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[5425]-1

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1101 : INTRODUCTION TO ELEMENTS OF I.T.

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following (any *ten*) :

[10×2=20]

- (1) List the symbols used in flowchart.
- (2) What is RAM ?
- (3) What is ROM ?
- (4) Define bit.
- (5) List the various types of printers.
- (6) Define Algorithm and Flowchart.
- (7) What is Control Panel ?
- (8) Explain Software.
- (9) List any *four* Input devices.
- (10) What is Microsoft Word ?
- (11) What are *three* basic parts of computer ?
- (12) What is Compiler ?

P.T.O.

2. Answer any *four* of the following : [4×5=20]

- (1) Explain Supercomputer.
- (2) Give description of Pendrive.
- (3) Write a short note on RAM.
- (4) What are search engines ? Explain in detail.
- (5) Explain personal computers in detail.

3. Answer any *four* of the following : [4×5=20]

- (1) Explain different types of computer languages in detail.
- (2) Write a short note on Monitor and its types.
- (3) Explain CU, CPU and ALU.
- (4) What are the different types of memory storage devices ? Explain.
- (5) Explain characteristics of a computer.

4. Answer any *four* of the following : [4×5=20]

- (1) What are the advantages and disadvantages of a computer ?
- (2) What are Machine level languages ?
- (3) Explain in detail USB drive.
- (4) What is Internet ? How is it useful to us ?
- (5) Explain Routing in detail.

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[5425]-101

S.Y. B.Sc. (Animation) (Sem. I) EXAMINATION, 2018

AN-2101 : VALUE EDUCATION

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Draw neat and clean diagram wherever necessary.

1. Answer the following questions : [10×1=10]

(a) What is Value Education ?

(b) Why is Self-introspection important ?

(c) What are the *two* challenges of adolescence ?

(d) Select *two* animated characters and name the values they stand for.

(e) What do you mean by Media ethics ?

(f) What is meant by faith and secularism ?

(g) What is religion ? How does it build our values ?

(h) What is meant by a family ?

(i) Why is our culture and values changing ?

(j) Who is a consumer ?

P.T.O.

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

- (a) What are Professional Ethics ? What is meant by Leadership ?
Explain any *two* qualities of a leader.
- (b) What is globalization ? Explain any *two* points. How impacted our environment ? What are the possible solutions to protect our environment from further damage ?
- (c) What is meant by Modern Warfare ? Explain *four* causes of terrorism.
- (d) What are human values ? Explain *three* values you would use in your animated Movie and mention why.

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

- (a) What are the types of family ? Explain *four* factors that can destroy the peace of family.
- (b) What do you mean by anger ? Explain *four* ways to neutralize it.
- (c) What are the responsibilities usually expected from a mother ?
How are these roles changing ? Explain *three* points.
- (d) What are the life stages of human-being ? Explain *three* challenges of adolescence.

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

- (a) Explain *three* problems of the elderly and explain their *two* rights.

- (b) Explain any *three* types of Environmental issues in India. Provide a possible solution/control to each.
- (c) What is Mass Media ? What is Culture ? Explain how they are interlinked ?
- (d) What is Self-introspection and Self-esteem ? How are they related ? How can you improve your Self-esteem ? (*three* points)

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[5425]-102

S.Y. B.Sc. (Animation) (Sem. I) EXAMINATION, 2018

AN-2102 : 3D PRODUCTION (AUTODESK MAYA)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following :

[10×1=10]

- (1) Write down the full form of NURBS.
- (2) What is Mirror geometry ?
- (3) Name the types of primitives in Maya.
- (4) Define Spot Light.
- (5) What is Resolution gate in Maya ?
- (6) What is Skinning ?
- (7) How to create Maya project ?
- (8) Write any *two* types of particles in Maya.
- (9) Define Rendering.
- (10) What is Bevel ?

2. Answer the following (any *two*) :

[2×5=10]

- (1) What is FK ?

P.T.O.

- (2) What is Batch Render ?
- (3) Explain Automatic Mapping in detail.
- (4) Explain Naming in Rigging.

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

- (1) Explain types of Lights in Maya.
- (2) Explain Constraints in Maya.
- (3) How to set-up human Rig in Maya ?
- (4) Explain occlusion pass in detail.

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

- (1) Explain Rigid Body and Soft Body dynamics.
- (2) Write down a process to get render in Maya. (Batch Render)
- (3) Explain nparticle system in Maya.
- (4) Explain NURBS modelling.

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[5425]-103

S.Y. B.Sc. (Animation) (Sem. I) EXAMINATION, 2018

AN-2103 : GRAPHICS ART

(Using Software Adobe InDesign)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Draw diagram wherever necessary.

1. Answer the following questions : [10]

- (a) What is the short key to preview mode ?
- (b) What is Bleed ?
- (c) “Ctrl + Shift to” is the shortcut key for which command ?
- (d) How do you add pages in “Adobe InDesign” File ?
- (e) What is the short key for “Eye Dropper tool” ?
- (f) “U” is the shortcut key for tool ?
- (g) What is the shortcut key for “Rectangle Frame tool” ?
- (h) How to make compound object in “Adobe InDesign” ?
- (i) What is the short key for “content collector tool” ?
- (j) What is the shortcut key for “type on path tool” ?

2. Attempt any *two* of the following : [2×5=10]

- (a) Explain screen modes in Adobe InDesign ?

P.T.O.

- (b) Explain Pen tool in detail.
 - (c) What is Gap Tool ? Give shortcut and its use.
 - (d) How to set transparency of an Image in Adobe InDesign ?
- 3.** Answer the following questions (any *two*) : [2×5=10]
- (a) Explain Text Wrap with example.
 - (b) What are Modification and Navigation tool ? Explain them.
 - (c) Explain Master Page concept.
 - (d) Explain Pages Panel in Adobe InDesign.
- 4.** Answer the following questions (any *two*) : [2×5=10]
- (a) What is Rectangle Frame and Rectangle tool ? Explain.
 - (b) What is Path Finder ? Explain in brief.
 - (c) How to Set Margins and Columns in Adobe InDesign ?
 - (d) What is Scissor and Eye Dropper tool ? Explain in brief.

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[5425]-104

S.Y. B.Sc. (Animation) (Sem. I) EXAMINATION, 2018

AN-2104 : MULTIMEDIA SYSTEMS

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Draw neat diagrams, wherever necessary.

