

Total No. of Questions : 4]

SEAT No. :

P1062

[4820] - 1

[Total No. of Pages : 2

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 (any ten)

[10 × 2 = 20]

- a) What is computer? List the types of computer.
- b) Define a term volatile memory and non-volatile memory.
- c) What is control panel?
- d) What is output device? Give its any two example.
- e) What is Digitizer?
- f) What is need of memory in computer?
- g) Define operating system. Give any two example of operating system.
- h) Explain how to define text color or web page with syntax?
- i) Define term padding and margin in HTML.
- j) What is the use of spin boxes?
- k) What is use of line height attribute in HTML.
- l) What is the difference between width = "100" and width = "100%"?

Q2) Answer the following questions. (any four)

[4 × 5 = 20]

- a) Explain characteristics of computer.
- b) Write a note on super computer.
- c) What is algorithm? Explain characteristics of algorithm.
- d) What are the features of HTMLS?
- e) Explain bulleted list with its attribute value.

P.T.O.

Q3) Answer the following questions (any four)

[4 × 5 = 20]

- a) Explain following terms in HTML
 - i) Absolute path
 - ii) Relative path
 - iii) Partial path
- b) How to create graphical navigational bar in HTML, explain with an example?
- c) What is ROM? Describe its various types.
- d) Write an advantages and disadvantages of machine languages.
- e) Write a note on windows accessories.

Q4) Answer the following questions (any four)

[4 × 5 = 20]

- a) Draw a flowchart to check and display that the given number is prime or not.
- b) Draw a flowchart to find maximum out of given two number.
- c) Draw a flowchart to print first 10 even number starting from 2.
- d) Write a HTML program to display the following
 - List Item 1
 - List Item 2
 - Sub List Item 1
 - Sub List Item 2
 - List Item 3
- e) Create a web page for filling student information on a form & submit it using HTML.



Total No. of Questions : 4]

SEAT No. :

P1070

[Total No. of Pages : 2

[4820] - 101

S.Y. B.Sc (Semester - I)

ANIMATION

AN - 2101 : TECHNICAL ENGLISH - I

(2011 Pattern)

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) Why is team work so important in a business?
- b) Give the definition of a news letter.
- c) Define Internal Audience?
- d) Define the reason behind writing a technical description?
- e) What is resume?
- f) Define six - sigma?
- g) Give basic qualities required to become a good leader?
- h) State the ethical principles for technical communication?
- i) Explain what is a brochure?
- j) What is a flyer and where is it used?

Q2) Answer any two out of the following.

[2 × 5 = 10]

- a) Explain the format of a complaint letter with an example.
- b) Distinguish between Memo's and e-mails.
- c) What are the main objectives of technical writing? Explain in detail.
- d) Explain the importance of technical writing in a workplace in detail.

P.T.O.

Q3) Answer any two out of following.

[2 × 5 = 10]

- a) Explain the important principles of effective communication in detail.
- b) State and explain the importance of grammar for technical writing.
- c) Explain the importance of rewriting in detail.
- d) Name and explain different types of letters?

Q4) Answer any two out of following.

[2 × 5 = 10]

- a) Explain a business letter with an example.
- b) What is a resignation letter. Give a suitable example.
- c) What is an e-mail? Explain with an example.
- d) Explain the essential ethics in Technical writing?



Total No. of Questions : 4]

SEAT No. :

P1071

[Total No. of Pages : 2

[4820] - 102

S.Y. B.Sc (Semester - I)

ANIMATION

**AN - 2102 : 3D - Animation - I
(2011 Pattern)**

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) What is the fullform of UNC?
- b) Write the description of show end result on/off Toggle?
- c) Write any 2 or 3 3D software names are form Autodesk?
- d) What is 3D rendering?
- e) What is the use of a Bend Material?
- f) What is the keyboard shortcut of the Move key button?
- g) Why do we use Multi / sub-object material?
- h) What is obj?
- i) In Align selection dialog box can align objects along any axes by their..... [Fill the blank]
- j) What is DWF?

Q2) Answer the following questions (Any two)

[2 × 5 = 10]

- a) What is skew Modifier?
- b) What is digital sculpting
- c) What is 3D printing?
- d) Explain ambient occlusion?

P.T.O.

Q3) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain reflection or scattering in detail?
- b) What is the usage of multi - texturing?
- c) Describe the Quick silver Render?
- d) What is super sampling?

Q4) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain the importance of mapping?
- b) Explain the function of an ambient Light.
- c) What are the differences between displacement mapping & cube mapping?
- d) Write a shortnote about Blend Modifier?



Total No. of Questions : 4]

SEAT No. :

P1072

[Total No. of Pages : 2

[4820] - 103

S.Y. B.Sc (Semester - I)

ANIMATION

AN - 2103 : Digital Art - I

(2011 Pattern)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Draw illustration wherever required.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is workscape?
- b) What is shortcut of Move tool?
- c) What is shortcut of Lasso tool?
- d) What does undo command use for?
- e) What is shortcut of saving file?
- f) What is shortcut of Redo?
- g) What is shortcut of 'Eye dropper'?
- h) What is shortcut of smudge tool?
- i) What is shortcut of crop tool?
- j) What is 'HDR Image'?

Q2) Answer the following questions (Any two)

[10]

- a) Explain Histogram?
- b) Explain Quick Mask Mode?
- c) Explain Liquify filter?
- d) Explain in brief 'Selection Tools' any four?

P.T.O.

Q3) Answer the following questions (Any two)

[10]

- a) Explain 'Layers'?
- b) Explain 'HSB' color Mode?
- c) Explain 'RGB' and 'CMYK' color Mode?
- d) Explain 'layer styles'?

Q4) Answer the following questions (Any two)

[10]

- a) Explain 'Painting tools'?
- b) Explain the Process of converting JPEG Files to PDF in photoshop?
- c) What is text wrap?
- d) What is 'kerning in text? Explain.



