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SEAT No. :

PA-2505

[Total No. of Pages : 2

[5904]-101

**First Year B.Sc. (Animation)
ANM-101 : FOUNDATION OF ART
(2021 Pattern) (Semester-I)**

Time : 2 Hours]

[Max. Marks : 50

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 is gesture drawing?
- b) What is Light?
- c) What is shade?
- d) What is grayscale shading?
- e) What tint?
- f) What is warm colors?
- g) What is cool colors?
- h) What is pigment colors?
- i) What is type face?
- j) What is symmetry.

Q2) Answer the following:

[2×5=10]

- a) What is 2D and 3D design?
- b) What Bones and joints?
- c) Explain color balance.
- d) What is key-line?

P.T.O.

Q3) Answer the following:

[2×5=10]

- a) How gesture drawing is used.
- b) Write a note on “Head and face”.
- c) Name any 10 human muscles?
- d) What is line of action?

Q4) Answer the following:

[2×5=10]

- a) What is perspective? define all.
- b) Explain the rapid sketches in drawing?
- c) What is Mannequin? Explain with example.
- d) Explain volume construction in detail.



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SEAT No. :

PA-2506

[Total No. of Pages : 2

[5904]-102

F.Y. B.Sc. (Animation)

ANM-102 : BASICS OF ANIMATION

(2021 Pattern) (Semester-I)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions :

[10×2=20]

- a) What is “Slow-in-Slow out” in Animation principle.
- b) Name the different types of Animations?
- c) What is traditional Animation?
- d) What is body language?
- e) What is in between?
- f) What is Pose to Pose?
- g) What is thumbnail?
- h) What is “Anticipation”?
- i) What is squash and stretch?
- j) Arcs mean by?

Q2) Answer the following: (any two)

[2×5=10]

- a) What is sequential drawings? Explain.
- b) What is difference between 2D and 3D Animation.
- c) What is Pencil test Animation? Why it is necessary.
- d) What is character Animation?

P.T.O.

Q3) Answer the following (any two).

[2×5=10]

- a) What is cut-out Animation? Explain.
- b) What is character volume? Explain.
- c) What is Extreme poses?
- d) What is “clean-up”? Explain.

Q4) Answer the following (any two).

[2×5=10]

- a) Explain Animation principle “Arc”?
- b) Explain “Line of Action”?
- c) Explain Russian Animation (Soyuzmultifilm)
- d) Explain “Disney”. (Beginning of Animation).



Total No. of Questions : 4]

SEAT No. :

PA-2507

[Total No. of Pages : 2

[5904]-103

F.Y. B.Sc. (Animation)

ANM-103 : INTRODUCTION TO DIGITAL GRAPHICS

(2021 Pattern) (Semester-I)

Time : 2 Hours]

[Max. Marks : 50

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) Which of the tool will cut a path into two different paths?
- b) The path finder tool will _____.
- c) A line that is drawn in Adobe Illustrator that finishes. Where it began is called a _____.
- d) Which of the tools would be used to edit a line?
- e) Adobe Illustrator terminology for a drawn line is _____.
- f) Which solution listed below will fill an object?
- g) Which of the tool used to convert a raster image to a vector?
- h) Write the correct procedure to draw a perfect square in Adobe Illustrator.
- i) How do you select a shape that has no fill?
- j) If you wish to edit a shape, you must click an anchor point with _____.
- k) The Illustrator tool which is shown as a white arrow is known as the _____.
- l) The Illustrator tool which is shown as a completely black arrow is called the _____.

P.T.O.

Q2) Answer any two.

[2×5=10]

- a) How to add color to any trace image?
- b) What is the main use of Adobe Illustrator?
- c) Write about the history of Adobe Illustrator?
- d) What is RGB color and explain the secondary color?

Q3) Answer any two.

[2×5=10]

- a) How is Adobe Illustrator is different from Adobe Photoshop?
- b) What is graphic designing?
- c) What is the use of Adobe Illustrator in Industry?
- d) Explain how you can export ICNS icon from Adobe Illustrator.

Q4) Answer any two.

