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[5825]-101

First Year B.Sc. (Animation)

ANM - 101 : FOUNDATION OF ART

(2021 Pattern) (Semester - I)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following:

[10×2=20]

- a) What is Proportion?
- b) What is Symmetry?
- c) What is Order?
- d) What is Line?
- e) What is Texture?
- f) What is Space?
- g) What is Proximity?
- h) What is Closure?
- i) What is Key Line?
- j) What is Joints?

Q2) Answer the following (any 2):

[2×5=10]

- a) Write a short note on Bones and joints.
- b) What is volume construction?
- c) Write down 10 Body parts name.
- d) What is fundamentals of type?

P.T.O.

Q3) Answer the following (any 2):

[2×5=10]

- a) Write a short note on:
 - i) Fonts.
 - ii) Keening.
 - iii) Weightages.
- b) Difference between Dominance and emphasis.
- c) What is figure and ground? Explain.
- d) Explain visual and creative development of an artist.

Q4) Answer the following (any two):

[2×5=10]

- a) Explain line and shade with the help of example.
- b) Difference between warm/cool colors.
- c) Define the following terms:
 - i) Balance
 - ii) Scale/proportion
 - iii) Similarity
 - iv) Proximity
 - v) Contrast



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[5825]-102

F.Y. B.Sc. (Animation)

ANM 102 : Basics of Animation

(2021 Pattern) (Semester - I)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following 10:

[10×2=20]

- a) What is key frame?
- b) What is story board?
- c) What is acting?
- d) What is 13C₄ music?
- e) What is foley?
- f) What is posing?
- g) What is music?
- h) What is sequence?
- i) What is shots?
- j) What is film?

Q2) Answer the following 2:

[2×5=10]

- a) Demonstrate the shots? Using help of drawing.
- b) Explain any Award winning Animation film story & story board.
- c) Explain “Moana”, character in detailed.
- d) What is anatomy explain it?

P.T.O.

Q3) Answer the following 2:

[2×5=10]

- a) Explain “sid”, character in detailed.
- b) Write down any 3 Animation principal in detail.
- c) What is “ Hunchback”,? Explain.
- d) Explain any 3 types of camera angles with the help of diagram.

Q4) Answer the following 2:

[2×5=10]

- a) What is posing? Explain .
- b) What is expression? Explain.
- c) Explain different animation types.
- d) What is stop motion Animation.

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[5825]-103

F.Y. B.Sc.

ANIMATION

**ANM - 103 : Introduction to Digital Graphics - Image
Editing (Vector)
(2021 Pattern) (Semester - I)**

Time : 2 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *Answer all questions.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer any ten :

[10 × 2 = 20]

- a) Which of the tool will cut a path into two different paths?
- b) The illustrator tool which is shown as a white arrow is known as the _____.
- c) The path finder tool will _____.
- d) How do you select a shape that has no fill?
- e) Which solution listed below will fill an object?
- f) Which of the tools would be used to edit a live?
- g) Write the correct procedure to draw a perfect square in Adobe Illustrator.
- h) Adobe Illustrator terminology for a drawn line is _____.
- i) If you wish to edit a shape, you must click an anchor point with _____.
- j) The illustrator tool which is shown as a completely black arrow is called the _____.
- k) Which of the tool convert a raster image to vector image?

P.T.O.

Q2) Answer any two.

[2 × 5 = 10]

- a) Explain the interface of Adobe Illustrator?
- b) What is the main use of Adobe Illustrator?
- c) What is art board in Adobe Illustrator?
- d) What is RGB color and explain the secondary color?

Q3) Answer any two :

[2 × 5 = 10]

- a) What is graphic designing?
- b) What is the use of Adobe Illustrator in Industry?
- c) Explain the role of creating the vector image.
- d) Explain the types of selection tools and use of them.

Q4) Answer any two :

[2 × 5 = 10]

- a) Explain the tools of Adobe Illustrator.
- b) Write down the steps for creating a shape in Adobe Illustrator.
- c) How to add color to any trace image?
- d) Explain how you can export ICNS icon from Adobe Illustrator.



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[5825]-104

F.Y. B.Sc.

ANIMATION

**ANM104 : Introduction to Programming Languages
(2021 Pattern) (Semester - I)**

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions :

[10 × 2 = 20]

- a) Write syntax and explain working of strcmp().
- b) What is token? What are different tokens used in 'C' programming.
- c) What is difference between variable declaration and variable definition.
- d) Define constant. List types of constants used in 'C' programming.
- e) What is purpose of break and continue statement.
- f) Can you use float value in switch case? Justify your answer.
- g) State applications of an array.
- h) Differentiate between local and global variable.
- i) What are command line arguments?
- j) Explain use of null pointer in 'C'.

P.T.O.

Q2) Answer any two of the following questions : **[2 × 5 = 10]**

- a) Explain syntax and use of if else in 'C' language.
- b) Write a note on data types in 'C'.
- c) What is string? Explain strcpy() and strcat () function in 'C' programming.
- d) What is an operator? Explain all logical operators in C with suitable example.

Q3) Answer any two of the following questions : **[2 × 5 = 10]**

- a) Explain 2 dimensional array with example.
- b) What is difference between call by value and call by reference.
- c) Explain different operations which we can perform on pointers.
- d) Explain with an example function returning pointer.

Q4) Answer any two of the following questions : **[2 × 5 = 10]**

- a) Write a 'C' program to calculate factorial of an integer.
- b) Write a recursive function in 'C' to calculate GCD of two numbers.
- c) Write a 'C' program to calculate xy without using library function.
- d) Write a 'C' program to find largest element in an array.



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F.Y. BSc.

ANIMATION

**ANM 201 : Digital Photography and Film Making Fundamentals
(2021 Pattern) (Semester - II)**

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following questions.

