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**[5218]-101**

**S.Y. B.Sc. (I Sem.) EXAMINATION, 2017**

**ANIMATION**

**AN-2101 : Value Education—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 :

**[10]**

- (a) What is value education ?
- (b) What do you mean by a family ?
- (c) Who is a consumer ?
- (d) What values do you want to build in yourself ?
- (e) What are advertising ethics ?
- (f) What is indoctrination ?
- (g) How can you use values in animation ?
- (h) What is faith ?
- (i) How can you contribute to the society ?
- (j) How does comparison effect adolescent emotions ?

P.T.O.

2. Answer any *two* of the following : [10]
- (a) Write a short note on consumerism.
  - (b) Explain the concept of culture and globalization.
  - (c) Explain the importance of value education.
  - (d) What are the problems of adolescents ?
3. Answer any *two* of the following : [10]
- (a) What is the relationship between culture and religion ? How can you improve mutual understanding between religions ?
  - (b) What is the structure of a family ?
  - (c) How has the western media influenced values of our country ?
  - (d) What are the factors that influence an individual's self-esteem ?
4. Answer any *two* of the following : [10]
- (a) Write a short note on terrorism in India.
  - (b) What are human values ? Give *three* examples.
  - (c) According to Tirukkural, what are the responsibilities of man ?
  - (d) How should a good leader be ?

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**[5218]-102**

**S.Y. B.Sc. (I Sem.) EXAMINATION, 2017**

**ANIMATION**

**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.

(iii) Neat diagrams must be drawn wherever necessary

**1.** Answer the following :

[10]

- (a) Write names of any *two* lights available in Maya.
- (b) Write down a name of default renderer in Maya.
- (c) Write down steps to create a particle system in Maya.
- (d) Scanline Renderer is available in Maya. True or False
- (e) What is a shortcutkey for setting a key in Maya ?
- (f) Write down names of any *two* passes in Maya.
- (g) How to create camera in Maya ?
- (h) What is outliner ?
- (i) How to change pivot point in Maya ?
- (j) What is a use of shelf in Maya ?

P.T.O.

- 2.** Answer the following questions (any *two*) : [10]
- (a) What is the importance of range slider ?
  - (b) Write process of create Facial Blend Shapes.
  - (c) Explain Graph Editor and its importance.
  - (d) Explain 3-point light system.
- 3.** Answer the following questions (any *two*) : [10]
- (a) Use of 'Naming' process in Rigging.
  - (b) Explain Project Window and its importance.
  - (c) How to convert NURBS to polygon ? Explain the available options for that.
  - (d) What is Retopology tool ?
- 4.** Answer the following questions (any *two*) : [10]
- (a) What is the importance of 'Hypershade' ?
  - (b) What is Playblast and Fcheck ?
  - (c) How will you create a curtain in Maya ?
  - (d) Explain process of batch render.

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**[5218]-103**

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

**ANIMATION**

**(2103 : Graphic Art (Using Software Adobe Indesign)**

**(2015 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 in *one* sentence each : [10×1=10]

- (1) What are the shortcut keys to zoom in and out of a document ?
- (2) What value is leading typically measured as ?
- (3) Which is the latest version of Indesign ?
- (4) Write file extension of Indesign document.
- (5) Adobe Indesign is a ..... program that allows to put together all kinds of print materials.
- (6) Which contour option should be chosen when placing an EPS Logo for text wrapping ?
- (7) For print media what resolution to set for images ?
- (8) What is the keyboard shortcut for show rulers ?
- (9) How much standard Bleed area ?
- (10) What is Gutter area in Indesign ?

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

- (a) Explain how can you import text or image in Adobe Indesign ?

P.T.O.

- (b) Explain print color ?
- (c) Explain text wrap.
- (d) Write about Indesign software and his features ?

**3.** Write short notes on (any *two*) : [2×5=10]

- (a) Page pannel
- (b) Style sheet
- (c) Write any *five* file formats of image which we can import in Indesign.
- (d) Layer.

**4.** Answer the following (any *one*) : [1×10=10]

- (a) Compare Photoshop, Illustrator and Indesign software.

*Or*

- (b) Write print and screen media basic use in Indesign.

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**[5218]-104**

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

**AN-2104 : MULTIMEDIA SYSTEMS**

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

(a) Write the abbreviation of FDDI and ISDN.

(b) Define period.

(c) What is luminance and chrominance ?

(d) What is analog signal ?

(e) Define sampling rate.

(f) Define multimedia.

(g) Name MPEG standards.

(h) Define resolution and list of types.

(i) Write the application of multimedia.

(j) Define hypertext.

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

(a) Write short note on industry perspective for next decades.

(b) Draw and explain time domain sampled representation a signal.

P.T.O.