[2×5=10]

- a) Explain the role of color in creating the vector image.
- b) Explain the export setting in Adobe Illustrator.
- c) What is artboard in Adobe Illustrator?
- d) What is gradient and swatches?



Total No. of Questions : 4]

SEAT No. :

PA-2508

[Total No. of Pages : 2

[5904]-104

F.Y. B.Sc. (Animation)

ANM-104 : INTRODUCTION TO PROGRAMMING LANGUAGES

(2021 Pattern) (Semester-I)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions.

[10×2=20]

- a) Define keyword? List any four keywords used in 'C' programming.
- b) Differentiate between entry controlled and exit controlled loop.
- c) State any four advantages of using function.
- d) What is pointer? Explain with the help of example.
- e) What are the command line arguments?
- f) What is difference between getch () and getche ()?
- g) What is purpose of break statement in 'C' ? Explain with the help of example.
- h) Enlist any four format specifier used in 'C'.
- i) Give general syntax to declare one dimensional & two dimensional array.
- j) List primitive, derived & user defined data types.

Q2) Answer any two of the following questions.

[2×5=10]

- a) Explain switch case with example.
- b) How string is declared and initialized? Explain any four string manipulation functions with example.
- c) Differentiate between relational and logical operators.
- d) Explain how pointers and arrays are related with example.

P.T.O.

Q3) Answer any two of the following questions.

[2×5=10]

- a) Explain arrays in 'C'.
- b) What are the global and local variables? Explain with example.
- c) What is variable? What are different rules to define variables?
- d) Explain array of pointers with example.

Q4) Answer any two of the following questions.

[2×5=10]

- a) Write a 'C' program to check whether entered number is prime or not.
- b) Write a 'C' program to find largest element in an array.
- c) Write a 'C' program to read a string and find length of string without using in built function.
- d) Write a recursive function in 'C' to calculate GCD of two numbers.



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SEAT No. :

PA-2509

[Total No. of Pages : 2

[5904]-201

F.Y. B.Sc. (Animation)

ANM-201 : DIGITAL PHOTOGRAPHY & FILM MAKING

FUNDAMENTALS

(2021 Pattern) (Semester-II)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions.

[10×2=20]

- a) Visible light occurs between_____.
- b) Long distance photography is facilitated by _____.
- c) _____ has been defined as taking of photography to provide a record of social and political situations with the aim of conveying information.
- d) Aperture is for _____.
- e) SLR stands for _____.
- f) A digital Image is made up of thousands of _____.
- g) Full form of ISO?
- h) CCD is a type of _____.
- i) Rules of third is _____rule.
- j) Kodak camera was invented by _____.

Q2) Answer any two.

[2×5=10]

- a) How Image stabilization feature helps in camera?
- b) What is metering in photography? Explain in detail.
- c) What is color temperature of the light? Write down the unit of color temperature.
- d) What is mean by noise in Digital Photograph? When it is found?

P.T.O.

Q3) Answer any two.

[2×5=10]

- a) What is release / drive mode in camera?
- b) Which focus mode of camera is used for fast moving subjects?
- c) Shallow DOF is created by using which appertures?
- d) Which picture style will be used to shoot a group photo and why?

Q4) Answer any two.

[2×5=10]

- a) What are the types of patterns? Give an example of each type.
- b) What are the four types of lights used in photography? Explain the significance of each.
- c) Flash light disappears in how many seconds? What is flash synchro speed?
- d) Which are the main type of lenses?



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SEAT No. :

[Total No. of Pages : 2

PA-2510

[5904]-202

F.Y. B.Sc. (Animation)

ANM-202 : ELEMENTS OF INFORMATION TECHNOLOGY

(2021 Pattern) (Semester-II)

Time : 2 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions.

[10×2=20]

- a) What is the output device? Give any two examples of output device.
- b) What is Icon?
- c) What are the uses of print preview?
- d) Define Netiquettes. List any two rule of Netiquettes.
- e) What is thesaurus in word processing?
- f) What is hyperlink
- g) Explain the ways by text data can be aligned in word processing.
- h) Define Document Collaboration.
- i) What is slide shorter view?
- j) What is data?

