S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2101 : TECHNICAL ENGLISH—I

(2012 PATTERN)

Time : Two Hours             Maximum Marks : 40

N.B. :—  (i) All questions are compulsory.
         (ii) Neat diagrams must be drawn wherever necessary.

1. Answer the following : [10]

   (a) Why should you format the text ?
   (b) What is the importance of technical writing ?
   (c) Define copyright.
   (d) What is meant by reader benefit ?
   (e) What are ethics ?
   (f) Define stereotyping in writing.
   (g) What are flowcharts most useful for ?
   (h) What are the two objectives of conciseness ?
   (i) What is external motivation ?
   (j) What is the importance of teamwork ?

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

(a) Explain the ways of gathering data.

(b) What are the factors to consider while communicating globally?

(c) Explain the benefits and challenges of letters and memos.

(d) How can you organize content?

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

(a) What is outlining? Create an outline for an essay on “pollution”.

(b) What is the importance of rewriting? Explain *four* techniques.

(c) What are the goals of technical writing?

(d) What is clarity? How can you bring clarity to your text?

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

(a) Explain a sales letter with an example.

(b) What are the challenges of an e-mail?

(c) What is gender-biased language? Give *four* examples.

(d) What are the differences between e-mails and memos?
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2102 : 3D ANIMATION—I

(2012 PATTERN)

Time : Two Hours                               Maximum Marks : 40

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

(ii) Neat diagrams must be drawn wherever necessary.

1. Attempt all of the following : [10]

   (a) Define the Artificial Light.

   (b) What is shortcut key used for Rotate Tool ?

   (c) Write down the following shortcut keys :

      (i) Move Tool

      (ii) Panning a View

      (iii) Max. active Viewpoint.

   (d) What is multiplier and how to use it ?

   (e) Define walking through a view.

   (f) What is snapping and write down its types ?

   (g) Name any four standard lights.

P.T.O.
(h) Define Normals.
(i) What is Segments?
(j) How to use connect option?

2. Attempt any two of the following: [10]
   (a) Explain basic techniques of lighting.
   (b) Define parent, child and root relationship.
   (c) Explain HSDS modifier and example it.
   (d) Write down difference between Turbo smooth and Mesh smooth.

3. Attempt any two of the following: [10]
   (a) Write down short note on spring controller with example.
   (b) Explain Align command and explain any three types of align.
   (c) Write down short note on spot light with example.
   (d) Write down short note on Target Camera with example.

4. Attempt any two of the following: [10]
   (a) Explain mental ray connection rollout in material.
   (b) Explain multisub-object material with example.
   (c) Explain Photometric Light Types with example.
   (d) Explain poly and their sub-object level.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2103 : DIGITAL ART—I

(2012 PATTERN)

Time : Two Hours Maximum Marks : 40

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

(ii) Diagrams must be drawn wherever necessary.

1. Answer the following questions (any ten) :

   (a) What is shortcut of paint bucket tool ?
   (b) What is shortcut of move tool ?
   (c) What is shortcut of quick mask ?
   (d) What is shortcut of smudge tool ?
   (e) What is shortcut of pen tool ?
   (f) What is shortcut of Lasso tool ?
   (g) What is shortcut of pantit bucket tool ?
   (h) What is shortcut of Rectangle marquee tool ?
   (i) What is shortcut of Brush preset ?
   (j) What is shortcut of Magnetic lasso tool ?
2. Answer the following questions (any two) : [2x5=10]
   (a) Explain Gradient tool.
   (b) Explain history brush tool.
   (c) Explain threshold.
   (d) Explain duotone colour mode.

3. Answer the following questions (any two) : [2x5=10]
   (a) Explain different types of eraser tools.
   (b) Explain role of rulers in image.
   (c) Explain variation
   (d) Explain Brightness.

4. Answer the following questions (any two) : [2x5=10]
   (a) What is the difference between Vector and Raster image?
   (b) Explain the use of the following file format :
       (i) JPEG
       (ii) PNG
       (iii) PSO
       (iv) GIF.
   (c) Explain Blending modes.
   (d) Explain curve in photoshop.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2104 : MULTIMEDIA SYSTEM

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :- (i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Attempt each of the following : [10×1=10]

(a) State Nyquist sampling theorem.

