PA-2657

[5904]-11

S.Y. B.Sc (Animation)
AN - 2104 : MULTIMEDIA SYSTEMS
(2015 Pattern) (Semester - I)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Neat diagrams must be drawn wherever necessary.*

Q1) **Answer the following :**   **[10 × 1 = 10]**

    a)   Define multimedia system.

    b)   Define Resolution.

    c)   What is Aspect Ratio?

    d)   What is MIDI?

    e)   What do you mean by spatial redundancy?

    f)   What does JPEG & MPEG stands for?

    g)   What does DMCS stands for?

    h)   What is hyper application?

    i)   What do you mean by luminance & chrominance?

    j)   What are test pattern?

Q2) **Answer any following : (Any 2)**   **[2 × 5 = 10]**

    a)   Illustrate with the help of neat diagram video compression technique.

    b)   Give the architecture of DMCS & state its distinctive features.

    c)   Write a note on sensors for TV cameras.

    d)   Write a short note on digital audio signal processing.

Q3) **Answer any following : (Any 2)** [2 × 5 = 10]

    a)   Write a note on color video.

    b)   Write a note on DCT & statistical coding.

    c)   What is QMF format? What one its component show with an appropriate diagram.

    d)   Distinguish between track model & object model.

Q4) **Answer the following : (Any 2)** [2 × 5 = 10]

    a)   Write a short note on MPEG compression standard.

    b)   Explain RGB & CMYK color model.

    c)   Explain how DAC & ADC work.

    d)   Explain toolkit in detail.

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[5904]-21

S.Y. B.Sc. (Animation)
AN-2201 : VALUE EDUCATION - II
(Skill development, Personality Development, Mind Mapping)
(2015 Pattern) (Semester - II) (82512)

Time : 2 Hours]   *[Max. Marks : 40*

Q1) Attempt any ten :   **[10 × 1 = 10]**

a) Indian has _____ party system.

b) Constitution of India guarantees, how many fundamental weighs?

c) What is the retirement age of the member of NHRC?

d) Which is the 29th state of India?

e) Anna Hazare lead which movement?

f) When was East Indian company established?

g) Indian constitution contains _____ article.

h) Where is the center for constructional rights in India?

i) The Indian constitution has been divided in _____.

j) _____ is the process by which people transmit values to others.

k) Which article provides special status to Jammu and Kashmir?

l) Article-17 deals with _____.

Q2) Answer any two :   **[2 × 5 = 10]**

a) Which methodology is the most appropriate and effective for inculcating values among students? Discuss.

b) What is the career planning and write down your career planning?

c) What are pointers and structure of written communication?

d) Define speaking skill with different style.

P.T.O.

Q3) Answer any two :   **[2 × 5 = 10]**

    a)   Define components of communication.

    b)   What are the barriers in communication?

    c)   Write a short note on human values.

    d)   Explain Erosion of culture.

Q4) Answer any two :   **[2 × 5 = 10]**

    a)   Write on Literal meaning of education.

    b)   Why should you have good friend?

    c)   What are the classifications of values?

    d)   Explain the style of speaking.

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[5904]-22

S.Y. B.Sc (Animation)

AN - 2202 : 3-D PRODUCTION (Using Software MUDBOX)

(2015 Pattern) (Semester - II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

Q1) **Answer the following questions :**

[10 × 1 = 10]

a) Define Traditional sculpting.

b) What is Digital Sculpting?

c) Which file format saves mudbox file?

d) Name any 2 3D sculpting softwares?

e) What is the use of Smooth tool?

f) What is Polygon?

g) We need to import a low poly model from Maya (True/False)

h) Which viewport opens when we start mudbox?

i) How to use sculpt layer panel?

j) Shortcut key for Show - Hide wire frame?

Q2) **Answer any 2 of the following questions :**

[2 × 5 = 10]

a) Explain Mudbox interface and draw a diagram.

b) What is subdivision? Explain its importance in detail.

c) Explain paint Layer in detail.

d) Explain Mudbox sculpting tools in detail.

