

Total No. of Questions : 4]

SEAT No. :

PE-1550

[Total No. of Pages : 2

[6504]-1
F.Y. B.Sc.
ANIMATION
ANM-101-T : Basics of Animation
(2024 Pattern) (Semester - I)

Time : 2 Hours]

[Max. Marks : 30

Instructions to the candidates:

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

Q1) Answer the following questions (Any 6) :

[6 × 1 = 6]

- a) What is Traditional Animation?
- b) Explain stop Motion Animation.
- c) How are the principles of Animation related to Acting?
- d) What is voice over in Animation?
- e) What is Character Development in Animation?
- f) What are Thumbnail sketches?
- g) What are some free and paid software used for 3D Animation?
- h) Where the Walt Disney Studio is located?

Q2) Answer the following questions (Any 4) :

[4 × 2 = 8]

- a) Explain the role of Foley Audio in Animation?
- b) Write a note on American Animation : Disney?
- c) Explain types of Camera Angles?
- d) What is Digital Animation?
- e) Explain Arc Animation?

P.T.O.

Q3) Answer the following questions (Any 2) :

[2 × 4 = 8]

- a) Write a note on Film Division?
- b) What is 3D Animation & VFX? Give example.
- c) What is Production cycle? Explain with example.

Q4) Answer the following questions (Any 2) :

[2 × 4 = 8]

- a) How are characters Developed with Computer Animation? Explain.
- b) Write a note background music.
- c) Difference between Traditional Animation and 3D Animation.



Total No. of Questions : 4]

SEAT No. :

PE-1551

[Total No. of Pages : 2

[6504]-2

F.Y. B.Sc. (Animation)

ANM-103-T : FOUNDATION OF ART
(2024 Pattern) (Semester - I)

Time : 2 Hours]

[Max. Marks : 30

Instructions to the candidates:

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

Q1) Answer any six of the following:

[6 × 1 = 6]

- a) Definition of value.
- b) Explain shape and its types.
- c) Difference between tints and shades.
- d) Name any five elements of Design.
- e) Define primary and secondary colors.
- f) What is white space in design.
- g) Name any five principles of design.
- h) What is grayscale, draw simple Grayscale.

Q2) Answer any four of the following :

[4 × 2 = 8]

- a) What are the skills required for an animation Artist.
- b) Difference between Cool colors & Warm colors.
- c) Short note on future of Animation.
- d) Explain split complimentary colors.
- e) What is perspective? Define all.

P.T.O.

Q3) Answer any two of the following :

[2 × 4 = 8]

- a) What is 2D and 3D design.
- b) Explain any 5 principles of Design.
- c) What is color wheel? What is its use?

Q4) Answer any two of the following :

[2 × 4 = 8]

- a) Explain typeface and its types.
- b) Explain elements of design texture & from.
- c) Explain term Balance and its types.



Total No. of Questions : 4]

SEAT No. :

PE-1552

[Total No. of Pages : 2

[6504]-3
F.Y. B.Sc.
ANIMATION
ANM - 105 - T : Vector Design (Illustrator)
(2024 Pattern) (Semester - I)

Time : 2 Hours]

[Max. Marks : 30

Instructions to the candidates:

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

Q1) Answer the following questions (Any six) :

[6 × 1 = 6]

- a) Define Anchor Point.
- b) What is the function of the Shape Builder Tool?
- c) Write any one use of the Eraser tool.
- d) Define Gradient.
- e) What is the purpose of the 'Align panel'?
- f) Name any two drawing tools in Illustrator.
- g) What is the default file format of Adobe Illustrator?
- h) What does grouping do in Illustrator.

Q2) Answer the following questions (Any 4) :

[4 × 2 = 8]

- a) Explain how to use the pen tool for creating smooth curves.
- b) What is the difference between 'selection tool' & 'Direct Selection tool'?
- c) Write short note on the 'Blob Brush tool'?
- d) Explain the importance of color swatches & pantone colors?
- e) Explain 'Symbol tools' and its other 'symbol option' tools.

P.T.O.