- (c) Write a short note on MIDI.
  - (d) Draw and explain additive subtractive color mixing.
- 3.** Attempt any *two* of the following : [2×5=10]
- (a) Explain composite color video format.
  - (b) List the types of video compression techniques and explain any *one* in brief.
  - (c) Write short note on DCT.
  - (d) Explain in brief athena muse toolkit.
- 4.** Attempt any *two* of the following : [2×5=10]
- (a) Write short note on designer's view of multimedia appliances.
  - (b) Explain digital signal processing.
  - (c) Write a short note on video monitoring equipment.
  - (d) Explain in brief raster scanning principle.

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**[5218]-105**

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

**AN-2105 : ANIMATION TECHNIQUE—I**

**(2015 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) What is persistence of vision ?
- (2) What is time lapse photography ?
- (3) Which *three* elements are used in green screen video production ?
- (4) Why do we use the green colour in chroma ?
- (5) What are “Dallies” ?
- (6) Name any *two* stop motion animation movies name.
- (7) How many colours are mostly used in chroma keying screen ?
- (8) Which was the first colour used by Walt Disney for chroma in 1920 for cartoon series ?
- (9) Name any *four* softwares used for chroma keying.
- (10) What is screen lights used in chroma ?

**2.** Attempt any *two* of the following :

- (1) “Rotoscope is related to 3D conversion.” Explain the statement.
- (2) What is vfx ? Explain the need in modern film.

P.T.O.

- (3) Why create effects ?
  - (4) Why do we mostly use green colour over the blue in chroma ?
3. Attempt any *two* of the following :
- (1) What is rotoscoping in stop motion ?
  - (2) Explain the difference between 2D Animation and stop motion.
  - (3) What is webcam and tripod ?
  - (4) Explain interior and exterior set in stop motion Animation.
4. Attempt any *two* of the following :
- (1) Elaborate the difference between special effect and visual effect.
  - (2) What are the special effects ? Explain with an example.
  - (3) What is video format ? Explain in detail.
  - (4) What is black backing matte process.

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**[5218]-106**

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

**AN-2106 : PRODUCTION PROCESS-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 (any *ten*) :

[10×1=10]

- (a) Define 'pilot script'.
- (b) What is thumbnail drawing ?
- (c) What is model sheet ?
- (d) Define costume.
- (e) What is an outline ?
- (f) What is character expression chart ?
- (g) What is plot ?
- (h) What is perspective ?
- (i) What is 'climax' in a story ?
- (j) What is screenplay ?
- (k) List the equipment required for a layout artist.
- (l) What is 'story beats' ?

P.T.O.

- 2.** Answer the following (any *two*) : [10]
- (a) What is 'head room' ? Explain with the help of an illustration.
  - (b) How to write dialogues ?
  - (c) What is post-production ? Explain.
  - (d) Write a note on 'Types of Animation Characters'.
- 3.** Answer the following (any *two*) : [10]
- (a) What is the difference between story and concept ?
  - (b) Explain different types of Animation.
  - (c) Which points are to be considered while designing a background for animation ?
  - (d) What is layout ? Explain in brief.
- 4.** Answer the following (any *two*) : [10]
- (a) Write a note on Basic Principles of Animation.
  - (b) What type of research is to be done while planning for an animation project ?
  - (c) Which are the basic steps of Bi-ped walk cycle ?
  - (d) Write a note on 'Facial Expressions of Animation Character'.

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**[5218]-201**

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

**AN-2201 : VALUE EDUCATION-II**

**(Skill Development, Personality Development, Mind Mapping)**

**(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]

(i) What do you mean by body language ?

(ii) What is visual communication ?

(iii) Name *one* difference between telephonic and face-to-face communication.

(iv) What is self-esteem ?

(v) What process can be used to decrease the blind self ?

(vi) Based on the type of audience, what are the types of communication ?

(vii) What is the importance of goal setting ?

P.T.O.

- (viii) What is meant by self-awareness ?
- (ix) If the first quadrant of the Johari Window is small, how does it affect communication ?
- (x) Write the full form of SMART.

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

- (i) What is oral communication ? Explain the differences between verbal and non-verbal communication.
- (ii) What are the disadvantages of telephonic meetings ? Give *two* examples of telephonic etiquette.
- (iii) What is visual communication ? Explain the guidelines of using a powerpoint presentation.
- (iv) What is proxemics ? Explain with a diagram.

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

- (i) Explain *five* guidelines of writing an effective e-mail.
- (ii) What are the differences between effective and ineffective feedback ?
- (iii) What are the functions of non-verbal communication ? Explain paralanguage.
- (iv) Explain low self-esteem along with a description of the three phases of low self-esteem.

