Seat
No.

[5425]-1

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

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

(2015 PATTERN)

Time : Three Hours　　　　　　　　**Maximum Marks : 80**

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

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

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

(1)　List the symbols used in flowchart.

(2)　What is RAM ?

(3)　What is ROM ?

(4)　Define bit.

(5)　List the various types of printers.

(6)　Define Algorithm and Flowchart.

(7)　What is Control Panel ?

(8)　Explain Software.

(9)　List any *four* Input devices.

(10)　What is Microsoft Word ?

(11)　What are *three* basic parts of computer ?

(12)　What is Compiler ?

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

    (1)   Explain Supercomputer.

    (2)   Give description of Pendrive.

    (3)   Write a short note on RAM.

    (4)   What are search engines ? Explain in detail.

    (5)   Explain personal computers in detail.

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

    (1)   Explain different types of computer languages in detail.

    (2)   Write a short note on Monitor and its types.

    (3)   Explain CU, CPU and ALU.

    (4)   What are the different types of memory storage devices ? Explain.

    (5)   Explain characteristics of a computer.

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

    (1)   What are the advantages and disadvantages of a computer ?

    (2)   What are Machine level languages ?

    (3)   Explain in detail USB drive.

    (4)   What is Internet ? How is it useful to us ?

    (5)   Explain Routing in detail.

Seat
No.

[5425]-101

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

AN-2101 : VALUE EDUCATION

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　**Maximum Marks : 40**

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

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

(*iii*)　Draw neat and clean diagram wherever necessary.

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

(*a*)　What is Value Education ?

(*b*)　Why is Self-introspection important ?

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

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

(*e*)　What do you mean by Media ethics ?

(*f*)　What is meant by faith and secularism ?

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

(*h*)　What is meant by a family ?

(*i*)　Why is our culture and values changing ?

(*j*)　Who is a consumer ?

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

(*a*) What are Professional Ethics ? What is meant by Leadership ? Explain any *two* qualities of a leader.

(*b*) What is globalization ? Explain any *two* points. How impacted our environment ? What are the possible solutions to protect our environment from further damage ?

(*c*) What is meant by Modern Warfare ? Explain *four* causes of terrorism.

(*d*) What are human values ? Explain *three* values you would use in your animated Movie and mention why.

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

(*a*) What are the types of family ? Explain *four* factors that can destroy the peace of family.

(*b*) What do you mean by anger ? Explain *four* ways to neutralize it.

(*c*) What are the responsibilities usually expected from a mother ? How are these roles changing ? Explain *three* points.

(*d*) What are the life stages of human-being ? Explain *three* challenges of adolescence.

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

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

(*b*) Explain any *three* types of Environmental issues in India. Provide a possible solution/control to each.

(*c*) What is Mass Media ? What is Culture ? Explain how they are interlinked ?

(*d*) What is Self-introspection and Self-esteem ? How are they related ? How can you improve your Self-esteem ? (*three* points)

Seat No.

[5425]-102

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

AN-2102 : 3D PRODUCTION (AUTODESK MAYA)

(2015 PATTERN)

Time : Two Hours　　　　　　　Maximum Marks : 40

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

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

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

(1)　Write down the full form of NURBS.

(2)　What is Mirror geometry ?

(3)　Name the types of primitives in Maya.

(4)　Define Spot Light.

(5)　What is Resolution gate in Maya ?

(6)　What is Skinning ?

(7)　How to create Maya project ?

(8)　Write any *two* types of particles in Maya.

(9)　Define Rendering.

(10)　What is Bevel ?

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

(1)　What is FK ?

(2) What is Batch Render ?

(3) Explain Automatic Mapping in detail.

(4) Explain Naming in Rigging.

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

(1) Explain types of Lights in Maya.

(2) Explain Constraints in Maya.

(3) How to set-up human Rig in Maya ?

(4) Explain occlusion pass in detail.

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

(1) Explain Rigid Body and Soft Body dynamics.

(2) Write down a process to get render in Maya. (Batch Render)

(3) Explain nparticle system in Maya.

(4) Explain NURBS modelling.

**Seat
No.**

[5425]-103

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

AN-2103 : GRAPHICS ART

(Using Software Adobe InDesign)

(2015 PATTERN)

Time : Two Hours   Maximum Marks : 40

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

(*ii*) Draw diagram wherever necessary.

1. Answer the following questions :   [10]

(*a*) What is the short key to preview mode ?

(*b*) What is Bleed ?

(*c*) "Ctrl + Shift to" is the shortcut key for which command ?

(*d*) How do you add pages in "Adobe InDesign" File ?

(*e*) What is the short key for "Eye Dropper tool" ?

(*f*) "U" is the shortcut key for .... tool ?

(*g*) What is the shortcut key for "Rectangle Frame tool" ?

(*h*) How to make compound object in "Adobe InDesign" ?

(*i*) What is the short key for "content collector tool" ?

(*j*) What is the shortcut key for "type on path tool" ?

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

(*a*) Explain screen modes in Adobe InDesign ?

P.T.O.

(*b*) Explain Pen tool in detail.

(*c*) What is Gap Tool ? Give shortcut and its use.

(*d*) How to set transparency of an Image in Adobe InDesign ?

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

(*a*) Explain Text Wrap with example.

(*b*) What are Modification and Navigation tool ? Explain them.

(*c*) Explain Master Page concept.

(*d*) Explain Pages Panel in Adobe InDesign.

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

(*a*) What is Rectangle Frame and Rectangle tool ? Explain.

(*b*) What is Path Finder ? Explain in brief.

(*c*) How to Set Margins and Columns in Adobe InDesign ?

(*d*) What is Scissor and Eye Dropper tool ? Explain in brief.

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

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No.

[5425]-104

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

AN-2104 : MULTIMEDIA SYSTEMS

(2015 PATTERN)

Time : Two Hours　　　　　　　　Maximum Marks : 40

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

(*ii*)　Draw neat diagrams, wherever necessary.