(b) Write the abbreviation of FDDI and ISDN.

(c) Define ADC.

(d) Name the elements of multimedia.

(e) Define sampling rate.

(f) List the type of multimedia network.

(g) Write the application of multimedia.

(h) Write the abbreviation of MIDI.

(i) Define hypertext.

(j) Define aspect ratio.
2. Attempt any two of the following: \[2 \times 5 = 10\]
   (a) Write a short note on multimedia on map.
   (b) Explain in brief JPEG image compression standard.
   (c) What are the parameters for evaluating a compression system?
   (d) Write a short note on colour camera for pickup from film.

3. Attempt any two of the following: \[2 \times 5 = 10\]
   (a) Explain the multimedia devices in hybrid devices.
   (b) Explain in brief Quicktime Movie File (QMF) format.
   (c) Define the following:
       (i) Aspect ratio
       (ii) Resolution
       (iii) Chrominance
       (iv) Signal to noise ratio
       (v) Luminance.
   (d) Explain in brief JPEG image compression standard.

4. Attempt any two of the following: \[2 \times 5 = 10\]
   (a) Write a note on MPEG Motion video compression standard.
   (b) Explain composit color video format.
   (c) Distinguish track model and object mode.
   (d) Draw and explain digital representations of sound.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017

AN-2105 : ANIMATION TECHNIQUES—I

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) Neat diagrams must be drawn wherever necessary.

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

(a) Who is the inventor of stop motion animation ?
(b) Describe the types of stop motion animation.
(c) What is the exact role of exposer sheet in animation ?
(d) Explain the pre-production concept in production pipeline.
(e) What is clay animation ?
(f) What is post-production ?
(g) What is the full form of (.Mov) file format ?
(h) Which types of armatures used in clay animation ?
(i) Write down the concept of cut out animation in your own words.
(j) Who is Oscar Rejlander ?

P.T.O.
2. Answer any two of the following questions: \[2\times5=10\]

(a) Explain the concept stop motion with suitable example.
(b) Which three industries are countable for Animation? Explain with example.
(c) Elaborate the process of stop motion film making.
(d) What are the differences between 2D Animation and stop motion Animation?

3. Answer any two of the following questions: \[2\times5=10\]

(a) Write a short note on interior set and exterior set.
(b) How is a character rigged and given hand gesture and facials expressions in traditional cut out animation?
(c) Explain the problems faced while working in Traditional cut out animation.
(d) Give a brief account of clay animation industry.

4. Answer any two of the following: \[2\times5=10\]

(a) What are Dope sheets? How are they useful in animation? Explain with example.
(b) Explain the importance of Animation principles in stop motion.
(c) Explain any 5 principles of animation in detail with examples.
(d) Write a short note on production pipeline of clay movie.
S.Y. B.Sc. (Animation) (First Semester) EXAMINATION, 2017
AN-2106 : PRODUCTION PROCESS—I
(2012 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) What is BG ?
   (b) What is concept ?
   (c) What is model sheet ?
   (d) Define character Bible.
   (e) What is an appeal ?
   (f) What is plot ?
   (g) What do you mean by ‘Props’ ?
   (h) What is thumbnail drawing ?
   (i) Which are the three basic stages of Animation and film production ?
   (j) Define costume.
   (k) What is an outline ?
   (l) What is character expression chart ?

2. Answer the following questions (any two) : [10]
   (a) What is the difference between story and concept ?
   (b) Explain the different points to be considered while designing a character for animation.

P.T.O.
(c) What is layout? Explain in brief.
(d) What type of research is to be done while planning for an animation project?

3. Answer the following (any two):
   (a) What is storytelling? Explain in brief.
   (b) Explain any four stages of Pre-production.
   (c) What is the difference between male, female and child animation character?
   (d) Which are the basic steps of Bi-ped walk cycle?

