

Total No. of Questions : 4]

SEAT No. :

PA-2657

[Total No. of Pages : 2

[5904]-11

S.Y. B.Sc (Animation)

AN - 2104 : MULTIMEDIA SYSTEMS

(2015 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 :

[10 × 1 = 10]

- a) Define multimedia system.
- b) Define Resolution.
- c) What is Aspect Ratio?
- d) What is MIDI?
- e) What do you mean by spatial redundancy?
- f) What does JPEG & MPEG stands for?
- g) What does DMCS stands for?
- h) What is hyper application?
- i) What do you mean by luminance & chrominance?
- j) What are test pattern?

Q2) Answer any following : (Any 2)

[2 × 5 = 10]

- a) Illustrate with the help of neat diagram video compression technique.
- b) Give the architecture of DMCS & state its distinctive features.
- c) Write a note on sensors for TV cameras.
- d) Write a short note on digital audio signal processing.

P.T.O.

Q3) Answer any following : (Any 2)

[2 × 5 = 10]

- a) Write a note on color video.
- b) Write a note on DCT & statistical coding.
- c) What is QMF format? What one its component show with an appropriate diagram.
- d) Distinguish between track model & object model.

Q4) Answer the following : (Any 2)

[2 × 5 = 10]

- a) Write a short note on MPEG compression standard.
- b) Explain RGB & CMYK color model.
- c) Explain how DAC & ADC work.
- d) Explain toolkit in detail.



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SEAT No. :

PA-2487

[Total No. of Pages : 2

[5904]-21

S.Y. B.Sc. (Animation)

AN-2201 : VALUE EDUCATION - II

(Skill development, Personality Development, Mind Mapping)

(2015 Pattern) (Semester - II) (82512)

Time : 2 Hours]

[Max. Marks : 40

Q1) Attempt any ten :

[10 × 1 = 10]

- a) Indian has _____ party system.
- b) Constitution of India guarantees, how many fundamental rights?
- c) What is the retirement age of the member of NHRC?
- d) Which is the 29th state of India?
- e) Anna Hazare lead which movement?
- f) When was East India Company established?
- g) Indian constitution contains _____ article.
- h) Where is the center for constitutional rights in India?
- i) The Indian constitution has been divided in _____.
- j) _____ is the process by which people transmit values to others.
- k) Which article provides special status to Jammu and Kashmir?
- l) Article-17 deals with _____.

Q2) Answer any two :

[2 × 5 = 10]

- a) Which methodology is the most appropriate and effective for inculcating values among students? Discuss.
- b) What is career planning and write down your career planning?
- c) What are pointers and structure of written communication?
- d) Define speaking skill with different styles.

P.T.O.

Q3) Answer any two :

[2 × 5 = 10]

- a) Define components of communication.
- b) What are the barriers in communication?
- c) Write a short note on human values.
- d) Explain Erosion of culture.

Q4) Answer any two :

[2 × 5 = 10]

- a) Write on Literal meaning of education.
- b) Why should you have good friend?
- c) What are the classifications of values?
- d) Explain the style of speaking.



Total No. of Questions : 4]

SEAT No. :

PA-2488

[Total No. of Pages : 2

[5904]-22

S.Y. B.Sc (Animation)

AN - 2202 : 3-D PRODUCTION (Using Software MUDBOX)
(2015 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.

Q1) Answer the following questions :

[10 × 1 = 10]

- a) Define Traditional sculpting.
- b) What is Digital Sculpting?
- c) Which file format saves mudbox file?
- d) Name any 2 3D sculpting softwares?
- e) What is the use of Smooth tool?
- f) What is Polygon?
- g) We need to import a low poly model from Maya (True/False)
- h) Which viewport opens when we start mudbox?
- i) How to use sculpt layer panel?
- j) Shortcut key for Show - Hide wire frame?

