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?
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) Scanaline Renderer is available in Maya. True or False

(e) What is a shortkey 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?
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.
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?
(b) Explain print color?
(c) Explain text wrap.
(d) Write about Indesign software and its features?

3. Write short notes on (any two) : 

(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) : 

(a) Compare Photoshop, Illustrator and Indesign software.

Or

(b) Write print and screen media basic use in Indesign.
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.
(c) Write a short note on MIDI.
(d) Draw and explain additive subtractive color mixing.

3. Attempt any two of the following: [2x5=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: [2x5=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.
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 rotoscopy 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.
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’ ?
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’.
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 ?
(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.

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4. Answer any *two* of the following:

(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.
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 ?
(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):

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

(ii) Compare traditional and digital sculpting.

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

(iv) Explain a 3D primer.

3. Answer the following (any two):

(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.
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
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”].
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: [2x5=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: [2x5=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.
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: [2x5=10]
   (i) What is Rotoscopy?
   (ii) What is Web cam and Tripod?
   (iii) Explain Interier and Exterior set in stop motion animation.
   (iv) Explain timing principle of Animation.

3. Attempt any two of the following: [2x5=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: [2x5=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.
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):
   (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):
   (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):
   (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?
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: \[2\times 5=10\]
   (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: \[2\times 5=10\]
   (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*:

(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.
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:

(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:

(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:

(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 JavaScript that accept a number from user and determine whether it is even or odd.
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.
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?
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 :  
   (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 :  
   (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:
   (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:
   (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.
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.
(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:

(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:

(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.
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: \[3 \times 5 = 15\]

(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.
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 : [10x2=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?

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

2. Answer any three of the following: [3x5=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: [3x5=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\times5=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: [3x5=15]

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

   (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.
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) :

   (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.

   [2×10=20]

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) : [5x4=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) : [4x5=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) : [5x4=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.
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.
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.
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) :

(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) :

(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) :  
   (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) :  
   (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.
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*:

(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.