SEAT No. :

[Total No. of Pages : 2

[6330]-31
S.Y. B.Sc.
ANIMATION
ANM301: Animation Technique
(2021 Pattern) (Semester - III)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

    1)   *All questions are compulsory.*

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

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

    a)   What is clay?

    b)   What is key light?

    c)   What is clean plates?

    d)   What is Frame Rate?

    e)   What is Croma?

    f)   What is clean plates?

    g)   What is BG plates?

    h)   Short cut key for new project?

    i)   What is Roto?

    j)   What is "effects"?

    k)   What is stocks?

    l)   What is masking?

Q2) **Answer the following (Any Three):**   **[3 × 5 = 15]**

   a)   Explain process of clay Animation.

   b)   How many Lights we value in after effect? Explain

   c)   How we create clean plates.

   d)   Explain luterface of after effects?

   e)   What is post production? Explain in brief

Q3) **Answer the following (Any Three):**   **[3 × 5 = 15]**

   a)   What are the various rotational axes in after effect? Explain.

   b)   Explain "ease in" and "ease out" in after effect.

   c)   What is masking? And what is the short key to select the image?

   d)   Explain graph editor in detail.

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

   a)   Write down short cut key.

       i)   New project   ii)   open a most recent project

       iii)   New solid layer   iv)   New adjustment layer

   b)   How you can delete the previous time from the time from panel. Explain?

   c)   What is scale? What are the control keys in the tool bar?

   d)   How can you reach extra spot of the futage.

<p align="center">❀❀❀</p>

[6330]-32
S.Y. B.Sc.
ANIMATION
ANM302-3D: Production - II (Maya)
(2021 Pattern) (Semester - III)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

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

a) What is Animation?

b) Write keyboard combination for duplicate & duplicate special.

c) What is shortcut to switch on lights in viewport?

d) Write shortcut for wire frame mode?

e) Write shortcut fot instant smooth the model.

f) What is use of Merge Command?

g) What is target weild?

h) What is unfold in edit UVS?

i) What is use of Bridge Command?

j) What is Bevel in Maya?

Q2) **Answer Any Three questions:** [3 × 5 = 15]

    a)   Explain production workflow of CGI.

    b)   What is the Render Engine? Explain any one.

    c)   Explain types of lights in Maya.

    d)   What is Ray trace shadow? Explain with example.

Q3) **Answer Any Three questions:** [3 × 5 = 15]

    a)   Explain Nodes in Hypershade.

    b)   Write down any 5 modifiers. Explain any 2 indetail.

    c)   Explain UVW mapping and texturing concept.

    d)   Explain Photoshop-Maya connection while texturing.

Q4) **Answer Any Four questions:** [4 × 5 = 20]

    a)   Explain parent-child connection in Maya.

    b)   Explain joint system of rigging.

    c)   Describe weight painting.

    d)   Differentiate IK and FK in maya Rigging.

    e)   Explain channel Box and Attribute editor.

✿✿✿

[6330] - 33

S.Y. B.Sc. (Animation)
ANM-303: ANIMATION PRODUCTION PROCESS
(2021 Pattern) (Semester-III)

Time : 3 Hours]   *[Max. Marks : 70*

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 (any 10) :**   **[10 × 2 = 20]**

a)   What is concept art?

b)   What is idea to develop story?

c)   What is story?

d)   What is plot?

e)   What is Screenplay?

f)   What is cinematography?

g)   Which software is used to Writing Script?

h)   When a script is completed and ready to go into pre-production. It is called?

i)   What is a scene heading in script writing?

j)   How many stages are there to create a animation movie?

k)   Write names any 3 type of storyboard?

l)   What is full form of CGI?

P.T.O.

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

    a)   Explain difference between Antagonist and Protagonist?

    b)   Explain what is shape language in character design? Explain with diagram in brief?

    c)   What is layout design for B.G.? Explain.

    d)   Explain use of animatic in detail?

    e)   Explain F.G., M.G. and B.G. in detail?

Q3) **Answer the following questions (any 3)** [3 × 5 = 15]

    a)   Explain steps to develop 2d animation movie. Explain in detail?

    b)   What are different types and styles of character design? Explain in brief.

    c)   Explain steps to develop 3d animation movie? Explain in detail?

    d)   Explain pipeline of VFX?

Q4) **Answer the following questions (any 3)** [3 × 5 = 15]

    a)   Explain steps and pipeline to develop clay animation movie?

    b)   Explain various camera angle in detail? with diagram.

    c)   Explain character rig in cut-out animation? Explain with diagram.

    d)   Explain various camera shots and movement? Explain with diagram in detail.