Q2) Answer any 2 of the following questions :

[2 × 5 = 10]

- a) Explain Mudbox interface and draw a diagram.
- b) What is subdivision? Explain its importance in detail.
- c) Explain paint Layer in detail.
- d) Explain Mudbox sculpting tools in detail.

P.T.O.

Q3) Answer any 2 of the following questions :

[2 × 5 = 10]

- a) Differentiate traditional and digital sculpting.
- b) Explain role of 'Armature'.
- c) List and explain traditional sculpting tools set (equipments)
- d) Explain proportion and measurement.

Q4) Answer any 2 of the following questions :

[2 × 5 = 10]

- a) Explain digital sculpting in detail.
- b) What is resolution in digital set sculpting? in detail.
- c) Explain unwrap UVW in detail.
- d) Write short note on texturing.



Total No. of Questions : 4]

SEAT No. :

PA-2489

[Total No. of Pages : 2

[5904]-23

S.Y. B.Sc. (Animation)

AN - 2203 : INTRODUCTION TO ACTION SCRIPT

(Using Software Adobe Flash)

(2015 Pattern) (Semester - II) (82532)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) Answer all questions.
- 2) Figures to the right indicate full marks.

Q1) Answer the following questions :

[10 × 1 = 10]

- a) What is classes?
- b) What is Text Field?
- c) What is string operation?
- d) What is XML?
- e) What is assets?
- f) What is API?
- g) What is movie dip?
- h) What is button?
- i) What is dynamic assets?
- j) What is Event?

Q2) Answer the following questions : (Any Two)

[2 × 5 = 10]

- a) What is Event handler? Explain it?
- b) How to create empty movie clips?
- c) How we working with drawing API?
- d) How to create dynamic text field?

P.T.O.

Q3) Answer the following questions : (Any Two)

[2 × 5 = 10]

- a) Explain the concept of XML?
- b) How many event handler we have? Explain it?
- c) What is return type function?
- d) What is passing parameters to function.

Q4) Answer the following question : (Any Two)

[2 × 5 = 10]

- a) What is Loop? Explain its types.
- b) What is multidimensional arrays.
- c) What is function? Explain.
- d) What is variables and its scope is flash.



Total No. of Questions : 4]

SEAT No. :

PA-2490

[Total No. of Pages : 2

[5904]-24

S.Y. B.Sc (Animation)

AN - 2204 : MULTIMEDIA COMMUNICATION

(2015 Pattern) (Semester - II) (82542)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) All questions are compulsory.
- 2) Figures to the right indicate full marks.

Q1) Attempt all of the following :

[10 × 1 = 10]

- a) Define attenuation.
- b) Define multimedia communication.
- c) What is propagation delay?
- d) What is PDU?
- e) What do you mean by 1-bit image?
- f) List the image file formats?
- g) Define echo sound.
- h) Write the full form for :
 - i) MPEG
 - ii) DVI
 - iii) JPG
 - iv) GIF
- i) Define hypertext & hypermedia.
- j) Define visemes and phonemes.

Q2) Answer any two of the following :

[2 × 5 = 10]

- a) Write a short note on media interaction.
- b) Explain the concept of graphics and image editing.
- c) Write a short note on 24-bit color images.
- d) Explain HDLC protocol in brief.

P.T.O.

Q3) Answer any two of the following :

[2 × 5 = 10]

- a) Explain electronic mail with diagram.
- b) Explain two modes of transmission.
- c) Explain TCP/IP reference mode in brief.
- d) Explain the concept of lip reading in audio - visual integration.

Q4) Answer any two of the following :

[2 × 5 = 10]

- a) Write a short note on animation and its software tools.
- b) Explain in brief any one error detection method.
- c) Write short note on digital audio.
- d) List and explain the types of wired transmission media.