4. Answer the following (any two):
   (a) Write a note on Basic principles of animation.
   (b) How to draw different facial expressions of animation character?
   (c) Which are different types of animation?
   (d) Which points are to be considered while designing a background for animation?
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2201 : TECHNICAL ENGLISH—II
(2012 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) What is drafting ?
   (b) What is disclaimer ?
   (c) What is a resume ?
   (d) What do organizational charts show you ?
   (e) What is a pictograph ?
   (f) What is a note used ?
   (g) What is a flag ?
   (h) What is the comic-book look ?
   (i) What is the main difference between a letter of application and a resume ?
   (j) What is an apology letter ?

2. Answer any two of the following : [10]
   (a) What is a brochure ? Explain the process of prewriting for a brochure.
   (b) What is “usability” ? Name the four key factors of usability.
   (c) Write a short note on “hazard alerts”.
   (d) Distinguish between memos and e-mails.

P.T.O.
3. Answer the following:
   (1) State the importance of flowcharting using an example.
   (2) Write a short note on news letters.
   (3) What are visual aids? Mention three benefits.
   (4) Explain the importance of document design. How can you organize the content?

4. Answer the following:
   (1) Explain prewriting.
   (2) What is an interview? Explain four techniques of interviewing effectively.
   (3) What is a table? Explain three guidelines of using a table in your text.
   (4) Why should you highlight? Name four ways of highlighting a text.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017

AN-2202 : 3D ANIMATION—II

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :-

(i) All questions are compulsory.

(ii) Neat diagrams must be drawn wherever necessary.

1. Attempt all of the following : [10]

(a) What is Asset Tracking ?

(b) Write down full forms of the following :

   (i) PNG

   (ii) PSD

   (iii) JPEG

   (iv) 3DS.

(c) How to apply cloth modifier ?

(d) What is Body object ?

(e) Define Automatic mapping.

(f) Define Light Tracing.

P.T.O.
(g) Which shortcut key is used for material window?
(h) What is Recording bone?
(i) What is triangular mesh flow?
(j) What is IK and how to use?

2. Attempt any two of the following: [10]
   (a) Explain track view interface.
   (b) Explain fire and fog effect and how to use?
   (c) Explain refining and mirroring bones.
   (d) Write down short note on particles.

3. Attempt any two of the following: [10]
   (a) Explain Edit Geometry modifiers with examples.
   (b) What is FK? Explain in brief.
   (c) Explain mental ray render system.
   (d) Explain pelt mapping and how to use.

4. Attempt any two of the following: [10]
   (a) Explain snow particle system.
   (b) Explain expression controller interface and draw a diagram.
   (c) What is making a live hair? Explain in brief.
   (d) Explain animation layer in brief and how to use.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2203 : DIGITAL ART—II
(2012 PATTERN)

Time : Two Hours
Maximum Marks : 40

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

(ii) Diagrams must be drawn wherever necessary.

1. Answer the following questions : \[10 \times 1 = 10\]

(a) What is digital painting ?

(b) What are swatches ?

(c) Name any four filters in blur filter option.

(d) What is HDR image ?

(e) What are guides ?

(f) What is CMYK image ?

(g) What is 3d object tool used for ?

(h) What is use of video option in fitter menu ?

(i) What is slice tool used for ?

(j) List and draw types of path.

P.T.O.
2. Answer the following questions (any two) : [2×5=10]
   (a) Explain lighting effects.
   (b) Explain image process in ‘script’ option.
   (c) Explain pixelate option in filter menu.
   (d) Explain Gaussian Blur and Motion Blur.

3. Answer the following questions (any two) : [2×5=10]
   (a) Explain the process to change canvas size.
   (b) Explain convert for smart filters.
   (c) How does filter work?
   (d) How to create frame animation in Photoshop?

4. Answer the following questions (any two) : [2×5=10]
   (a) Explain batch processing utility to process a batch of files.
   (b) Explain how to convert images to PDF.
   (c) How to use actions in Photoshop?
   (d) Explain in brief sharpen and color halftone filter.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017

AN-2204 : MULTIMEDIA COMMUNICATION

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :- (i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

1. Attempt each of the following (any ten) : [10]

(a) Define transmission media.