1. Answer the following questions :

[10×1=10]

- (a) Define aspect ratio.
- (b) What does DMCS stand for ?
- (c) What is Multimedia ?
- (d) Give the frequency range of human hearing.
- (e) What does MHEG stand for ?
- (f) Define MPEG.
- (g) Give the full form of OMFL.
- (h) What is digital audio signal processing ?
- (i) Name any *two* video formats.
- (j) What is Network ?

2. Attempt any *two* of the following :

[2×5=10]

- (a) What is Hyper application ?

P.T.O.

- (b) Explain Digital Audio Signal Processing (DSP).
- (c) Write a note on Multimedia Systems.
- (d) Explain Digital Representations of sound.

3. Attempt any *two* of the following : [2×5=10]

- (a) Explain toolkit.
- (b) Define briefly the following terms :
 - (i) MIDI
 - (ii) Psychoacoustics.
- (c) Explain RGB and CMYK color mode with diagram.
- (d) Write a note on DUI technology.

4. Attempt any *two* of the following : [2×5=10]

- (a) Define briefly about Hyper application.
- (b) Explain Multimedia on Map.
- (c) Explain Digital music masking.
- (d) Explain the working of ADC.

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[5425]-105

S.Y. B.Sc. (Animation) (Sem. I) EXAMINATION, 2018

AN-2105 : ANIMATION TECHNIQUES—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) All questions are compulsory.
(ii) Figures to the right indicate full marks.
(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions : [10×1=10]

- (a) What is Foley Sound ?
- (b) What are the *two* types of Animation ?
- (c) What is Limited Animation ?
- (d) What is Clay ?
- (e) What are Shots ?
- (f) What is Stereoscopic ?
- (g) What is Matte Painting ?
- (h) What is Stop motion ?
- (i) What is Transition ?
- (j) What is Animation Principle ?

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

- (a) Explain the terms 'Shooting on two's and Shooting on One's'.

P.T.O.

- (b) Explain Armature.
- (c) Explain “The Evolution of Character means”.
- (d) Explain “Posing the Puppet Animation”.

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

- (a) Explain, what are video devices used for clay ?
- (b) Name and explain the steps and stages undertaken in a Stop Motion Production Pipeline.
- (c) How to Remove wire in compositing ? Explain in brief.
- (d) Explain Monoscopic to Stereoscopic Conversion.

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

- (a) Explain Straight-ahead animation.
- (b) Explain VFX in Claymation.
- (c) Explain different types of Video Format used for compositing.
- (d) Explain Rotoscoping. Explain in brief.

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[5425]-106

S.Y. B.Sc. (Animation) (I Sem.) EXAMINATION, 2018

AN-2106 : PRODUCTION PROCESS—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Draw neat diagram, wherever necessary.

1. Answer the following questions :

[10×1=10]

- (a) Define Scene.
- (b) What is Animatic ?
- (c) Define layout.
- (d) What is exposure sheet ?
- (e) What is Frame rate ?
- (f) What is body language ?
- (g) What is Dubbing ?
- (h) What is storyboard ?
- (i) What is an X-sheet ?
- (j) Explain any *two* stages of research.

2. Attempt any *two* of the following :

[2×5=10]

- (a) Explain any *three* types of characters.

P.T.O.

- (b) Write a short note on different types of camera angle.
- (c) Explain any *two* stage preproduction.
- (d) How does one go about developing a concept ?

3. Attempt any *two* of the following : [2×5=10]

- (a) Draw thumbnails on story of “Thirsty Crow”.
- (b) Write a small story and prepare its script.
- (c) What are the different types of camera angle ?
- (d) What are the different elements in a story ?

4. Attempt any *two* of the following : [2×5=10]

- (a) Write a concept of pan shots.
- (b) What is layout ? Why are they used ?
- (c) Explain the terms F.G., M.G. and B.G.
- (d) What is the Hollywood formula ? Explain.

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[5425]-2

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1102 : INTRODUCTION TO PROGRAMMING LANGUAGES

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer any *ten* of the following : [10×2=20]

(a) What are the advantages of C programming ?

(b) Define what is header file ?

(c) Define what is string ?

(d) What is variable and constants in C programming language ?

(e) Define keyword. Enlist any *four* keywords from C programming language.

(f) What is difference between variable declaration and variable definition ?

(g) What is class in C++ ?

(h) What is object in C++ and explain how to declare an object ?

(i) What is function prototype ?

(j) What is constructor in C++ ? Explain use of constructor.

P.T.O.

(k) What will be the output if the following code is executed :

```
# include <iostream>
using namespace std;
Class Test
{
    static int i;
    int j;
};
int Test :: i;
int main( )
{
    cout << sizeof (Test);
    return 0;
}
```

(l) What is pointer ? How to declare integer pointer ?

2. Attempt any *three* of the following : [3×5=15]

- (a) Explain different data types used in C.
- (b) Explain input and output functions used in C.
- (c) Explain access specifier used in C++.
- (d) Write a short note on multidimensional array.
- (e) What is difference in `i++` and `++i` ? Explain with suitable example.

3. Attempt any *three* of the following : [3×5=15]

- (a) What is function overloading ? Explain with suitable example.

- (b) What is friend function ? What are the merits and demerits of using friend function ?
 - (c) Explain different types of constructor used in C++.
 - (d) Explain break and continue statement with example.
 - (e) What is inheritance ? Explain any *two* types of inheritance.
4. Attempt any *three* of the following : [3×5=15]
- (a) Write a C program to print square of all numbers between 1 to 20.
 - (b) Write a C function to find factorial of the given number.
 - (c) Write a C++ program to read a string and count number of vowels in it.
 - (d) Write a C++ program to print a^b (a to the power b).
 - (e) Write a template function swap() to swap any *two* value.
5. Answer any *three* of the following : [3×5=15]
- (a) Explain Major pillars of OOP.
 - (b) What is Virtual function ? Write rules for Virtual function.
 - (c) Write a note on switch case statement in C.
 - (d) What is function ? Explain advantage of using function in C.
 - (e) Write a difference between while and do-while in C.

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[5425]-201

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

Paper I (AN-2201) : VALUE EDUCATION

(Skill Development, Personality Development, Mind Mapping)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) Figures to the right indicate full marks.