Total No. of Questions : 4]

SEAT No. :

PA-2491

[Total No. of Pages : 2

[5904]-25

S.Y. B.Sc. (Animation)

AN - 2205 : ANIMATION TECHNIQUES - II

(2015 Pattern) (Semester - II) (82552)

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 is Particle? (Particle)
- b) Define use of Gravity.
- c) Enlist the particle effect in Adobe After Effects.
- d) What is Simulation?
- e) What is Dynamics?
- f) What is Opacity?
- g) What is Anchor point?
- h) How many types of layers available in After Effects?
- i) What is composition?
- j) What is chroma key?

Q2) Answer any two of the following questions :

[2 × 5 = 10]

- a) What is Dynamics? Explain in detail.
- b) What are particles? Explain in detail.
- c) Explain the particle properties.
- d) Explain term : Gravity, Resistance.

P.T.O.

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

- a) Explain term : Death & Birth, Procedure, resistance, types of particles.
- b) What are layers? Explain its types.
- c) What is composition?
- d) Explain Rotoscopy.

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

- a) Explain Horror Effect with AE.
- b) Explain Action Genre.
- c) Explain Scifi Genre.
- d) Explain : Text Layer, Solid Layer, null object.



Total No. of Questions : 4]

SEAT No. :

PA-2492

[Total No. of Pages : 2

[5904]-26

S.Y. B.Sc. (Animation)

AN - 2206 : Production Process - II
(2015 Pattern) (Semester - II) (82562)

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 is script writer's job responsibility?
- b) What does a camera person do?
- c) What is the Animatic?
- d) What is the Layout of dialogue?
- e) What does the abbreviation FPS mean?
- f) What is pre-production?
- g) The movement of object is based on?
- h) What best describes "Motion graphics"?
- i) How many frames are rendered in one second?
- j) What is stage direction.

Q2) Answer the following questions : (any two)

[2 × 5 = 10]

- a) What is language? Explain cinema angle.
- b) What is script? Why is it required.
- c) Explain thumbnails? using diagram.
- d) What is screen heading? Explain.

P.T.O.

Q3) Answer the following questions : (any two)

[2 × 5 = 10]

- a) The term "Live of Action", is animation means?
- b) What is exposure sheet? Explain.
- c) Explain story Boards?
- d) What is camera? Explain different five angle.

Q4) Answer the following questions : (any two)

[2 × 5 = 10]

- a) How we are going to prepared animatics using software explain steps.
- b) How to write dialogues.
- c) What is LIP sqc. With the help of diagram.
- d) Write a short note on :
 - i) Scene
 - ii) Slots



Total No. of Questions : 4]

SEAT No. :

PA-2493

[Total No. of Pages : 2

[5904]-31
T.Y. B.Sc. (Animation)
AN - 3101 SCRIPT WRITING
(2015 Pattern) (Semester - III) (92513)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicates full marks.*

Q1) Answer the following questions (any Ten) :

[10 × 1 = 10]

- a) Direction is also known as _____ .
- b) _____ is the speed with which your story is told.
- c) _____ is a series of shots strung together in rapid succession.
- d) Each moment of a screenplay exists in a _____ world.
- e) _____ Movies generally lack cursing, Sexual content and graphic violence.
- f) Plot can be defined as series of _____.
- g) A _____ is a short description of your screenplay that highlights the main characters and the journey they go on.
- h) _____ films tend to be more graphic in their violence.
- i) _____ Movies take audience to a future time frame or an imaginary world.
- j) Which world best defines genre ?
- k) How is screwball comedy different from romantic comedy?
- l) People can judge a book by its _____.

P.T.O.

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

- a) What are the four elements of dialogue?
- b) What are the three parts of a scene?
- c) How do you write a scene in a short story?
- d) What is a scene writing?

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

- a) What makes a scene in a play dramatic?
- b) What makes a compelling script?
- c) How do you write a professional script?
- d) How do you start a screenplay?

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

- a) Explain Scene headings (slug lines).
- b) What are the three parts of a slug line?
- c) What is slug line in journalism?
- d) What is narrative description?