▶◀ ▶◀ ▶◀

[6330]-41

S.Y. B.Sc. (Animation)

ANM - 401 : ANIMATION OF AR AND VR TECHNIQUES

(2021 Pattern) (Semester - IV)

Time : 3 Hours]
Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*

[Max. Marks : 70

Q1) Answer the following questions. (any ten) [10×2=20]

   a) What does AR/VR stands for?

   b) Write primary features of VR?

   c) What is virtual world space?

   d) Write down VR Toolkits?

   e) What is 3D Modelling?

   f) What is rendering is Augmented simulation?

   g) What is 3D clipping?

   h) What is color theory?

   i) How does AR improve this Present Reality?

   j) How does immersive VR experience created?

   k) What are some popular AR application for Smart Cell Phone.

   l) What is the sensors?

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

   a)   Explain the concept of AR and provide an examples of its.

   b)   How can AR and VR be integrated to create mixed reality expriences?

   c)   What are the Hardware requirements for running AR Applications.

   d)   Difference between AR/VR.

   e)   What are the potential health concerns with VR technology.

Q3) Answer the following (Any three) :   **[3×5=15]**

   a)   Explain how can AR be used in education?

   b)   What is the purpose at VR headset? Explain.

   c)   Identify 2 industries, where VR technology is used and explain how it benefits each industry.

   d)   Explain types of sensors.

   e)   Discuss the eithical consideration surrounding the use of AR/VR technologies highlighting potential concerns and solutions.

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

   a)   Write and explain components of AR/VR.

   b)   Advantages of AR.

   c)   Disadvantages of AR.

   d)   Advantages of VR.

   e)   Disadvantages of VR.

✘   ✘   ✘

[6330]-42
S.Y. B.Sc. (ANIMATION)
ANM402-3D: SCULPTING TOOLS & TECHNIQUES (Z BRUSH)
(2021 Pattern) (Semester - IV)

Time : 3 Hours] *[Max. Marks : 70*
Instructions to the candidates:
1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*

Q1) **Answer any ten:** [10 × 2 = 20]

a) What is Sub Tool?

b) Define Digital sculpting.

c) What is a Light Box?

d) What is the shortcut for Move Brush?

e) Which tool is used to create hairs in z Brush?

f) What are the strength keys in z Brush?

g) Define Alpha in z Brush.

h) What are different types of strokes in z Brush?

i) What is the shortcut for Edit Tool?

j) What is Lazy Mouse in z Brush?

k) What are the types of UV projection mapping in z Brush?

l) What is the shortcut of Lazy Mouse?

P.T.O.

Q2) **Answer Any Three questions:** [3 × 5 = 15]

    a)   Explain Dynamesh and its use.

    b)   Write a short note on z Brush Rendering.

    c)   Explain the importance of z Brush in Animation industry.

    d)   Explain the importance of UVW unwrapping.

    e)   Write a short note on z Brush interface with well labeled diagram.

Q3) **Answer Any Three questions:** [3 × 5 = 15]

    a)   Write the process for Hair & Fur creation in z Brush.

    b)   Explain Standard, Move and Smooth Brushes.

    c)   Write the process of sculpting eyes in z Brush.

    d)   Explain z Brush form and concept.

    e)   Define and explain the Append tool.

Q4) **Answer Any Four questions:** [4 × 5 = 20]

    a)   Write the process of making clothes in z Brush.

    b)   List the types of 'Strokes'. Explain all.

    c)   Explain modeling with z sphere.

    d)   Write the process of sculpting a Human Head in z Brush.

    e)   Explain the types of marks used in z Brush.

<p align="center">🦋🦋🦋</p>

[6330]-43
S.Y. B.Sc. (Animation)
ANM403: GAME DESIGN (BLENDER)
(2021 Pattern) (Semester - IV)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

1) ***All questions are compulsory.***

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

Q1) **Answer the following:**

[10 × 2 = 20]

a) What are Edges?

b) What are Faces?

c) How do you create a group in Blender?

d) List any 2 Modifiers in Blender.

e) Write down the full forms of the following:

   i)   AJ
               ii)   FPS

   iii) TPS
               iv) MMORPG

f) Which modifier is used for object smoothing in Blender?

g) What are game engines?

h) Write any two features of Blender.

i) Write down the shortcut key used for Grab object in Blender.

j) What is level designing?

P.T.O.

Q2) **Answer the following (Any Three):** [3 × 5 = 15]

    a)   Explain UV Mapping.

    b)   Explain Game Tools panel.

    c)   Explain outliner window in Blender.

    d)   What is Gaming? Explain types of games.

    e)   Explain the concept of level designing in games.