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

- (i) Explain Johari Window and its principles using a diagram.
- (ii) What are the differences in behaviour of low confident and highly confident individuals ?
- (iii) How to handle the question-and-answer session ?
- (iv) Mention *five* responsibilities of a participant in a meeting.

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**[5218]-202**

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

**AN-2202 : 3D PRODUCTION (AUTODESK MUDBOX)**

**(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 :**

**[10]**

(i) What is the hotkey for focus ?

(ii) What is the shortkey for select faces ?

(iii) What is the role of invert sculpting ?

(iv) Which function we use to display all faces and models in the scene ?

(v) How to rotate the camera ?

(vi) How to change brush size ?

(vii) What is pinch tool ?

**P.T.O.**

(viii) Name any *two* maps in Mudbox.

(ix) How to create a curve in Mudbox ?

(x) What is Retopologizing ?

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

(i) Describe the sculpting workflow for production Ready Models.

(ii) Compare traditional and digital sculpting.

(iii) Explain sculpting concept with reference to proportions and measurments.

(iv) Explain a 3D primer.

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

(i) Write down the steps to sculpt a portrait.

(ii) Explain the following :

(a) Freeze Tool

(b) Grab Tool

(c) Smooth Tool

(d) Sculpt Tool

(iii) Explain the steps for sculpting the lips.

(iv) Draw Autodesk Mudbox Interface.

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

- (i) Explain normal map in Mudbox.
- (ii) How to apply Mudbox displacement map to 3ds Max and Maya ?
- (iii) Working of UV Mapping in Mudbox.
- (iv) Write short notes on the following topics (any *two*) :
  - (a) Anatomy for sculptors
  - (b) Gesture
  - (c) Negative space
  - (d) Form.

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**[5218]-203**

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

**AN-2203 : INTRODUCTION TO ACTION SCRIPT**

**(Using Software Adobe Flash)**

**(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.** Attempt *all* of the following : [10]

(a) What is difference between FLA, FLV and SWF files ?

(b) Write down types of loops.

(c) What is empty movie clip ?

(d) How to call function ? Write an example.

(e) What is boilerplate ?

(f) Which shortcut key is used for removing key frames ?

(g) How to create an 'Array' ? Write an example.

(h) What is XML ?

(i) What is instance name ?

(j) Write down the following in full forms :

(i) XML

(ii) HTTP

(iii) SWF

P.T.O.

- 2.** Attempt any *two* of the following : [10]
- (a) Write a function of displaying 1 to 40 random number in dynamic text box by clicking a button.
  - (b) Explain the following terms :
    - (i) Blending mode
    - (ii) Display object
    - (iii) Stage.
  - (c) Explain the terms of variables.
  - (d) Explain property panel.
- 3.** Attempt any *two* of the following : [10]
- (a) What is difference between input text and dynamic text ?
  - (b) Write a function load external data (text file).
  - (c) Explain switch case with example.
  - (d) Write a short note on LoaderInfo.
- 4.** Attempt any *two* of the following : [10]
- (a) Explain multidimensional array with example.
  - (b) Write function in AS3 that will create a text field of input type. It will display the text as password.
  - (c) What is difference between Java Script and Action Script ?
  - (d) Write a function in AS3 to sort the given array  
Var States : Array = ["Assam", "Manipur", "Goa", "Sikkim", "Punjab"].

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**[5218]-204**

**S.Y. B.Sc. (Animation) (Sem. II) EXAMINATION, 2017**

**AN-2204 : MULTIMEDIA COMMUNICATION**

**(2015 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) Name the modes of communication.
- (b) Define attenuation and write its formulae.
- (c) What is PDU ?
- (d) What do you mean by 1-bit image ?
- (e) Write full form of WWW and URL.
- (f) What is Sound Forge ?
- (g) What is synchronous transmission ?
- (h) What is multimedia communication ?
- (i) Define transmission media.
- (j) List the image file formats.

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

- (a) Write short note on user requirements.
- (b) Explain in brief lip reading.
- (c) Explain briefly about parity method.
- (d) Write short note on electronic mail.

P.T.O.

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

- (a) List and explain the types of wired transmission media.
- (b) Write short note on 8-bit gray image.
- (c) Explain briefly TCP/IP reference model.
- (d) Draw and explain idle RQ method.

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

- (a) Define the following :
  - (i) Animation
  - (ii) Multimedia
  - (iii) Signal-to-noise ratio
  - (iv) Geostationary satellite.
- (b) List the categories of software tools and explain any *one* in brief.
- (c) Explain in brief selective-repeat continuous RQ method with diagram.
- (d) Define multimedia communication and explain modes of communication.

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**[5218]-205**

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

**AN-2205 : ANIMATION TECHNIQUE-II**

**(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.** Attempt *all* of the following : [10×1=10]

(i) Explain the concept Science Fiction Movies.