Total No. of Questions : 4]

SEAT No. :

P1073

[4820] - 104

[Total No. of Pages : 2

S.Y. B.Sc (Animation) (Semester - I)
AN - 2104 : MULTIMEDIA SYSTEM - I
(2011 Pattern)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) Neat diagrams must be drawn wherever necessary.*
- 2) Figures to the right side indicate full marks.*

Q1) Answer the following

[10 × 1 = 10]

- a) What is luminance and Chrominance?
- b) Define NTSC and PAL.
- c) Define waveform and Period.
- d) Write the frequency range of music signal.
- e) What is ADC?
- f) Name the types of color mode.
- g) What is redundancy and visibility?
- h) Write the abbreviation of MIDI.
- i) What is the frequency range of human hearing?
- j) Define amplitude and sampling rate.

Q2) Answer any two of the following

[2 × 5 = 10]

- a) Write a note on future of multimedia.
- b) Explain digital music making.
- c) Describe briefly about video equipment.
- d) Define various video compression techniques.

P.T.O.

Q3) Answer any two of the following

[2 × 5 = 10]

- a) Write a note on DVI technology.
- b) Explain toolkit.
- c) Write a short note on MHEG.
- d) Write in brief about multimedia appliances.

Q4) Answer any two of the following

[2 × 5 = 10]

- a) Describe the elements of multimedia.
- b) Write a note on MIDI devices.
- c) Define the following
 - i) Multimedia
 - ii) Hyper text
 - iii) Psychoacoustics
 - iv) Compression
 - v) Color Fundamentals.
- d) Explain the working of ADC.



Total No. of Questions : 4]

SEAT No. :

P1074

[Total No. of Pages : 2

[4820] - 105

S.Y. B.Sc (Semester - I)

ANIMATION

AN - 2105 : Animation Technique - I

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 illustration must be drawn wherever necessary.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is concept art and design?
- b) Define stop motion.
- c) Why is storyboard stage the most important part in the production pipeline?
- d) What is the purpose of a surface gauge?
- e) Who are Foley Artists and Which stage they come in production pipeline?
- f) Which is the first American film to use animation puppets and was made by whom?
- g) Describe straight - ahead animation technique.
- h) What is an audio sync?
- i) What are markers used in stop motion animation?
- j) What is azoetrope?

P.T.O.

Q2) Answer the following questions (Any two) :

[2 × 5 = 10]

- a) Which type of animation technique is used in cut - out animation? Explain in detail.
- b) Define stop motion and describe in detail different types of stop motion types.
- c) Describe in detail Latex build puppets in clay animation.
- d) How do you composite various elements with the background and export the animated video?

Q3) Answer the following questions (Any two) :

[2 × 5 = 10]

- a) Describe digital cut - out animation.
- b) Distinguish between traditional cut - out animation and digital cut - out animation.
- c) Differentiate between clay animation and cut - out animation.
- d) Which equipments are required for clay animation? Explain each equipment in detail.

Q4) Answer the following questions (Any two) :

[2 × 5 = 10]

- a) What is an armature? Name different types of armatures and there uses.
- b) Describe in detail the process of making clay puppet in clay animation.
- c) Write a short note on animation in clay animation.
- d) What is morphing? Write a short note on the use of morphing in stop motion.



Total No. of Questions : 4]

SEAT No. :

P1075

[Total No. of Pages : 2

[4820] - 106

S.Y. B.Sc. (Semester - I)

ANIMATION

AN - 2106 : Production Process - I

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Draw illustrations wherever required.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is 'F. G' stands for?
- b) What is concept design?
- c) Write any two stages of research?
- d) What is character bible?
- e) What is character modeling?
- f) What is 'M. G' stand for?
- g) What is 'story telling'?
- h) What is 'Plot'?
- i) What tools are use for writing scrip?
- j) What do you mean by 'Props'?

P.T.O.

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

- a) How important is pre-production in Animation? Explain in brief?
- b) What is difference between story and concept?
- c) What is 'Personality' in character design with example?
- d) Why is script writing important? Explain.

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

- a) What is 'Anthropomorphised' character? Explain with example?
- b) Explain in brief any four stage of Pre- Production?
- c) What is 'Establishing B. G.'? Explain in brief ?
- d) What is character construction? Explain in brief ?

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

- a) What is Family Proportion chart in Character Designing? Explain in brief with example?
- b) What is layout? Explain in brief ?
- c) Draw a flow chart / table listing the various stages in Pre-Production with Explanation?
- d) What is Appeal? Explain in brief ?



Total No. of Questions : 4]

SEAT No. :

P1063

[4820] - 2

[Total No. of Pages : 2

F.Y. B.Sc.

ANIMATION

**Introduction to Programming Languages
(2011 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 the following questions (any ten)

[10 × 2 = 20]

- a) What is unary operator? Give one example.
- b) Explain primary data types used in C?
- c) Explain escape sequence character in C?
- d) Enlist different format specifier in c and give it's use.
- e) Explain strlen () and strcat () functions in C.
- f) What is output of following program in C?

```
main ()
{
    int a [4] = {20, 21, 22, 23};
    int i ;
    print f ("content of array");
    for (i =1; i < 4; i ++ )
        { printf ("%d\t", a [i]);}
}
```

- g) Explain function getch () and putch () in C?
- h) What is interpreter? How it work?
- i) Explain formal language and natural language.
- j) What are features of python?
- k) Explain arithmetic operators in pythone?
- l) What is debugging?

P.T.O.

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

- a) Explain any four list operations in python.
- b) Explain different types of error in python.
- c) What is function? Explain how user define function is defined in C?
- d) Explain the difference between '=' and '==' with example.
- e) Write a note on logical operators in C.

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

- a) Explain nested if else with an example?
- b) What is pointer explain with an example?
- c) What is recursion explain with suitable example?
- d) What is dictionary? How to declare dictionary? How to copy dictionary contents to another dictionary?
- e) Explain two dimensional array with an example.