Q2) Answer any two of the following questions.

[2×5=10]

- a) Explain the Graphical user Interface.
- b) What is Indent? Explain three types of indentation.
- c) Explain in detail different types of software.
- d) What is Document collaboration? Explain the advantages of Document collaboration.

P.T.O.

Q3) Answer any two of the following questions.

[2×5=10]

- a) Explain Internet and services of the internet.
- b) Write a note on primary memory.
- c) How can you create a new presentation?
- d) Explain different functions provided by operating system.

Q4) Answer any two of the following questions.

[2×5=10]

- a) Write down steps to send a mail with an attachment.
- b) Explain world wide web and www browsers.
- c) Explain any five functions which can be used on data in spreadsheet.
- d) Draw a block diagram of the computer and explain the diagram.



Total No. of Questions : 4]

SEAT No. :

PA-2511

[Total No. of Pages : 2

[5904]-203

F.Y. B.Sc. (Animation)

ANM-203 : INTRODUCTION TO 2D ANIMATION

(2021 Pattern) (Semester-II)

Time : 2 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions.

[10×2=20]

- a) _____ is basically a form of pictorial presentation of technology.
- b) Multiple camera was introduced by walt Disney. Ture/False?
- c) _____ refers to simulated motion pictures showing movement of drawn objects.
- d) A _____ device produces an illusion of movement from a rapid succession of static pictures.
- e) Which software technique of physically manipulates an object to 2D Animation.
- f) Object oriented graphics _____.
- g) Short key of timeline is _____.
- h) Write full form of SWF.
- i) Shock wave file _____.
- j) Write short key of group.

Q2) Answer any two.

[2×5=10]

- a) What is the 2D Animation explain it with an example.
- b) What is mask and how it is use for animation?
- c) Define tweens and its type.
- d) What is vector and bitmaps?

P.T.O.

Q3) Answer any two.

[2×5=10]

- a) What is layout in Animate? Write in brief.
- b) Difference between key frames and performance capture.
- c) Explain the recording and editing in animate.
- d) Explain the process of adding rigging a full body.

Q4) Answer any two.

[2×5=10]

- a) Write about editing audio in animate.
- b) What is frame by frame animation?
- c) Write about the interface of Adobe Animate?
- d) Write the use of fill and stroke controls.



Total No. of Questions : 4]

SEAT No. :

PA-2512

[Total No. of Pages : 2

[5904]-204

F.Y. B.Sc. (Animation)

ANM-204 : 3D ANIMATION-I (MAYA)

(2021 Pattern) (Semester-II)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

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

Q1) Answer the following questions.

[10×2=20]

- a) Which are the object parameters of 3D object?
- b) What is Texture?
- c) Which 2 are Maya file formats?
- d) Key Board combination for Duplicate & Duplicate special.
- e) What is Hyper Shade?
- f) Name default Arnold Shader in Maya.
- g) Name any 2 modifiers.
- h) What is Merge?
- i) Name any Render Engine in Maya.
- j) What is IPR in Maya?

Q2) Answer the following questions (any 2)

[2×5=10]

- a) Explain Hyper Shade in Maya.
- b) Write 12 principles of Animation. Explain any one.
- c) What is shelf. Explain in detail.
- d) Explain Types of Lights in Maya.

P.T.O.

Q3) Answer any two of the following questions.

[2×5=10]

- a) What is Texturing? Explain Automapping.
- b) Explain UVW unwrapping.
- c) Explain polygon primitives.
- d) Write any 10 shortcuts used in Maya.

Q4) Answer any two of the following questions.

[2×5=10]

- a) Write difference between MAX and MAYA.
- b) What is Channel box an Attribute editor?
- c) Explain parent child Relationship.
- d) Explain Cloth Simulation in Maya.



Total No. of Questions : 4]

SEAT No. :

PA-2513

[Total No. of Pages : 2

[5904]-301

S.Y. B.Sc. (Animation)

ANM-301 : ANIMATION TECHNIQUE (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 any Ten.