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

    a)   Differentiate traditional and digital sculpting.

    b)   Explain role of 'Armature'.

    c)   List and explain traditional sculpting tools set (equipments)

    d)   Explain proportion and measurement.

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

    a)   Explain digital sculpting in detail.

    b)   What is resolution in digital set sculpting? in detail.

    c)   Explain unwrap UVW in detail.

    d)   Write short note on texturing.

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[5904]-23

S.Y. B.Sc. (Animation)
AN - 2203 : INTRODUCTION TO ACTION SCRIPT
(Using Software Adobe Flash)
(2015 Pattern) (Semester - II) (82532)

Time : 2 Hours] *[Max. Marks : 40*

Instructions to the candidates:

1) *Answer all questions.*

2) *Figures to the right indicate full marks.*

Q1) **Answer the following questions :** [10 × 1 = 10]

a) What is classes?

b) What is Text Field?

c) What is string operation?

d) What is XML?

e) What is assets?

f) What is API?

g) What is movie dip?

h) What is button?

i) What is dynamic assets?

j) What is Event?

Q2) **Answer the following questions : (Any Two)** [2 × 5 = 10]

a) What is Event handler? Explain it?

b) How to create empty movie clips?

c) How we working with drawing API?

d) How to create dynamic text field?

Q3) **Answer the following questions : (Any Two)** **[2 × 5 = 10]**

    a)   Explain the concept of XML?

    b)   How many event handler we have? Explain it?

    c)   What is return type function?

    d)   What is passing parameters to function.

Q4) **Answer the following question : (Any Two)** **[2 × 5 = 10]**

    a)   What is Loop? Explain its types.

    b)   What is multidimensional arrays.

    c)   What is function? Explain.

    d)   What is variables and its scope is flash.

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[5904]-24

S.Y. B.Sc (Animation)

AN - 2204 : MULTIMEDIA COMMUNICATION

(2015 Pattern) (Semester - II) (82542)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

   1)   *All questions are compulsory.*

   2)   *Figures to the right indicate full marks.*

Q1) **Attempt all of the following :**   **[10 × 1 = 10]**

   a)   Define attenuation.

   b)   Define multimedia communication.

   c)   What is propagation delay?

   d)   What is PDU?

   e)   What do you mean by 1-bit image?

   f)   List the image file formats?

   g)   Define echo sound.

   h)   Write the full form for :

       i)   MPEG

       ii)   DVI

       iii) JPG

       iv) GIF

   i)   Define hypertext & hypermedia.

   j)   Define visemes and phonemes.

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

   a)   Write a short note on media interaction.

   b)   Explain the concept of graphics and image editing.

   c)   Write a short note on 24-bit color images.
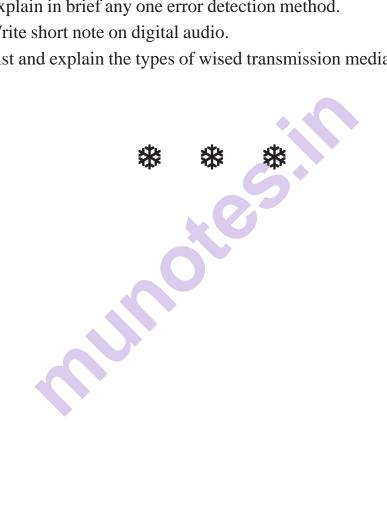
   d)   Explain HDLC protocol in brief.

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

    a)   Explain electronic mail with diagram.

    b)   Explain two modes of transmission.

    c)   Explain TCP/IP reference mode in brief.

    d)   Explain the concept of lip reading in audio - visual integration.

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

    a)   Write a short note on animation and its software tools.

    b)   Explain in brief any one error detection method.

    c)   Write short note on digital audio.

    d)   List and explain the types of wised transmission media.