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

- a) Write a C program to find the sum of 2+4+6++ n (where n is user input)
- b) Write a C program to find the maximum of given two number
- c) Write a C program to find sum of digits in a given number.
- d) Write a python program to check weather entered number is prime or not
- e) Write a python program to accept student information such as roll no, name, marks obtain in 4 subject and calculate and print total marks and percentage of the student
(Maximum marks in each subject is 100)



Total No. of Questions : 4]

SEAT No. :

P1076

[Total No. of Pages : 2

[4820] - 201

S.Y. B.Sc. (Animation)

AN - 2201 : Technical English - II

(2011 Pattern)

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 the purpose of research?
- b) What factors are important for team building?
- c) What is Internal Audience?
- d) What is a flyer?
- e) What is a user manual?
- f) Give the definition of a newsletter.
- g) Define the reason behind writing a technical description.
- h) Define Six - Sigma.
- i) State the ethical principles for technical communication.
- j) What is the meaning of conflict resolution in a team?

P.T.O.

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

- a) Give an example of a business letter and explain its audience type.
- b) Describe in detail the format of a complaint letter. Give an example.
- c) Differentiate between Memo's and e-mails.
- d) Name and explain the objectives of Technical English.

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

- a) Explain with an example the purpose of a resignation letter.
- b) Give a detailed account of academic writing.
- c) Explain the format of a complaint letter with an example.
- d) Explain the important principles of effective communication in detail.

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

- a) Explain the importance of re-writing in detail.
- b) Explain summaries and abstract in detail.
- c) Importance of Grammar in Technical English.
- d) What are multicultural effects on a workplace?



Total No. of Questions : 4]

SEAT No. :

P1077

[Total No. of Pages : 2

[4820] - 202

S.Y.B.Sc. (Semester - II)

ANIMATION

AN - 2202 : 3D Animation - 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 × 1 = 10]

- a) What is the full form of IES?
- b) Write the names of two specify Joints Constraints.
- c) What is HSDS?
- d) How many types of mapping option are there in UVW map modifier?
- e) Write the description of Inherit Container?
- f) What is GI system?
- g) How many of Atmospheric apparatus gizmo are theme in 3ds Max?
- h) What is the keyboard shortcut of snap Frame button?
- i) What is radius of Confusion?
- j) Write any 2/3 particle names are used in Particle System.

P.T.O.

Q2) Answer the following questions (Any two)

[2 × 5 = 10]

- a) How Light Tracing Works?
- b) What are the difference between forward and inverse Kinematics?
- c) How do you save Photo map?
- d) What is Block Controller? Explain.

Q3) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain Cubic Morph Controller.
- b) What is Film Grain Render Effect?
- c) What was the purpose of using High Dynamic Images in Environment Lighting?
- d) Define the function of Moving, Sliding and Scaling keys in Animation.

Q4) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain Batch Render.
- b) Define Automatic, Linear and Logarithmic exposure Control in Render Effect.
- c) How creating and filling Containers works in advance modeling?
- d) Write the setting of Projection Mapping option.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P1078

[4820] - 203

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) *Figures to the right indicate full marks.*
- 3) *Draw illustrations wherever required.*

Q1) Answer the following questions.

[1 × 10 = 10]

- a) Which colour mode is use for Printing?
- b) What is filter use for?
- c) Write any two filters IA Render filter?
- d) Name any 4 types of filters in styline?
- e) What is 'JPEG' stand for?
- f) What is Photo manipulation?
- g) Why Spot color use for?
- h) What is eye dropper use for?
- i) What does 'WBMP' Stands for?
- j) What does 'PNG' Stands for?

P.T.O.

Q2) Answer the following questions (Any two)

[10]

- a) Explain 'Global Lighting' option?
- b) Explain fibers in filter?
- c) Explain filter : 'Blur'?
- d) Explain Grain Filter?

Q3) Answer the following questions (Any two)

[10]

- a) Explain Pencil Sketch filter?
- b) Explain 'Duotone'?
- c) Explain 'Actions' in Brief?
- d) Explain 'Sharpen' filter?

Q4) Answer the following questions (Any two)

[10]

- a) Explain Crop option?
- b) Explain save to web option in brief?
- c) How to create web photo gallery?
- d) How to use Lighting Effect of Render filter?



Total No. of Questions : 4]

SEAT No. :

P1079

[Total No. of Pages : 2

[4820] - 204

S.Y. B.Sc. (Animation) (Semester - II)

MULTIMEDIA COMMUNICATION

AN - 2204 : Multimedia Communication

(2011 Pattern)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *Neat diagrams must be drawn wherever necessary.*
- 2) *Figures to the right side indicate full marks.*

Q1) Answer the following.

[10 × 1 = 10]

- a) Define multimedia communication.
- b) What do you mean by Adob Photoshop.
- c) Name the video editing software tool.
- d) Define Animation.
- e) What is Lip Synchronization.
- f) Give the range of Human hearing Capacity.
- g) Write the full from of
 - i) IP
 - ii) DNS
 - iii) HTML
 - iv) RTP
- h) Define Program stream and transport stream.
- i) What is Propagation delay?
- j) What is signal - to - noise ratio (SNR).

P.T.O.

Q2) Answer any two of the following

[2 × 5 = 10]

- a) Define dithering and write algorithm.
- b) Explain Graphics and Image Editing tools.
- c) Differentiate between circuit and packet switched Network.
- d) Write a note on Asynchronous transmission.

Q3) Answer any two of the following

[2 × 5 = 10]

- a) What are the objectives and the requirement of multimedia communication?
- b) Write a short note on human lip reading?
- c) Write a note on interactive television.
- d) Define the following any two
 - i) Bit
 - ii) Pixel
 - iii) Raster image
 - iv) Vector image
 - v) RGB

Q4) Answer any two of the following

[2 × 5 = 10]

- a) What are the file formats? Name them and explain each in few lines.
- b) Explain in brief any one error detection method?
- c) Draw color LUT for 8-bit color images.
- d) Write a note on HDLC Protocol.