Total No. of Questions : 4]

SEAT No. :

PA-2494

[Total No. of Pages : 2

[5904]-32

T.Y. B.Sc. (Animation)

AN - 3102 WEB TECHNOLOGY

(2015 Pattern) (Semester - III) (92523)

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) Define Internet.
- b) Which tag is used to create ordered list in HTML.
- c) What is web server.
- d) Name any two attribute of input tag.
- e) How to write comment in Java script.
- f) By using which keyword variable is declared in Javascript.
- g) Define Dreamweaver.
- h) What is property inspector in dreamweaver.
- i) What does PHP stands for? which extension is used to save PHP file.
- j) List any two event in Java Script.

Q2) Answer the following questions (any two) :

[2 × 5 = 10]

- a) If a=10 and b=20 write a Javascript program to swap these two numbers.
- b) Write note on Java Script datatypes.
- c) Write a HTML Program to display following equation.
$$X^3 + X^2 + X + 1 = 0$$
- d) Write note on PHP.

P.T.O.

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

- a) Explain internal CSS with an example.
- b) Write a program in Java Script for summation of two numbers.
- c) Explain GET and POST method.
- d) Explain < input > tag and its attribute 'type' with an example.

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

- a) Write a Java Script program to accept number from user and determine its positive or negative number.
- b) Write note on advantages of CSS.
- c) Write a note on web server & web client
- d) Write a HTML Program to display list starting with 'i' for the following list elements.
 - i) MILK
 - ii) TEA
 - iii) COFFEE
 - iv) COLD DRINK



Total No. of Questions : 4]

SEAT No. :

PA-2495

[Total No. of Pages : 2

[5904]-33

T.Y. B.Sc. (Animation)

AN - 3103 GAME DESIGN

(2015 Pattern) (Semester - III) (92533)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) All question are compulsory.
- 2) Figures to the right indicate full marks.

Q1) Answer the following questions :

[10 × 1 = 10]

- a) Full form of FPS in gaming.
- b) All games can run on any computer Hardware. [T/F]
- c) Write any 4 Game elements.
- d) Define Low poly modeling.
- e) What is Game Conceptualization?
- f) Define Blender Logic editor Sensor.
- g) Which Short cut key used to open 'object property panel'
- h) Name any 4 softwares used for 3D production.
- i) What is the importance of UV mapping?
- j) Full form of MMORPG in gaming.

Q2) Answer any two of the following questions :

[2 × 5 = 10]

- a) Write note on "Level Creation".
- b) Defferentiate Antagonist and Protogonist.
- c) Define Role of "Mentor" in Game.
- d) Explain 'Trickster' and 'Ally' in Game.

P.T.O.

Q3) Answer any two of the following questions :

[2 × 5 = 10]

- a) Explain Role of Protagonist in the Game.
- b) Explain Early Game Era in detail.
- c) Explain any one Game Production House's History in detail.
- d) Explain Game Development Lifecycle.

Q4) Answer any two of the following questions :

[2 × 5 = 10]

- a) Explain Alpha Version in Gaming.
- b) Explain any 2 types of Game engine in detail.
- c) What is MRP and Production planning process.
- d) What is post production for Gaming.



Total No. of Questions :4]

SEAT No. :

PA-2496

[Total No. of Pages : 2

[5904]-34

T.Y. B.Sc. (Animation)

AN - 3104: DIGITAL EDITING

(2015 Pattern) (Semester - III) (92543)

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) Who develop adobe premier pro?
- b) What is clapper board?
- c) What is image aspect ratio?
- d) What are show openers?
- e) What are bumpers?
- f) What is Non-Linear editing?
- g) What is video editing?
- h) What is aspect ration for video editing?
- i) What is Shot?
- j) What is story boards?

Q2) Answer the following questions (any two) :

[2 × 5 = 10]

- a) Explain interface of adobe premier pro.
- b) What is story board technique? Explain.
- c) Explain Digital linear editing?
- d) Explain any five video Transition in detail.

P.T.O.

