMO's in online games?

    j)   Which specific story pattern, that legends and myths of all world cultures share?

Q2) Attempt any 2: **[10]**

    a)   List the important sub systems of the application layer.

    b)   Define "System clock" of Application layer.

    c)   Define D.L.L. (Dynamically Loaded Libraries).

    d)   Explain Network communications of Application Layer.

Q3) Attempt any 2: **[10]**

    a)   Explain Threads and Thread synchronization of Application layer.

    b)   Draw & Explain Game Logic Layer.

    c)   Importance of Game state and Data structure in Game Logic Layer.

    d)   Explain Physics & collision in Game Logic layer.

Q4) Attempt any 2: **[10]**

    a)   Define "Events" in Game logic layer.

    b)   Define Command Interpreter in game logic layer.

    c)   Figure (Draw) and Explain, Game view of Human.

    d)   Importance of user interface presentation in game production.

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T.Y.B.Sc.

ANIMATION

AN-3204:Digital Editing and Motion Graphics - II

(2011 Course) (Semester- IV)

Time : 2 Hours]

[Max. Marks :40

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

3) Neat diagrams must be drawn whenever necessary.

Q1) Answer the following questions: **[10]**

a) What do you mean by sequential composing?

b) Write down two methods of constructing space?

c) What is brainstroming?

d) What is 'Old School Animation'?

e) Path Animation is also referring for which concept?

f) What is 'Green Matte'?

g) Does 'Premeire pro' exports the 'FLV' format?

h) Give the name of 'Adobe Premeire' latest version series?

i) What is frame by frame Animation?

j) What is interpolation?

P.T.O.

Q2) Answer the following questions (any- 2):   **[10]**

    a)   Explain the principles of composition in brief?

    b)   What is sequential composition?

    c)   Explain the role of 'Temporal discontinuity' in sequential composition?

    d)   Understanding Restriction - what is concept mean in Assessment?

Q3) Answer the following question (any- 2):   **[10]**

    a)   Explain the storyboard with pictorial and sequential continuity?

    b)   What is parenting and nesting in co-ordinating movement?

    c)   What is difference between chroma and luma keys?

    d)   What is keying?

Q4) Answer the following questions (any- 2):   **[10]**

    a)   Explain any five tips of frame by frame animation? Explain with diagram and process?

    b)   Explain colour correction? Explain in brief.

    c)   Elaborate the spatial continuity and action continuity Form?

    d)   What is difference between classical Animation and Digital Animation in Animation process.

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[4920]-405

T.Y. B.Sc.

ANIMATION

AN - 3205 : Visual Effects

(2011 Course) (Semester-IV)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Draw neat diagrams whenever necessary.

Q1) Answer the following: **[10]**

a)   Which base is Nuke software?

b)   Define Image analysis.

c)   What is binary image.

d)   What is full form of ROI?

e)   What does HSV stands form?

f)   List image file format.

g)   What is computer vision?

h)   To extract node: shift+_ + _

i)   What is matting?

j)   Hot key for colour correction & Roto.

Q2) Answer the following (Any 2): [10]

    a)   Explain Alpha channel.

    b)   Explain Histogram of image.

    c)   Explain Noise in detail.

    d) $Co = C_A F_A + C_B F_B$. Explain How?

Q3) Answer the following (Any 2): [10]

    a)   What is bluesreen matting?

    b)   Explain natural Image Matting.

    c)   List any 10 Hot keys used as universal commands for windows in nuke.

    d)   List time-line hot keys.

Q4) Answer the following (Any 2): [10]

    a)   Explain HSV color format in detail.

    b)   Explain Edge detection in detail.

    c)   List any 10 Hot keys used as viewer in nuke.

    d)   Explain Computer Graphics.

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[4920]-406

T.Y. B.Sc.

ANIMATION

AN - 3206 : Advanced 3D Animation-II

(2011 Pattern) (Semester-IV)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

1) *All questions are compulsory.*
2) *Figures to the right indicate marks.*
3) *Neat diagrams must be drawn whenever necessary.*

Q1) Answer the following:						**[10]**

a)	What is 'Rigging'?

b)	Define spot light.

c)	Full form of FK& IK

d)	What is Resolution gate?

e)	How to set intensity of light?

f)	What is T - pose?

g)	What is short key to set key in maya?

h)	Name two types of Lights in maya.

i)	How to create bones in maya?

j)	How to change FPS in maya?

Q2) Answer the following(any two): **[10]**

   a)   Define skinning & Explain.

   b)   Explain 3- point Light system.

   c)   What is forward kinematics?

   d)   What is batch render? Explain its process.

Q3) Answer any two: **[10]**

   a)   Types of lights in maya Explain in brief.

   b)   'Use of 'Naming' process in rigging.

   c)   Describe project window in maya.

   d)   Explain process & use of playblast.

Q4) Answer the following(any two): **[10]**

   a)   Explain following terms

        i)   Remove Joint.

        ii)   Connect Joint.

        iii) Disconnect Joint

        iv)   Mirror Joint

   b)   Explain attribute editor.

   c)   Explain maya user interface.

   d)   How to create pole vector & explain working.

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