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

(*a*)　Define aspect ratio.

(*b*)　What does DMCS stand for ?

(*c*)　What is Multimedia ?

(*d*)　Give the frequency range of human hearing.

(*e*)　What does MHEG stand for ?

(*f*)　Define MPEG.

(*g*)　Give the full form of OMFI.

(*h*)　What is digital audio signal processing ?

(*i*)　Name any *two* video formats.

(*j*)　What is Network ?

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

(*a*)　What is Hyper application ?

(b) Explain Digital Audio Signal Processing (DSP).

(c) Write a note on Multimedia Systems.

(d) Explain Digital Representations of sound.

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

(a) Explain toolkit.

(b) Define briefly the following terms :

    (i) MIDI

    (ii) Psychoacoustics.

(c) Explain RGB and CMYK color mode with diagram.

(d) Write a note on DUI technology.

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

(a) Define briefly about Hyper application.

(b) Explain Multimedia on Map.

(c) Explain Digital music masking.

(d) Explain the working of ADC.

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

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[5425]-105

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

AN-2105 : ANIMATION TECHNIQUES—I

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　**Maximum Marks : 40**

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

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

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

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

(*a*)　What is Foley Sound ?

(*b*)　What are the *two* types of Animation ?

(*c*)　What is Limited Animation ?

(*d*)　What is Clay ?

(*e*)　What are Shots ?

(*f*)　What is Stereoscopic ?

(*g*)　What is Matte Painting ?

(*h*)　What is Stop motion ?

(*i*)　What is Transition ?

(*j*)　What is Animation Principle ?

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

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

P.T.O.

(*b*)　Explain Armature.

(*c*)　Explain "The Evolution of Character means".

(*d*)　Explain "Posing the Puppet Animation".

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

(*a*)　Explain, what are video devices used for clay ?

(*b*)　Name and explain the steps and stages undertaken in a Stop Motion Production Pipeline.

(*c*)　How to Remove wire in compositing ? Explain in brief.

(*d*)　Explain Monoscopic to Stereoscopic Conversion.

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

(*a*)　Explain Straight-ahead animation.

(*b*)　Explain VFX in Claymation.

(*c*)　Explain different types of Video Format used for compositing.

(*d*)　Explain Rotoscoping. Explain in brief.

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No.

[5425]-106

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

AN-2106 : PRODUCTION PROCESS—I

(2015 PATTERN)

Time : Two Hours   **Maximum Marks : 40**

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

(*ii*)   Draw neat diagram, wherever necessary.

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

(*a*)   Define Scene.

(*b*)   What is Animatic ?

(*c*)   Define layout.

(*d*)   What is exposure sheet ?

(*e*)   What is Frame rate ?

(*f*)   What is body language ?

(*g*)   What is Dubbing ?

(*h*)   What is storyboard ?

(*i*)   What is an X-sheet ?

(*j*)   Explain any *two* stages of research.

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

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

(*b*)   Write a short note on different types of camera angle.

(*c*)   Explain any *two* stage preproduction.

(*d*)   How does one go about developing a concept ?

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

(*a*)   Draw thumbnails on story of "Thirsty Crow".

(*b*)   Write a small story and prepare its script.

(*c*)   What are the different types of camera angle ?

(*d*)   What are the different elements in a story ?

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

(*a*)   Write a concept of pan shots.

(*b*)   What is layout ? Why are they used ?

(*c*)   Explain the terms F.G., M.G. and B.G.

(*d*)   What is the Hollywood formula ? Explain.

Total No. of Questions—**5**] [Total No. of Printed Pages—**3**

Seat
No.

[5425]-2

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

AN-1102 : INTRODUCTION TO PROGRAMMING LANGUAGES

(2015 PATTERN)

Time : Three Hours **Maximum Marks : 80**

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

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

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

(*a*) What are the advantages of C programming ?

(*b*) Define what is header file ?

(*c*) Define what is string ?

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

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

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

(*g*) What is class in C++ ?

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

(*i*) What is function prototype ?

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

P.T.O.

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

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

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

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

(*a*) Explain different data types used in C.

(*b*) Explain input and output functions used in C.

(*c*) Explain access spacifire used in C++.

(*d*) Write a short note on multidimensional array.

(*e*) What is difference in i++ and ++i ? Explain with suitable example.

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

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

(*b*)   What is friend function ? What are the merits and demerits of using friend function ?

(*c*)   Explain different types of constructor used in C++.

(*d*)   Explain break and continue statement with example.

(*e*)   What is inheritance ? Explain any *two* types of inheritance.

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

(*a*)   Write a C program to print square of all numbers between 1 to 20.

(*b*)   Write a C function to find factorial of the given number.

(*c*)   Write a C++ program to read a string and count number of vowels in it.

(*d*)   Write a C++ program to print a^b (*a* to the power *b*).

(*e*)   Write a template function swap( ) to swap any *two* value.

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

(*a*)   Explain Major pillars of OOP.

(*b*)   What is Virtual function ? Write rules for Virtual function.

(*c*)   Write a note on switch case statement in C.

(*d*)   What is function ? Explain advantage of using function in C.

(*e*)   Write a difference between while and do-while in C.

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[5425]-201

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

Paper I (AN-2201) : VALUE EDUCATION

(Skill Development, Personality Development, Mind Mapping)

(2015 PATTERN)

Time : Two Hours   **Maximum Marks : 40**

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

(*ii*)   *All* questions carry equal marks.

(*iii*)   *All* questions are compulsory.

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

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

(*b*)   What is perception ?

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

(*d*)   Explain the term communicator.

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

(*f*)   What is Jargon ?

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

(*h*)   Who has invented Johari window ?

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

(*j*)   What is non-verbal communication ?

P.T.O.

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

(*a*) What are the barriers in communication ?

(*b*) Do you agree with the view "Action speaks louder than words" ? Explain.

(*c*) What are the requirements of effective Group Discussion ?

(*d*) How will you prepare yourself for effective PowerPoint presentation ?