(ii) All questions carry equal marks.

(iii) All questions are compulsory.

1. Answer the following questions : [10×1=10]

(a) Write down any *two* tips for professional email.

(b) What is perception ?

(c) Write down any *two* personal goals that you want to achieve.

(d) Explain the term communicator.

(e) Write down any *two* styles of presentation.

(f) What is Jargon ?

(g) Write down any *two* things that you are going to prepare before the Interview.

(h) Who has invented Johari window ?

(i) Explain any *two* principles of effective oral communication.

(j) What is non-verbal communication ?

P.T.O.

2. Answer the following questions : [2×5=10]
- (a) What are the barriers in communication ?
 - (b) Do you agree with the view “Action speaks louder than words” ? Explain.
 - (c) What are the requirements of effective Group Discussion ?
 - (d) How will you prepare yourself for effective PowerPoint presentation ?
3. Answer the following questions (any *two*) : [2×5=10]
- (a) Explain the style of speaking.
 - (b) Explain in detail the different variables that affect group communication.
 - (c) Describe how “planning the speech” can be done by the speaker.
 - (d) Write a note on Proxemics.
4. Answer the following questions (any *two*) : [2×5=10]
- (a) What are the functions of Non-verbal communication ?
 - (b) Explain the advantages of written communication.
 - (c) Write down various tips for goal setting.
 - (d) Discuss the role and importance of effective feedback in Interpersonal communication.

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[5425]-202

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

Paper I (AN-2202) : 3D PRODUCTION—II

(Using Software Mudbox)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Answer the following : [10×1=10]

- (a) What is sculpting ?
- (b) What are the key strengths of Mudbox ?
- (c) What is stamp tool ?
- (d) How to use move, rotate and scale tool ?
- (e) Define 3D Modelling and concept.
- (f) How to render a scene ?
- (g) What is UV mapping ?
- (h) What is polygon ?
- (i) Define traditional sculpting.
- (j) Name any *two* sculpting softwares.

P.T.O.

- 2.** Answer the following (any *two*) : [2×5=10]
- (a) Explain the following tools :
 - (i) Create curve
 - (ii) Grab curve
 - (b) Explain vertex, segment and faces.
 - (c) What is Resolution ? Explain it.
 - (d) What is Material ? Explain it.
- 3.** Answer the following (any *two*) : [2×5=10]
- (a) Explain Mudbox term and concept.
 - (b) Write a short note on imprint sculpt tool and how to use.
 - (c) Explain use of wax sculpt tool.
 - (d) Write a short note on Retopologize.
- 4.** Answer the following (any *two*) : [2×5=10]
- (a) Explain unwrap UVW concept.
 - (b) Explain Mudbox sculpting tools.
 - (c) Explain connection between Autodesk Maya and Autodesk Mudbox.
 - (d) Explain stencil in detail.

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[5425]-203

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

AN-2203 : INTRODUCTION TO ACTION SCRIPT

(Using Software Adobe Flash)

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Answer the following : [10×1=10]
- (a) What is Event Handling ?
- (b) Write down function load external image using ActionScript 3.0.
- (c) Write down full form of the following :
- (i) XML
- (ii) AI
- (iii) .swf
- (iv) .flv
- (d) State any *two* relational operators.
- (e) What is purpose of push() method in Array with example ?
- (f) What is FLA ?

P.T.O.

- (g) What is Matrix object for use in gradient ?
- (h) Define Logical Operator with example.
- (i) Define Array with example.
- (j) What does the void function and object contain in Action Script ?

2. Answer any *two* of the following : [2×5=10]

- (a) Write a short note on conditional logic.
- (b) What is difference between movie clip and graphic symbol ?
- (c) Explain any *five* data types used in ActionScript 3.0.
- (d) Explain Math.random() and Math.floor() statement.

3. Answer any *two* of the following : [2×5=10]

- (a) Write a short note on the following terms and examples :
 - (i) pop()
 - (ii) shift()
 - (iii) join()
- (b) Explain the following terms :
Blending Mode, Display object, Stage Transformation, Display Object Container
- (c) What are Nested Loops in ActionScript ? Explain in brief.
- (d) Write down importance of XML in ActionScript.

4. Answer any *two* of the following : [2×5=10]

(a) Explain “while loop” with example.

(b) Explain workflow of Arithmetic operator.

(c) Write function in AS 3.0 to sort given Array.

Var states : Array = [“Assam”; “Manipur”; “Goa”; “Sikkim”; “Punjab”];

(d) Write a function in AS 3.0 that will generate Random No.

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[5425]-204

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

AN-2204 : MULTIMEDIA COMMUNICATION

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Answer the following : [10×1=10]

- (a) Define Multimedia Communication.
- (b) What is lip synchronization ?
- (c) What is propagation delay ?
- (d) Give the range of Human hearing capacity.
- (e) Write the full form for :
 - (i) JPEG
 - (ii) MIDI
 - (iii) MPEG
 - (iv) DVI
- (f) What is lip tracing ?
- (g) Write any *four* image formats.
- (h) Define hypertext and hypermedia.
- (i) What is Image Compression ?
- (j) Define Media Interaction.

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Write a short note on digital audio.
 - (b) Write a note on 8-bit gray level image.
 - (c) Write a note on HDLC protocol.
 - (d) Write a note on humap lip reading.
3. Answer any *two* of the following : [2×5=10]
- (a) Explain the concept of media-interaction.
 - (b) Explain Bimodality of Human speech.
 - (c) Explain the concept of Music sequencing and Notations.
 - (d) Explain Multimedia Communication Model.
4. Answer any *two* of the following : [2×5=10]
- (a) What is TCP/IP Model ? Explain OSI layer model.
 - (b) Explain standards relating to entertainment application with suitable example.
 - (c) Explain different types of error detection method used in digital communication.
 - (d) Explain different sources of signal impairment used in digital communication.

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[5425]-205

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

AN-2205 : ANIMATION TECHNIQUES—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

- 1. Answer the following :** [10]
- (a) What is null object ?
 - (b) What are the Animation Technique tools ?
 - (c) After Effect is Node base software. State true or false.
 - (d) What is the shortcut key for Render in After Effects ?
 - (e) What is a Key Frame ?
 - (f) How to activate the key for mask in After Effect ?
 - (g) What is Track Motion tool ?
 - (h) How many layers are used in After Effect ?
 - (i) What is precomp ?
 - (j) What is parrent child tools use ?