[10×2=20]

- a) What is cut out Animation?
- b) What is Roto?
- c) What is short cut key “Brows in Bridge”.
- d) Short cut key “Increment & Save”
- e) What is CTI and what is function of CTI?
- f) How you can rotate your picture?
- g) What is Pixel?
- h) What is effects?
- i) What is Chroma?
- j) What is BG?
- k) What is masking?
- l) What is frame.

Q2) Answer all.

[4×5=20]

- a) What are the main feature of adobe after effect?
- b) What is a mask in after effects and what is the short key to select the image.
- c) Is it possible to use Photoshop files directly in after effects? If yes then how?
- d) Explain new composition?

P.T.O.

Q3) Answer any three.

[3×5=15]

- a) What is difference between “New composition”. & “New composition from footage”.
- b) What your understanding of masking?
- c) Explain chroma key in detail.
- d) What is content aware tool is after effect s/w.

Q4) Answer any three.

[3×5=15]

- a) Difference between “classic 3D” & “Cinema 3D”.
- b) What is CC simple wire removal procedure in detail?
- c) What are the preset for chroma keying explain it?
- d) Explain cut out procedure step by step.



Total No. of Questions : 4]

SEAT No. :

PA-2514

[Total No. of Pages : 2

[5904]-302

S.Y. B.Sc. (Animation)

ANM-302 : 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 questions (any 10).

[10×2=20]

- a) What is NURBS?
- b) What is Time Slider and Track Bar?
- c) What is Pivot point?
- d) Define Polygon in 3D.
- e) What is use of Revolve command?
- f) What is mirror Geometry in Maya?
- g) What is merge in Maya?
- h) What is Hypershade in Maya?
- i) What is Ai standard surface?
- j) What is Bump map?
- k) What is Time line?
- l) Explain squash & stretch in short.

Q2) Answer the following questions.

[4×5=20]

- a) Write importance of timeline in Animation.
- b) Describe Polygonal Basic modeling in maya.
- c) Explain nodes in Hypershade.
- d) Explain maya interface.

P.T.O.

Q3) Answer the following questions. (any3)

[3×5=15]

- a) Explain Production workflow in CGI.
- b) Use of maya software in Animation Industry.
- c) Write any 10 shortcuts in maya.
- d) Explain UVW mapping.

Q4) Answer the following questions. (any 3)

[3×5=15]

- a) Explain Parent child Relationship in maya.
- b) Write down any 5 modifiers in maya and explain any 2 of them.
- c) Write procedure How to create a Render Image.
- d) Write 12 principles of animation explain any one.



Total No. of Questions : 4]

SEAT No. :

PA-2515

[Total No. of Pages : 2

[5904]-303

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 wherever necessary.*

Q1) Answer any Ten.

[10×2=20]

- a) What is Story board?
- b) Which points are consider in Pre-production planning?
- c) The opening shot of ascene, which tells you where the action will be taking place, is called _____.
- d) Why should you get close to your subject rafter than Zooing in?
- e) Using the _____ we set to work on building a complete set from the ground up.
- f) Who is wording is studio when shooting is on?
- g) A character Designer is an artist that creates _____ .
- h) Which of the video editing tool that produces an animated text which can be inserted noto video streams.
- i) Which is the first movie that used 2D Animation?
- j) Which country started 3D Animation first?
- k) In which year started breakdown or parsing position.
- l) Who made the first animation film is 1906?

Q2) Answer any four.

[4×5=20]

- a) Define stop motion animation with types.
- b) Difference between CLAY & CUT out Animation.
- c) What is mean by UFX?
- d) Define Film.
- e) Explain 10 file formats of Adobe After Effects.

P.T.O.

Q3) Answer any Three.

[3×5=15]

- a) Define BG pates.
- b) Define masking.
- c) Explain key framing Techniques.
- d) Explain Origins of ROTO Techniques.

Q4) Answer any Three.

[3×5=15]

- a) Define Video.
- b) How performance is majored in CLAY Animation?
- c) Explain different of tools used for Digital Matting.
- d) Explain the process of composition.