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

(*a*) Explain the style of speaking.

(*b*) Explain in detail the different variables that affect group communication.

(*c*) Describe how "planning the speech" can be done by the speaker.

(*d*) Write a note on Proxemics.

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

(*a*) What are the functions of Non-verbal communication ?

(*b*) Explain the advantages of written communication.

(*c*) Write down various tips for goal setting.

(*d*) Discuss the role and importance of effective feedback in Interpersonal communication.

**Seat
No.**

[5425]-202

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

Paper I (AN-2202) : 3D PRODUCTION—II

(Using Software Mudbox)

(2015 PATTERN)

Time : Two Hours　　　　　　　　Maximum Marks : 40

N.B. :— (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

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

(*a*)　What is sculpting ?

(*b*)　What are the key strengths of Mudbox ?

(*c*)　What is stamp tool ?

(*d*)　How to use move, rotate and scale tool ?

(*e*)　Define 3D Modelling and concept.

(*f*)　How to render a scene ?

(*g*)　What is UV mapping ?

(*h*)　What is polygon ?

(*i*)　Define traditional sculpting.

(*j*)　Name any *two* sculpting softwares.

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

(*a*)   Explain the following tools :

    (*i*)   Create curve

    (*ii*) Grab curve

(*b*)   Explain vertex, segment and faces.

(*c*)   What is Resolution ? Explain it.

(*d*)   What is Material ? Explain it.

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

(*a*)   Explain Mudbox term and concept.

(*b*)   Write a short note on imprint sculpt tool and how to use.

(*c*)   Explain use of wax sculpt tool.

(*d*)   Write a short note on Retopologize.

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

(*a*)   Explain unwrap UVW concept.

(*b*)   Explain Mudbox sculpting tools.

(*c*)   Explain connection between Autodesk Maya and Autodesk Mudbox.

(*d*)   Explain stencil in detail.

Seat
No.

[5425]-203

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

AN-2203 : INTRODUCTION TO ACTION SCRIPT

(Using Software Adobe Flash)

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　**Maximum Marks : 40**

N.B. :— (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*)　*All* questions are compulsory.

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

(*a*)　What is Event Handling ?

(*b*)　Write down function load external image using ActionScript 3.0.

(*c*)　Write down full form of the following :

(*i*)　XML

(*ii*)　AI

(*iii*)　.swf

(*iv*)　.flv

(*d*)　State any *two* relational operators.

(*e*)　What is purpose of push( ) method in Array with example ?

(*f*)　What is FLA ?

(*g*)   What is Matrix object for use in gradient ?

(*h*)   Define Logical Operator with example.

(*i*)   Define Array with example.

(*j*)   What does the void function and object contain in Action Script ?

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

(*a*)   Write a short note on conditional logic.

(*b*)   What is difference between movie clip and graphic symbol ?

(*c*)   Explain any *five* data types used in ActionScript 3.0.

(*d*)   Explain Math.random( ) and Math.floor( ) statement.

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

(*a*)   Write a short note on the following terms and examples :

(*i*)   pop( )

(*ii*)   shift( )

(*iii*) join( )

(*b*)   Explain the following terms :

Blending Mode, Display object, Stage Transformation, Display Object Container

(*c*)   What are Nested Loops in ActionScript ? Explain in brief.

(*d*)   Write down importance of XML in ActionScript.

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

(*a*) Explain "while loop" with example.

(*b*) Explain workflow of Arithmetic operator.

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

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

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

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[5425]-204

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

AN-2204 : MULTIMEDIA COMMUNICATION

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　Maximum Marks : 40

N.B. :— (*i*) Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

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

(*a*) Define Multimedia Communication.

(*b*) What is lip synchronization ?

(*c*) What is propagation delay ?

(*d*) Give the range of Human hearing capacity.

(*e*) Write the full form for :

(*i*) JPEG

(*ii*) MIDI

(*iii*) MPEG

(*iv*) DVI

(*f*) What is lip tracing ?

(*g*) Write any *four* image formats.

(*h*) Define hypertext and hypermedia.

(*i*) What is Image Compression ?

(*j*) Define Media Interaction.

P.T.O.

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

    (*a*)   Write a short note on digital audio.

    (*b*)   Write a note on 8-bit gray level image.

    (*c*)   Write a note on HDLC protocol.

    (*d*)   Write a note on humap lip reading.

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

    (*a*)   Explain the concept of media-interaction.

    (*b*)   Explain Bimodality of Human speech.

    (*c*)   Explain the concept of Music sequencing and Notations.

    (*d*)   Explain Multimedia Communication Model.

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

    (*a*)   What is TCP/IP Model ? Explain OSI layer model.

    (*b*)   Explain standards relating to entertainment application with suitable example.

    (*c*)   Explain different types of error detection method used in digital communication.

    (*d*)   Explain different sources of signal impairment used in digital communication.

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

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

AN-2205 : ANIMATION TECHNIQUES—II

(2015 PATTERN)

**Time : Two Hours	Maximum Marks : 40**

N.B. :— (*i*)	Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

1.	Answer the following :	[10]

(*a*)	What is null object ?

(*b*)	What are the Animation Technique tools ?

(*c*)	After Effect is Node base software. State true or false.

(*d*)	What is the shortcut key for Render in After Effects ?

(*e*)	What is a Key Frame ?

(*f*)	How to activate the key for mask in After Effect ?

(*g*)	What is Track Motion tool ?

(*h*)	How many layers are used in After Effect ?

(*i*)	What is precomp ?

(*j*)	What is parrent child tools use ?

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

   (*a*)   Define Action and VFX in Action.

   (*b*)   Explain the importance of Tracker with example.

   (*c*)   What is wrap stabilizer ?

   (*d*)   Explain the shape layer with example.

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

   (*a*)   What is particles ? Explain any *one* particle effect.

   (*b*)   Write a brief note on science-fiction movie.

   (*c*)   What is the difference between Titles and Credit list ?