P.T.O.

- 2.** Answer any *two* of the following : [10]
- (a) Define Action and VFX in Action.
 - (b) Explain the importance of Tracker with example.
 - (c) What is wrap stabilizer ?
 - (d) Explain the shape layer with example.
- 3.** Answer any *two* of the following : [10]
- (a) What is particles ? Explain any *one* particle effect.
 - (b) Write a brief note on science-fiction movie.
 - (c) What is the difference between Titles and Credit list ?
 - (d) Explain the concept sub-titles with example.
- 4.** Answer any *two* of the following : [10]
- (a) Explain the terms slow in and slow out.
 - (b) Define Animation and explain Animation Technique.
 - (c) What is layer ? How many types of layers are there in After Effect ?
 - (d) What is Chroma keying ? Explain the green screen in short.

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[5425]-206

S.Y. B.Sc. (Animation) (II Sem.) EXAMINATION, 2018

AN-2206 : PRODUCTION PROCESS—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) All questions are compulsory.

- 1. Answer the following questions (any ten) :** [10×1=10]
- (a) Define frame.
 - (b) What is 'Lip Sync.' ?
 - (c) What is exposure sheet ?
 - (d) What is 'Narration' ?
 - (e) What is 'Aspect Ratio' ?
 - (f) What is shot ?
 - (g) What is 'Dubbing' ?
 - (h) What is compositing ?
 - (i) What is thumbnail Drawing ?
 - (j) What is Master shot ?
 - (k) Write a sequence of stages of Video production.
 - (l) What is dissolve ?

P.T.O.

- 2.** Answer the following questions (any *two*) : [10]
- (a) How to write screenplay for animation ?
 - (b) Write a note on different Transition and cuts.
 - (c) Explain post-production.
 - (d) Write a note on 'Titling for video'.
- 3.** Answer the following questions (any *two*) : [10]
- (a) Explain importance of storyboard in pre-production.
 - (b) What is Conceptual Art ?
 - (c) Write a note on 'Camera Movements'.
 - (d) Write a note on Character Design.
- 4.** Answer the following questions (any *two*) : [10]
- (a) What is staging ?
 - (b) How to write dialogues ?
 - (c) Which are different principles of Animation ?
 - (d) Write a note on different types of video effects.

Total No. of Questions—4]

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[5425]-3

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1103 : BASICS OF ANIMATION

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

- N.B. :—** (i) All questions are compulsory.
(ii) Figures to the right indicate full marks.
(iii) Draw illustrations where required.

- 1. Answer the following (any 10) :** [10×2=20]
- (1) What is slow-in and slow-out ?
 - (2) What is staging ?
 - (3) What is Puppet animation ?
 - (4) What is Dubbing ?
 - (5) Define Zoetrope.
 - (6) What is Solid drawing ?
 - (7) Who invented 12 basic principles of animation ?
 - (8) What is technical definition of animation ?
 - (9) What is an animatics ?
 - (10) What is frame rate ?
 - (11) Define Story board.
 - (12) What is Exaggeration ?

P.T.O.

2. Answer the following (any 4) : [4×5=20]

- (1) Which points are to be considered while designing an animation character ?
- (2) What is Perspective ? How is perspective useful in animation ?
- (3) Write a note on skills and qualities of animator.
- (4) What is the difference between straight ahead action and pose to pose ?
- (5) How to design a background for animation ?

3. Answer the following (any 4) : [4×5=20]

- (1) What is Timing ? Give example.
- (2) What is cut out animation ?
- (3) What is Rotoscopy ?
- (4) Write a note on Stop-motion Animation.
- (5) Which equipments are used for animation ?

4. Answer the following (any 4) : [4×5=20]

- (1) What is an Appeal ?
- (2) What is anticipation ? Give example.
- (3) Write a note on Softwares used for animation.
- (4) How to control speed of animation ?
- (5) What is follow through and overlapping action ?

Total No. of Questions—4]

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[5425]-301

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3101 : SCRIPT WRITING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following questions : [10]

- (a) What is the difference between a novel and a screenplay ?
- (b) What comprises the middle of a good script ?
- (c) What is Crisis ?
- (d) What is an ensemble film ?
- (e) What is the use of having a titileating title ?
- (f) What is a speed script ?
- (g) How is a conflict in a stage play expressed ?
- (h) What did Aristotle have to say about drama in poetics ?
- (i) What are the events that complicate or reverse the action ?
- (j) What is a Big Event ?

2. Answer any two : [2×5=10]

- (a) Explain with example the difference between a stage play, novel and screenplay.

P.T.O.

- (b) Explain with example the two key turning points in a story, namely the big event and the crisis.
- (c) Explain the concept of 'Foreshadowing' and point out how it reflects in the film 'Titanic'.
- (d) Explain the concepts of 'Mid point' with examples.
- (e) Explain the concepts of 'Realization' with an example.

3. Answer any *two* : [2×5=10]

- (a) Discuss in detail what makes a good concepts.
- (b) What are the steps involved in adapting a book or a play to a screenplay ? Give few examples of adaptations.
- (c) Explain any *three* genre of stories with examples.
- (d) Explain with at least *two* examples each the concept of Goal and opposition.

4. Answer any *two* : [2×5=10]

- (a) What are the *seven* deadly dialogue sins ?
- (b) Define the steps involved in making of a scene.
- (c) Explain the things to keep in mind when writing a dialogue.
- (d) What are the elements that constitute a voice in a dialgoue ?

Total No. of Questions—4]

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[5425]-302

T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2018

AN-3102 : WEB TECHNOLOGY

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Answer the following questions : [10×1=10]

- (a) What is full form of WWW ?
- (b) Write how comments are written in html.
- (c) Define web browser.
- (d) Is javascript case sensitive language ?
- (e) What is selector in CSS ?
- (f) What is full form of TCP/IP ?
- (g) Define ordered list in HTML.
- (h) Can CSS file be merged with html file ?
- (i) Is .com a domain name ?
- (j) Define browsing.

2. Answer the following any two : [2×5=10]

- (a) Explain head tag in html.

P.T.O.