Q3) Answer the following questions (Any 2) :

[2 × 4 = 8]

- a) Explain the process of tracking a hand - drawn sketch into a vector artwork.
- b) Explain the process of masking with diagram.
- c) What is 'Envelop Distort' option in Illustrator? Explain its use?

Q4) Answer the following questions (Any 2) :

[2 × 4 = 8]

- a) Discuss the use of pathfinder for shape editing.
- b) Explain Text tool, Area text tool & Text on path tool?
- c) Explain the use of shape builder tool?



Total No. of Questions : 4]

SEAT No. :

PE-3440

[Total No. of Pages : 2

[6504]-101

S.Y.B.Sc.

ANIMATION

**ANM-200-IKS : Film Appreciation and Visual Communication
(2024 Pattern) (Semester - III)**

Time : 2 Hours]

[Max. Marks : 30

Instructions to the candidates :

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

Q1) Answer the following questions (Any 6) :

[6 × 1 = 6]

- a) Define Visual Communication
- b) What is a frame in cinematic language?
- c) Name any two elements of Visual Design.
- d) Who is known as the father of Indian Cinema?
- e) What is Semiotics?
- f) What do you mean by montage?
- g) Define auteur theory.
- h) What is storyboarding?

P.T.O.

Q2) Answer the following questions (any 4) :

[4 × 2 = 8]

- a) Explain the importance of Visual Perception in Design.
- b) What is the difference between shot and scene?
- c) Describe the evolution of genres in world cinema.
- d) Write short notes on continuity editing and Jumpcut.
- e) Explain the role of sound design in storytelling.

Q3) Answer the following questions (any 2) :

[2 × 4 = 8]

- a) Discuss the evolution of Indian cinema from Dadasaheb Phalke to the present day.
- b) Explain the role of Visual Communication in social and political campaigns.
- c) Analyze the characteristic of Italian Neo-realism with examples.

Q4) Answer the following questions (any 2) :

[2 × 4 = 8]

- a) Compare linear and non-linear narrative structures in films.
- b) Write a short critical analysis of a film of your choice based on any film theory.
- c) Explain the ethical aspects of Visual representation in modern media.



Total No. of Questions : 4]

SEAT No. :

PE-3441

[Total No. of Pages : 2

[6504]-102

S.Y. B.Sc. (Animation)

ANM-241-MN : DESIGN THINKING
(NEP) (2024 Pattern) (Semester - III)

Time : 2 Hours]

[Max. Marks : 30

Instructions to the candidates:

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

Q1) Answer the following questions (Any 6) :

[6 × 1 = 6]

- a) Define ideation.
- b) What is emotional depth in characters?
- c) Define story development.
- d) What is a story circle used for?
- e) Mention one writing skill needed for story telling.
- f) What is character needs analysis?
- g) What is texture study in animation?
- h) Define animation pipeline.

Q2) Answer the following questions : (any 4)

[4 × 2 = 8]

- a) Explain how culture influences story ideas.
- b) What is narrative transformation?
- c) Describe visual observation with one example.
- d) Explain the term "Platform - Specific story telling".
- e) Write any two uses of emotional mapping in story building.

Q3) Answer the following questions (Any 2)

[2 × 4 = 8]

- a) Analyze any one case study from pixar & explain what you learned from it.
- b) Discuss character ideation from abstract ideas with an example.
- c) Describe conflict, character arc, & pacing as element of story development.

P.T.O.

Q4) Answer the following questions (Any 2) :

[2 × 4 = 8]

- a) Explain writing skills requirement for animated scripts.
- b) Explain mind mapping as a creative tool in animation story telling.
- c) Describe the impact of empathy on audience engagement in animation.