(b) What is multimedia?

(c) Define Animation.

(d) Define signal-to-noise ratio.

(e) Define full duplex communication modes.

(f) Name the modes of communication.

(g) List the image file format.

(h) Write the formula for attenuation and amplification.

(i) What is synchronous transmission?

(j) Name the layers used in TCP/IP reference model.

P.T.O.
2. Attempt any two of the following:  

(a) Explain in brief selective-repeat continuous RQ method with diagram.

(b) Explain briefly lip reading.

(c) Name three error detection methods and explain any one in brief.

(d) Write a short note on 8-bit gray image.

3. Attempt any two of the following:  

(a) Explain GIF file format.

(b) Write a short note on DPLL.

(c) Write a short note on user requirements.

(d) Explain briefly TCP/IP reference model.

4. Attempt any two of the following:  

(a) Draw a diagram of the idle RQ error control scheme for:

   (i) Error free transmission

   (ii) Corrupted I-frame.

(b) What are the network requirements of multimedia communication?

(c) Write a short note on sources of signal impairment.

(d) Define multimedia communication and explain modes of communications.
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2205 : ANIMATION TECHNIQUES—I
(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :- (i) Neat diagrams must be drawn wherever necessary.
       (ii) All questions are compulsory

1. Answer the following :
   (1) Define footage item.
   (2) Name four video format supported by after-effects.
   (3) Define layers in after-effects.
   (4) What is Ram preview ?
   (5) How to apply tracker to solid layer ?
   (6) How to save project file in after-effect ?
   (7) What is the path to create new composition ?
   (8) What is composition ?
   (9) How to create a solid layer ?
   (10) What is null object ?

2. Attempt any two of the following :
   (1) What is a solid color layer and what can you do with it ?
   (2) What is render queue ? How to operate it ?
   (3) What is Roto scoping ?
   (4) What is the difference between Transform tracker and perspective corner ?

P.T.O.
3. Attempt any *two* of the following: [10]
   (1) What is clean plate?
   (2) What is adjustment layer?
   (3) What is Green Screening?
   (4) What is Chroma keying?

4. Attempt any *two* of the following: [10]
   (1) Explain the use of clone stamp tool.
   (2) Explain the light layer.
   (3) Write down about titling. How to use text in A.E.
   (4) Explain the use of color correction?
S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017
AN-2206 : PRODUCTION PROCESS—II
(2012 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 (any ten) : [10x1=10]
   (a) What is dubbing ?
   (b) What is ‘Animatics’ ?
   (c) Define ‘Aspect Ratio’.
   (d) What is ‘Master Shot’ ?
   (e) What is exposure sheet ?
   (f) Define frame rate.
   (g) Define ‘Scene’.
   (h) What is ‘footage’ ?
   (i) What is ‘Narration’ ?
   (j) Define compositing.
   (k) What is planning ?
   (l) What is shot ?

2. Answer the following questions (any two) : [10]
   (a) Write a note on ‘conceptual art’.
   (b) Explain in detail different cuts and transitions in video editing.

P.T.O.
(c) What is ‘head room’? Explain with the help of illustrations.
(d) Which are different camera angles?

3. Answer the following questions (any two) : [10]
   (a) Write a short note on ‘staging’.
   (b) How to write dialogues?
   (c) Explain in detail different types of Animation.
   (d) What is story board language?

4. Answer the following questions (any two) : [10]
   (a) Which points are to be considered while making titling for a video?
   (b) What is perspective? How is perspective useful for a layout artist?
   (c) What drawing materials are required for storyboarding?
   (d) What is vertigo effect?
T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2017
AN-3101 : SCRIPT WRITING
(2012 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 : [10×1=10]
   (a) Name the animation produced by Mohan Bhavani in 1935.
   (b) What is script?
   (c) What are the three main features of the poetic screenplay?
   (d) What is High concept?
   (e) What does ‘INT’ denote in script writing?
   (f) Name any five screen writing softwares?
   (g) In terms of script writing what is meaning of back story?
   (h) What is a beat?
   (i) What was the first fully CG TV series developed by mainframe entertainment in 1994?
   (j) What does ‘during’ denote in script writing?