- (b) Explain static web page and dynamic web page.
- (c) Write a short note on : Dream weaver interface.
- (d) Write features of Javascript language.

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

- (a) Write a note on Web Server.
- (b) Write advantages of CSS.
- (c) Write a note on Multimedia.
- (d) Explain checkbox with example.

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

- (a) Write Javascript program to find length of string.
- (b) Explain external CSS with example.
- (c) Write features of php.
- (d) Explain 2-tier architecture.

Total No. of Questions—4]

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[5425]-303

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3103 : GAME DESIGN

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following : [10]

- (a) Which year started 4th generation of gaming ?
- (b) 'U' shortcut is used for which function in blender ?
- (c) What is 'Motion' Actuators ?
- (d) What is 'Logic Editor' controller.
- (e) List production process phases.
- (f) Which shortcut key is used for duplicate object in blender ?
- (g) List any *two* types of handheld game devices.
- (h) What is game engine ?
- (i) What is API ?
- (j) Which file format support for blender ?

2. Answer any *two* of the following : [10]

- (a) Explain in brief growth gaming industry.

P.T.O.

- (b) Explain 'Milestone' process.
- (c) Draw and design 'FPS' game UI.
- (d) Write a short note on 'blender software'.

3. Answer any *two* of the following : [10]

- (a) Explain solidify modifier with example.
- (b) Write a short note on high poly modeling.
- (c) Write a short note on 'UV mapping'.
- (d) Write a short note on 'Game Coding'.

4. Answer any *two* of the following : [10]

- (a) Explain *four* steps of tracking progress.
- (b) Write down difference between 8 bit and 16 bit gaming.
- (c) Write down a short note on 'Game Tester'.
- (d) Explain game rating board system.

Total No. of Questions—4]

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[5425]-304

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3104 : DIGITAL EDITING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Attempt *All* questions : [10×1=10]
- (a) What is the purpose of the Source Monitor ?
 - (b) How can you solo an individual audio channel to hear only that channel ?
 - (c) How do you reduce the playback resolution in the source Monitor or program monitor ?
 - (d) How do you use the Rectangle tool to make a perfect square ?
 - (e) How should you choose a sequence pre-set ?
 - (f) What is the name of first digital editing machine ?
 - (g) Name any *two* video editing principles.
 - (h) How do you change the list view headings displayed in the project panel ?
 - (i) How does premier-pro protect your media files when sending work to Adobe Audition ?
 - (j) What is wide screen aspect ratio ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) When you are importing a layered photoshop file ? What are the *four* different ways to import the file ?
 - (b) What are the story board techniques ?
 - (c) What is title safe zone ? Why display the title safe zone ?
 - (d) Explain *three* ways to remove background noise from a clip.
3. Answer any *two* of the following : [2×5=10]
- (a) How can you quickly filter the display of clips in the project panel to make finding a clip easier ?
 - (b) How do you create a New bin ?
 - (c) What is the difference between a J. cut and L. cut ?
 - (d) What is Match Action ? Explain with an example.
4. Answer any *two* of the following : [2×5=10]
- (a) What is way clip audio channels ? How can you change interpreted clip audio ?
 - (b) What do in and out mark do ?
 - (c) How do sab clips help you stay organized ?
 - (d) What is the difference between replacing a clip and replacing footage.

Total No. of Questions—4]

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[5425]-305

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3105 : VFX—I

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Figures to the right indicate full marks.
 - (iii) All questions are compulsory.

- 1. Answer the following questions :** **[10]**
- (a) What is a visual effect ?
 - (b) What is Compositing ?
 - (c) What is an Aspect ratio ?
 - (d) Natron is a based software.
 - (e) How to import the Video/Image footage in node base Application ?
 - (f) What is a matt painting ?
 - (g) What does the H5V stand for in H5V color format ?
 - (h) Write down the types of Roto.
 - (i) Short cuts key of Merger Note.
 - (j) key is used to searching a Node in Node base application.

P.T.O.

- 2.** Answer the following questions (any *two*) : [10]
- (a) Explain visual effect in brief.
 - (b) Explain the Interface of Natron in brief.
 - (c) Explain :
 - (i) Roto Paint Node
 - (ii) Clone Stamp Tool in Natron
 - (iii) Brush Tool in Natron
 - (d) Explain VFX pipeline in film in brief.
- 3.** Answer the following questions (any *two*) : [10]
- (a) Write down the difference between Node based and layer based VFX software.
 - (b) Explain :
 - (i) JPEG
 - (ii) PNG
 - (iii) TIFF
 - (iv) GIF
 - (v) BMP
 - (c) Short cuts of :
 - (i) Roto Node
 - (ii) Write Node
 - (iii) Maximize a viewport
 - (iv) Forward play
 - (v) Single frame/play next frame
 - (d) Define Rotoscopy. Explain in brief.

4. Answer the following questions (any *two*) : [10]
- (a) How to track a Roto shape in Natron ? Explain in brief.
 - (b) Write down the steps about how to blur the moving car vehicles Number plate.
 - (c) Explain Color Correction Node in brief.
 - (d) Explain the term Paint in VFX.

Total No. of Questions—4]

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[5425]-306

T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3106 : CREATIVE THINKING

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Answer the following in *one* sentence each : [10]

- (a) What is creative thinking ?
- (b) Mention any *one* creative thinking technique.
- (c) What is code communication ?
- (d) State the names of any *two* fully animated films.
- (e) What does the effectiveness of the mind in one-way communication with the environment arise from ?
- (f) Define character as a central element of a story.
- (g) Define rags to riches as a type of story.
- (h) What is the generation of alternatives ?
- (i) Draw a mind map of the term 'heroes'.
- (j) Draw an animated character using the objects water bottle and tiffin box.

P.T.O.