Total No. of Questions : 4]

SEAT No. :

PE-3442

[Total No. of Pages : 2

[6504]-103

S.Y. B.Sc. (Animation)

ANM-201-MJ : 3D ANIMATION (3Ds MAX)
(2024 Pattern) (Semester - III)

Time : 3 Hours]

[Max. Marks : 60

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Right side numbers are mentioning the marks.*

Q1) Answer any ten of the following :

[10 × 2 = 20]

- a) Shortcut in 3Ds Max key for move tool is_____.
- b) What is the full form of FBX?
- c) Define 'modifier' in 3Ds Max.
- d) How do you create a new object in 3ds max?
- e) Name four types of primitive objects?
- f) What is 3ds Max used for?
- g) What are the four main viewports in 3Ds Max?
- h) How do you zoom in and out of a viewport?
- i) What is the purpose of the pan tool?
- j) What is the full form of PBR?
- k) What is rendering?
- l) How do you render a scene in 3Ds Max?

Q2) Answer any five of the following :

[5 × 3 = 15]

- a) Explain the different types of lights in 3ds max.
- b) What is the use of command panel in 3ds Max?
- c) What is the difference between a texture & a material?
- d) Explain process of making monitor in 3ds max.
- e) Explain the process of creating flower pot in 3ds Max.
- f) What is the difference between a standard & a physical material?

P.T.O.

Q3) Answer any three of the following :

[3 × 5 = 15]

- a) Types of scale tool in 3ds Max & its use.
- b) Explain the use of material editor in 3ds max.
- c) What does 'extrude' mean in modelling?
- d) What is the 'perspective view' used for?
- e) State the difference between 'Editable poly' & 'Editable mesh'.

Q4) Answer any two of the following :

[2 × 5 = 10]

- a) Describe the process of import and export in 3ds Max.
- b) Describe the role of camera movement in animation.
- c) How do you render a scene in 3ds Max?



Total No. of Questions : 4]

SEAT No. :

PE1553

[Total No. of Pages : 2

[6504]-301

S.Y.B.Sc. (Animation)

ANM - 301 : ANIMATION TECHNIQUE

(2021 Pattern) (Semester - III)

Time : 3Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (any 10)

[10×2=20]

- a) What is Compositing?
- b) Describe pre production stage of production pipeline.
- c) What is cut-out Animation?
- d) What is Frame?
- e) What is clay animation?
- f) What is Puppet animation?
- g) Who is the Founder of stop motion?
- h) What is after effect used for?
- i) Define masking?
- j) What is chroma?
- k) Mention type of rendering?
- l) What is 3d layer?

P.T.O.

Q2) Answer the following questions (any 4)

[4×5=20]

- a) Explain any 5 effects?
- b) Describe the After Effects interface with an appropriate diagram.
- c) Explain the process of clay Animation.
- d) Write a note on 3D camera tracking and explain its process.
- e) Explain Roto-scoping in detail.

Q3) Answer the following questions (any 3)

[3×5=15]

- a) Explain any 5 animation principles.
- b) How to create a composition in After Effects?
- c) Explain Roto scope interpolation?
- d) Explain any 5 exporting File Formats of After Effects?

Q4) Answer the following questions (any 3)

[3×5=15]

- a) Explain Motion blur in the context of After Effects?
- b) Write a brief note on 2-point & 4-point tracking.
- c) Difference between “Classic 3D & Cinema 4D”.
- d) Write down a short note on Traditional animation.



Total No. of Questions : 4]

SEAT No. :

PE-1554

[Total No. of Pages : 2

[6504]-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 marks.***

Q1) Answer the following questions (Any 10) :

[10 × 2 = 20]

- a) What is the purpose of the Hypergraph in Maya?
- b) Define the role of the outliner in Maya.
- c) What is a Node in Autodesk Maya?
- d) Which tool is used to connect nodes in Maya?
- e) What is the use of the Attribute Editor?
- f) Which modeling technique is used for Human character modeling?
- g) What is the purpose of an image plane in Maya?
- h) What is the difference between ncloth and Rigid Body.
- i) Name any two Arnold shaders.
- j) What does HDRI stand for in rendering?
- k) Which light type in Arnold simulates sky illumination?
- l) What is the function of the Quick Rig tool?

Q2) Answer the following questions : (any 4)

[4 × 5 = 20]

- a) Explain the key components of the Maya interface and their functions.
- b) How do you set up basic lighting in Maya? Explain briefly with example.
- c) Describe the process of creating and editing a New project in Maya.
- d) What are the different modeling techniques used in Maya for character creation?
- e) Explain the step by step process of modeling a realistic human face in Maya.