Total No. of Questions : 4]

SEAT No. :

P1080

[Total No. of Pages : 2

[4820] - 205

S.Y. B.Sc. (Semester - II)

ANIMATION

**AN - 2205 : Animation Technique - II
(2011 Pattern)**

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 diagram illustration must be drawn wherever necessary.*
- 4) *Each illustration must be sketched on a blank separate page.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) How do you import a file into After - Effects.
- b) What is motion Blur?
- c) Explain how to convert - 2D Layers into 3D Layers?
- d) What does the difference blending mode do?
- e) What is a Roto Brush?
- f) What is Chroma keying?
- g) Name any five still image formats available for exporting in After Effects.
- h) How many shape tool does After Effects include?
- i) Name any five software packages for performing Compositing.
- j) What is the Brush Dynamics setting for?

P.T.O.

Q2) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Name and describe different Layer types in After Effects.
- b) Explain the 3D Layer structure in After Effects.
- c) How to use 3D images from other applications in After Effects?
- d) What are the advantages of digital mattes?

Q3) Answer the following questions (Any two)

[2 × 5 = 10]

- a) What is a particle system and what is its significance in motion graphics?
- b) What is traditional matting?
- c) What is stereos copy? Explain?
- d) What is motion tracking?

Q4) Answer the following questions (Any two)

[2 × 5 = 10]

- a) What is Alpha Compositing?
- b) What is node based Compositing?
- c) How to close a hole in a matte?
- d) What is Blue Screening?



Total No. of Questions : 4]

SEAT No. :

P1081

[Total No. of Pages : 2

[4820] - 206

S.Y. B.Sc. (Semester - II)

ANIMATION

AN - 2206 : Production Process - 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) *Draw illustrations wherever necessary.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is 'Vertical Pan'.
- b) What is 'Tilt Pan'?
- c) Name the different types of perspective?
- d) What is motif?
- e) Why is sketching simple forms are important?
- f) What is 'Cine of Action'?
- g) What is 'Vertigo Effects' means?
- h) What is 'Dubbing'?
- i) Explain 'Loop Pan'?
- j) Write fullform of 'FPS'.

P.T.O.

Q2) Answer the following questions (Any two) :

[10]

- a) Explain in brief x-sheet with example?
- b) What is script writing for movie?
- c) Explain in brief 'Aspect Ratio' with example.
- d) Explain 'Dynamic Shot'?

Q3) Answer the following questions (Any two) :

[10]

- a) Explain in brief. How to make 'Animatic'?
- b) Draw thumbnail on story of 'Thirsty Crow'?
- c) Explain 'Crane Shot' in brief?
- d) Explain in brief :
 - i) Long Shot
 - ii) Low Camera Angle

Q4) Answer the following questions (Any two) :

[10]

- a) Explain in brief : Jump cut.
- b) Explain 'Tracking shot' & 'Dolly shot'.
- c) List the equipment required for a layout Artist & explain them.
- d) Explain Horizontal Pans?



Total No. of Questions : 4]

SEAT No. :

P1064

[4820] - 3

[Total No. of Pages : 2

F.Y. B.Sc.

ANIMATION

Basic of Animation

(2011 Pattern)(Paper - III)

Time : 3 Hours]

[Max. Marks : 80

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Neat diagrams / illustrations must be drawn wherever necessary.*
- 3) *Figures to the right indicate full marks.*
- 4) *Each illustration must be sketched on a blank separate page*

Q1) Answer the following questions (any ten)

[10 × 2 = 20]

- a) Difference between Raster and vector
- b) Explain solid drawing?
- c) What do character sheets comprise of expression sheet?
- d) The earliest example of a projector was
- e) The walt disney studio was previously known as
- f) What are sequential drawings?
- g) What are the 3 major parts of a production pipeline
- h) Name the basic equipment required for traditional animation
- i) What is pencil testing?
- j) Who invented the cinematography?
- k) Who invented Rotoscopy?
- l) The 1st T.V. series on Prime Time Television was

Q2) Answer the following questions. (any four)

[4 × 5 = 20]

- a) Sketch a 2D character model sheet with basic shapes.
- b) Write basic anatomy differences between male and female anatomy
- c) What are the essentials and qualities for a good animation character?
- d) What does three dimensional drawing for a character include?
- e) What is Body Language in animation?

P.T.O.

Q3) Answer the following questions (any four)

[4 × 5 = 20]

- a) What is Thumbnails, Explain.
- b) What are the importance of sequential movement drawing.
- c) What are the different types of camera angles/ shots?
- d) What is key frames and In-between frame, Explain.
- e) Explain any 4 types of camera shots.

Q4) Answer the following questions (any four)

[4 × 5 = 20]

- a) Explain the different color modes.
- b) Explain Antic - Action - Settlement.
- c) Explain any 3 fundamentals of design.
- d) Explain the pre-production in animation.
- e) Explain cut-out and cel- animation.



Total No. of Questions : 4]

SEAT No. :

P1082

[Total No. of Pages : 2

[4820] - 301

T.Y. B.Sc. (Semester - III)

ANIMATION

AN - 3101 : Script Writing

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

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

Q1) Answer the following questions.

[10]

- a) Write in short 'SLUGLINE'?
- b) What is a 'Beat'?
- c) What is a 'Parenthetical'?
- d) What is 'POV' ?
- e) What is a 'Photomatic'?
- f) What is derivative screenplay ?
- g) Name 4 types of shows being done for Adult Audience?
- h) What is 'OTS' mean?
- i) Explain in short 'During' in script writing?
- j) Write any 4 screen writing software?

P.T.O.

Q2) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain the importance of ‘Script writing’ in Movies?
- b) Explain the common problems faced while writing a dialogue?
- c) How does dialogues help in revealing character?
- d) Explain the basic structure of a story?

Q3) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain the points to be considered while developing a Marketable idea?
- b) Explain an outstanding board?
- c) Explain the use of a storyboard in the field of Business.
- d) Explain in detail the Process of creating a story with the III Act structure?

Q4) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Prepare a list of important points to be checked before submitting a premise.
- b) Explain the devices of comedy in Animation?
- c) Describe the traditional Post Production Process in detail?
- d) Describe the preparation required for writing a script for television Animation?