2. Answer the following in brief (any *two*) : [10]
- (a) Explain how a code system in your mind contributes to creative thinking.
 - (b) Describe the process of evaluation in a brainstorming session.
 - (c) What is the format for a brainstorming session ?
 - (d) What is the difference between Lateral and Vertical thinking ?
3. Answer the following in brief (any *two*) : [10]
- (a) What are the factors to be considered when creating characters for a strong supporting caste ?
 - (b) Explain with examples the difference between a big event and a crisis in a plot.
 - (c) Explain with examples 'film noir' as a genre of story.
 - (d) Explain with examples 'science fiction' as a genre of story.
4. Answer the following in brief (any *two*) : [10]
- (a) Explain with examples the goals and needs of a character.
 - (b) Write a character-sketch of your favourite character from an animated film.
 - (c) Write a character-sketch of a character who is an antagonist playing the protagonist in a story.
 - (d) Write a story in **150** words and give it a suitable title using the following outline :
- Monsoon started — four friends went trekking — Bridge connecting and valleys — Cave found while trekking — Treasure in the cave — Friends take treasure — When they reach the bridge, a friend slips and falls — Angel appears — Angel will save friend if he is given the treasure — Remaining friends discuss — Give away treasure and save the friend's life.

Total No. of Questions—4]

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[5425]-4

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1104 : FOUNDATION ART

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

1. Answer the following questions (any 10) : [20]

- (a) Write and draw any 4 Facial Expressions.
- (b) What is cast shadow in shading ?
- (c) Depending on which factors key lines are classified ? Write its types.
- (d) How Gesture Drawing can be improved ?
- (e) What are kinds of light ? Give example.
- (f) What is centre in Gravity in Balance ?
- (g) Define foreshortening.
- (h) What are the types of textures ?
- (i) Write the formulas for color harmony.
- (j) Write *three* fundamental forms of volume construction.
- (k) How to use 'Line of Action' ?
- (l) How to maintain proportion of figure ?

P.T.O.

- 2.** Answer the following questions (any 4) : [20]
- (a) What points are to be considered while drawing a figure ?
 - (b) How basic shapes can be used in cartoon volume construction ?
 - (c) How Gesture Drawing is used ?
 - (d) Explain Perspective.
 - (e) Explain Subtractive method.
- 3.** Answer the following questions (any 4) : [20]
- (a) Write a note on Color Harmony.
 - (b) Explain one point perspective.
 - (c) Explain Grey scale in detail.
 - (d) What is three point perspective ?
 - (e) Explain Additive method in detail.
- 4.** Answer the following questions (any 4) : [20]
- (a) Explain vanishing point in detail.
 - (b) How proportion of a child's body changes ?
 - (c) Explain the use of Rapid sketches in drawing.
 - (d) Describe 'Forms'.
 - (e) Which is the most neglected area of figure drawing ? Why?

Total No. of Questions—4]

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[5425]-401

T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018

AN-3201 : INTELLECTUAL PROPERTY RIGHTS

AND CYBER SECURITY

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Symbols and abbreviations have their usual meanings.

1. Attempt *all* the following : [10]

(a) What is trademarks ?

(b) What is copyrights ?

(c) Write names of *three* types of software.

(d) In which layer of OSI term packet is used ?

(e) Write full form of TCP/IP model.

(f) How is information protected in network by using authentication ?

(g) Define computer forensics.

(h) Name *two* types of virus.

(i) What is transmission media ?

(j) What is protocol ?

P.T.O.

- 2.** Attempt any *two* of the following : [10]
- (a) What is the need of intellectual property protection ? Explain in brief with example.
 - (b) Why is copyright necessary ? Explain in brief with example.
 - (c) Explain types of transmission modes.
 - (d) What is cyber security ? Explain in brief with example.
- 3.** Attempt any *two* of the following : [10]
- (a) How computer software can be protected by copyright ?
 - (b) What is not patentable ? Comment. Explain in brief with example.
 - (c) Explain OSI model in detail.
 - (d) What are different ways of email security ? Explain in brief with an example.
- 4.** Attempt any *two* of the following : [10]
- (a) Define Intellectual property. Explain its *three* types.
 - (b) Define topology. Explain star and bus topology.
 - (c) Explain packet sniffing with example.
 - (d) What is Risk Management ? Explain in brief.

Total No. of Questions—4]

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[5425]-402

T.Y. B.Sc. (Animation) (IV Semester) EXAMINATION, 2018

AN-3202 : USER INTERFACE (UI) DESIGN

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Figures to the right indicate full marks.
 - (iii) *All* questions are compulsory.

- 1. Answer the following questions :** [10×1=10]
- (a) What is a user scenario ?
 - (b) Write down list of different design principles of animation.
 - (c) What is anticipation ?
 - (d) Write down usability heuristics.
 - (e) What is difference between Graphic Design and User Interface Design ?
 - (f) What is Symbian ?
 - (g) What is Wizard of Oz ?
 - (h) What is simplicity in good graphic design ?
 - (i) What is steering law ?
 - (j) What is touch screen panel ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Write down advantages and disadvantages of Declaration UI.
 - (b) Explain structure of the keystroke level model.
 - (c) Explain Straight Ahead Action and Pose to Pose principles of animation.
 - (d) How is the view tree used ? Explain in brief.
3. Answer any *two* of the following : [2×5=10]
- (a) Describe State Machines translate events.
 - (b) Explain Follow Through and Overlapping Action principles of Animation.
 - (c) How to design good user interfaces ? Explain.
 - (d) Write difference between Android and Symbian.
4. Answer any *two* of the following : [2×5=10]
- (a) Explain *two* different types of low-fidelity prototypes.
 - (b) Explain any *two* pointing devices.
 - (c) Explain squash and stretch principles of Animation.
 - (d) What is Task Analysis ? Explain in brief.

Total No. of Questions—4]

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[5425]-403

T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018

AN-3203 : GAME PRODUCTION

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Figures to the right indicate full marks.
 - (iii) *All* questions are compulsory.

1. Answer the following questions : [10×1=10]

- (a) Which Physics engine is used in unity ?
- (b) What is collision detection in Game Engine ?
- (c) Name main *three* types of Assets in Unity.
- (d) Write definition of “Game objects” in one sentence.
- (e) Name any languages can be used for Game scripts.
- (f) What is ‘Inspector’ in unity ?
- (g) Where to find out list of Game objects in the Unity scene ?
- (h) Which shortcut key is used for panning a view in blender ?
- (i) Which modifier is used for object smoothing in blender ?
- (j) Write down full forms of the following :
 - (i) GUI
 - (ii) CGI
 - (iii) FG

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) Explain Audio Listener in unity.
 - (b) What are GUI Layer and Flair Layer ?
 - (c) Define Assets in unity.
 - (d) Explain Game components in unity.
3. Answer any *two* of the following : [2×5=10]
- (a) Explain the following components in unity :
 - (i) Scene
 - (ii) Hierarchy
 - (iii) Inspector
 - (iv) Game mode.
 - (b) Write a short note on “Game Window”. How does it work in unity ?
 - (c) Explain Terrain Editor in brief.
 - (d) Explain Importing and Exporting height maps in unity.
4. Answer any *two* of the following : [2×5=10]
- (a) Explain role of “Light Map” in unity.
 - (b) What is mesh filter in unity ?
 - (c) Explain Mesh Renderer with the following parameters :
Cast Shadow, Receive Shadow and Materials.
 - (d) Explain about main camera in unity.