2. Answer the following questions (any two) : [2×5=10]
   (a) Describe in detail the production process of an animated movie.
   (b) Name and explain the important points to be considered while writing a script for stop motion movie.

P.T.O.
(c) What is a Television Presentation Bible? Explain in detail.
(d) Write in detail about what independent short are?

3. Answer the following (any two) : \[2 \times 5 = 10\]
   (a) Describe the preparation required for writing a script for television animation.
   (b) Explain the point required while writing a script.
   (c) Name and explain various genres in animation.
   (d) What are the common problems faced while writing a dialogue?

4. Answer the following (any two) : \[2 \times 5 = 10\]
   (a) What is the importance of an opening scene?
   (b) What is character bible? Why is it necessary while writing story?
   (c) Explain in detail the process of creating a story with the 3 Act structure.
   (d) Explain the preparation required for meeting a story editor.
T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017
AN-3102 : INTRODUCTION TO ACTION SCRIPT
(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

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

(ii) Figures to the right indicate full marks.

1. Attempt each of the following : [10]
   (a) What is Encapsulation ?
   (b) Explain the term “Event Target”.
   (c) Explain the term “Array”.
   (d) What is Interface ?
   (e) How to create a loader instance ?
   (f) What is ActionScript ?
   (g) Explain the tenets of object oriented programming.
   (h) What is event Handling ?
   (i) Give any two examples of complex data type.
   (j) What is alpha property ?

2. Attempt any two of the following : [10]
   (a) Explain the following methods of array :
       Concat( ), join( ), Slice( ), to String( )

P.T.O.
(b) Explain any five blending modes.
(c) Write a note on “package”.
(d) Explain the term variable and constant.

3. Attempt any two of the following: [10]
   (a) Write any five characteristics of object oriented programming language.
   (b) Explain the following terms:
       Event object, Event flow, Event target, Listener.
   (c) Write a function to load external JPG image.
   (d) What is procedure oriented programming language (POLP)?
       Explain the drawbacks of POP.

4. Attempt any two of the following: [10]
   (a) Write a short note on Loder Info.
   (b) Explain the scale mode property to stage class (how to control stage scaling?)
   (c) State any five data types used in AS3.
   (d) Write a note on “Display Object Container”.
T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017
AN-3103 : GAMING TECHNOLOGY
(2012 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.  
(iv) Assume suitable data, if necessary.

1. Attempt each of the following :  

(a) Where was the first electronic game played ?
(b) Who launched SEGA ?
(c) Which was Atari’s first successful video game ?
(d) Which company introduced “The Donkey King” ?
(e) Which company merged with SEGA in 1964 ?
(f) Write four game production phases.
(g) Why C++ is a language which rewards greater than other programming languages in video game ?
(h) Unreal engine only accepts information written in .......... .
(i) .......... and .......... testing period comes after production in game production cycle.
(j) ................. was the first third party game publisher.

P.T.O.
2. Attempt any two of the following: \[2\times5=10\]
   
   (a) What is the importance of coding in game?
   
   (b) Why C++ language is best for game?
   
   (c) Describe important thing in Game Development.
   
   (d) Explain CD Rom based revolution after 1991 in game industry.

3. Attempt any two of the following: \[2\times5=10\]
   
   (a) Explain the importance of “Anthropology” in game design.
   
   (b) Define five kinds of listening in game development.
   
   (c) Describe “Game Boy” which was Game Era in gaming.
   
   (d) Explain SEGA’s S.M.S.

4. Attempt any two of the following: \[2\times5=10\]
   
   (a) Describe “big three” in console war.
   
   (b) Define 3DO and the Bit War in 1992.
   
   (c) Define Atari’s “Wild Ride”.
   