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SEAT No. :

[Total No. of Pages : 2

[5904]-25

S.Y. B.Sc. (Animation)

AN - 2205 : ANIMATION TECHNIQUES - II

(2015 Pattern) (Semester - II) (82552)

Time : 2 Hours] *[Max. Marks : 40*

Instructions to the candidates:

1) All questions are compulsory.

2) Figures to the right indicate full marks.

Q1) **Answer the following questions :** **[10 × 1 = 10]**

a) What is Particle? (Particle)

b) Define use of Gravity.

c) Enlist the particle effect in Adobe After Effects.

d) What is Simulation?

e) What is Dynamics?

f) What is Opacity?

g) What is Anchor point?

h) How many types of layers available in After Effects?

i) What is composition?

j) What is chroma key?

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

a) What is Dynamics? Explain in detail.

b) What are particles? Explain in detail.

c) Explain the particle properties.

d) Explain term : Gravity, Resistance.

P.T.O.

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

    a)   Explain term : Death & Birth, Procedure, resistance, types of particles.

    b)   What are layers? Explain its types.

    c)   What is composition?

    d)   Explain Rotoscopy.

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

    a)   Explain Horror Effect with AE.

    b)   Explain Action Genre.

    c)   Explain Scifi Genre.

    d)   Explain : Text Layer, Solid Layer, null object.

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PA-2492

[5904]-26

S.Y. B.Sc. (Animation)
AN - 2206 : Production Process - II
(2015 Pattern) (Semester - II) (82562)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Figures to the right indicate full marks.*

Q1) **Answer the following questions :**   **[10 × 1 = 10]**

    a)   What is script writes job responsibility?

    b)   What does a camera person do?

    c)   What is the Animatic?

    d)   What is the Layout of dialogue?

    e)   What does the abbreviation FPS means?

    f)   What is pre-production?

    g)   The movement of object is band on?

    h)   What best describes "Motion graphics"?

    i)   How many frams is one sec. is render?

    j)   What is stage direction.

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

    a)   What is language? Explain cinema angle.

    b)   What is script? Why it is required.

    c)   Explain thumbnails? using diagram.

    d)   What is screen heading? Explain.

P.T.O.

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

    a)   The term "Live of Action", is animation means?

    b)   What is exposure sheet? Explain.

    c)   Explain story Boards?

    d)   What is camera? Explain different five angle.

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

    a)   How we are going to prepared animatics using software explain steps.

    b)   How to write dialogues.

    c)   What is LIP sqc. With the help of diagram.

    d)   Write a short note on :

        i)   Scene   ii)   Slots

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[5904]-31

T.Y. B.Sc. (Animation)
AN - 3101 SCRIPT WRITING
(2015 Pattern) (Semester - III) (92513)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates :
  1) *All questions are compulsory.*
  2) *Figures to the right indicates full marks.*

Q1) **Answer the following questions (any <u>Ten</u>) :**   **[10 × 1 = 10]**

   a) Direction is also known as _____ .

   b) _____ is the speed with which your story is todd.

   c) _____ is a series of shots strong together in rapid succession.

   d) Each moment of a screenplay exists in a _____ world.

   e) _____ Movies generally lack cursing, Sexual content and graphic violence.

   f) Plot can be defined as series of _____.

   g) A _____ is a short description of your screenplay that highlights the main characters and the journey they go on.

   h) _____ films tend to be more graphic in their violence.

   i) _____ Movies take audience to a future time frame or an imaginary world.

   j) Which world best defines genre ?

   k) How is screwball comedy different from romantic comedy?

   l) People can judge a book by its _____.

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

    a)   What are the four elements of dialogue?

    b)   What are the three parts of a scene?

    c)   How do you write a scene in a short story?

    d)   What is a scene writing?

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

    a)   What makes a scene in a play dramatic?

    b)   What makes a compelling script?

    c)   How do you write a professional script?

    d)   How do you start a screenplay?