Q3) **Answer the following (Any Three):** [3 × 5 = 15]

    a)   Explain the process of animation in Blender.

    b)   Explain mobile gaming.

    c)   Draw and design and 5 types of war shields.

    d)   What is classification of gaming? Explain educational game.

    e)   Describe Blender interface.

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

    a)   How can Blender be used to create game assets?

    b)   Explain scene panel with diagram.

    c)   Explain Game engine basics.

    d)   Discuss the role of lighting in game design using Blender.

    e)   Describe any one game engine.

    f)   Explain Blender Node editor panel.

[6330]-51

T.Y.B.Sc. (Animation)

ANM501 : VISUAL EFFECTS (NUKE)

(2021 Pattern) (Semester- V)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

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

    2)   *All questions are compulsory.*

Q1) Answer any 10:   [10×2=20]

    a)   Shortcut key for merge Node is _____.

    b)   What is the definition of compositing?

    c)   What does CGI stand for?

    d)   What is Digital Compositing?

    e)   What is the shortcut to disable a Node?

    f)   Node Graph Editor is used for _____.

    g)   What is the full form of PAL?

    h)   Shortcut key for Read Node is _____.

    i)   The image composited by Oscar Gustave Rejlander is called _____.

    j)   NTSC format uses _____ FPS for shooting or playing a video.

    k)   Write about Motion capture in short.

    l)   What does the term "Nuke" Refer to the context of visual effects?

Q2) Answer any four: [4×5=20]

    a)   Describe Nuke interface with a diagram.

    b)   Write down the difference between Foreground and Background.

    c)   Write a brief note on Image Generation.

    d)   Elaborate the concept 'Juxtaposition' with example.

    e)   Explain the render process in Nuke software.

Q3) Answer any three. [3×5=15]

    a)   Write down the example of Break the pattern in scene composition.

    b)   Describe the low angle shot.

    c)   Explain the use of following nodes in Brief : Read, Transform, Grade Blur, Colour Bars.

    d)   Write down the example of Simultaneous Contrast.

Q4) Answer any Three. [3×5=15]

    a)   What is a single point Tracker? Explain its working Technique.

    b)   Explain the Symmetry Rule in compositing Techniques.

    c)   What is the principle of simultaneous contrast?

    d)   Explain Precise and Garbage Poly.

[6330]-52

T.Y. B.Sc. (Animation)

ANM - 502 : GAME PRODUCTION (UNITY)

(2021 Pattern) (Semester - V)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

1) All questions carry equal marks.

2) Write presriptions where indicated and in the use of drugs their doses should be given.

Q1) Answer the following questions.   **[10×2 = 20]**

a)   Define terrain & its tools in short.

b)   How to create a new game object?

c)   How to import packages in unity?

d)   How to Lock the scene view camera?

e)   In Unity how to pause frames in game objects?

f)   In Unity what is the primary purpose of the Terrain systeam?

g)   What is Rigid body's work in Game object?

h)   What is the short cut key to duplicate the silected object in unity.

i)   Gizmos are graphics associated with game objects in the seene True or False.?

j)   Unity software is only available for windows operating system.

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

    a)   Define Game Assets.

    b)   Define the Unity registry, my assets, console window.

    c)   Explain the Unity particle system.

    d)   Define tool & path of animator component.

    e)   Explain all Tarren tool in details.

Q3) Answer the following questions. (any three) [3×5 = 15]

    a)   Define Tools and path of physic material, Tags, on Fixed.

    b)   Explain all the nodes used in Rigid body.

    c)   Write a brief Note on console panel.

    d)   Explain the collision component with physic material.

Q4) Answer the following questions (any three) [3×5 = 15]

    a)   Explain in brief about scene manager node.

    b)   Explain Lights option in unity.

    c)   How to use Input node using get Axis raw event.

    d)   Explain the 3D cube property and draw the Node Graph.

ⓘ ⓘ ⓘ ⓘ

[6330]-53

T.Y. B.Sc. (Animation)

ANM- 503 : UI&UX DESIGN

(2021 Pattern) (Semester - V)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

   1)   *All questions are compulsory.*

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

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

   a)   Explain how useos personalize their android experience with different customizations?

   b)   Explain the role of the android notification.

   c)   Describe the importance of app permission in android.

   d)   What is touch screen panel?

   e)   What is alignment in UI?

   f)   What are the properties of animation in UI?

   g)   What is space well in UI designing?

   h)   Define vislbility in UI.

   i)   What is UI design pattern?

   j)   What is wireframe?