Total No. of Questions : 4]

SEAT No. :

P1083

[Total No. of Pages : 2

[4820] - 302

T.Y.B.Sc. (Semester - III)

ANIMATION

AN - 3102 : Introduction to Action Script

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) What is the difference between FLA, FLV and SWF files?
- b) What is FPS in Flash?
- c) What is the difference between `_root` and `_Level o`?
- d) Explain data types String and Boolean.
- e) Give any two examples of complex data type.
- f) What is Encapsulation?
- g) Explain the term "Listener".
- h) State any two relational operators.
- i) State any two logical operators.
- j) What is Preloading?

P.T.O.

Q2) Attempt any two of the following

[2 × 5 = 10]

- a) Write a note on Interface.
- b) Write a note on “Package”.
- c) Write a function in AS3 to sort the given array varcountry :
Array = [“India”, “Nepal”, “Poland”, “Australia”, “Egypt”];
- d) Write any 5 characteristics of object oriented Programming Language.

Q3) Answer any two of the following

[2 × 5 = 10]

- a) Write a note on “Display object container”.
- b) Write a switch statement that will print the day of the week, based on the day number returned by the getday () method.
- c) Write a function for preloader using PROGRESS event.
- d) What is Preloader?

Q4) Answer any two of the following

[2 × 5 = 10]

- a) Write a Function to load an external image.
- b) Write a short note on Loder Info.
- c) Explain following terms :
Event Object, Event Flow, Event target, Listener, Default behavior of an Event.
- d) Explain the access - control modifiers available for Instance variables difinitions.



Total No. of Questions : 4]

SEAT No. :

P1084

[Total No. of Pages : 2

[4820] - 303

T.Y.B. Sc. (Semester - III)

ANIMATION

AN - 3103 : Gaming Technology

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 diagram must be drawn wherever necessary.*

Q1) Attempt all of the following :

[10]

- a) Give five names of the web based games.
- b) Name 3 game consoles from 7th generation of gaming consoles.
- c) Which country is the origin of snake and ladder game.
- d) Give names of any five board games.
- e) Draw 1 laser gun weapon concept for 2d game.
- f) Give names of any five gaming companies.
- g) How many gaming console generations are present till 2014.
- h) What should be colour scheme for an action oriented game.
- i) Which company has created 'candy crush saga' game.
- j) Give names of any five famous game characters.

P.T.O.

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

- a) Describe the origin and growth of gaming industry.
- b) Create a game character for 2d or 3d action game with props.
- c) Explain the pre production elements for creating a game.
- d) Create a character of a griffin with mechanical wings.

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

- a) Define the role of quality Assurance testing.
- b) Create a background for an arctic region based game.
- c) Create a character for a casual game of a 35 year old farmer.
- d) Give 10 names of the famous 3d console games.

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

- a) Create an idea for 2d casual game for mobile users.
- b) Explain the classification of gaming.
- c) Draw a concept sketch for endless runner game.
- d) Create a game concept with ingame purchases and explain.



Total No. of Questions : 4]

SEAT No. :

P1085

[Total No. of Pages : 2

[4820] - 304

T.Y. B.Sc. (Semester - III)

ANIMATION

AN - 3104 : Digital Editing and Motion Graphics

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 are network packages?
- b) Why motion graphics on web is Limited?
- c) What is metadata?
- d) Name any five video editing softwares?
- e) Define image aspect ratio.
- f) What is PSA?
- g) What are bumpers?
- h) What are tags?
- i) What are interstitials?
- j) What is persistence of vision?

P.T.O.

Q2) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) What is the 180 - degree rule?
- b) What do you mean by this statement “Motion Graphics in Television”?
- c) What are stings? Explain in detail with example.
- d) Explain the significance of immersive environments.

Q3) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) What is a Montage?
- b) Explain the 30 - degree rule in detail.
- c) What is digital signage? Explain.
- d) Write in detail about the early cinematic inventions.

Q4) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) What is a Director’s cut?
- b) Explain the importance of Motion graphics in Exhibit design.
- c) What do you mean by the term network branding? Explain in detail.
- d) What is PSA? Explain in detail.



Total No. of Questions : 4]

SEAT No. :

P1086

[Total No. of Pages : 2

[4820] - 305

T.Y. B.Sc. (Semester - III)

ANIMATION

AN - 3105 : Color Theory and Visual Design

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 question.

[10]

- a) What is Physiological colors?
- b) Write two different states of Retina after being acted upon light?
- c) What is 'Illuminated surface'?
- d) What is Tints?
- e) What is Hue?
- f) What is 'Pathological colors'?
- g) Apparent communication of color means?
- h) Define 'Pigments colors'?
- i) What is Inversion?
- j) What is Grey Tone?

P.T.O.

Q2) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) What is 'color Balance'? Explain.
- b) Explain the importance of Visual Design?
- c) Explain the effect of Red - Yellow color with reference to Moral association?
- d) Explain Refraction?

Q3) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) Explain in brief relation of combination to Light and Dark.
- b) Explain Characteristic colouring?
- c) Explain the types of Halos?
- d) Explain Texture?

Q4) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) Explain 'Glass'?
- b) Explain in brief 'EDGE'?
- c) What are Principle Image? Explain.
- d) Explain Hypochondriacs?



Total No. of Questions : 4]

SEAT No. :

P1087

[Total No. of Pages : 2

[4820] - 306

T.Y.B.Sc. (Semester - III)

ANIMATION

AN - 3106 : Advance 3D Animation - I

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

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

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is Polygon?
- b) What is the keyboard combination for Planning?
- c) How do you access Maya Help Files?
- d) What is Mirror Geometry?
- e) What is Merge?
- f) What is Insert Edge Loop tool?
- g) What is the Path of Resolution Gate?
- h) What is Playblast?
- i) What are the default views are available in Maya?
- j) Name the type of Primitives in Maya?

P.T.O.

Q2) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) Explain the importance of Manipulating tools in Maya.
- b) Explain Ngons?
- c) Explain Bump Texture Map?
- d) Explain Automatic Mapping?

Q3) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) Explain Hypershade.
- b) Explain UV Texture Editor.
- c) Explain the advantage of Create Polygon tools.
- d) Explain subdivision?