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

    a)   Explain Scene headings (slug lines).

    b)   What are the three parts of a slug line?

    c)   What is slug line in journalism?

    d)   What is narrative description?

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[5904]-32

T.Y. B.Sc. (Animation)
AN - 3102 WEB TECHNOLOGY
(2015 Pattern) (Semester - III) (92523)

Time : 2 Hours]   *[Max. Marks : 40*

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

Q1) **Answer the following questions** :   **[10 × 1 = 10]**

    a)   Define Internet.

    b)   Which tag is used to create ordered list in HTML.

    c)   What is web server.

    d)   Name any two attribute of input tag.

    e)   How to write comment in Java script.

    f)   By using which keyword variable is declared in Javascript.

    g)   Define Dreamweaver.

    h)   What is property inspector in dreamweaver.

    i)   What does PHP stands for? which extension is used to save PHP file.

    j)   List any two event in Java Script.

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

    a)   If a=10 and b=20 write a Javascript program to swap these two numbers.

    b)   Write note on Java Script datatypes.

    c)   Write a HTML Program to display following equation.

            $X^3 + X^2 + X + 1 = 0$

    d)   Write note on PHP.

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

    a)   Explain internal CSS with an example.

    b)   Write a program in Java Script for summation of two numbers.

    c)   Explain GET and POST method.

    d)   Explain < input > tag and its attribute 'type' with an example.

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

    a)   Write a Java Script program to accept number from user and determine its positive or negative number.

    b)   Write note on advantages of CSS.

    c)   Write a note on web server & web client

    d)   Write a HTML Program to display list starting with 'i' for the following list elements.

        i)   MILK

        ii)   TEA

        iii)   COFFEE

        iv)   COLD DRINK

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[5904]-33

T.Y. B.Sc. (Animation)
AN - 3103 GAME DESIGN
(2015 Pattern) (Semester - III) (92533)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates :
   1) *All question are compulsory.*
   2) *Figures to the right indicate full marks.*

Q1) **Answer the following questions :**   **[10 × 1 = 10]**

   a) Full form of FPS in gaming.

   b) All games can run on any computer Hardware. [T/F]

   c) Write any 4 Game elements.

   d) Define Low poly modeling.

   e) What is Game Conceptualization?

   f) Define Blender Logic editor Sensor.

   g) Which Short cut key used to open 'object property panel'

   h) Name any 4 softwares used for 3D production.

   i) What is the importance of UV mapping?

   j) Full form of MMORPG in gaming.

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

   a) Write note on "Level Creation".

   b) Defferentiate Antagonist and Protogonist.

   c) Define Role of "Mentor" in Game.

   d) Explain 'Trickster' and 'Ally' in Game.

P.T.O.

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

a)   Explain Role of Protagonist in the Game.

b)   Explain Early Game Era in detail.

c)   Explain any one Game Production House's History in detail.

d)   Explain Game Development Lifeycle.

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

a)   Explain Alpha Version in Gaming.

b)   Explain any 2 types of Game engine in detail.

c)   What is MRP and Production planning process.

d)   What is post production for Gaming.

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SEAT No. :

[Total No. of Pages : 2

[5904]-34

T.Y. B.Sc. (Animation)
AN - 3104: DIGITAL EDITING
(2015 Pattern) (Semester - III) (92543)

Time : 2 Hours]   *[Max. Marks : 40*
Instructions to the candidates :
   1)   All questions are compulsory.
   2)   Figures to the right indicate full marks.

Q1) **Answer the following questions** :   **[10 × 1 = 10]**

   a)   Who develop adobe premier pro?

   b)   What is clapper board?

   c)   What is image aspect ratio?

   d)   What are show openers?

   e)   What are bumpers?

   f)   What is Non-Linear editing?

   g)   What is video editing?

   h)   What is aspect ration for video editing?

   i)   What is Shot?

   j)   What is story boards?

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

   a)   Explain interface of adobe premier pro.

   b)   What is story board technique? Explain.

   c)   Explain Digital linear editing?

   d)   Explain any five video Transition in detail.