   (d) Describe five skill does a game designer need.
T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017
AN-3104 : DIGITAL EDITING AND MOTION GRAPHICS–I
(2012 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 : [10]
   (i) What does NTSC stand for ?
   (ii) Name a few optical invention ?
   (iii) Why motion graphics on web are limited ?
   (iv) What are show packages ?
   (v) What is lower thirds ?
   (vi) What are line-ups and up-front ?
   (vii) What is roll edit tool ?
   (viii) What are mortises screen ?
   (ix) What is the broadcast time of bumpers ?
   (x) Write down the full form of PSA.
2. Attempt any *two* of the following:  

(i) Describe the latest technologies that have helped motion graphics.  
(ii) Describe in detail about the non-linear editing.  
(iii) What are the stings? Explain in detail with an example.  
(iv) Explain the importance of a clapper board.

3. Attempt any *two* of the following:  

(i) Explain the statement “Motion Graphics in Television”.  
(ii) What are Bumpers? Explain in detail with an example.  
(iii) Write about motion graphics used in commercials.  
(iv) Explain the significance of immersive environments.

4. Attempt any *two* of the following:  

(i) Write a brief note on motion graphics in film titles.  
(ii) Give a detailed account on the use of motion graphics on web.  
(iii) Explain the concept motion graphics in music video.  
(iv) What is PSA? Explain in detail.
T.Y. B.Sc. (III Sem.) EXAMINATION, 2017

ANIMATION

AN-3105 : Color Theory and Visual Design

(2012 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 Physiological colour ?
   (b) Apparent communication means.
   (c) What is Tints ?
   (d) What is Line ?
   (e) Name any two Double Split Complimentary Colours.
   (f) Name any four cool colors.
   (g) What is Rhythm ?
   (h) What is Shadow ?
   (i) Name any two Hue colours.
   (j) Give any two examples of Texture.

P.T.O.
2. Answer the following questions (any two):

(a) Explain the effect of Red-Orange colour with reference to moral association.
(b) Explain different types of Halos.
(c) Explain Hypochondriaes.
(d) Explain in brief relation of combination to Light and Dark.

3. Answer the following questions (any two):

(a) Explain Negative and Positive space.
(b) Explain 12 colour wheel.
(c) Explain Analogue colour wheel.
(d) Explain ‘Value’.

4. Answer the following questions (any two):

(a) Explain 18 colour wheel.
(b) Explain unit/harmony in design.
(c) Explain Similarity in design.
(d) Explain ‘Rule of Third’ in design.
T.Y. B.Sc. (III Sem.) EXAMINATION, 2017

ANIMATION

AN-3106 : Advanced 3D Animation—I

(2012 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 :

(a) What is playblast ?

(b) What is polygon ?

(c) How to change FPS in Maya ?

(d) What are quads ?

(e) Write any 4 principles of animation.

(f) What is Time Slider ?

(g) What are views available in Maya ?

(h) Write any two deformers.

(i) How to delet history in Maya ?

(j) What is short key for settling key in Maya ?

P.T.O.
2. Answer the following (any two) :
   
   (a) Explain procedure for creating Blend-Shapes.
   (b) What is hypershade ?
   (c) Explain Bump mapping in Maya.
   (d) What is the difference between Polygon modelling and NURBS modelling ?

3. Answer the following (any two) :

   (a) Explain attribute Editor.
   (b) What is project window ? Explain in detail.
   (c) Explain Maya user interface.
   (d) Explain the following :
       
       (i) Vertex
       (ii) Edge
       (iii) Face.

4. Answer the following (any two) :

   (a) Explain Graph Editor and its importance.
   (b) What is Channel Box/Layer Editor ?
   (c) Explain deformers :
       
       (i) Wrap
       (ii) Bend
       (iii) Loft.
   (d) Explain the following (any two) :
       
       (i) Soft Modification
       (ii) UV Mapping
       (iii) Normals.
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3201 : Web Technology

(2012 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) Which are the different image formats used for web ?

(b) Write full form of HTML.

(c) Which element is used to insert an image in HTML ?

(d) Name any two attributes of form tag.

(e) Define Checkbox.

(f) Define Cell pudding.

(g) Define ID selector.

(h) Define internal style sheet.