   (*d*)   Explain the concept sub-titles with example.

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

   (*a*)   Explain the terms slow in and slow out.

   (*b*)   Define Animation and explain Animation Technique.

   (*c*)   What is layer ? How many types of layers are there in After Effect ?

   (*d*)   What is Chroma keying ? Explain the green screen in short.

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

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

AN-2206 : PRODUCTION PROCESS—II

(2015 PATTERN)

Time : Two Hours **Maximum Marks : 40**

N.B. :— (*i*) Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

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

   (*a*) Define frame.

   (*b*) What is 'Lip Sync.' ?

   (*c*) What is exposure sheet ?

   (*d*) What is 'Narration' ?

   (*e*) What is 'Aspect Ratio' ?

   (*f*) What is shot ?

   (*g*) What is 'Dubbing' ?

   (*h*) What is compositing ?

   (*i*) What is thumbnail Drawing ?

   (*j*) What is Master shot ?

   (*k*) Write a sequence of stages of Video production.

   (*l*) What is dissolve ?

P.T.O.

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

(*a*) How to write screenplay for animation ?

(*b*) Write a note on different Transition and cuts.

(*c*) Explain post-production.

(*d*) Write a note on 'Titling for video'.

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

(*a*) Explain importance of storyboard in pre-production.

(*b*) What is Conceptual Art ?

(*c*) Write a note on 'Camera Movements'.

(*d*) Write a note on Character Design.

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

(*a*) What is staging ?

(*b*) How to write dialogues ?

(*c*) Which are different principles of Animation ?

(*d*) Write a note on different types of video effects.

Seat
No.

[5425]-3

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

AN-1103 : BASICS OF ANIMATION

(2015 PATTERN)

Time : Three Hours　　　　　　　　Maximum Marks : 80

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

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

(*iii*)　Draw illustrations where required.

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

(1)　What is slow-in and slow-out ?

(2)　What is staging ?

(3)　What is Puppet animation ?

(4)　What is Dubbing ?

(5)　Define Zoetrope.

(6)　What is Solid drawing ?

(7)　Who invented 12 basic principles of animation ?

(8)　What is technical definition of animation ?

(9)　What is an animatics ?

(10)　What is frame rate ?

(11)　Define Story board.

(12)　What is Exaggeration ?

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

(1) Which points are to be considered while designing an animation character ?

(2) What is Perspective ? How is perspective useful in animation ?

(3) Write a note on skills and qualities of animator.

(4) What is the difference between straight ahead action and pose to pose ?

(5) How to design a background for animation ?

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

(1) What is Timing ? Give example.

(2) What is cut out animation ?

(3) What is Rotoscopy ?

(4) Write a note on Stop-motion Animation.

(5) Which equipments are used for animation ?

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

(1) What is an Appeal ?

(2) What is anticipation ? Give example.

(3) Write a note on Softwares used for animation.

(4) How to control speed of animation ?

(5) What is follow through and overlapping action ?

Seat No.

[5425]-301

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

AN-3101 : SCRIPT WRITING

(2015 PATTERN)

Time : Two Hours　　　　　**Maximum Marks : 40**

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

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

1.　Answer the following questions :　　　　　[10]

(*a*)　What is the difference between a novel and a screenplay ?

(*b*)　What comprises the middle of a good script ?

(*c*)　What is Crisis ?

(*d*)　What is an ensemble film ?

(*e*)　What is the use of having a titileating title ?

(*f*)　What is a speed script ?

(*g*)　How is a conflict in a stage play expressed ?

(*h*)　What did Aristotle have to say about drama in poetics ?

(*i*)　What are the events that complicate or reverse the action ?

(*j*)　What is a Big Event ?

2.　Answer any *two* :　　　　　[2×5=10]

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

(*b*)   Explain with example the two key turning points in a story, namely the big event and the crisis.

(*c*)   Explain the concept of 'Foreshadowing' and point out how it reflects in the film 'Titanic'.

(*d*)   Explain the concepts of 'Mid point' with examples.

(*e*)   Explain the concepts of 'Realization' with an example.

3.   Answer any *two* :   [2×5=10]

(*a*)   Discuss in detail what makes a good concepts.

(*b*)   What are the steps involved in adapting a book or a play to a screenplay ? Give few examples of adaptations.

(*c*)   Explain any *three* genre of stories with examples.

(*d*)   Explain with at least *two* examples each the concept of Goal and opposition.

4.   Answer any *two* :   [2×5=10]

(*a*)   What are the *seven* deadly dialogue sins ?

(*b*)   Define the steps involved in making of a scene.

(*c*)   Explain the things to keep in mind when writing a dialogue.

(*d*)   What are the elements that constitute a voice in a dialgoue ?

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

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No.

[5425]-302

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

AN-3102 : WEB TECHNOLOGY

(2015 PATTERN)

Time : Two Hours   **Maximum Marks : 40**

N.B. :— (*i*)   Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

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

(*a*) What is full form of WWW ?

(*b*) Write how comments are written in html.

(*c*) Define web browser.

(*d*) Is javascript case sensitive language ?

(*e*) What is selector in CSS ?

(*f*) What is full form of TCP/IP ?

(*g*) Define ordered list in HTML.

(*h*) Can CSS file be merged with html file ?

(*i*) Is .com a domain name ?

(*j*) Define browsing.

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

(*a*) Explain head tag in html.

P.T.O.

(*b*) Explain static web page and dynamic web page.

(*c*) Write a short note on : Dream weaver interface.

(*d*) Write features of Javascript language.

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

(*a*) Write a note on Web Server.

(*b*) Write advantages of CSS.

(*c*) Write a note on Multimedia.

(*d*) Explain checkbox with example.

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

(*a*) Write Javascript program to find length of string.

(*b*) Explain external CSS with example.

(*c*) Write features of php.

(*d*) Explain 2-tier architecture.

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

Seat
No.