P.T.O.

Q3) Answer the following questions (Any 3)

[3 × 5 = 15]

- a) What is the difference between Maya Software Arnold and other rendering engines?
- b) Describe the different Arnold shaders and their applications.
- c) What are the various lighting techniques used in Arnold rendering?
- d) Explain the role of HDRI lighting in realistic render.

Q4) Answer the following questions (Any 3) :

[3 × 5 = 15]

- a) How does the Quick Rig tool simplify character rigging.
- b) What is the difference between forward kinematics and inverse kinematics?
- c) Describe the process of skinning and its Importance in animation.
- d) How do you create dynamic simulations in Maya.



Total No. of Questions : 4]

SEAT No. :

PE-1555

[Total No. of Pages : 2

[6504]-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 marks.*

Q1) Answer the following questions (Any 10) :

[10 × 2 = 20]

- a) What is 2D Animation?
- b) What is Silhouette?
- c) What is Perspective?
- d) What is climax in a story?
- e) Write down a list the equipment required for a layout artist.
- f) What is an exposure sheet?
- g) What is a storyboard?
- h) What is Animatic?
- i) Write down any three types of storyboard.
- j) What is props design?
- k) What is the use of color key in B.G. design?
- l) What is concept art?

Q2) Answer the following questions : (any 4)

[4 × 5 = 20]

- a) What is post production? Explain in brief.
- b) How is script writing used in preproduction? Explain
- c) Explain 'Types of Animation'.
- d) What is a Turnaround sheet in character design?
- e) What are the different types of camera angles?

P.T.O.

Q3) Answer the following questions (Any 3)

[3 × 5 = 15]

- a) Write a note on 'The rule of Thirds'.
- b) Explain storytelling in brief.
- c) What is shot choice? Explain in the drawing of shots.
- d) Explain the following camera shots.
 - i) Extreme shot
 - ii) Long shot
 - iii) Mid full shot
 - iv) Full shot
 - v) Close-up shot
 - vi) OTS

Q4) Answer the following questions (Any 3) :

[3 × 5 = 15]

- a) Write note on background design.
- b) Explain any six types of storyboards.
- c) What is body language? How is it important in character design?
- d) Explain any two stages in pre production.



Total No. of Questions : 4]

SEAT No. :

PE-1556

[Total No. of Pages : 2

[6504]-401

S.Y. B.Sc.

ANIMATION

**ANM - 401 - Animation for AR & VR Techniques
(2021 Pattern) (Semester - IV)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *All questions carry equal marks.*
- 3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions :

[10 × 2 = 20]

- a) What is Flight Simulation?
- b) What is UR World Space?
- c) Name a popular AR device?
- d) What is motion track in AR?
- e) Write components of AR/VR.
- f) What is frame work in AR/VR.
- g) What is Virtual Space?
- h) What is Reulering in VR?
- i) What is real Space?
- j) What is motion track is VR?
- k) Write Primary features of VR?
- l) Name a popular VR device?

P.T.O.

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

- a) Compare and contrast AR & VR technologies, highlighting their main differences.
- b) Identify two industries where VR technology is commonly utilized & explain how it enhances each industry?
- c) Explain the role of sensor in AR device?
- d) Discuss & challenges commonly faced in the development of VR applications & How they can be over come.
- e) Explain how AR can be used in the field of education?

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

- a) Explain VR toolkit?
- b) Identify a popular AR browser & Explain in brief.
- c) What is Stereoscopic? Explain
- d) Explain the taxonomy of AR?
- e) Which Technology VR used in TV & film Production?

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

- a) What are some challenges faced in AR development explain in brief.
- b) How an AR & VR be integrated to create mixed reality experiences? Explain.
- c) Explain how AR can be used to enhance marketing compaigns.
- d) Discuss how VR can be used to aid in mental health treatment?
- e) Identify a popular VR social platform & discuss its features & functionalities.