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

   a)   Draw a wireframe on existing travelling application.

   b)   Explain the different types of wireframe.

   c)   Explain the functions & customization options available in the windows taskbar.

   d)   How does android bandle multitasking & what methods are available for switching between recently used applications?

   e)   Explain key characteristics of android guide.

Q3) Answer the following : (Any Three) [3×5=15]

a) How has the windows UI evolved over the years & what were the significant changes in its developement.

b) Explain the visual design aspects of windows application development.

c) Explain the principles of controls, message in windows guides.

d) Describe the user interface inmacos & its distinctive Features compared to other operating system.

Q4) Answer the following : (Any Three) [3×5=15]

a) Describe the user account management options in windows.

b) Explain how users personalize their android experience with different customization.

c) Explain how the text font & alignment affects your overall design in UI.

d) Explain difference between tagline & contrast window.

■■■■

SEAT No. : ☐

[Total No. of Pages : 2

[6330]-54

T.Y. B.Sc. (Animation)
ANM-504 : MOTION GRAPHICS & COMPOSITING
(2021 Pattern) (Semester - V)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Figures to the right indicates full marks.

Q1) Answer the following questions.   **[10 × 2 = 20]**

a)   Define Graphics.

b)   What is sting?

c)   What is transition?

d)   What is animatic?

e)   What is alpha channel?

f)   What is parenting?

g)   What is motion graphics?

h)   What is continuity?

i)   What is key frame?

j)   What is radial balance?

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

a)   What is difference between luma alpha matte?

b)   Explain color correction in brief.

c)   Explain spatial interpolation in brief.

d)   Explain unites in composition?

e)   Explain temporal interpolation in brief.

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

   a) Explain network branding in detail.

   b) Explain principles of motion graphics?

   c) Explain use of keying explain in brief?

   d) Explain principles of composition in brief?

Q4) Answer the following questions (any three)   [3 × 5 = **15**]

   a) Describe the latest technologies used for motion graphics.

   b) Explain parenting & Nesting in co-ordinating movements?

   c) Explain what is frame by frame animation in brief.

   d) Explain : assessment, formulation and cultivation in motion graphics.

☙ ☙ ☙

SEAT No. :

[Total No. of Pages :2

[6330]-61

T.Y.B.Sc. (Animation)

ANM-601 : IPR & CYBER SECURITY

(2021 Pattern) (Semester- VI)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

   1)   ***All questions are compulsory.***

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

Q1) Answer any Ten: **[10×2=20]**

   a)   What is security audit?

   b)   What is CIA?

   c)   Describe Firewall.

   d)   Write any 3 goals of information security.

   e)   What is SSE-CMM?

   f)   Write any two features to secure operating system.

   g)   Write any two types of intellectual property rights.

   h)   Define trade secretes.

   i)   Define Internet.

   j)   What is digital watermarking?

   k)   Define malicious code.

   l)   Define BCP.

Q2) Answer any Four.   **[4×5=20]**

   a)   Write any Fire Security cyber attacks.

   b)   Write a note on transmission devices.

   c)   Write a note on security systems in e-Banking.

   d)   Explain security Procedures & Guidelines.

   e)   Describe copyright in computer software industry.

Q3) Answer any Three. [3×5=15]

    a)   What is difference between BCP & DGP?

    b)   Why security audit is important for organisation.

    c)   What are different security system devices used in ICT in Business?

    d)   Describe Hacking a computer system.

Q4) Answer any Three. [3×5=15]

    a)   Write any Fire International security standard.

    b)   Write a short note on Security Engineering.

    c)   Why wireless networks are not secure?

    d)   Describe ISO-OSI Model.

SEAT No. :

[Total No. of Pages : 2

[6330]-62

T.Y. B.Sc. (Animation)

ANM - 602 : NEW MEDIA

(2021Pattern) (Semester - VI)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:
   1)   All questions are compulsory.
   2)   Figures to the right indicate full marks.

Q1) Answer any ten.   **[10×2=20]**

   a)   Who is Citizen journalist?

   b)   What is full form of http://?

   c)   How long is copyright valid in India.

   d)   Name three video Editing Software.

   e)   SEO stands for?

   f)   Who started first Public internet service in India?

   g)   What is digital storytelling?

   h)   Name two Indian fact-checking website.

   i)   Name three e-Book Formats.

   j)   Who launcted first newspaper website in India?

   k)   Who introduced Broadbond services in India?

   l)   What is full form of ERNET.

Q2) Answer any four.   [4×5=20]

    a)   Explain Hyper-textuality, multi-mediality and interactivity with example.

    b)   How social media can be used for story generation & development?

    c)   Write Roadmap for feature writing for online media.

    d)   What is feature writing? Write the purpose of feature writing.

    e)   Which are content creation tools of multimedia journalists?