[5425]-303

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

AN-3103 : GAME DESIGN

(2015 PATTERN)

Time : Two Hours   **Maximum Marks : 40**

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

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

1.   Answer the following :   [10]

(*a*)   Which year started 4th generation of gaming ?

(*b*)   'U' shortcut is used for which function in blender ?

(*c*)   What is 'Motion' Actuators ?

(*d*)   What is 'Logic Editor' controller.

(*e*)   List production process phases.

(*f*)   Which shortcut key is used for duplicate object in blender ?

(*g*)   List any *two* types of handheld game devices.

(*h*)   What is game engine ?

(*i*)   What is API ?

(*j*)   Which file format support for blender ?

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

(*a*)   Explain in brief growth gaming industry.

P.T.O.

(*b*)   Explain 'Milestone' process.

(*c*)   Draw and design 'FPS' game UI.

(*d*)   Write a short note on 'blender software'.

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

(*a*)   Explain solidify modifier with example.

(*b*)   Write a short note on high poly modeling.

(*c*)   Write a short note on 'UV mapping'.

(*d*)   Write a short note on 'Game Coding'.

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

(*a*)   Explain *four* steps of tracking progress.

(*b*)   Write down difference between 8 bit and 16 bit gaming.

(*c*)   Write down a short note on 'Game Tester'.

(*d*)   Explain game rating board system.

Seat
No.

[5425]-304

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

AN-3104 : DIGITAL EDITING

(2015 PATTERN)

Time : Two Hours　　　　　　　　Maximum Marks : 40

***N.B.* :—** (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*)　*All* questions are compulsory.

1.　Attempt *All* questions :　　　　　　　　　[10×1=10]

(*a*)　What is the purpose of the Source Monitor ?

(*b*)　How can you solo an individual audio channel to hear only that channel ?

(*c*)　How do you reduce the playback resolution in the source Monitor or program monitor ?

(*d*)　How do you use the Rectangle tool to make a perfect square ?

(*e*)　How should you choose a sequence pre-set ?

(*f*)　What is the name of first digital editing machine ?

(*g*)　Name any *two* video editing principles.

(*h*)　How do you change the list view headings displayed in the project panel ?

(*i*)　How does premier-pro protect your media files when sending work to Adobe Audition ?

(*j*)　What is wide screen aspect ratio ?

P.T.O.

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

(*a*) When you are importing a layered photoshop file ? What are the *four* different ways to import the file ?

(*b*) What are the story board techniques ?

(*c*) What is title safe zone ? Why display the title safe zone ?

(*d*) Explain *three* ways to remove background noise from a clip.

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

(*a*) How can you quickly filter the display of clips in the project panel to make finding a clip easier ?

(*b*) How do you create a New bin ?

(*c*) What is the difference between a J. cut and L. cut ?

(*d*) What is Match Action ? Explain with an example.

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

(*a*) What is way clip audio channels ? How can you change interpreted clip audio ?

(*b*) What do in and out mark do ?

(*c*) How do sab clips help you stay organized ?

(*d*) What is the difference between replacing a clip and replacing footage.

Seat
No.

[5425]-305

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

AN-3105 : VFX—I

(2015 PATTERN)

Time : Two Hours **Maximum Marks : 40**

***N.B.* :—** (*i*) Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

1. Answer the following questions : [10]

(*a*) What is a visual effect ?

(*b*) What is Compositing ?

(*c*) What is an Aspect ratio ?

(*d*) Natron is a .... based software.

(*e*) How to import the Video/Image footage in node base Application ?

(*f*) What is a matt painting ?

(*g*) What does the H5V stand for in H5V color format ?

(*h*) Write down the types of Roto.

(*i*) Short cuts key of Merger Note.

(*j*) .... key is used to searching a Node in Node base application.

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

   (*a*) Explain visual effect in brief.

   (*b*) Explain the Interface of Natron in brief.

   (*c*) Explain :

       (*i*) Roto Paint Node

       (*ii*) Clone Stamp Tool in Natron

       (*iii*) Brush Tool in Natron

   (*d*) Explain VFX pipeline in film in brief.

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

   (*a*) Write down the difference between Node based and layer based VFX software.

   (*b*) Explain :

       (*i*) JPEG

       (*ii*) PNG

       (*iii*) TIFF

       (*iv*) GIF

       (*v*) BMP

   (*c*) Short cuts of :

       (*i*) Roto Node

       (*ii*) Write Node

       (*iii*) Maximize a viewport

       (*iv*) Forward play

       (*v*) Single frame/play next frame

   (*d*) Define Rotoscopy. Explain in brief.

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

(*a*) How to track a Roto shape in Natron ? Explain in brief.

(*b*) Write down the steps about how to blur the moving car vehicles Number plate.

(*c*) Explain Color Correction Node in brief.

(*d*) Explain the term Paint in VFX.

Seat
No.

[5425]-306

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

AN-3106 : CREATIVE THINKING

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　　**Maximum Marks : 40**

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

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

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

　(*a*)　What is creative thinking ?

　(*b*)　Mention any *one* creative thinking technique.

　(*c*)　What is code communication ?

　(*d*)　State the names of any *two* fully animated films.

　(*e*)　What does the effectiveness of the mind in one-way communication with the environment arise from ?

　(*f*)　Define character as a central element of a story.

　(*g*)　Define rags to riches as a type of story.

　(*h*)　What is the generation of alternatives ?

　(*i*)　Draw a mind map of the term 'heroes'.

　(*j*)　Draw an animated character using the objects water bottle and tiffin box.

　　　　　　　　　　　　　　　　　　　　　　　P.T.O.

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

(*a*) Explain how a code system in your mind contributes to creative thinking.

(*b*) Describe the process of evaluation in a brainstorming session.

(*c*) What is the format for a brainstorming session ?

(*d*) What is the difference between Lateral and Vertical thinking ?

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

(*a*) What are the factors to be considered when creating characters for a strong supporting caste ?

(*b*) Explain with examples the difference between a big event and a crisis in a plot.

(*c*) Explain with examples 'film noir' as a genre of story.