Total No. of Questions—4]

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[5425]-404

T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018

AN-3204 : MOTION GRAPHICS

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—** (i) Neat diagrams must be drawn wherever necessary.
(ii) Figures to the right indicate full marks.
(iii) *All* questions are compulsory.

1. Answer the following : [10×1=10]
- (a) What is old school animation ?
 - (b) Define the term direct on film.
 - (c) What is interpolation ?
 - (d) Path animation is also referring for which concept.
 - (e) What is parenting ?
 - (f) Write down any example of discontinuity editing.
 - (g) What is nesting ?
 - (h) What is compositing ?
 - (i) Who invented the phenakisticope ?
 - (j) Which is the first linear editing machine.

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (a) Explain interpolating form and surface.
 - (b) Write down the concepts “Bumpers” in brief.
 - (c) What is offline editing ? Explain in brief.
 - (d) What is negative space ? Explain in brief.
3. Attempt any *two* of the following : [2×5=10]
- (a) What is index and motion vectors in forms ? Explain.
 - (b) Write down *four* tips to preserve action continuity.
 - (c) Explain the concept jump cut in brief.
 - (d) What is montage ?
4. Attempt any *two* of the following : [2×5=10]
- (a) What is Network branding ? Where is it used ?
 - (b) Explain the concept “Mattes”.
 - (c) What is Keying ? Explain.
 - (d) Write down a brief note on colour manipulation.

Total No. of Questions—4]

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[5425]-405

T.Y. B.Sc. (Animation) (IV Sem.) EXAMINATION, 2018

AN-3205 : VFX—II

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Figures to the right indicate full marks.
 - (iii) *All* questions are compulsory.

- 1. Answer the following questions :** **[10×1=10]**
- (a) Define stereoscopy.
 - (b) Name the camera used for stereoscopic shooting.
 - (c) Nuke/Natron is a based software.
 - (d) Which Node is used to find the output in node based software ?
 - (e) Define Composition.
 - (f) Shortcut key of minimizing and maximizing a viewport.
 - (g) What is production ? Explain in brief.
 - (h) Nuke files are saved in extension.
 - (i) Name the ascending order of VFX film production.
 - (j) What is Rough Geometry ?

P.T.O.

- 2.** Answer the following questions (any *two*) : [2×5=10]
- (a) Define stereoscopy. Explain the stereoscopy aspect of 3D.
 - (b) What is CGI compositing ? Explain in brief.
 - (c) What is VFX ? Explain in brief.
 - (d) Explain DOP sheet.
- 3.** Answer the following questions (any *two*) : [2×5=10]
- (a) Explain the film making production pipeline.
 - (b) Explain in brief about VFX post production.
 - (c) Explain :
 - (i) Roto Node
 - (ii) Blur Node
 - (iii) Merger Node
 - (iv) Read Node
 - (v) Roto Paint Node
 - (d) What is Camera rig ? Explain in brief.
- 4.** Answer the following questions (any *two*) : [2×5=10]
- (a) Explain concept Motion tracking in brief.
 - (b) What is immersion ? Explain in brief.
 - (c) Explain the Match moving process in detail.
 - (d) Write the function of :
 - (i) Write Node
 - (ii) Color Correction Node
 - (iii) Blur Node
 - (iv) Tracker Node
 - (v) Hue Keyer Node

Total No. of Questions—4]

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[5425]-406

T.Y. B.Sc. (Animation) (IV Semester) EXAMINATION, 2018

AN-3206 : NEW MEDIA

(2015 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Figures to the right indicate full marks.
 - (iii) All questions carry equal marks.
 - (iv) All questions are compulsory.

1. Answer the following questions :

[10×1=10]

- (a) Name any *two* Digital Technologies.
- (b) Name any *two* Analog Technologies.
- (c) What is SMS ?
- (d) Write full form of Wi-Fi.
- (e) Write full form of LED.
- (f) Name any *two* Social Networking Sites.
- (g) What is Cloud Storage ?
- (h) Who is the founder of Facebook ?
- (i) What is Pinterest ?
- (j) What is 4G Internet ?

P.T.O.

2. Answer any *two* : [2×5=10]
- (a) What is Podcast ? Write characteristics and give examples.
 - (b) What is Microblogging ? Give examples.
 - (c) What is Crypto Currency ? Write characteristic and give examples.
 - (d) Differentiate between Mass Media and New Media. Give at least *five* points with an example.
3. Answer any *two* : [2×5=10]
- (a) Write any *two* Cyber Crime related news.
 - (b) Explain Digital Divide in brief.
 - (c) Why New Media is a democratic media ?
 - (d) What is online journalism ? Explain giving definition, characteristics and examples.
4. Answer any *two* : [2×5=10]
- (a) Write *five* salient features of traditional media.
 - (b) Write *five* advantages of online media and explain why ?
 - (c) What is meant by Digital Storytelling with respect to Television ?
 - (d) Explain Content Management System in brief.

Total No. of Questions—4]

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[5425]-5

F.Y. B.Sc. (Animation) EXAMINATION, 2018
AN-1105 : COMPUTER BASED 2D ANIMATION
(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All questions are compulsory.*

(ii) *Figures to the right indicate full marks.*

1. Answer the following questions (any 10) : [20]

- (a) Write shortcut of Paint Bucket.
- (b) Write shortcut of 'Line Tool'.
- (c) Write shortcut of 'Alignment' option.
- (d) Write shortcut of 'Eraser' option.
- (e) Write shortcut of 'Insert Frame'.
- (f) Write shortcut of Delete Frame.
- (g) Write shortcut of 'Ink Bottle tool'.
- (h) Explain 'Rectangle Primitive'.
- (i) Explain 'Oval Primitive'.
- (j) Explain Colour 'Sample tool'.
- (k) What is 'Stroke Colour' ?
- (l) Explain Swap Colour.