(ii) How to create a thunder lightning scene with After effect ?

(iii) What does the credit list mean in movie ?

(iv) What is Typography ?

(v) What is Render Queue ?

(vi) How to add composition file to Render Queue ?

(vii) What is H.264 in After effect ?

(viii) What is full form of psd file ?

(ix) Is the particle tool useful for match moving ?

(x) Track camera motion is useful for which VFX process ?

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (i) What is Rotoscopy ?
  - (ii) What is Web cam and Tripod ?
  - (iii) Explain Interior and Exterior set in stop motion animation.
  - (iv) Explain timing principle of Animation.
3. Attempt any *two* of the following : [2×5=10]
- (i) What is the difference between action scene and sci-fy ?
  - (ii) What is the importance of titles in film ?
  - (iii) How to render your composition in different frame size ?
  - (iv) What is the spec list ?
4. Attempt any *two* of the following : [2×5=10]
- (i) Explain the concept Dynamics.
  - (ii) What is compositing ?
  - (iii) What is Render Queue ?
  - (iv) Write a brief note on After effects software a layer base software.

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**[5218]-206**

**S.Y.B.Sc. (Animation) (Sem. II) EXAMINATION, 2017**

**AN-2206 : PRODUCTION PROCESS-II**

**(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 (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 panning ?
- (l) What is shot ?

P.T.O.

- 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.
  - (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 story boarding ?
  - (d) What is Vertigo effect ?

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**[5218]-301**

**T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017**

**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.*

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

**1. Answer the following questions :**

**[10×1=10]**

(i) What is a spec script ?

(ii) What does Aristotle write about drama in his poetics ?

(iii) Define turning point and crisis.

(iv) What is 'hook' and what does it tell about story ?

(v) What is the context of your story ?

(vi) How is the nature of dramatic structure ?

(vii) What is the role of a title in deciding a movie's appeal among the viewers ?

P.T.O.

- (viii) Differentiate between goals and needs of central character ?
- (ix) What is difference between a plot driven story and character driven story ?
- (x) What are stages in Hero's journey ?

**2.** Answer any *two* : [2×5=10]

- (i) What are the elements that the character's voice consists of ?
- (ii) Explain the dialogue error of overwriting with an example.
- (iii) Explain the dialogue error of exaggeration with an example.
- (iv) Explain the dialogue error of derivative dialogue and unoriginal speeches with an example.

**3.** Answer any *two* : [2×5=10]

- (i) How are movie dialogues like 'rice krispies' ?
- (ii) Explain the importance of striving to create important transitions between scenes.
- (iii) Expound on the three parts of screenplay, namely, scene headings, narrative description and dialogue.
- (iv) What does a screenplay physically consist of ? Explain the ideal way to bind a script together.

4. Answer any *two* : [2×5=10]

- (i) Expound the 3 main parts of master scene and heading.
- (ii) Explain the things to keep in mind when we decide character names.
- (iii) Explain the difference between POV and PHANTOM POV.
- (iv) Explain the importance of bringing in your personal style without author's intrusion.

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**[5218]-302**

**T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2017**

**AN-3102 : WEB TECHNOLOGY**

**(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 HTTP ?
- (b) Define universal selector.
- (c) Write full form of :
  - (i) HTTP
  - (ii) PHP.
- (d) What is prompt box in Java Script ?
- (e) What is the use of DIV element ?
- (f) Define row span.
- (g) What is Navigator object in Java Script ?
- (h) How to find out length of a string in Java Script ?
- (i) Which CSS property is used to change the text color ?
- (j) Define ordered list in HTML.

P.T.O.

- 2.** Answer any *two* : [10]
- (a) Write a note on Multimedia.
  - (b) Explain checkbox with an example.
  - (c) Write the advantages of CSS.
  - (d) Write the feature of PHP.
- 3.** Answer any *two* : [10]
- (a) Write a note on HTTP.
  - (b) Write a JavaScript program to demonstrate the onclick event.
  - (c) Write a CSS code to display an image at the top, right position.
  - (d) Explain HTML DOM.
- 4.** Answer any *two* : [10]
- (a) Explain how to insert a table in Dream Weaver.
  - (b) Create an internal hyperlink from the top of your page to the bottom of the same page.
  - (c) Write a HTML code to display a form with the name field, address field, one submit and one reset button.
  - (d) Write a Java Script that accept a number from user and determine whether it is even or odd.

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**[5218]-303**

**T.Y. B.Sc. (Animation) (Sem. III) EXAMINATION, 2017**

**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.

(iii) Neat diagrams must be drawn wherever necessary.

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

(a) What is Gaming ?

(b) Define low poly modeling.

(c) Which company introduce 'Dankey King' Game ?