(*d*) Explain with examples 'science fiction' as a genre of story.

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

(*a*) Explain with examples the goals and needs of a character.

(*b*) Write a character-sketch of your favourite character from an animated film.

(*c*) Write a character-sketch of a character who is an antagonist playing the protagonist in a story.

(*d*) Write a story in **150** words and give it a suitable title using the following outline :

Monsoon started — four friends went trekking — Bridge connecting and valleys — Cave found while trekking — Treasure in the cave — Friends take treasure — When they reach the bridge, a friend slips and falls — Angel appears — Angel will save friend if he is given the treasure — Remaining friends discuss — Give away treasure and save the friend's life.

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

Seat
No.

[5425]-4

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

AN-1104 : FOUNDATION ART

(2015 PATTERN)

Time : Three Hours　　　　**Maximum Marks : 80**

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

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

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

　(*a*)　Write and draw any **4** Facial Expressions.

　(*b*)　What is cast shadow in shading ?

　(*c*)　Depending on which factors key lines are classified ? Write its types.

　(*d*)　How Gesture Drawing can be improved ?

　(*e*)　What are kinds of light ? Give example.

　(*f*)　What is centre in Gravity in Balance ?

　(*g*)　Define foreshortening.

　(*h*)　What are the types of textures ?

　(*i*)　Write the formulas for color harmany.

　(*j*)　Write *three* fundamental forms of volume construction.

　(*k*)　How to use 'Line of Action' ?

　(*l*)　How to maintain proportion of figure ?

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

    (*a*)   What points are to be considered while drawing a figure ?

    (*b*)   How basic shapes can be used in cartoon volume construction ?

    (*c*)   How Gesture Drawing is used ?

    (*d*)   Explain Perspective.

    (*e*)   Explain Subtractive method.

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

    (*a*)   Write a note on Color Harmony.

    (*b*)   Explain one point perspective.

    (*c*)   Explain Grey scale in detail.

    (*d*)   What is three point perspective ?

    (*e*)   Explain Additive method in detail.

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

    (*a*)   Explain vanishing point in detail.

    (*b*)   How proportion of a child's body changes ?

    (*c*)   Explain the use of Rapid sketches in drawing.

    (*d*)   Describe 'Forms'.

    (*e*)   Which is the most neglected area of figure drawing ? Why ?

Seat
No.

[5425]-401

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

AN-3201 : INTELLECTUAL PROPERTY RIGHTS

AND CYBER SECURITY

(2015 PATTERN)

Time : Two Hours **Maximum Marks : 40**

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

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

(*iii*) Symbols and abbreviations have their usual meanings.

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

(*a*) What is trademarks ?

(*b*) What is copyrights ?

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

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

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

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

(*g*) Define computer forensics.

(*h*) Name *two* types of virus.

(*i*) What is transmission media ?

(*j*) What is protocol ?

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

(*a*) What is the need of intellectual property protection ? Explain in brief with example.

(*b*) Why is copyright necessary ? Explain in brief with example.

(*c*) Explain types of transmission modes.

(*d*) What is cyber security ? Explain in brief with example.

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

(*a*) How computer software can be protected by copyright ?

(*b*) What is not patentable ? Comment. Explain in brief with example.

(*c*) Explain OSI model in detail.

(*d*) What are different ways of email security ? Explain in brief with an example.

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

(*a*) Define Intellectual property. Explain its *three* types.

(*b*) Define topology. Explain star and bus topology.

(*c*) Explain packet sniffing with example.

(*d*) What is Risk Management ? Explain in brief.

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

Seat
No.

[5425]-402

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

AN-3202 : USER INTERFACE (UI) DESIGN

(2015 PATTERN)

Time : Two Hours　　　　　　　　　**Maximum Marks : 40**

N.B. :— (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*)　*All* questions are compulsory.

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

(*a*)　What is a user scenario ?

(*b*)　Write down list of different design principles of animation.

(*c*)　What is anticipation ?

(*d*)　Write down usability heuristics.

(*e*)　What is difference between Graphic Design and User Interface Design ?

(*f*)　What is Symbian ?

(*g*)　What is Wizard of Oz ?

(*h*)　What is simplicity in good graphic design ?

(*i*)　What is steering law ?

(*j*)　What is touch screen panel ?

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

(*a*) Write down advantages and disadvantages of Declaration UI.

(*b*) Explain structure of the keystroke level model.

(*c*) Explain Straight Ahead Action and Pose to Pose principles of animation.

(*d*) How is the view tree used ? Explain in brief.

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

(*a*) Describe State Machines translate events.

(*b*) Explain Follow Through and Overlapping Action principles of Animation.

(*c*) How to design good user interfaces ? Explain.

(*d*) Write difference between Android and Symbian.

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

(*a*) Explain *two* different types of low-fidelity prototypes.

(*b*) Explain any *two* pointing devices.

(*c*) Explain squash and stretch principles of Animation.

(*d*) What is Task Analysis ? Explain in brief.

Seat
No.

[5425]-403

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

AN-3203 : GAME PRODUCTION

(2015 PATTERN)

Time : Two Hours　　　　　　　　Maximum Marks : 40

N.B. :— (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*)　*All* questions are compulsory.

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

(*a*)　Which Physics engine is used in unity ?

(*b*)　What is collision detection in Game Engine ?

(*c*)　Name main *three* types of Assets in Unity.

(*d*)　Write definition of "Game objects" in one sentence.

(*e*)　Name any languages can be used for Game scripts.

(*f*)　What is 'Inspector' in unity ?

(*g*)　Where to find out list of Game objects in the Unity scene ?

(*h*)　Which shortcut key is used for paning a view in blender ?

(*i*)　Which modifier is used for object smoothing in blender ?

(*j*)　Write down full forms of the following :

(*i*)　GUI

(*ii*)　CGI

(*iii*)　FG

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

   (*a*)   Explain Audio Listner in unity.

   (*b*)   What are GUI Layer and Flair Layer ?