P.T.O.

- 2.** Answer the following questions (any 4) : [20]
- (a) What is frame by frame animation ?
 - (b) What is 'Motion Guide' ?
 - (c) What is Masking ? Explain.
 - (d) Explain 'Align to Stage' option with example.
 - (e) What is Gradient Transform tool use for ? Explain.
- 3.** Answer the following questions (any 4) : [20]
- (a) What is Grid ? Explain.
 - (b) What is role of Playhead ? Explain.
 - (c) Explain Property Inspector.
 - (d) Explain editing envelope in sound property.
 - (e) Explain Action Script.
- 4.** Answer the following questions (any 4) : [20]
- (a) Explain Shape tween.
 - (b) Explain Motion tween.
 - (c) Explain orient to path with diagram.
 - (d) Explain 'Character design' in flash.
 - (e) Explain Vector and Raster Graphics.

Total No. of Questions—4]

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[5425]-6

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1106 : INTRODUCTION TO GRAPHICS

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All* questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following (any *ten*) :

[10×2=20]

(a) Name any *four* file formats in Photoshop.

(b) Name any *four* path-finder modes.

(c) How to enable Rulers ?

(d) What is direct selection tools ?

(e) What is compound path ?

(f) Name any *four* filters.

(g) What is rotate tool ?

(h) Name any *two* adjustment layers.

(i) What is curvature tool ?

(j) Write down the full form of the following :

(i) JPEG

(ii) PNG.

(k) Name any *two* profiles of a document.

(l) What is Artboard tool ?

P.T.O.

- 2.** Answer the following (any *four*) : [4×5=20]
- (a) Explain background eraser tool.
 - (b) How to apply clipping mask ?
 - (c) How to create Custom Brush ?
 - (d) Explain RGB and CMYK color mode.
 - (e) Explain Guides.
- 3.** Answer the following (any *four*) : [4×5=20]
- (a) What is color balance in adjustment ?
 - (b) How to align a shape to key object ?
 - (c) Explain multichannel color mode.
 - (d) Explain warp effects.
 - (e) How to import an image in illustrator ?
- 4.** Answer the following (any *four*) : [4×5=20]
- (a) Explain layers in illustrator.
 - (b) How to repeat a transformation ?
 - (c) What is Pixel ?
 - (d) Explain Eye dropper tool.
 - (e) Explain History brush tool.

Total No. of Questions—4]

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[5425]-7

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1107 : ELEMENTS OF 3D DESIGN

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

N.B. :— (i) *All questions are compulsory.*

(ii) *Figures to the right indicate full marks.*

(iii) *Neat diagrams must be drawn wherever necessary.*

1. Answer the following (any 10) : [10×2=20]

(a) Write down any **5** Software name using for 3D production.

(b) How to set image plane in Maya ?

(c) Define Gravity force.

(d) How to export object using 3Ds Max ?

(e) What is Interactive Split Tool and how to use ?

(f) What is NURBS ?

(g) Define Pro-Boolean method.

(h) Write down the following shortcut key (Maya) :

(i) Panning View

(ii) Rotating View

(iii) Zooming View.

(i) What is polygon and how many sub-object level in editable poly ?

(j) How to apply Extrud modifier on shape ?

P.T.O.

- (k) How to apply material on object using 3Ds Max ?
- (l) Define Maya Lambert Shader.

2. Answer the following (any 4) : [4×5=20]

- (a) Explain Maya Scene-Management Workflow.
- (b) Explain Hypershade Window with diagram.
- (c) Explain the following points :
 - (i) Insert edge loop
 - (ii) Faces
 - (iii) Vertex.
- (d) What is 3D Animation and explain it.
- (e) Explain Artificial Lighting System.

3. Answer the following (any 4) : [4×5=20]

- (a) Explain Editable poly sub-object level.
- (b) What is “Resolution Gate” ? Explain it.
- (c) Write down difference between Point Light and Ambient Light with example.
- (d) Explain Symmetry and Taper modifier.
- (e) Explain Pose to Pose and staging animation principles.

4. Answer the following (any 4) : [4×5=20]

- (a) Write down short note on blinn and standard material.
- (b) Explain Mr. Sky portal light with example.
- (c) What is the difference between GI, FG and explain it.
- (d) Explain surface modelling with example.
- (e) Explain Rendering concept and Render parameter.

Total No. of Questions—4]

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[5425]-8

F.Y. B.Sc. (Animation) EXAMINATION, 2018

AN-1108 : INTRODUCTION TO MASS COMMUNICATION

AND MEDIA LITERACY

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

- N.B. :—** (i) *All* questions are compulsory.
(ii) Draw neat diagram if required.

1. Answer any *ten* :

[10×2=20]

- (a) List *two* News Channels.
- (b) What is the role of Public Relation Officer ?
- (c) What is meant by “Documentary” ?
- (d) What is the role of television in our life ?
- (e) Define Interactive Communication.
- (f) Write down *two* names of business magazines.
- (g) Explain Media Literacy.
- (h) Define Media Convergence.
- (i) What are e-books ?
- (j) What are d-books ?
- (k) List of *two* Radio Channels in India.
- (l) List any *four* newspapers published in Maharashtra.

P.T.O.

2. Answer any *four* : [4×5=20]
- (a) What is the importance of mass communication for a company ?
 - (b) How does mass media act as a link between the government and the people ?
 - (c) What are the roles of an editor of a newspaper ?
 - (d) How does mass communication affect culture ?
 - (e) What are the various elements of mass communication ?
3. Answer any *four* : [4×5=20]
- (a) What is the importance of mass communication for a company ?
 - (b) What are the various media used for mass communication ?
 - (c) Define Virtual Life.
 - (d) What is business communication ?
 - (e) What are the advantages and disadvantages of web based communication ?
4. Answer any *four* : [4×5=20]
- (a) What is the pattern of evolution of mass communication and when did it start ?
 - (b) What are the current characteristics of news ?
 - (c) How does social media affect on youth ?
 - (d) What is the concept of imperialism in Media ?
 - (e) How does mass media act as a link between the government and the people ?