P.T.O.

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

    a)   Explain different out put of video file in adobe premier pro?

    b)   Explain rule of 180º degree?

    c)   Explain covered angle & slots?

    d)   Explain principles of video editing.

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

    a)   Eaplain various techniques

        a) Jump cut   b) Match action

        c) Cut away   d) Continuity

    b)   Difference NTSC and PAL.

    c)   What is a "Montage"?

    d)   Explain the 30º degree rule in detail.

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[5904]-35

T.Y. B.Sc. (Animation)
AN - 3105 : VFX - I (Semester - III)
(2015 Pattern) (Paper - I) (92553)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates :
  1) *All questions are compulsory.*
  2) *Figures to the right indicates full marks.*

Q1) **Answer the following questions** :   **[10 × 1 = 10]**

  a) Write full form of PNG.

  b) Give two examples of Digital Compositing.

  c) Define digital Composition inshort.

  d) Who was the first photographer who composed photo?

  e) In RGBAZ, what does A and Z represent?

  f) Which is extra channel we used for compositing rather than RGB?

  g) What does Alpha represent in an image?

  h) Name who introduced of Alpha channel?

  i) What is Matting?

  j) Definition "Digital Image".

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

  a) What is Bluescreen matting?

  b) Discuss indetail about computer graphics (2D & 3D graphics)

  c) Discuss in detail historical perspective of Digital Compositing.

  d) Give 1 example of optical compositing in earlier movies and discuss a short, briefly explain Alpha channel.

P.T.O.

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

   a)   Explain Computer Imaging in detail.

   b)   Which are the two primary types of images compression? Explain in detail.

   c)   Explain HSV colour format in detail.

   d)   Write about specifying colours and RGB.

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

   a)   Explain film production in detail.

   b)   What are Pre-production in the film pipeline brief it.

   c)   Explain Camera Rig in detail.

   d)   Write down creative Artist profile.

[5904]-36

T.Y. B.Sc. (Animation)

AN - 3106 : CREATIVE THINKING

(2015 Pattern) (Semester - III)

Time : 2 Hours] *[Max. Marks : 40*

Instructions to the candidates:

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

Q1) Answer the following questions : **[10 × 1 = 10]**

   a) What is Storytelling?

   b) What is Power of thinking?

   c) What is Animation character?

   d) What is Communication in Animation?

   e) What is Term thinking?

   f) What is Idea?

   g) What is Audience?

   h) What is TG's?

   i) What is Platting?

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

   a) What is Storytelling? In the animation.

   b) Explain stories and their elements.

   c) Explain character development.

   d) How we bringing characters to Life.

P.T.O.

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

    a)   Audience and their love for animation? Explain understanding the basics behind it.

    b)   How you read you audiences mind? Explain.

    c)   What is many by case study? Explain any one of Animated movie.

    d)   What is application of animation to various media platform.

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

    a)   Explain? What is mean by creative thinking.

    b)   Write down Ideas and their power.

    c)   Write a short note on TG's psychology.

    d)   What is mind mapping and animation.

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SEAT No. :

[Total No. of Pages : 2

[5904]-41

T.Y. B.Sc. (Animation)

AN 3201 : IPR AND CYBER SECURITY

(2015 Pattern) (Semester - IV) (92514)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:

1)   All questions are compulsory.

2)   Figures to the right indicate full marks.

3)   Symbols and abbreviations have their usual meanings.

Q1) **Attempt all of the following :**   **[10 × 1 = 10]**

a)   Define firewall.

b)   What is Email security?

c)   What is an anti-virus?

d)   What is the full form of IPR?

e)   What is computer software?

f)   What is scope of patentability?

g)   What is digital water marking?

h)   Define the term protocol.

i)   What is trademark?

j)   What is E-commerce?

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

a)   Define topology. Explain star and bus topology in detail.

b)   What is patent? Explain the patentability standard.