Q4) Answer the following questions. (Any two)

[2 × 5 = 10]

- a) What is Cylindrical Mapping.
- b) Explain the importance of MEL.
- c) What are the difference between Polygon and Nurbs?
- d) What is the role of Insert Edge loop.



Total No. of Questions : 4]

SEAT No. :

P1065

[4820] - 4

[Total No. of Pages : 2

F.Y. B.Sc.

ANIMATION

Foundation Art

(2011 Pattern) (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 ten)

[10 × 2 = 20]

- a) How gesture drawing can be improved?
- b) What is perspective?
- c) What is centre of gravity in balance?
- d) What are the kinds of light? Give examples.
- e) How to view the real shape of an object?
- f) Write the function of mannequin?
- g) Describe ball and socket joints?
- h) How proportions changes according to age?
- i) What are the 3 basic shapes in nature? Explain.
- j) Define foreshortening?
- k) How to draw a hand holding an object? Explain.
- l) What are the demands of gesture drawing?

Q2) Answer the following (any four):

[4 × 5 = 20]

- a) What are average proportions in male and female?
- b) What are the types of perspective? Explain them in detail
- c) Which points are to be considered while drawing a figure?
- d) Name any 10 bones in human skeleton
- e) What is foreshortening? Explain with one example

P.T.O.

Q3) Answer the following (any four):

[4 × 5 = 20]

- a) What is gray scale? Write a note on tones of gray scale
- b) On which factor drapery depends?
- c) Explain the term 'light' in drawing?
- d) What is line of action?
- e) Explain volume construction with proper example.

Q4) Answer the following (any four):

[4 × 5 = 20]

- a) Explain difference between shape and forms.
- b) Explain dark tone and middle tone in shading with example.
- c) What is contour drawing?
- d) What is two-point perspective?
- e) Explain the process of drawing cartoon head with suitable drawing.



Total No. of Questions : 4]

SEAT No. :

P1088

[Total No. of Pages : 2

[4820] - 401

T.Y. B.Sc. (Semester - IV)

ANIMATION

AN - 3201 : Web Technology

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) Write full form of TCP / IP
- b) Which method is used when you need to send a visitor to another site?
- c) Define external css style.
- d) How to create slices in Photoshop?
- e) Define Absolute Positioning.
- f) Define ID Selector.
- g) Write two differences between class selector and ID selector.
- h) Which image formats used for web?
- i) What is mean by Relative Positioning?
- j) Write shortcut keys for open sit map panel.

P.T.O.

Q2) Answer any two

[2 × 5 = 10]

- a) Explain about ID selector with an example.
- b) Explain about css clone selector with an example.
- c) Write about DIV tag in detail.
- d) Write the importance of heading. (H1 - H6).

Q3) Answer any two

[2 × 5 = 10]

- a) What is text box? Write a program to check text box.
- b) Write about Unordered List in detail.
- c) What is mean by drop down List? Write a program to create a drop down List.
- d) Explain about Head tags in detail.

Q4) Answer any two

[2 × 5 = 10]

- a) Explain about body tags with BG Color.
- b) Explain about Nested tables with an example.
- c) Write a short note on Dreamweaver Interface.
- d) Explain about Relative Positioning in detail.



Total No. of Questions : 4]

SEAT No. :

P1089

[Total No. of Pages : 2

[4820] - 402

T.Y.B.Sc. (Semester - IV)

ANIMATION

**AN - 3202 : Intellectual Property Rights and Cyber Security
(2011 Pattern)**

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.*
- 4) *Neat diagrams must be drawn wherever necessary.*

Q1) Attempt all of following.

[10]

- a) What is data communication?
- b) What is a threat?
- c) Define Computer forensics.
- d) Give full form of OCTAVE.
- e) Explain Symmetric key Cryptography.
- f) Define Security Policy.
- g) What is a firewall?
- h) Define Patent Law.
- i) What is a Passive attack?
- j) Define Operating System.

P.T.O.

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

- a) What is network topology? Explain in detail different topologies.
- b) Explain the processes in Risk Management.
- c) Define Cryptography. Discuss applications of cryptography in detail.
- d) Who are intruders? Explain types of intruders.

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

- a) What is password? Explain weak password and strong password.
- b) Define Information Security, Authentication, Integrity, Confidentiality and Non - Repudiation.
- c) Define Law and ethics. Explain the different types of Laws of security.
- d) Explain the components of basic data communication system.

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

- a) What is information classification? Explain various roles in information classification.
- b) What is Digital Certificate? Who issues it? Discuss the contents of a digital certificate.
- c) Explain the ISO/OSI Model in detail.
- d) Explain the types of computer security threats.



Total No. of Questions : 4]

SEAT No. :

P1090

[Total No. of Pages : 2

[4820] - 403

T.Y. B.Sc. (Semester - IV)

ANIMATION

AN - 3203 : Game Production

(2011 Pattern)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

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

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is keyboard shortcut key for scale in Blender.
- b) Define Blender.
- c) What is use of multiplayer gaming?
- d) Unreal Maya supports all the features of Game Engine (T/F)
- e) Phong is very optimized type of shader (T/F)
- f) Both OPENGL and Direct X supported by Unreal (T/F)
- g) Unreal used NVIDIA physx engine power for rigid body dynamics. (T/F)
- h) What is keyboard shortcut for Rotation in Blender.
- i) Define X Audio 2?
- j) Write any other different languages used for game production?

P.T.O.

Q2) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Explain complex animation systems in Unreal Engine.
- b) How do we create optional model for games.
- c) What are the different forms of character development for games.
- d) Explain UV mapping?

Q3) Answer the following questions (Any two)

[2 × 5 = 10]

- a) What are the major difference between modern age games and Early video games.
- b) How normal mapping techniques is help in 3d games. Example with example.
- c) If occulusion map is must used technique then prove it with three suitable theory.
- d) What are the significant milestones in the history of electronic game development.

Q4) Answer the following questions (Any two)

[2 × 5 = 10]

- a) Give a brief introduction of selection constrains menu in maya and what is the use of it.
- b) What will be the best approach for optimal way of unwrapping in game pipeline.
- c) What are the major precautions to take while rigging a character for game?
- d) Explain Physical Layer?