Total No. of Questions : 4]

SEAT No. :

PE1557

[Total No. of Pages : 2

[6504]-402

S.Y. B.Sc. (Animation)

ANM 402 : 3D SCULPTING TOOLS & TECHNIQUES (Z-BRUSH)
(2021 Pattern) (Semester - IV)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following.

[10×2=20]

- a) What is sculpting?
- b) Define traditional sculpting.
- c) How to import an object in zBrush?
- d) Which file format use to save a file in zBrush?
- e) Name any two sculpting softwares.
- f) How to use smooth brush tool.
- g) What is polygon?
- h) When we open the zBrush, which viewport opens first?
- i) How to use sculpt layer panel?
- j) Which short cut key used to show or hide wireframe on object?

Q2) Answer any 3.

[3×5=15]

- a) Explain zBrush interface and draw a diagram.
- b) What is subdivision? Explain in detail.
- c) Explain point procedure in zBrush.
- d) Explain any 4 sculpting tools.

P.T.O.

Q3) Answer any 3.

[3×5=15]

- a) What is digital sculpting? Explain in detail.
- b) Describe Alphas in detail. How to create stencil pattern.
- c) Explain Rebuilt subdivision level.
- d) What is Armature in zBrush?

Q4) Answer any 4.

[4×5=20]

- a) What is Resolution in sculpting tools? Explain in detail.
- b) Explain lazy mouse concept.
- c) Explain unwrapp UVW concept.
- d) What is dynamesh? Explain in detail.
- e) Write short note on texturing.
- f) Write short note on normal map and Bump Map.



Total No. of Questions :4]

SEAT No. :

[Total No. of Pages : 2

PE1558

[6504]-403

S.Y.B.Sc. (Animation)

ANM 403 : GAME DESIGN (BLENDER)

(2021 Pattern) (Semester-IV)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (any ten)

[10×2=20]

- a) What is a game asset?
- b) What is Air drag in Hair simulation?
- c) What is the purpose of the particle in Blender?
- d) What is Dynamic paint?
- e) What is the shortcut for entering Edit mode in Blender?
- f) What are the basic settings for a particle system in Blender?
- g) Write down any two modifiers in Blender.
- h) What is the shortcut key for adding objects in the scene?
- i) Name any two game production houses.
- j) How to Create a Group in Blender?
- k) Define Armature.
- l) Define low poly model.

P.T.O.

Q2) Answer the following questions (Any Four)

[4×5=20]

- a) What are strategy games? Explain with types.
- b) Explain U.V. mapping and its types.
- c) Explain the video rendering process.
- d) How do you set up a camera in the blender?
- e) What is blender and How is it used in game design?

Q3) Answer the following questions. (any three)

[3×5=15]

- a) Write down the process of rigging & skinning.
- b) Write down any ten shortcut with their use in the blender.
- c) Write down the process of creating snowfall.
- d) Explain the render panel.

Q4) Answer the following questions (any three)

[3×5=15]

- a) Discuss the role of particle systems in VFX
- b) Explain the blender outliner window.
- c) Explain the pre-production of Gaming.
- d) Explain Dynamic and Rigid Body.



Total No. of Questions : 4]

SEAT No. :

PE1559

[Total No. of Pages : 2

[6504]-501

T.Y. B.Sc. (Animation)

ANM 501 : VISUAL EFFECTS (NUKE)

(2021 Pattern) (Semester - V)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer any ten.

[10×2=20]

- a) What is the use of Node Graph Editor?
- b) What is the shortcut key to merge node?
- c) What is the full form of NTSC?
- d) Which mask type is used to cover motion blur?
- e) The file format used to save Nuke preset is _____
- f) What is the full form TIFF?
- g) Write down the shortcut key for transform node.
- h) What is digital compositing?
- i) PAL format uses _____ FPS for shooting or playing a video.
- j) What is motion capture?
- k) Describe BMP file format in short.
- l) What is HSV?

Q2) Answer any four.

[4×5=20]

- a) Describe Matle Image?
- b) Explain Precise and Garbage poly.
- c) How can you quickly navigate the node graph in nuke?
- d) Describe the project setting panel.
- e) What is the difference between stereo roto and VFY roto.