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

d)   Explain types of transmission modes.

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

   a)   What are the types of steganography? Explain any one in detail.

   b)   Compare ISO/OSI and TCP/IP models.

   c)   Define policy. Explain the types of policies in detail.

   d)   What is Information security? State and explain principles of information security.

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

   a)   Explain different techniques of password cracking.

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

   c)   What is security assurance? Explain the security assurance model in detail.

   d)   What is VPN? Explain VPN security network.

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SEAT No. : ☐

[Total No. of Pages : 2

[5904]-42

T.Y. B.Sc. (Animation)

AN 3202 : USER INTERFACE DESIGN

(2015 Pattern) (Semester - IV) (92524)

Time : 2 Hours] *[Max. Marks : 40*

Instructions to the candidates:

   1) *All questions are compulsory.*

   2) *Figures to the right indicate full marks.*

Q1) **Answer the following questions :** **[10 × 1 = 10]**

   a) What is the Use of Frames in animation?

   b) Define Visibility.

   c) What is Wireframes?

   d) Which of the following is a data problem?

   e) W3c stands for.

   f) Which tool is use for structured designing .

   g) Define User Experience (UX).

   h) What is User Interface (UI)?

   i) Define good design.

   j) Used of HTML.

Q2) **Answer any two :** **[2 × 5 = 10]**

   a) Explain anticipation & Staging principle of animation.

   b) How is the view tree used? Explain in brief.

   c) Write a note on pacing & path.

   d) Write a note on Symbian mobile interface.

Q3) **Answer any two :**   **[2 × 5 = 10]**

   a)   Explain Prototyping.

   b)   What is System testing?

   c)   What are advantages of MUC architecture?

   d)   What is requirement analysis? Explain in brief.

Q4) **Answer any two :**   **[2 × 5 = 10]**

   a)   Explain squash & stretch principle of animation.

   b)   Explain color theory.

   c)   Explain point efficiency.

   d)   Explain appeal principle of animation.

▽ ▽ ▽ ▽

[5904]-43

T.Y. B.Sc. (Animation)
AN - 3203 : GAME PRODUCTION-II
(2015 Pattern) (Semester-IV) (92534)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:
1) *All questions are compulsory.*
2) *Fugures to the right indicate full marks.*

Q1) Answer the following questions :

[10×1=10]

a) What is Game engine?

b) Name any 2 Game engines.

c) Which shortcut key used to duplicate in blender?

d) List production process phase.

e) Define motion Actuators.

f) Define logic editor controler.

g) In which year, the fourth Generation Gaming Started?

h) Who developed ASPHACT Game?

i) List four Game production phases.

j) Define IR & VR.

Q2) Answer any 2 of the following questions.

[2×5=10]

a) Explain 3rd Generation of Game Industry.

b) Describe importance of coding in Game industry.

c) 'Development of GTA' explain brief history.

d) Explain SEGA's studio journey.

P.T.O.

Q3) Answer any 2 of the following quetions. **[2×5=10]**

    a)   What is classification of Gaming? Explain in detail.

    b)   What is jaystic? Explain in detail with example and drawing.

    c)   Explain Anti Hero character in Game with example.

    d)   Explain pre-phabs unity 3D.

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

    a)   Explain Blender node editor panel.

    b)   Differentiate Protagonists and Antagonists.

    c)   List out the Pro's and Con's of unity 3D.

    d)   What is vertex shader and a pixel shader? Unity 3D.

SEAT No. :

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[5904]-44

T.Y. B.Sc. (Animation)

AN-3204 : MOTION GRAPHICS

(2015 Pattern) (Semester-IV) (92544)

Time : 2 Hours]   *[Max. Marks : 40*

Instructions to the candidates:
1)   *All questions are compulsory.*
2)   *All questions carry equal marks.*
3)   *Figures to the right indicates full marks.*

Q1) Answer the following questions :   **[10×1=10]**

   a)   What is Motion graphics?

   b)   What is a clapperboard

   c)   What is PAL?

   d)   What is NTSC?

   e)   What is PSA?

   f)   What are strings?

   g)   What are show openers?

   h)   What are bumpers?

   i)   Define image aspect ratio?

   j)   Name any two video editing software?