(d) Which shortcut key used for 'Gab Object' in blender.

(e) How to add mesh object in blender ?

(f) Write down the following full forms :

(i) RPG

(ii) FPS

(iii) TPS

(iv) MMOG

(g) Which studio developed 'Need For Specel' Game Series ?

(h) Which modifier used for object smoothing in blender ?

(i) Which game successfully running by 'Atari' studio ?

(j) Define Beta version of Gaming ?

P.T.O.

- 2.** Attempt any *two* of the following : [10]
- (a) Explain game production cycle and draw a diagram.
  - (b) Explain Blender Tool Panel.
  - (c) Explain 3rd Generation Gaming industry.
  - (d) What is importance coding in gaming industry ? Explain in brief.
- 3.** Attempt any *two* of the following : [10]
- (a) Explain complex UVW mapping.
  - (b) Explain SEGA's studio journey in early game industry.
  - (c) Who developed GTA game titled ? Explain in briefly.
  - (d) Explain Alpha Version in gaming.
- 4.** Attempt any *two* of the following : [10]
- (a) Explain any *two* types of Game Engines in brief.
  - (b) Explain mobile and handheld gaming.
  - (c) Explain first person shooter gaming with figure.
  - (d) Explain any *one* game studio production workflow.

Total No. of Questions—4]

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**[5218]-304**

**T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017**

**AN-3104 : DIGITAL EDITING**

**(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 diagram must be drawn wherever necessary.

**1.** All questions are compulsory : [10]

(i) What is full form of “NTSC” ?

(ii) Name any *two* principles of video editing.

(iii) What is Sub Clip ?

(iv) What is Wipe Shot ?

(v) What is Tint effects used for ?

(vi) What are the frame rates for American television, European television and film ?

(vii) What is Camera Angle ?

(viii) What is the name of first linear editing machine ?

(ix) Write down the full form of P.O.V.

(x) What is ripple ?

P.T.O.

- 2.** Answer any *two* of the following : [10]
- (i) Write down camera angles and movements in brief.
  - (ii) How to trim clips on the Time line ?
  - (iii) Write down the process of creating shapes in your word.
  - (iv) What are the three individual parameters available in the De-Nosier effect.
- 3.** Answer any *two* of the following : [10]
- (i) What is 180° degree rule ?
  - (ii) Explain the important of using the Razor tool.
  - (iii) Write a brief note on title roll and title crawl.
  - (iv) Describe a Ripple Edit and Roll Edit.
- 4.** Answer any *two* of the following : [10]
- (i) Explain the source monitor and sub clip in premier-pro.
  - (ii) Explain the concept of insert edit.
  - (iii) Describe how slip and slide edit tool are used in premiere-pro.
  - (iv) When creating text and graphics for broadcast video, why are safe zones important ?

Total No. of Questions—4]

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**[5218]-305**

**T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2017**  
**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.** Attempt *All* questions : [10]
- (a) Name any *four* softwares for VFX production.
  - (b) Which is the image editing software usually used for VFX ?
  - (c) Explain computer generated imagery (CGI).
  - (d) Node system shows a schematic process. (True/False)
  - (e) Nuke is not a layer based software. (True/False)
  - (f) Name any *four* third party plugins.
  - (g) Apple's ..... software is also used for digital editing.  
(F.C.P./Premiere/Arnold)
  - (h) Blender 3D can be used for digital compositing with  
Natron. (True/False)
  - (i) What is the shortcut key to smooth "Bezier Tangent" ?
  - (j) How to import footage in Natron ?
- 2.** Attempt any *two* of the following : [10]
- (a) How to create digital story board for VFX.
  - (b) Describe visual effects in 10 lines.
  - (c) What is digital compositing ?
  - (d) Explain keying in VFX softwares.

P.T.O.

3. Attempt any *two* of the following : [10]
- (a) Describe Garbage mask in detail with examples.
  - (b) Describe “Light wrap node”.
  - (c) What is Roto Node in Natron ?
  - (d) What is Chroma blur node ?
4. Attempt any *two* of the following : [10]
- (a) Differentiate layer based and node based softwares.
  - (b) Which are 3 sources of digital image generation ?
  - (c) Explain channels of image with example.
  - (d) Write a note on alpha channel.

Total No. of Questions—4]

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**[5218]-306**

**T.Y. B.Sc. (Animation) (Third Semester) EXAMINATION, 2017**

**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 questions : [10×1=10]

- (a) What is 'Exposition' ?
- (b) What is 'Out of the box thinking' ?
- (c) Write the names of any *two* Pixar productions.
- (d) Give examples of 'Aesthetic thinking'.
- (e) What is 'quest' from 7 types of stories ?
- (f) What do you mean by 'Antagonist' ?
- (g) What is 'Man Vs. Society' conflict ?
- (h) What are blogs ?
- (i) Draw a character from any sports equipment.
- (j) Write any *one* benefit of being creative.