P.T.O.

Q3) Answer any three.

[3×5=15]

- a) What is the difference between roto node & roto paint node?
- b) Write down the difference between fore ground and background.
- c) What is a back drop node? Explain its purpose.
- d) Describe the interface of Nuke.

Q4) Answer any three.

[3×5=15]

- a) Write down the difference between direct light source & secondary light source.
- b) Write a note on properties panel in nuke.
- c) Explain the main use of read node?
- d) Write a brief history of digital compositing.



Total No. of Questions : 4]

SEAT No. :

PE-1560

[Total No. of Pages : 2

[6504]-502
T.Y. B.Sc.
ANIMATION
ANM-502 : GAME PRODUCTION
(2021 Pattern) (Semester - V)

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 :

[10 × 2 = 20]

- a) What is play mode's use in unity?
- b) What is prefab's use in unity?
- c) What is an Inspector in unity?
- d) What is the average hight proportion of human's in unity?
- e) What is the main use of unity's scene view?
- f) What is the short cut option for move to view?
- g) What is the short cut for Align the view?
- h) What is the short cut for console window?
- i) Which component is used to store a game object.
- j) What is the short cut for pan in unity for view.

Q2) Answer the following questions (any four) :

[4 × 5 = 20]

- a) What is Unity Terrain Collider?
- b) What is Triple A games?
- c) Draw and Explain unity software Interface.
- d) Write a brief note on any one game.
 - i) assassin Creed
 - ii) call of Duty
- e) Write a brief note on Console Window.

P.T.O.

Q3) Answer the following questions (any three) :

[3 × 5 = 15]

- a) Mention the process of terrain sculpting in detail with tools.
- b) What are the packages in unity? How to Import packages in unity.
- c) What are the game ganres? Explain with example.
- d) What are the main components of any visual script.

Q4) Answer the following questions (any three) :

[3 × 5 = 15]

- a) What are the types of terrain tool? Explain it?
- b) What is Hierarchy window?
- c) What is Rigid body in unity?
- d) What is the purpose of Unity's Animator component?



Total No. of Questions : 4]

SEAT No. :

PE-1561

[Total No. of Pages : 2

[6504]-503
T.Y. B.Sc.
ANIMATION
ANM-503 : UI&UX Design
(2021 Pattern) (Semester - V)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions :

[10 × 2 = 20]

- a) What is appdrawer in android guide?
- b) What is the role of android notification bar?
- c) What is the purpose of recent app in android?
- d) What is File explorer in windows?
- e) Name the app styles used in OSX guide.
- f) What is the smart menu in windows & its primary Function?
- g) Explain the purpose of the windows taskbar.
- h) How can users add widgets to android home screen?
- i) Describe the android home screen & its key elements.
- j) What is control panel used for in windows?

Q2) Answer the following (any 4)

[4 × 5 = 20]

- a) Explain the key design principles of UI.
- b) What is windows user interface & why it is importance for operating systems.
- c) How does android handle multitasking & What methods are available for switching between recently used applications?
- d) Explain the key characteristics of ios guide.
- e) Explain the role OF typography in UI design and impact of typography in design.

P.T.O.

Q3) Answer the following (Any 3)

[3 × 5 = 15]

- a) Explain annotated & high fidelity prototype in detail.
- b) What are the characteristics of visual variable in UI?
- c) Explain anatomy of macOS application in detail.
- d) Describe the functionality of the ios Notification center & how it provides timely information & notification.

Q4) Answer the following (Any 3) :

[3 × 5 = 15]

- a) Describe the user interface in macOS & its distinctive features compared to other OS.
- b) Explain the importance of app privacy settings in ios & how users enable app permissions.
- c) What consideration you have to take for graphics design & integration of design with app in macOS.
- d) Explain how users can customice the ios home screenby adding, rearranging & managing application icons.