   (*c*)   Define Assets in unity.

   (*d*)   Explain Game components in unity.

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

   (*a*)   Explain the following components in unity :

          (*i*)   Scene

          (*ii*)   Hierarchy

          (*iii*) Inspector

          (*iv*)   Game mode.

   (*b*)   Write a short note on "Game Window". How does it work in unity ?

   (*c*)   Explain Terrain Editor in brief.

   (*d*)   Explain Importing and Exporting height maps in unity.

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

   (*a*)   Explain role of "Light Map" in unity.

   (*b*)   What is mesh filter in unity ?

   (*c*)   Explain Mesh Renderer with the following parameters : Cast Shadow, Receive Shadow and Materials.

   (*d*)   Explain about main camera in unity.

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

Seat
No.

[5425]-404

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

AN-3204 : MOTION GRAPHICS

(2015 PATTERN)

Time : Two Hours   Maximum Marks : 40

N.B. :— (*i*)   Neat diagrams must be drawn wherever necessary.

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

(*iii*) *All* questions are compulsory.

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

(*a*)   What is old school animation ?

(*b*)   Define the term direct on film.

(*c*)   What is interpolation ?

(*d*)   Path animation is also referring for which concept.

(*e*)   What is parenting ?

(*f*)   Write down any example of discontinuity editing.

(*g*)   What is nesting ?

(*h*)   What is compositing ?

(*i*)   Who invented the phenakisticope ?

(*j*)   Which is the first linear editing machine.

P.T.O.

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

(*a*) Explain interpolating form and surface.

(*b*) Write down the concepts "Bumpers" in brief.

(*c*) What is offline editing ? Explain in brief.

(*d*) What is negative space ? Explain in brief.

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

(*a*) What is index and motion vectors in forms ? Explain.

(*b*) Write down *four* tips to preserve action continuity.

(*c*) Explain the concept jump cut in brief.

(*d*) What is montage ?

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

(*a*) What is Network branding ? Where is it used ?

(*b*) Explain the concept "Mattes".

(*c*) What is Keying ? Explain.

(*d*) Write down a brief note on colour manipulation.

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

Seat
No.

[5425]-405

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

AN-3205 : VFX—II

(2015 PATTERN)

Time : Two Hours　　　　　　　Maximum Marks : 40

N.B. :— (*i*)　Neat diagrams must be drawn wherever necessary.

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

(*iii*)　*All* questions are compulsory.

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

(*a*)　Define stereoscopy.

(*b*)　Name the camera used for stereoscopic shooting.

(*c*)　Nuke/Natron is a .... based software.

(*d*)　Which Node is used to find the output in node based software ?

(*e*)　Define Composition.

(*f*)　Shortcut key of minimizing and maximizing a viewport.

(*g*)　What is production ? Explain in brief.

(*h*)　Nuke files are saved in .... extension.

(*i*)　Name the ascending order of VFX film production.

(*j*)　What is Rough Geometry ?

P.T.O.

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

   (*a*)   Define stereoscopy. Explain the stereosopy aspect of 3D.

   (*b*)   What is CGI compositing ? Explain in brief.

   (*c*)   What is VFX ? Explain in brief.

   (*d*)   Explain DOP sheet.

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

   (*a*)   Explain the film making production pipeline.

   (*b*)   Explain in brief about VFX post production.

   (*c*)   Explain :

       (*i*)   Roto Node

       (*ii*)   Blur Node

       (*iii*)   Merger Node

       (*iv*)   Read Node

       (*v*)   Roto Paint Node

   (*d*)   What is Camera rig ? Explain in brief.

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

   (*a*)   Explain concept Motion tracking in brief.

   (*b*)   What is immersion ? Explain in brief.

   (*c*)   Explain the Match moving process in detail.

   (*d*)   Write the function of :

       (*i*)   Write Node

       (*ii*)   Color Correction Node

       (*iii*)   Blur Node

       (*iv*)   Tracker Node

       (*v*)   Hue Keyer Node

Seat
No.

[5425]-406

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

AN-3206 : NEW MEDIA

(2015 PATTERN)

Time : Two Hours　　　　　　　　　　**Maximum Marks : 40**

N.B. :— 　(*i*)　Neat diagrams must be drawn wherever necessary.

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

　　　　(*iii*)　*All* questions carry equal marks.

　　　　(*iv*)　*All* questions are compulsory.

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

　(*a*)　Name any *two* Digital Technologies.

　(*b*)　Name any *two* Analog Technologies.

　(*c*)　What is SMS ?

　(*d*)　Write full form of Wi-Fi.

　(*e*)　Write full form of LED.

　(*f*)　Name any *two* Social Networking Sites.

　(*g*)　What is Cloud Storage ?

　(*h*)　Who is the founder of Facebook ?

　(*i*)　What is Pinterest ?

　(*j*)　What is 4G Internet ?

2. Answer any *two* :   [2×5=10]

   (*a*)   What is Podcast ? Write characteristics and give examples.

   (*b*)   What is Microblogging ? Give examples.

   (*c*)   What is Crypto Currency ? Write characteristic and give examples.

   (*d*)   Differentiate between Mass Media and New Media. Give at least *five* points with an example.

3. Answer any *two* :   [2×5=10]

   (*a*)   Write any *two* Cyber Crime related news.

   (*b*)   Explain Digital Divide in brief.

   (*c*)   Why New Media is a democratic media ?

   (*d*)   What is online journalism ? Explain giving definition, characteristics and examples.

4. Answer any *two* :   [2×5=10]

   (*a*)   Write *five* salient features of traditional media.

   (*b*)   Write *five* advantages of online media and explain why ?

   (*c*)   What is meant by Digital Storytelling with respect to Television ?

   (*d*)   Explain Content Management System in brief.

Seat
No.

[5425]-5

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

AN-1105 : COMPUTER BASED 2D ANIMATION

(2015 PATTERN)

Time : Three Hours   **Maximum Marks : 80**

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

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

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

(*a*)   Write shortcut of Paint Bucket.

