Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-11

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 ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-12

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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-13

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*) : [10]

(*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 panit 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 ?

P.T.O.

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

(*a*) Explain different types of eraser tools.

(*b*) Explain role of rulers in image.

(*c*) Explain variation

(*d*) Explain Brightress.

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

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-14

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 : [2×5=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 : [2×5=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 : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-15

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 : [2×5=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 : [2×5=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 : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-16

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 breif.

(*d*) What type of research is to be done while planning for an animation project ?

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

(*a*) What is storytelling ? Explain in brief.

(*b*) Explain any *four* stages of Pre-productin.

(*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*) : [10]

(*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 animtioin ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-21

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 : [10]

(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) Exlain the importance of document design. How can you organize the content ?

4. Answer the following : [10]

(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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-22

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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-23

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 : [10×1=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 chance 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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-24

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 : [2×5=10]

(*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 : [2×5=10]

(*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 : [2×5=10]

(*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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-25

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

AN-2205 : ANIMATION TECHNIQUES—II

(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 : [10×1=10]

(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 proejct 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 : [10]

(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 adjustemnt 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 ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-26

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*) : [10×1=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 ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-31

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 main-frame 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*) : [2×5=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 geners in animation.

(*d*) What are the common problems faced while writing a dialogue ?

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

(*d*) Explain the preparation required for meeting a story editor.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-32

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".

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-33

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 : [10×1=10]

(*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 : [2×5=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 : [2×5=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 : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-34

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.

P.T.O.

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

(*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 : [10]

(*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 : [10]

(*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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-35

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*) : [10]

(*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*) : [10]

(*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*) : [10]

(*a*) Explain 18 colour wheel.

(*b*) Explain unit/harmony in design.

(*c*) Explain Similarity in design.

(*d*) Explain 'Rule of Third' in design.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-36

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 : [10]

(*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*) : [10]

(*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*) : [10]

(*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*) : [10]

(*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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-41

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* : [2×5=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* : [2×5=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* : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-42

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 ?

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

(*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 : [10]

(*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 : [10]

(*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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-43

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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-44

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.

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

1. Answer the following : [10×1=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 : [2×5=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 : [2×5=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 : [2×5=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.

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-45

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*) : [10]

(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 : [10]

(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 : [10]

(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 : [10]

(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 ?

Total No. of Questions—**4**] [Total No. of Printed Pages—**2**

Seat No.	

[5218]-46

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 : [10]

(*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 : [10]

(*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 : [10]

(*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.