(i) What is Dreamweaver ?

(j) Define relative positioning.

P.T.O.
2. Answer any *two* : \[2\times5=10\]
   
   (a) Explain inline CSS with example.
   
   (b) Explain check box with example.
   
   (c) Explain HTML table tag with its attributes.
   
   (d) Explain CSS universal selector with example.

3. Answer any *two* : \[2\times5=10\]
   
   (a) Explain the way of creating lists in HTML documents.
   
   (b) Explain body tag with bycolor.
   
   (c) Explain GIF file format.
   
   (d) How can table be made nested in HTML? Explain with example.

4. Answer any *two* : \[2\times5=10\]
   
   (a) Explain drop down list with example.
   
   (b) Write an HTML document to create a login form.
   
   (c) Explain Head tag in detail.
   
   (d) Write a CSS that changes the color of all elements containing
       attribute class = “note” to green and increase font size to 12pt.
       Embed this CSS to an HTML document.
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3202 : Intellectual Property Rights and Cyber Security
(2012 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.
(iv) Draw diagrams wherever necessary.

1. Attempt all of the following : [10]

(a) What is a Security Audit ?
(b) Give full form of ISO/OSI.
(c) What is cyber crime ?
(d) Define vulnerability.
(e) What is a publicity attack ?
(f) Define Security Policy.
(g) Define Integrity.
(h) What is serial transmission of data ?
(i) Define IT Act 2000.
(j) What is Security Assurance ?

P.T.O.
2. Attempt any two of the following:
   (a) Define Law. State and explain types of Security Laws.
   (b) What is cryptography? Explain symmetric and asymmetric key cryptography.
   (c) What is Malware? Explain its different types.
   (d) Write a short note on Digital Signature.

3. Attempt any two of the following:
   (a) Define OCTAVE. Explain the three phase approach.
   (b) What is data communication? Explain components of data communication.
   (c) Define Patent. Explain the patentability standards.
   (d) Write a short note on Disaster Recovery Planning (DRP).

4. Attempt any two of the following:
   (a) What is a password? Explain a strong password. Explain different techniques of password cracking.
   (b) Write a note on Intellectual Property Protection.
   (c) What is a substitution technique of cryptography? Apply Caesar Cipher and Modified Caesar Cipher to convert the following plain text:
      “Cyber Security is the necessity of today.”
   (d) Define Asset, threat, safeguard, risk, antivirus.
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3203 : Gaming Production

(2012 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.
(iv) Assume suitable data, if necessary.

1. Attempt all of the following questions : [10]

(a) Games are built from more than ......................... .
(b) What is E3 usually held in Los Angeles in May ?
(c) Which is central character in single player game ?
(d) A character who often guides to the Hero ?
(e) ......................... character must away drive the story.
(f) ......................... character is the opposite of Protagonist.
(g) An ......................... helps the Hero to progress on the journey
and assists the Hero with difficult tasks.
(h) Which type of Antagonist character is neutral character who
enjoys mischief ?

P.T.O.
(i) The supporting characters are also known as .........................
name.

(j) In online games, what is the full form of MMO’s ?

2. Attempt any two of the following : [2×5=10]
   (a) Explain qualities of a game.
   (b) Which are the gamers abilities in Game Production ?
   (c) Define capability table of Last Gen Console Platforms.
   (d) Explain prototype of your game.

3. Attempt any two of the following : [2×5=10]
   (a) Explain importance of “The Show” to express your game
       production.
   (b) What is Game Architecture ?
   (c) Define “System Clock” of an Application Layer.
   (d) Explain physics and collision in Game Logic Layer.

4. Attempt any two of the following : [2×5=10]
   (a) Define DLL (Dynamically Loaded Libraries).
   (b) Importance of Game State and Data Structure in Game Logic
       Layer.
   (c) Explain and draw Game View of Human.
   (d) Explain qualities of a game.
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3204 : Digital Editing and Motion Graphics—II

(2012 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 : [10x1=10]

(a) What is positive space?

(b) Write down two methods of constructing space.

(c) What is a grid?