[10 × 2 = 20]

- a) Kodak camera was invented by _____.
- b) Rules of third is _____ rule.
- c) CCD is a type of _____.
- d) Full form of ISO?
- e) A Digital Image is made up of thousands at _____.
- f) SLR stands for _____.
- g) Aperture is for _____.
- h) _____ has been defined as taking of photography to provide a record of social and political situations with the aim of conveying information.
- i) Long distance photography is facilitated by _____.
- j) Visible Light occurs between _____.

Q2) Answer any two :

[2 × 5 = 10]

- a) Define the use of Reflector while shooting outdoor portrait.
- b) Shallow DOF is created by using which apertures? Write about a flower with shallow DOF.
- c) How motion blur is created? Define a picture of fan with motion blur.
- d) Which picture style will be used to shoot a group photo and why?

P.T.O.

Q3) Answer any two :

[2 × 5 = 10]

- a) What is silhouette? Define.
- b) What are the types of patterns? Give example of each type?
- c) What is mean by high key picture? Explain in detail.
- d) What are the four types of Lights used in Photography? Explain the significance of each.

Q4) Answer any two :

[2 × 5 = 10]

- a) What is mean by low key picture? Explain in detail.
- b) Flash light disappears in how many seconds? What is flash synchro speed?
- c) What is mean by CCD & CMOS? Explain the type.
- d) Which are the main type of lenses?



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[5825]-202

F.Y. B.Sc. (Animation)

ANM 202 : ELEMENTS OF INFORMATION TECHNOLOGY

(2021 Pattern) (Semester - II)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*
- 3) *Neat diagrams must be drawn wherever necessary.*

Q1) Answer the following questions.

[10×2=20]

- a) What is an input device? Give any two examples of input devices.
- b) What is the URL? Explain with the help of example.
- c) What is system software? Give examples of system software.
- d) Define Multimedia. List any two advantages of Multimedia.
- e) List Instant messaging providers.
- f) What is the Internet? List application of Internet.
- g) What is RAM?
- h) Explain Taskbar.
- i) What is spreadsheet?
- j) What is slideshow?

Q2) Answer any two of the following questions.

[2×5=10]

- a) Explain the different types of memory in computer.
- b) Explain WAN.
- c) Explain Bullets and Numbering style in word processing.
- d) Explain any five functions which can be used on data in spreadsheet.

P.T.O.

Q3) Answer any two of the following questions.

[2×5=10]

- a) Explain the different types of computer Network.
- b) Explain the facilities available in any word processing software.
- c) Write a short note on search Engines.
- d) Explain the file and Directory management.

Q4) Answer any two of the following questions.

[2×5=10]

- a) Write down steps to use formula & functions in spreadsheet.
- b) Explain the applications of IECT (Information Electronics and communication technology).
- c) Explain slide view of presentations.
- d) Write down the steps for following (Windows OS)
 - i) Adding and removing printers.
 - ii) Changing mouse properties.



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[5825]-203

First Year B.Sc. (Animation)

ANM 203 : INTRODUCTION TO 2D ANIMATION

(2021 Pattern) (Semester -II)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following questions:

[10×2=20]

- a) Shock wave file_____
- b) Write short key of time line is_____
- c) Which software technique of physically manipulates an object to 2D animation?
- d) _____ refers to simulated motion pictures showing movement of drawn objects.
- e) _____ is basically a form of pictorial presentation of technology.
- f) Write short key of group.
- g) Write full form of SWF.
- h) Object oriented graphics_____
- i) A_____ device produces an illusion of movement from a rapid succession of static pictures.
- j) Multiple camera was introduced by Walt Disney True/False?

Q2) Answer any two

[2×5=10]

- a) What is the main use of adobe Animate?
- b) Write about the interface of Adobe Animate?
- c) Write about tool panel in Adobe Animate.
- d) Write about managing windows and panel.

P.T.O.

Q3) Answer any two:

[2×5=10]

- a) How to create custom workspace layouts?
- b) What is setting stage dimension?
- c) What are editing frames and layers?
- d) Write about geometric shapetool.

Q4) Answer any two

[2×5=10]

- a) Write the use of fill and stroke controls.
- b) What is simplifying snapping setting?
- c) What is mean by transforming objects?
- d) What is frame by frame animation?



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[5825]-204

First Year B.Sc. (Animation)
ANM-204 : 3D ANIMATION - I (Maya)
(2021 Pattern) (Semester - II)

Time : 3 Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Figures to the right indicate full marks.*

Q1) Answer the following questions.

[10×2=20]

- a) Write 2 official formats of Maya files.
- b) Define polygon in 3D software.
- c) Short cut key for Move, Rotate and Scale?
- d) What is Maya Software used for?
- e) What is an Animation?
- f) Which command extrudes a curve outline in 360° to make a pot?
- g) What is duplicate special?
- h) What is pivot point?
- i) Which is shortcut (Number) to Light in Viewport?
- j) What is Mirror Geometry?

Q2) Answer any 2 of the following questions.

[2×5=10]

- a) Explain Maya Interface.
- b) Explain modeling in Maya.
- c) List types of shaders in Maya? Explain any one.
- d) Explain project file management.

Q3) Answer any 2 of the following questions.

[2×5=10]

- a) Explain Timeline in Maya.
- b) Explain Arnold Shaders in Maya.
- c) List Arnold Lights in Maya. Explain any one.
- d) Explain Arnold Render setup in Maya.

P.T.O.

Q4) Answer any 2 of the following questions.

[2×5=10]

- a) Explain Basic default Lights in Maya.
- b) Describe importance of Maya in Animation Industry.
- c) What are Shaders? Explain in detail.
- d) What is the Render Engine? Explain 'Mental Ray'.



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