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

   a)   What is a montage?

   b)   What is a "B-roll"? Explain.

   c)   What is pick-up in film making?

   d)   Explain the 30° degree rule in detail

Q3) Answer the following questions (Any Two).　　　　　　　　　　　**[2×5=10]**

    a)　Explain the interface of Premiere Pro.

    b)　Write the use up motion graphics? explain with example?

    c)　Write down difference between positive and negetive is composition?

    d)　Explain Gestalts theory in brief.

Q4) Answer the following questions (Any Two)　　　　　　　　　　　**[2×5=10]**

    a)　Explain story Board?

    b)　Explain term direct on Film?

    c)　Explain the mask setting effect in control panels in brief?

    d)　Explain the post- production?

SEAT No. :

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[5904]-45

T.Y. B.Sc. (Animation)
AN-3205 : VFX-II
(2015 Pattern) (Semester-IV) (92554)

Time : 2 Hours] *[Max. Marks : 40*

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

Q1) Answer the following questions : **[10×1=10]**

a) What is Chroma keying?

b) What is 'CC'?

c) What is image tracking?

d) It is possible to use tracking curves mannually (T/F).

e) What is the purpose of four point tracker?

f) Is that any role of tracker to stabilizer frame?

g) What is aspect ratio?

h) What are square Dixels?

i) Draw the VFX pipeline.

j) Write down any 2 film formats.

Q2) Answer any 2 of the following. **[2×5=10]**

a) Explain the "Tracking curves mannually".

b) What is "Multiple points tracking"?

c) How to stabilize a plate? Write in detail

d) Explain 'Curve Editor' in detail.

P.T.O.

Q3) Answer any 2 of the following. [2×5=10]

    a)   Explain the Proxy Images.

    b)   What is Histogram? Explain in detail.

    c)   Explain in detail 'Aspect Ratio'.

    d)   Write the procedure of camera Tracking.

Q4) Answer any 2 of the following. [2×5=10]

    a)   Explain Non-square Dixels.

    b)   Explain Astpect - Ratio in detail.

    c)   Elaborate the format conversion pipeline.

    d)   Write down full process of matte painting.

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SEAT No. :

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[5904]-46

T.Y. B.Sc. (Animation)

AN-3206 : NEW MEDIA

(2016 Pattern) (Semester-IV) (92564)

Time : 2 Hours] *[Max. Marks : 40*

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Figures to the right indicate full marks.*

Q1) Answer Any Ten :   **[10×1=10]**

  a)   What is an advantage of online journalism?

  b)   A web service is a software that supports computer-to- computer interaction over the _____.

  c)   The different types of online communication tools are _____.

  d)   GPS stands for _____.

  e)   What is the proposed punishment for cyber terrorism in IT Act?

  f)   Who invented WWW.

  g)   Word press is used to create _____.

  h)   Web 3.0 is also called as _____.

  i)   Online journalism refers to content created and distributed over_____.

  j)   What is includes in digital audio files?

  k)   When IT Act 2000 came into effect?

  l)   What does URC stands for?

Q2) Answer any Two.   **[2×5=10]**

  a)   Discuss any media content you have created and what happened if you put it online. It could be a video clip, a music Mash-up, blog, etc.

  b)   What is Internet?

  c)   What is web-browser?

  d)   What is traditional media?

Q3) Answer any Two. [2×5=10]

   a) What is New Media?

   b) Define - URL

   c) What is relationship between Traditional media and New Media?

   d) How has traditional media evolved into New Media?

Q4) Answer any Two. [2×5=10]

   a) What are the types of Internet access?

   b) What is the history of Internet in India?

   c)   What is the online journalism?

   d) What is meant by content management system?