Total No. of Questions : 4]

SEAT No. :

P1091

[Total No. of Pages : 2

[4820] - 404

T.Y. B.Sc. (Semester - IV)

ANIMATION

AN - 3204 : Digital Editing and Motion Graphics

(2011 Pattern)

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 Positive Space in composition?
- b) What is 'Brainstorming'?
- c) What is 'Parenting'?
- d) Write down any two keying tips?
- e) What is 'Alpha channel'?
- f) What is cuts in editing?
- g) Does premiere pro exports the 'FLU' file format?
- h) What is figure and ground in composition?
- i) What is 'Juxtaposition' in constructing space?
- j) What is Direction in composition?

P.T.O.

Q2) Answer the following question (Any two)

[2 × 5 = 10]

- a) Explain in brief 'sequential composition'?
- b) Explain in brief 'principles of Design'?
- c) Formulation of 'conceptualization'? Explain the concept?
- d) Explain Inter polating 'Form and space'?

Q3) Answer the following question (Any two)

[2 × 5 = 10]

- a) What is 'parenting and Nest' in co-ordinating Movement?
- b) Explain in brief 'Rotoscoping Mask'?
- c) What is Non - linear Editing?
- d) What is Tempo and event density?

Q4) Answer the following question (Any two)

[2 × 5 = 10]

- a) What is difference between 'chroma and luma' keys?
- b) What is Gestalt Theory of Design?
- c) 'Direct - on - film' in Animation Process? Explain.
- d) Explain in brief 'Establishing pace'?



Total No. of Questions : 4]

SEAT No. :

P1092

[Total No. of Pages : 2

[4820] - 405

T.Y. B.Sc. (Semester - IV)

ANIMATION

AN - 3205 : Visual Effects (VFX)

(2011 Pattern)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *All questions are compulsory.*
- 2) *Neat labelled diagrams must be drawn wherever necessary.*
- 3) *Figures to right indicate full marks.*

Q1) Attempt all of the following question.

[10 × 1 = 10]

- a) Who was the first photographer to composite a photo?
- b) Which are the hotkeys for color correction and roto node in Nuke?
- c) Name the person who developed alpha channel.
- d) What does RGBA stand for?
- e) Clt + _____ to create new viewer in Nuke.
- f) What is a computer vision?
- g) What is the Fullform of VIP?
- h) Name any four File formats?
- i) What is Noise?
- j) Define Image Analysis.

P.T.O.

Q2) Answer the following (Any two)

[2 × 5 = 10]

- a) Write about Natural Image Matting in brief.
- b) Write note on Image Resolution.
- c) List any 10 hotkeys used as universal Commands for windows in Nuke.
- d) What is a raster and vector image? Explain.

Q3) Answer the following (Any two)

[2 × 5 = 10]

- a) Write about Histogram in detail.
- b) Write a Paragraph on edge detection.
- c) List any 10 hotkeys used in Node Graph (cursor in node graph) in Nuke.
- d) Write Note on Image Representation

Q4) Answer the following (Any two)

[2 × 5 = 10]

- a) Write a note on Alpha channel.
- b) Name any Five Image File Format and write about each format in detail.
- c) Write a paragraph about historical perspective of Digital composition.
- d) List any 10 hotkeys used in curve editor (cursor in curve editor) in Nuke.



Total No. of Questions : 4]

SEAT No. :

P1093

[Total No. of Pages : 2

[4820] - 406

T.Y. B.Sc. (Semester - IV)

ANIMATION

AN - 3206 : Advance 3D Animation - 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 diagram must be drawn wherever necessary.*

Q1) Answer the following questions.

[10 × 1 = 10]

- a) What is FPS?
- b) What is Staging?
- c) How to set keys in maya time line?
- d) What is Decay Rate?
- e) What is Light shape?
- f) What is the Full-form of “TIFF”?
- g) What is FK?
- h) Define Pivot Point?
- i) What is Image Sequence Render?
- j) What is Resolution gate?

P.T.O.

Q2) Answer the following short notes (Any two) :

[2 × 5 = 10]

- a) Ambient Light.
- b) Blend Shape.
- c) STAGING.
- d) Pole Vector.

Q3) Answer the following questions (Any two) :

[2 × 5 = 10]

- a) What are the difference between IK & FK.
- b) What is the importance of key light in Three point lighting?
- c) What is the importance of time line and time slider?
- d) Define in between keyframes?

Q4) Answer the following questions (Any two) :

[2 × 5 = 10]

- a) What is 3D Animation, explain?
- b) What is straight ahead and pose to pose animation?
- c) What is Two point lighting?
- d) Explain spot light.



Total No. of Questions : 4]

SEAT No. :

P1066

[4820] - 5

[Total No. of Pages : 2

F.Y. B.Sc.

ANIMATION

Computer Based 2D Animation

(Paper - V) (2011 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 / illustrations must be drawn wherever necessary.*

Q1) Answer the following questions (any 10)

[10 × 2 = 20]

- a) Write a shortcut of 'sub-selection tool'?
- b) Write a shortcut of 'text-tool'?
- c) Write a shortcut of 'pan tool'?
- d) What is a shortcut of 'Line tool'?
- e) What is a shortcut of 'free transform tool'?
- f) What is frame use for?
- g) What is shortcut of 'undo' option?
- h) What is full form of 'FPS'?
- i) What is full form of 'SWF'?
- j) What is the use of 'Static Text'?
- k) What is the use of 'Dynamic Text'?
- l) What is use of 'flash in Digital Animation'

Q2) Answer the following questions (any four)

[4 × 5 = 20]

- a) Explain in brief 'Align Modifier'?
- b) Explain the use of 'Graphic' in symbol option?
- c) Explain 'shape tween' with example?
- d) Explain in brief use of 'Time line'?
- e) Explain the general workflow of 'flash'?

P.T.O.

Q3) Answer the following questions (any four)

[4 × 5 = 20]

- a) Explain difference between 'Insert frame and Insert Blank key frame'?
- b) Explain 'filters in flash'?
- c) Explain the 'use of Button' in symbol?
- d) Explain in brief 'use of Libraries'?
- e) Explain in brief 'use of swf file'?