Q3) Answer any three.   [3×5=15]

    a)   Why Responding to the Audience in necessary in digital journalism?

    b)   How social media can be used for story generation & development?

    c)   What is difference between Podcost and webcast?

    d)   Discuss Advantages of new media over traditional media.

Q4) Answer any three.   [3×5 = 15]

    a)   Explain Benefite and challenges of open Source journalism.

    b)   How to write for online Audiences?

    c)   What is multimedia journalism?

    d)   What is E-Book? It's Advantages over Printed Books.

    e)   Which are content creation tools of multimedia journalists?

ⓘ ⓘ ⓘ ⓘ

[6330]-63

T.Y. B.Sc. (Animation)

ANM - 603 : WHITE BOARD AND EXPLAINER VIDEO ANIMATION

(2021 Pattern) (Semester - VI)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates:

1) All questions are compulsory.

2) Neat diagram must be drawn wherever necessary.

3) Figures to the right indicate full marks.

Q1) Answer any Ten.   **[10×2 = 20]**

     a) How can you add text to a project?

     b) What is the primary function of the Erase Effect?

     c) What is the purpose of incorporating charts?

     d) What is the video scribe primarily used for?

     e) How can users customize text?

     f) What is the purpose of the canvas and Drawing tools?

     g) What is the purpose of the Media Library?

     h) What is the one way to use GIFs?

     i) Write a features of Videoscribe.

     j) How can users create a new scene?

     k) What is the purpose of using gradients?

     l) How can users export their completed project?

Q2) Answer any Four. [4×5 = 20]

   a) What steps are involved in adding the first image to a video scribe project and adjusting it?

   b) Describe the main tools and features available in Videoscribe for creating engaging whiteboard and explainer video animation.

   c) What options are available for customizing text properties?

   d) Why is customizing default setting important in Videoscribe and how does it benefit users?

   e) Provide examples of different hand styles available in Video scribe?

Q3) Answer any Three. [3×5 = 15]

   a) How does adjusting the image contribute to the creation of a visually engaging animation?

   b) How do continuity points in Video scribe contribute to creating seamless drawing animation, and what are some tips for effectively using them?

   c) Describe the purpose of incorporating charts into Videoscribe animations.

   d) How can voiceovers be added to video scribe animation, and what role do they play in enhancing storytelling and engagement?

Q4) Answer any Three. [3×5 = 15]

   a) Explain the significance of using different types of charts such as bar charts, line charts, and pie charts in, video scribe animations.

   b) How does the timeline in Videoscribe facilitate precise control over animation timing and sequencing?

   c) Explain the significance of adjusting canvas color and texture in videoscribe.

   d) Explain the importance of previewing the animation before exporting.

ⓘ ⓘ ⓘ ⓘ

SEAT No. :

[Total No. of Pages : 2

[6330]-64

T.Y. B.Sc. (Animation)

ANM-604 : BASICS OF MARKETING, MANAGEMENT & PORTFOLIO DEVELOPMENT

(2021 Pattern) (Semester - VI)

Time : 3 Hours]   *[Max. Marks : 70*

Instructions to the candidates :

    1)   *All questions are compulsory.*

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

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

    a)   What is market positioning?

    b)   What is portfolio development?

    c)   What is differentiation strategy?

    d)   What is cost leadership strategy?

    e)   What is marketing communication?

    f)   How does portfolio development align with overall business objectives?

    g)   What is Public Relations (PR)?

    h)   What is a competitive analysis?

    i)   What is a target market?

    j)   What is branding?

    k)   What is sales promotion?

    l)   What is direct marketing?

Q2) **Answer any Four :** [4 × 5 = 20]

    a) How does marketing management differ from sales management?

    b) What role does branding play in animation industry?

    c) What strategies can animation studios use for effective brand management?

    d) Distinguish between production concept and product concept.

    e) What impact does brand loyalty have on the success of animation Franchises?

Q3) **Answer any Three :** [3 × 5 = 15]

    a) How can animation studios adapt their branding strategies to target different demographic?

    b) How do animation studios measure the success of their branding efforts?

    c) How can animation characters become iconic brands?

    d) What types of content should be included in an animation portfolio?

Q4) **Answer any Three :** [3 × 5 = 15]

    a) What is marketing communication in the animation industry?

    b) What are the key elements of the marketing Mix and how do they relate to marketing management?

    c) How can animation studios use email marketing to engage with Fans?

    d) How can animation studios develop a unique brand identity?

⌘⌘⌘