Q3) Answer the following questions (any two) :

[2 × 5 = 10]

- a) Explain different out put of video file in adobe premier pro?
- b) Explain rule of 180° degree?
- c) Explain covered angle & slots?
- d) Explain principles of video editing.

Q4) Answer the following questions (any two) :

[2 × 5 = 10]

- a) Explain various techniques
 - a) Jump cut
 - b) Match action
 - c) Cut away
 - d) Continuity
- b) Difference NTSC and PAL.
- c) What is a "Montage"?
- d) Explain the 30° degree rule in detail.



Total No. of Questions : 4]

SEAT No. :

PA-2497

[Total No. of Pages : 2

[5904]-35

T.Y. B.Sc. (Animation)

AN - 3105 : VFX - I (Semester - III)

(2015 Pattern) (Paper - I) (92553)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates :

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicates full marks.*

Q1) Answer the following questions :

[10 × 1 = 10]

- a) Write full form of PNG.
- b) Give two examples of Digital Compositing.
- c) Define digital Composition inshort.
- d) Who was the first photographer who composed photo?
- e) In RGBAZ, what does A and Z represent?
- f) Which is extra channel we used for compositing rather than RGB?
- g) What does Alpha represent in an image?
- h) Name who introduced of Alpha channel?
- i) What is Matting?
- j) Definition "Digital Image".

Q2) Answer any Two of the following :

[2 × 5 = 10]

- a) What is Bluescreen matting?
- b) Discuss indetail about computer graphics (2D & 3D graphics)
- c) Discuss in detail historical perspective of Digital Compositing.
- d) Give 1 example of optical compositing in earlier movies and discuss a short, briefly explain Alpha channel.

P.T.O.

Q3) Answer any Two of the following :

[2 × 5 = 10]

- a) Explain Computer Imaging in detail.
- b) Which are the two primary types of images compression? Explain in detail.
- c) Explain HSV colour format in detail.
- d) Write about specifying colours and RGB.

Q4) Answer any Two of the following :

[2 × 5 = 10]

- a) Explain film production in detail.
- b) What are Pre-production in the film pipeline brief it.
- c) Explain Camera Rig in detail.
- d) Write down creative Artist profile.



Total No. of Questions : 4]

SEAT No. :

PA-2498

[Total No. of Pages : 2

[5904]-36

T.Y. B.Sc. (Animation)

AN - 3106 : CREATIVE THINKING

(2015 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.*

Q1) Answer the following questions :

[10 × 1 = 10]

- a) What is Storytelling?
- b) What is Power of thinking?
- c) What is Animation character?
- d) What is Communication in Animation?
- e) What is Term thinking?
- f) What is Idea?
- g) What is Audience?
- h) What is TG's?
- i) What is Platting?

Q2) Answer the following questions (any two) :

[2 × 5 = 10]

- a) What is Storytelling? In the animation.
- b) Explain stories and their elements.
- c) Explain character development.
- d) How we bringing characters to Life.

P.T.O.

Q3) Answer the following questions (any two) :

[2 × 5 = 10]

- a) Audience and their love for animation? Explain understanding the basics behind it.
- b) How you read you audiences mind? Explain.
- c) What is many by case study? Explain any one of Animated movie.
- d) What is application of animation to various media platform.

Q4) Answer the following questions (any two) :

[2 × 5 = 10]

- a) Explain? What is mean by creative thinking.
- b) Write down Ideas and their power.
- c) Write a short note on TG's psychology.
- d) What is mind mapping and animation.



Total No. of Questions : 4]

SEAT No. :

PA-2499

[Total No. of Pages : 2

[5904]-41

T.Y. B.Sc. (Animation)

AN 3201 : IPR AND CYBER SECURITY

(2015 Pattern) (Semester - IV) (92514)

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 × 1 = 10]

- a) Define firewall.
- b) What is Email security?
- c) What is an anti-virus?
- d) What is the full form of IPR?
- e) What is computer software?
- f) What is scope of patentability?
- g) What is digital water marking?
- h) Define the term protocol.
- i) What is trademark?
- j) What is E-commerce?