Total No. of Questions : 4]

SEAT No. :

PE-1562

[Total No. of Pages : 2

[6504]-504

T.Y. B.Sc. (Animation)

**ANM-504 : MOTION GRAPHICS & COMPOSITING
(2021 Pattern) (Semester - V)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions.

[10 × 2 = 20]

- a) What is transition?
- b) What is alpha channel?
- c) What is Parenting?
- d) What is Motion Graphics?
- e) What is sting?
- f) What is continuity?
- g) What is key frame?
- h) What is radial balance?
- i) What is negative space?
- j) What is luma?

Q2) Answer the following questions (any 4) :

[4 × 5 = 20]

- a) Explain color correction in brief.
- b) Explain what is difference between alpha & luma matte?
- c) Explain unity in composition?
- d) Explain Spatial interpolation in brief.
- e) Explain Temporal interpolation in brief.

P.T.O.

Q3) Answer the following questions (any 3) :

[3 × 5 = 15]

- a) Explain principles of Motion Graphics?
- b) Explain Network branding in details.
- c) Explain principle of Gestalt in design?
- d) Explain keying & it's use?

Q4) Answer the following questions (any 3) :

[3 × 5 = 15]

- a) Explain assessment, formulation & cultivation in motion graphics.
- b) Explain what is 180° rule?
- c) Explain unity in composition?
- d) Write a brief history of Motion Graphics?



Total No. of Questions : 4]

SEAT No. :

PE1563

[Total No. of Pages : 2

[6504]-601

T.Y.B.Sc. (Animation)

ANM 601 : IPR & CYBER SECURITY

(2021 Pattern) (Semester - VI)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (any 10).

[10×2=20]

- a) What is SSE-CMM?
- b) Write any two features to secure operating system.
- c) Write any two web authentication identity.
- d) Write any 3 goals of information security.
- e) How many layers in TCP/IP model?
- f) How many layers in ISO/OSI model?
- g) Write any two types of intellectual property rights.
- h) Define digital signature.
- i) Define trade secretes.
- j) Define VPN.
- k) What is digital watermarking?
- l) What is BCP?

Q2) Answer the following questions (any 4).

[4×5=20]

- a) Write any five internation security standard.
- b) Describe operating system security.
- c) Write any five cyber security attacks.
- d) Describe TCP/IP model in detail.
- e) Give the difference between symmetric and asymmetric key cryptography.

P.T.O.

Q3) Answer the following questions (any 3).

[3×5=15]

- a) Why wireless networks are not secure?
- b) Write a short note on security system in e-business.
- c) Give the difference between IDS & IPS.
- d) What is internetworking & packet formats in computer networking?

Q4) Answer the following questions (any 3).

[3×5=15]

- a) What are the different security system devices used in ICT in Business?
- b) Give the difference between copyright and trademark in detail.
- c) Explain watermarking & its applications.
- d) Explain security procedures & guidelines in detail.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

PE1564

[6504]-602

T.Y.B.Sc. (Animation)

ANM-602 : NEW MEDIA

(2021 Pattern) (Semester-VI)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (Any 10).

[10×2=20]

- a) Who is citizen journalist?
- b) Who is multimedia journalist?
- c) What is podcast?
- d) What does “knowledge society” mean?
- e) What is New Media?
- f) SEO stands for?
- g) How long is copyright valid in India?
- h) Give one example of how animation can be used in online Journalism?
- i) What is a blog?
- j) Give one example of interactivity in online journalism.
- k) What are the four elements of multimedia?
- l) Name three e-Book formats?

Q2) Answer the following questions (Any 4).

[4×5=20]

- a) Advantages of the new media over traditional media like TV or Print.
- b) Explain Hyper-textuality, multi-mediality & Interactivity with example.
- c) What is multimedia Journalism?
- d) How social media can be used for story generation and development?
- e) Which are content creation tools of multimedia journalists?
- f) Write the impact & future of E-Book & E-Publishing.

P.T.O.

Q3) Answer the following questions (Any 3).

[3×5=15]

- a) How Internet has significantly impacted the knowledge society?
- b) How digital media has helped the animation industry in India given an example.
- c) What is citizen journalism? Write impact & challenges of citizen journalism.
- d) What is difference between podcast & webcast?