(d) What is a sequential compositing?

(e) How many forms are there of continuity?

(f) For what purpose analytical forms are used in montage?

(g) What is brainstorming?

(h) Write down any two evaluation points in cultivation.

(i) What is story board?

(j) What is frame-by-frame Animation?

P.T.O.
2. Attempt any *two* of the following: \[2\times 5 = 10\]
   
   (a) Explain the principles of composition in brief.
   
   (b) What is sequential composition?
   
   (c) Elaborate the spatial continuity and action continuity forms.
   
   (d) Explain the role of temporal discontinuity in sequential composition.

3. Attempt any *two* of the following: \[2\times 5 = 10\]
   
   (a) What is montage? Explain with forms.
   
   (b) “Understanding the restrictions” what does this concept mean in Assessment?
   
   (c) Formulation of conceptualization. Explain the concept.
   
   (d) Explain the storyboards with pictorial and sequential composition.

4. Attempt any *two* of the following: \[2\times 5 = 10\]
   
   (a) What is animatic?
   
   (b) What is Negative spess?
   
   (c) What is difference between classical animation and animation process?
   
   (d) Write down any *five* tips of frame by frame animation.
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3205 : Visual Effect
(2012 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 (any ten) :

   (1) What is the definition of Digital Compositing ?
   (2) Which artist produces “The Two Ways of Life” picture ?
   (3) How many different glass negatives combined in Oscar’s “The Two Ways of Life” ?
   (4) What is Pixels ?
   (5) What is the Resolution of wide image that have 1024 width and 720 height in pixels ?
   (6) Explain the concept “bit depth”.
   (7) Write down any two image input devices.
   (8) What is Codec ?
   (9) What is Geometric transformation ?
   (10) What is Matt image ?
   (11) Explain the mask.

P.T.O.
2. Attempt any two of the following:
   (1) Give a brief note about Oscar G. Rejlander’s work “The Two Way of Life” in your own words.
   (2) What is a Digital Composition? Write down with definition.
   (3) What is the difference between “Human-generated elements and computer-generated images”?
   (4) Explain the concept image input devices.

3. Attempt any two of the following:
   (1) Which are the file format features?
   (2) What is the role of “Color manipulations” in composition?
   (3) What is Panning in Geometric Transformation?
   (4) Elaborate the Matte image.

4. Attempt any two of the following:
   (1) What is Morphing in Composition?
   (2) Explain the relation of Roto Scopei and digital compositing.
   (3) What is Matte Extraction?
   (4) What is Garbage Matte?
T.Y. B.Sc. (IV Sem.) EXAMINATION, 2017

ANIMATION

AN-3206 : Advanced 3D Animation—II

(2012 PATTERN)

Time : Two Hours  Maximum Marks : 40

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

(ii) Figures to the right indicate full marks.

1. Attempt all of the following : [10]

(a) Which lines that connects two vertices on polygonal mesh ?

(b) Which shortcut key is used for wireframe mode ?

(c) IK stands for.

(d) How to create target Camera ?

(e) Which shortcut key is used for jump between viewport ?

(f) Define area light system.

(g) How to remove unwanted vertices and edges ?

(h) Which of these can we use to edit animation frames :

(i) Connection Editor

(ii) Graph Editor.

(i) Which file format saves Maya files ?

(j) Define Channel Box.

P.T.O.
2. Attempt any two of the following:  
   (a) Explain hypergraph window and draw figure.  
   (b) Explain any three types of constraints.  
   (c) Explain parent child relationship.  
   (d) How to add attribute and explain add attribute window?

3. Attempt any two of the following:  
   (a) What is the difference between render layer and animation layer?  
   (b) Explain bend shape window and how to create bend shape?  
   (c) What is set driven key and explain set driven key window?  
   (d) What is UVW Mapping? Explain in brief.

4. Attempt any two of the following:  
   (a) Explain Batch Rendering.  
   (b) How to set hot key and explain hot key editor window?  
   (c) What is the difference between Cast Shadow and Receive Shadow with example?  
   (d) What is path animation? Explain in brief.