Q2) Attempt any two of the following :

[2 × 5 = 10]

- a) Define topology. Explain star and bus topology in detail.
- b) What is patent? Explain the patentability standard.
- c) What are different ways of email security? Explain in brief with an example.
- d) Explain types of transmission modes.

P.T.O.

Q3) Attempt any two of the following :

[2 × 5 = 10]

- a) What are the types of steganography? Explain any one in detail.
- b) Compare ISO/OSI and TCP/IP models.
- c) Define policy. Explain the types of policies in detail.
- d) What is Information security? State and explain principles of information security.

Q4) Attempt any two of the following :

[2 × 5 = 10]

- a) Explain different techniques of password cracking.
- b) Why copyright is necessary? Explain in brief with example.
- c) What is security assurance? Explain the security assurance model in detail.
- d) What is VPN? Explain VPN security network.



Total No. of Questions : 4]

SEAT No. :

PA-2500

[Total No. of Pages : 2

[5904]-42

T.Y. B.Sc. (Animation)

AN 3202 : USER INTERFACE DESIGN

(2015 Pattern) (Semester - IV) (92524)

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 is the Use of Frames in animation?
- b) Define Visibility.
- c) What is Wireframes?
- d) Which of the following is a data problem?
- e) W3c stands for.
- f) Which tool is use for structured designing .
- g) Define User Experience (UX).
- h) What is User Interface (UI)?
- i) Define good design.
- j) Used of HTML.

Q2) Answer any two :

[2 × 5 = 10]

- a) Explain anticipation & Staging principle of animation.
- b) How is the view tree used? Explain in brief.
- c) Write a note on pacing & path.
- d) Write a note on Symbian mobile interface.

P.T.O.

Q3) Answer any two :

[2 × 5 = 10]

- a) Explain Prototyping.
- b) What is System testing?
- c) What are advantages of MUC architecture?
- d) What is requirement analysis? Explain in brief.

Q4) Answer any two :

[2 × 5 = 10]

- a) Explain squash & stretch principle of animation.
- b) Explain color theory.
- c) Explain point efficiency.
- d) Explain appeal principle of animation.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

PA-2501

[5904]-43

T.Y. B.Sc. (Animation)

AN - 3203 : GAME PRODUCTION-II

(2015 Pattern) (Semester-IV) (92534)

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 is Game engine?
- b) Name any 2 Game engines.
- c) Which shortcut key used to duplicate in blender?
- d) List production process phase.
- e) Define motion Actuators.
- f) Define logic editor controler.
- g) In which year, the fourth Generation Gaming Started?
- h) Who developed ASPHACT Game?
- i) List four Game production phases.
- j) Define IR & VR.

Q2) Answer any 2 of the following questions.

[2×5=10]

- a) Explain 3rd Generation of Game Industry.
- b) Describe importance of coding in Game industry.
- c) 'Development of GTA' explain brief history.
- d) Explain SEGA's studio journey.

P.T.O.

Q3) Answer any 2 of the following questions.

[2×5=10]

- a) What is classification of Gaming? Explain in detail.
- b) What is joystick? Explain in detail with example and drawing.
- c) Explain Anti Hero character in Game with example.
- d) Explain pre-phabs unity 3D.

Q4) Answer any 2 of the following questions.

[2×5=10]

- a) Explain Blender node editor panel.
- b) Differentiate Protagonists and Antagonists.
- c) List out the Pro's and Con's of unity 3D.
- d) What is vertex shader and a pixel shader? Unity 3D.