Q4) Answer the following questions (Any 3).

[3×5=15]

- a) How to write for online audiences?
- b) What is annotative reporting?
- c) What is CMS? What are features of CMS?
- d) What is the history of the internet in India? Explain three ways the internet changed life for people in India after it started.



Total No. of Questions : 4]

SEAT No. :

PE1565

[Total No. of Pages : 2

[6504]-603

T.Y. B.Sc. (Animation)

**ANM - 603 : WHITE BOARD & EXPLAINER VIDEO ANIMATION
(2021 Pattern) (Semester - VI)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (Any 10) :

[10×2=20]

- a) What is the purpose of the canvas and drawing tools?
- b) What file format are videoscribe projects saved in?
- c) Write a features of videoscribe.
- d) What is primarily used for?
- e) How can users customize text?
- f) How can you add text to a project?
- g) What is one way to use GIFs?
- h) What is the primary function of the Erase effect?
- i) What is the purpose of the Media Library?
- j) What is the purpose of key frames?
- k) What is the purpose of continuity points?
- l) How can users export their completed project?

Q2) Answer the following questions (Any 4) :

[4×5=20]

- a) Explain the concept of image properties in videoscribe and provide examples of common image properties users can customize.
- b) Explain the importance of transitions in videoscribe animations and provide examples of different types of transitions available.
- c) How does videoscribe allow users to customize charts to match their style and branding?
- d) How does videoscribe facilitate the process of story boarding for video creation?
- e) What steps are involved in creating a new project in videoscribe and why is each step important in the video creation process?

P.T.O.

Q3) Answer the following questions (Any 3) :

[3×5=15]

- a) How do camera setting in videoscribe contribute to creating dynamic and visually appealing animation?
- b) What role do HEX codes play in videoscribe animations and how can users utilize them to custom colors?
- c) Why is customizing default setting important in videoscribe and how does it benefit users?
- d) How can you change the default drawing hand in videoscribe, and why is this customization beneficial?

Q4) Answer the following questions (Any 3) :

[3×5=15]

- a) Explain the process of changing the default drawing hand in videoscribe and discuss its significance.
- b) How can user's animate charts in videoscribe to add visual interest and engagement to their animations?
- c) Describe the role "overview of the project" screen in whiteboard and explainer video animation software are like videoscribe.
- d) Explain the process of saving a project in videoscribe, including the available options and the format which projects are saved.



Total No. of Questions : 4]

SEAT No. :

PE-1566

[Total No. of Pages : 2

[6504]-604

T.Y. B.Sc. (Animation)

**ANM-604 : BASICS OF MARKETING, MANAGEMENT
AND PORTFOLIO DEVELOPMENT
(2021 Pattern) (Semester - VI)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions. (Any 10) :

[10 × 2 = 20]

- a) What is a brand ambassador?
- b) What is market segmentation?
- c) What is direct marketing?
- d) What is the role of market analysis in portfolio development?
- e) What is marketing communication?
- f) What is the marketing mix composed of?
- g) What does ROI stand for in marketing?
- h) What is promotion?
- i) What is an advertising campaign?
- j) What is a product portfolio?
- k) What is cost leadership strategy?
- l) What is marketing strategy for animation?

Q2) Answer the following questions (any 4) :

[4 × 5 = 20]

- a) How can animation characters become iconic brand?
- b) What are key elements of the marketing mix and how do they relate to marketing managements?
- c) How can animation studio conduct market research to identify opportunities?
- d) What role does portfolio management play for animation studios?
- e) How can animators and studios use feedback to improve their portfolios?

P.T.O.

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

- a) What are some examples of successful branding in the animation industry?
- b) What is marketing management & why is it important for business?
- c) What types of content should be included in an animation portfolio?
- d) What challenges do animation studio face in brand management?

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

- a) What considerations should animators & studios keep in mind when updating their portfolios?
- b) How does marketing management differ from sales management?
- c) What role does branding play in the animation industry?
- d) How can animation studios develop a unique brand identity?