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

- (a) Explain the *four* types of conflicts that can occur in a protagonist's life.
- (b) Creativity comes in *four* stages. Explain.

P.T.O.

- (c) Do 'mind mapping' for the term 'India'.
- (d) What is the difference between 'ideas' and 'concepts' ? Give examples.

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

- (a) What is plot line ? Give example.
- (b) What is the difference between the imagination and creativity ? Give examples.
- (c) Write *seven* benefits of being creative.
- (d) What are the key elements of an animation film/series which helps communicating better with the audience and make it popular ?

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

- (a) Explain *seven* types of stories in the world.
- (b) Explain the methods you can use to convert your ideas into stories.
- (c) What is the power of ideas ? Give examples.
- (d) Explain *five* types of creative thinking.

Total No. of Questions—5]

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**[5218]-1001**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**AN-1101 : INTRODUCTION TO ELEMENTS OF INFORMATION  
TECHNOLOGY**

**Paper I**

**(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 any *ten* of the following : [2×10=20]

- (a) What is computer ?
- (b) What are the basic *three* parts of the computer ?
- (c) What is volatile memory ?
- (d) What is the purposes of ALU unit in CPU ?
- (e) Give the definition of flow chart.
- (f) What are the different programming languages ?
- (g) List various transmission medias.
- (h) What is operating system ?
- (i) What is sequential access memory ?
- (j) What is impact printer ?
- (k) What is assembler
- (l) What is LAN ?

P.T.O.

2. Answer any *three* of the following : [3×5=15]
- (a) Write any *five* characteristics of computer.
  - (b) Write a note on primary storage and secondary storage unit.
  - (c) What are different types of registers ?
  - (d) Write a note on seek time, latency, transfer rate of hard disk.
  - (e) Explain *two* types of image scanner.
3. Answer any *three* of the following : [3×5=15]
- (a) Write an algorithm to find maximum of *two* numbers.
  - (b) What is flowchart ? Why use flowchart ?
  - (c) Write a note on multiprogramming.
  - (d) Explain electronic mail with its advantages.
  - (e) What are advantages of optical fibers ?
4. Answer any *three* of the following : [3×5=15]
- (a) Draw a flowchart to print only odd numbers between 1 to n (accept n from User).
  - (b) Explain features of High level language.
  - (c) Write notes on :
    - (i) Multiprogramming with Fixed Number of Memory Partitions.
    - (ii) Multiprogramming with Variable Number of Memory Partitions.
  - (d) Write a note on WWW Browser navigation properties.
  - (e) Explain Supercomputers.

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

- (a) Explain Ring Network.
- (b) Explain Data Transmission Services.
- (c) Draw a flow chart to find simple interest (where  $p$  is amount,  $r$  is rate of interest,  $t$  is duration in month).
- (d) Write any *five* internet uses.
- (e) Write a note on Client-server computers.

Total No. of Questions—5]

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**[5218]-1002**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**AN-1102 : INTRODUCTION TO PROGRAMMING LANGUAGES**

**Paper II**

**(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 any *ten* of the following : [10×2=20]

(a) What is class in C++ ? Give *two* examples.

(b) What do you mean by keyword ? List any *four* examples of keyword.

(c) Explain the use of `getchar( )` function.

(d) What is the use of `puts( )` function ?

(e) What is main difference between variable and constant ?

(f) What is need of constructor in C++ ?

(g) Assume that we are executing following C programming Code :

where,  $a = 10$ ,  $b = 24.0$

For each of the following expression, write the value of the expression and type of value

(1)  $b/4$

(2)  $a/5.0$

P.T.O.

- (h) Explain reference to an object in C++.
- (i) What is compiler ? What is need of compiler ?
- (j) Enlist pillars of OOP.
- (k) Explain any *two* logical operators in C.
- (l) What will be the output of the following program ?

```
main( )  
{  
    int i=45;  
    printf("%d\n", i--);  
    i++;  
    printf("%d", i);  
}
```

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

- (a) Explain continue and goto statement with example in C programming.
- (b) Write a note on recursion.
- (c) Explain syntax and use of printf and scanf function in C programming.
- (d) Explain bitwise operators with suitable example.
- (e) Explain syntax and use of Do-while loop in C program.

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

- (a) Write a note on data encapsulation and data abstraction in OOP.

- (b) Write a difference between private, public and protected in C++.
- (c) What is array ? How to initialize and access elements of array ?
- (d) What is Header file ? Explain use of `stdio.h` and `string.h`.
- (e) Explain `strcmp( )` and `strcat( )` function with proper syntax in C programming.