Total No. of Questions : 4]

SEAT No. :

PA-2502

[Total No. of Pages : 2

[5904]-44

T.Y. B.Sc. (Animation)

AN-3204 : MOTION GRAPHICS

(2015 Pattern) (Semester-IV) (92544)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *All questions carry equal marks.*
- 3) *Figures to the right indicates full marks.*

Q1) Answer the following questions :

[10×1=10]

- a) What is Motion graphics?
- b) What is a clapperboard
- c) What is PAL?
- d) What is NTSC?
- e) What is PSA?
- f) What are strings?
- g) What are show openers?
- h) What are bumpers?
- i) Define image aspect ratio?
- j) Name any two video editing software?

Q2) Answer the following questions (any two).

[2×5=10]

- a) What is a montage?
- b) What is a “B-roll”? Explain.
- c) What is pick-up in film making?
- d) Explain the 30° degree rule in detail

P.T.O.

Q3) Answer the following questions (Any Two).

[2×5=10]

- a) Explain the interface of Premiere Pro.
- b) Write the use up motion graphics? explain with example?
- c) Write down difference between positive and negative is composition?
- d) Explain Gestalts theory in brief.

Q4) Answer the following questions (Any Two)

[2×5=10]

- a) Explain story Board?
- b) Explain term direct on Film?
- c) Explain the mask setting effect in control panels in brief?
- d) Explain the post- production?



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

PA-2503

[5904]-45

T.Y. B.Sc. (Animation)

AN-3205 : VFX-II

(2015 Pattern) (Semester-IV) (92554)

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 is Chroma keying?
- b) What is 'CC'?
- c) What is image tracking?
- d) It is possible to use tracking curves manually (T/F).
- e) What is the purpose of four point tracker?
- f) Is that any role of tracker to stabilizer frame?
- g) What is aspect ratio?
- h) What are square Dixels?
- i) Draw the VFX pipeline.
- j) Write down any 2 film formats.

Q2) Answer any 2 of the following.

[2×5=10]

- a) Explain the "Tracking curves manually".
- b) What is "Multiple points tracking"?
- c) How to stabilize a plate? Write in detail
- d) Explain 'Curve Editor' in detail.

P.T.O.

Q3) Answer any 2 of the following.

[2×5=10]

- a) Explain the Proxy Images.
- b) What is Histogram? Explain in detail.
- c) Explain in detail 'Aspect Ratio'.
- d) Write the procedure of camera Tracking.

Q4) Answer any 2 of the following.

[2×5=10]

- a) Explain Non-square Dixels.
- b) Explain Astpect - Ratio in detail.
- c) Elaborate the format conversion pipeline.
- d) Write down full process of matte painting.



Total No. of Questions : 4]

SEAT No. :

PA-2504

[Total No. of Pages : 2

[5904]-46

T.Y. B.Sc. (Animation)

AN-3206 : NEW MEDIA

(2016 Pattern) (Semester-IV) (92564)

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 Any Ten :

[10×1=10]

- a) What is an advantage of online journalism?
- b) A web service is a software that supports computer-to- computer interaction over the _____.
- c) The different types of online communication tools are _____.
- d) GPS stands for _____.
- e) What is the proposed punishment for cyber terrorism in IT Act?
- f) Who invented WWW.
- g) Word press is used to create _____.
- h) Web 3.0 is also called as _____.
- i) Online journalism refers to content created and distributed over_____.
- j) What is includes in digital audio files?
- k) When IT Act 2000 came into effect?
- l) What does URC stands for?

Q2) Answer any Two.

[2×5=10]

- a) Discuss any media content you have created and what happened if you put it online. It could be a video clip, a music Mash-up, blog, etc.
- b) What is Internet?
- c) What is web-browser?
- d) What is traditional media?

P.T.O.

Q3) Answer any Two.

[2×5=10]

- a) What is New Media?
- b) Define - URL
- c) What is relationship between Traditional media and New Media?
- d) How has traditional media evolved into New Media?

Q4) Answer any Two.

[2×5=10]

- a) What are the types of Internet access?
- b) What is the history of Internet in India?
- c) What is the online journalism?
- d) What is meant by content management system?