(*b*)   Write shortcut of 'Line Tool'.

(*c*)   Write shortcut of 'Alignment' option.

(*d*)   Write shortcut of 'Eraser' option.

(*e*)   Write shortcut of 'Insert Frame'.

(*f*)   Write shortcut of Delete Frame.

(*g*)   Write shortcut of 'Ink Bottle tool'.

(*h*)   Explain 'Rectangle Primitive'.

(*i*)   Explain 'Oval Primitive'.

(*j*)   Explain Colour 'Sample tool'.

(*k*)   What is 'Stroke Colour' ?

(*l*)   Explain Swap Colour.

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

(*a*) What is frame by frame animation ?

(*b*) What is 'Motion Guide' ?

(*c*) What is Masking ? Explain.

(*d*) Explain 'Align to Stage' option with example.

(*e*) What is Gradient Transform tool use for ? Explain.

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

(*a*) What is Grid ? Explain.

(*b*) What is role of Playhead ? Explain.

(*c*) Explain Property Inspector.

(*d*) Explain editing envelope in sound property.

(*e*) Explain Action Script.

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

(*a*) Explain Shape tween.

(*b*) Explain Motion tween.

(*c*) Explain orient to path with diagram.

(*d*) Explain 'Character design' in flash.

(*e*) Explain Vector and Raster Graphics.

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

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

AN-1106 : INTRODUCTION TO GRAPHICS

(2015 PATTERN)

Time : Three Hours　　　　　　　　**Maximum Marks : 80**

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

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

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

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

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

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

(*c*) How to enable Rulers ?

(*d*) What is direct selection tools ?

(*e*) What is compound path ?

(*f*) Name any *four* filters.

(*g*) What is rotate tool ?

(*h*) Name any *two* adjustment layers.

(*i*) What is curvature tool ?

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

(*i*) JPEG

(*ii*) PNG.

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

(*l*) What is Artboard tool ?

P.T.O.

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

   (*a*)   Explain background eraser tool.

   (*b*)   How to apply clipping mask ?

   (*c*)   How to create Custom Brush ?

   (*d*)   Explain RGB and CMYK color mode.

   (*e*)   Explain Guides.

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

   (*a*)   What is color balance in adjustment ?

   (*b*)   How to align a shape to key object ?

   (*c*)   Explain multichannel color mode.

   (*d*)   Explain warp effects.

   (*e*)   How to import an image in illustrator ?

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

   (*a*)   Explain layers in illustrator.

   (*b*)   How to repeat a transformation ?

   (*c*)   What is Pixel ?

   (*d*)   Explain Eye dropper tool.

   (*e*)   Explain History brush tool.

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

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

AN-1107 : ELEMENTS OF 3D DESIGN

(2015 PATTERN)

Time : Three Hours　　　　　　　Maximum Marks : 80

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

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

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

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

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

　(*b*)　How to set image plane in Maya ?

　(*c*)　Define Gravity force.

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

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

　(*f*)　What is NURBS ?

　(*g*)　Define Pro-Boolean method.

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

　　　(*i*)　Panning View

　　　(*ii*)　Rotating View

　　　(*iii*)　Zooming View.

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

　(*j*)　How to apply Extrud modifier on shape ?

(*k*)   How to apply material on object using 3Ds Max ?

(*l*)   Define Maya Lambert Shader.

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

(*a*)   Explain Maya Scene-Management Workflow.

(*b*)   Explain Hypershade Window with diagram.

(*c*)   Explain the following points :

    (*i*)   Insert edge loop

    (*ii*)   Faces

    (*iii*)   Vertex.

(*d*)   What is 3D Animation and explain it.

(*e*)   Explain Artificial Lighting System.

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

(*a*)   Explain Editable poly sub-object level.

(*b*)   What is "Resolution Gate" ? Explain it.

(*c*)   Write down difference between Point Light and Ambient Light with example.

(*d*)   Explain Symmetry and Taper modifier.

(*e*)   Explain Pose to Pose and staging animation principles.

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

(*a*)   Write down short note on blinn and standard material.

(*b*)   Explain Mr. Sky portal light with example.

(*c*)   What is the difference between GI, FG and explain it.

(*d*)   Explain surface modelling with example.

(*e*)   Explain Rendering concept and Render parameter.

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No.

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

AN-1108 : INTRODUCTION TO MASS COMMUNICATION
AND MEDIA LITERACY

(2015 PATTERN)

Time : Three Hours　　　　　　　　　　**Maximum Marks : 80**

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

(*ii*) Draw neat diagram if required.

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

(*a*) List *two* News Channels.

(*b*) What is the role of Public Relation Officer ?

(*c*) What is meant by "Documentary" ?

(*d*) What is the role of television in our life ?

(*e*) Define Interactive Communication.

(*f*) Write down *two* names of business magazines.

(*g*) Explain Media Literacy.

(*h*) Define Media Convergence.

(*i*) What are e-books ?

(*j*) What are d-books ?

(*k*) List of *two* Radio Channels in India.

(*l*) List any *four* newspapers published in Maharashtra.

2. Answer any *four* : [4×5=20]

(*a*) What is the importance of mass communication for a company ?

(*b*) How does mass media act as a link between the government and the people ?

(*c*) What are the roles of an editor of a newspaper ?

(*d*) How does mass communication affect culture ?

(*e*) What are the various elements of mass communication ?

3. Answer any *four* : [4×5=20]

(*a*) What is the importance of mass communication for a company ?

(*b*) What are the various media used for mass communication ?

(*c*) Define Virtual Life.

(*d*) What is business communication ?

(*e*) What are the advantages and disadvantages of web based communication ?

4. Answer any *four* : [4×5=20]

(*a*) What is the pattern of evolution of mass communication and when did it start ?

(*b*) What are the current characteristics of news ?

(*c*) How does social media affect on youth ?

(*d*) What is the concept of imperialism in Media ?

(*e*) How does mass media act as a link between the government and the people ?