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

- (a) Write a 'C' program to display first 'n' even numbers.
- (b) Write a 'C' function to calculate  $x^y$ .
- (c) Write a 'C' program to read a string and find the length of the string.
- (d) Write a class and member functions for a class complex as follows :

Class complex

```
{  
    int re, img;  
    public :  
        complex( );  
        void accept( );  
        void display( );  
        complex add(const complex &);  
};
```

- (e) Write a C++ program to calculate and print simple interest.

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

- (a) What is constructor overloading explain with example ?
- (b) Write a note on destructor in C++.
- (c) Explain different types of inheritance.
- (d) What is pointer ? Explain pointer arithmetic.
- (e) Write a note on multi dimensional array.

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**[5218]-1003**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**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) Neat diagrams/illustrations must be drawn wherever necessary.

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

- (a) What is technical definition of animation ?
- (b) How to control speed of animation ?
- (c) What is puppet animation ?
- (d) What are the qualities of good character animator ?
- (e) Which are the popular devices of animation invented during 19th century ?
- (f) What is thumbnail used for ?
- (g) What is lip synch ?
- (h) What are the types of animation (name any *three*) ?
- (i) What is model sheet ?
- (j) What is rapid sketching ?

P.T.O.

(k) What is animation drawing ?

(l) What is concept design ?

**2.** Answer the following questions (any *four*) : [20]

(a) Explain the work flow on light box.

(b) Explain the use of Dope sheet in detail.

(c) Explain magic lantern in brief.

(d) Explain animation principle in detail with diagram :

(1) Appeal

(2) Follow through and overlapping.

(e) Explain the evolution in the field of animation from cave painting to 19th century.

**3.** Answer the following questions (any *four*) : [20]

(a) What are procedure of 2D animation ? Explain in detail.

(b) Write a short note on 'Lumiere Broters'.

(c) Explain animation principles in detail :

(1) Staging

(2) Secondary action.

(d) Explain Hollywood formula in brief.

(e) Explain the concept of cartoon anatomy.

**4.** Answer the following questions (any *four*) : [20]

(a) Explain the following camera movement :

(1) CRANE

(2) HAND HELD.

- (b) Explain a character bible of house with the ability to fly.
- (c) Difference between Raster and Vectors.
- (d) Explain points to be considered while designing a character.
- (e) Explain the origins of story in brief.

Total No. of Questions—4]

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**[5218]-1004**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**AN-1104 : FOUNDATION ART**

**(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*) : [2×10=20]

- (1) List and draw basic shapes.
- (2) Draw and label foreshortened glass.
- (3) What is the another term for gray scale ? Why is it so ?
- (4) What is gesture drawing ?
- (5) Define value.
- (6) Explain with example difference in size of bones in male and female.
- (7) What is gray scale ?
- (8) Name any *four* types of pencils used for shading.

P.T.O.

- (9) Name any *four* bones in human skeleton.
- (10) What gives drawing a real and 3D look ?
- (11) Define space.
- (12) Define vanishing point.

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

- (1) Write the method to draw solid 3D figures.
- (2) What are axes and volumes in basic body plan of animals ?
- (3) What is key-line ?
- (4) Draw and label human figure basic divisions.
- (5) How to draw a cartoon character ? Draw proper sketches.

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

- (1) How to draw male abdomen muscles ?
- (2) Explain additive and subtractive methods in color theory.
- (3) Define foreshortening. Explain in short with an example.
- (4) Explain color wheel.
- (5) Which is the important factor of light source while modeling ? Explain in short.

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

- (1) Explain symmetrical and asymmetrical balance with proper diagram.
- (2) Describe basic body plan of animals.
- (3) What is one-point perspective ?
- (4) Explain female palm with diagram.
- (5) Write difference between 2D and 3D designs.

Total No. of Questions—4]

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**[5218]-1005**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**  
**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.  
(iii) Neat diagrams/illustrations must be drawn wherever necessary.

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

- (a) Write a shortcut of Property Inspector.
- (b) What is use of Pen Tool ?
- (c) What is shortcut of Move Tool ?
- (d) What is shortcut of Lasso Tool ?
- (e) What is use of Gradient Transform Tool ?
- (f) What is pixel snapping ?
- (g) What is full form of 'FPS' ?
- (h) What is shortcut of 'Eraser Tool' ?
- (i) What is Frame ?
- (j) What is shortcut of Paint Bucket Tool ?
- (k) What is shortcut of new flash document ?
- (l) What is use of un-group ?

**2.** Answer the following questions (any *four*) : [20]

- (a) What is use of play head ? Explain.
- (b) What is time line ? Explain.

P.T.O.

- (c) Explain the use of rulers in brief.
- (d) Explain the types of sound synchronization.
- (e) What is motion guide ? Explain.