Q4) Answer the following questions (any four)

[4 × 5 = 20]

- a) What is layer and what does it contain? Explain in brief.
- b) What is use of 'Onion skin'? Explain in brief.
- c) Explain in brief 'Shape hint'?
- d) Explain in brief 'Movie Clip'?
- e) What are different types of sound synchronization in flash?



Total No. of Questions : 4]

SEAT No. :

P1067

[4820] - 6

[Total No. of Pages : 3

F.Y. B.Sc.

ANIMATION

**Multimedia and Computer Graphics
(2013 Pattern) (Paper - VI)**

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) Explain Nyquist sampling theorem.
- b) List and explain 3 main properties of color source?
- c) State and explain types of compression algorithm.
- d) Explain video packet.
- e) Draw token format and define the term SD, AC and EC used in that format.
- f) What is the full form of MPEG and states its types?
- g) Define frame bursting and frame filtering.
- h) What are the two types of hidden surface algorithm?
- i) List types of Ethernet.
- j) What is clipping and state its types?
- k) What is back faces?
- l) Define differential encoding and transform encoding.

P.T.O.

Q2) Answer the following questions (any four)

[4 × 5 = 20]

- a) With the aid of a schematic diagram, explain the operation of a basic DPCM signal encoder and decoder.
- b) Explain the interactive application of multimedia over internet.
- c) State and explain three types of CRT display techniques.
- d) Explain the meaning of the following types of compressed frame with diagram.
 - i) J - frame
 - ii) P - frame
 - iii) B - frame
- e) Explain the basic mode of operation of GIF and also explain the size of color table used, how each pixel value is sent, and how receiver knows the image parameter used by this source.

Q3) Answer the following questions (any four)

[4 × 5 = 20]

- a) Draw the frame format of Ethernet and explain the terms associated with each block.
- b) Write note on Z - buffer algorithm.
- c) Explain the meaning of the following terms relating to HTML and WWW.
 - i) Browser
 - ii) Home Page.
 - iii) URL.
 - iv) Page formatting commands.
- d) What is Light? State and explain the basic characteristics of light.
- e) Briefly explain all elements of multimedia and their basic form of representation.

Q4) Answer the following questions. (any four)

[4 × 5 = 20]

- a) Briefly explain the QoS parameter associated with a packet switched network.
- b) Assuming an MMR coding scheme, draw and explain pass mode, vertical mode and horizontal mode.
- c) The following character string is to be transmitted using Huffman coding.

ABACA DABA CADABA CADAB

Derive Huffman code tree and determine the saving in transmission band width over normal ASCII and binary coding.

- d) Write a note of Sutherland - Hodgman algorithm.
- e) Write a note on Geometric transformation.



Total No. of Questions : 4]

SEAT No. :

P1068

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[Total No. of Pages : 2

F.Y. B.Sc.

ANIMATION

Introduction to 3D Animation & Modeling - I

(Paper - VII) (2011 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 diagram / illustration must be drawn wherever necessary.*

Q1) Answer the following questions. (any ten)

[10 × 2 = 20]

- a) Write the names of six main interface elements?
- b) What are the keyboard shortcut of “Undo Create” and “Redo Create”?
- c) What are the type of objects in standard Primitives?
- d) How you group the objects in 3ds Max?
- e) Write the following options keyboard shortcut .
 - i) Hold
 - ii) Fetch
- f) What is 3D Modeling?
- g) What is the full form of DOF?
- h) Sphere is 2d spline shape. (True/ False).
- i) In 3ds Max Layers toolbar, what are options are there?
- j) Name of the selection toolbar buttons?
- k) What is GI?
- l) What is the shortcut of “Material Editor”?

P.T.O.

Q2) Answer the following questions. (any four)

[4 × 5 = 20]

- a) What is Command Panel? Explain.
- b) Explain the importance of Group and Ungroup.
- c) Explain the importance of selection toolbar.
- d) What are the difference between Spline Modeling and Polygon Modeling?
- e) Explain parent, child root relationship.

Q3) Answer the following short notes. (any four)

[4 × 5 = 20]

- a) Extrude.
- b) Bevel.
- c) Import and export.
- d) Material Editor.
- e) Polygon and Edges.

Q4) Answer the following questions. (any four)

[4 × 5 = 20]

- a) What is Rendering, Explain.
- b) How do you texture an object in 3ds Max, Explain?
- c) What is lower interface bar?
- d) What are the difference between box and cube?
- e) Explain Gamma setting.



Total No. of Questions : 4]

SEAT No. :

P1069

[Total No. of Pages : 2

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F.Y. B.Sc

ANIMATION

**Introduction to Mass Communication and Media Literacy
(2011 Pattern) (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 ten)

[20]

- a) Write down two names of Radio channels.
- b) What is mean by viral marketing?
- c) Write two advantages of “Print on demand”.
- d) What are d-books and e-books?
- e) What are the two forms of mobile video?
- f) What are instant books? Give two examples.
- g) What is product placement and explain with an example?
- h) What is e-magazine?
- i) Write down four sport magazine names.
- j) Write four video game’s name.
- k) What is full form of ‘PRO’?
- l) Write names of four news TV Channel.

Q2) Answer the following questions (Any four)

[20]

- a) Write a short note on the FM Channels in India.
- b) What are concept films?

P.T.O.

- c) Can TV shows be agents of change? Explain with examples to support your answer.
- d) What is a blog?
- e) What are video games? Do they encourage stereotypes?

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

- a) What is public relations? Why is it important?
- b) What is viral marketing?
- c) What is meant by advertising?
- d) Write a short note on the channels you watch. (content, themes, youth-oriented / specialized channel, etc.)
- e) Explain in brief the limited effects theory for understanding the effects of mass communication.

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

- a) What do you mean by ethics? What are the issues of media ethics?
- b) Why is the media called “global” today?
- c) What is cultural imperialism?
- d) What is “Product placement”? Explain with an example.
- e) What is vertical integration ? How was it ended?