**3.** Answer the following questions (any *four*) : [20]

- (a) Explain frame by frame animation technique with diagram.
- (b) What is instance ? Explain in brief.
- (c) Define characteristic of a line.
- (d) What are time line effects and symbol effects ?
- (e) How to set stage size, frame rate, background color ?

**4.** Answer the following questions (any *four*) : [20]

- (a) Define action script in detail.
- (b) Explain kerning.
- (c) Explain in brief library.
- (d) Explain straighten, smooth and ink in line option.
- (e) Explain anchor point and tangent handles.

Total No. of Questions—4]

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**[5218]-1006**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**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 whenever necessary.

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

- (a) What are guides ?
- (b) How to import image in photoshop ?
- (c) Name any *two* file formats in photoshop ?
- (d) Name any *four* blur filters.
- (e) What is 'Align' used for in illustrator ?
- (f) What is shear tool in illustrator ?
- (g) What is curvature tool in illustrator ?
- (h) What is vertical type tool in illustrator ?
- (i) What are retouching tools ?
- (j) Which are the four main components to the photoshop workspace ?
- (k) Write any selection tools of photoshop.
- (l) What is selection tool in illustrator ?

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

- (a) Explain layers.
- (b) Explain color modes.

P.T.O.

- (c) Write a note on pen tool.
- (d) How to apply clipping mask ?
- (e) How to align a shape to selection ?

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

- (a) Explain crop tool.
- (b) Write a note on blur filters.
- (c) Explain quick selection tool.
- (d) Explain stroke options in illustrator.
- (e) Explain layers in illustrator.

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

- (a) Explain smudge tool.
- (b) Explain background eraser tool.
- (c) Explain guides.
- (d) Explain warp effects in illustrator.
- (e) Explain expand in illustrator.

Total No. of Questions—4]

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**[5218]-1007**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**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 ten) :** [10×2=20]

- (a) What is Range Slider in Maya and how does it work ?
- (b) Write down full form of “NURBS”.
- (c) How many types are there of “Standard Primitives” ? Write down with name.
- (d) What is attribute editor shortcut ?
- (e) What is zooming a view ?
- (f) Write down maximizing viewport shortcut.
- (g) What is alignment ?
- (h) What is soft selection ?
- (i) What is UVW mapping ?
- (j) What is quads ?
- (k) Define maya lambert shader.
- (l) Define perspective.

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

- (a) Explain stretch and squash animation principle with example.

P.T.O.

- (b) Explain 3DS max material editor window.
- (c) Explain NURBS modeling with example.
- (d) Write down difference between Quads and Ngons.
- (e) What lighting ? Explain in brief with example.

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

- (a) Explain manipulation object concept.
- (b) Explain file management workflow.
- (c) Explain 3DS Max object layer.
- (d) What is snapping ? Explain in brief.
- (e) Explain “Resolution Gate”.

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

- (a) Explain production workflow in brief.
- (b) What is color map ? Explain in brief.
- (c) Write down difference between 3DS Max and Maya software.
- (d) What is channel box ? Explain it.
- (e) Write down any *five* 3D animation studio name and explain any *one* studio production pipeline.

Total No. of Questions—4]

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**[5218]-1008**

**F.Y. B.Sc. (Animation) EXAMINATION, 2017**

**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) Figures to the right indicate full marks.

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

- (a) What are d-books and e-books ?
- (b) Explain *two* advantages of “print on demand”.
- (c) What are the *three* broad types of magazines ? Give an example of each.
- (d) What are instant books ? Give *two* examples.
- (e) Name *two* newspapers owned and run by politicians/political parties in India.
- (f) List *two* news channels.
- (g) What is full form of PRO ?
- (h) What are “webzines” ? Name *two* webzines.
- (i) List *two* Radio Channels in India.

P.T.O.

- (j) What are the *two* forms of mobile video ?
- (k) What is viral marketing ?
- (l) What are the *two* primary forms of custom publishing ?

2. Answer any *four* : [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 youth ?
- (d) What is sociology of media and what are its basic roles ?
- (e) What does democracy refer to with respect to mass communication and how does it relate to consolidation of mass media ?

3. Answer any *four* : [20]

- (a) What are the roles of an editor of a newspaper ?
- (b) Explain the differences between mass communication and personal communication.
- (c) Define Communication, Mass Communication, Mass Media.
- (d) What do you think are the main responsibilities of a mass communication professional ?
- (e) Define Mass Audience.

4. Answer any *four* : [20]

- (a) How does mass media act as a link between the Government and the people ?
- (b) What is the importance of mass communication for a company ?
- (c) Explain the differences between Public Relations and Advertising.
- (d) Explain the importance of media freedom in democratic country.
- (e) Write about your favourite advertisement in detail.