[4720]-101

S.Y. B.Sc.

ANIMATION

AN-2101 : Technical English-I

(Semester-I) (2011 Pattern)

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 x 1 = 10]**

    a)   What is a business apology letter?

    b)   What is the purpose of research?

    c)   What is team work?

    d)   What factors are important for team building?

    e)   What is collaborative writing?

    f)   What is Internal Audience?

    g)   What is a brochure?

    h)   What is a flyer?

    i)   Define resume.

    j)   What is a user manual?

Q2) Answer <u>Any Two</u> out of the following: **[2 x 5 = 10]**

   a)   Give an example of a business letter and explain its audience type.

   b)   What are the principles of Effective Communication?

   c)   Describe in detail the format of a complaint letter. Give one example.

   d)   What is a Memo? Explain in detail with an example.

Q3) Answer <u>Any Two</u> out of the following: **[2 x 5 = 10]**

   a)   Explain with an example the purpose of a resignation letter.

   b)   Describe and explain the function of Recommendation Letter with an example.

   c)   Explain the importance of audience involvement in Technical English.

   d)   Differentiate between Memo's and e-mails.

Q4) Answer <u>Any Two</u> out of the following: **[2 x 5 = 10]**

   a)   Name and explain the objectives of Technical writing.

   b)   Why is grammar so important in technical writing? Explain in detail.

   c)   Give a detailed account of academic writing.

   d)   Name and explain in detail various types of letters.

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S.Y.B.Sc.

ANIMATION

AN - 2102: 3D Animation - I

(2011 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 questions: **[10x1=10]**

  a) Write the description of Remove Modifier from the stack?

  b) How attach and detach commands working in 3ds Max.

  c) What is Depth of Field?

  d) How many types of shadows 3ds Max supports?

  e) Write the description of light Hotspot?

  f) What is the keyboard shortcut of Undo function?

  g) What is Intensity?

  h) What is Fog color and Attenuation color in volume light?

  i) What is the description of set key?

  j) What is Track bar?

Q2) Answer the following questions (Any 2):   **[2x5=10]**

  a) Write a short note about lattice modifier?

  b) Explain the Real time Render.

  c) What are the difference between auto key mode and set key mode.

  d) What is the importance of key Tangents?

Q3) Answer the following questions (Any 2):　　　　　　　　　　　**[2x5=10]**

    a)   How to create camera objects and explain its types.

    b)   Explain photometric lights?

    c)   What is Anti-aliasing?

    d)   What is Trajectories?

Q4) Answer the following questions (Any 2):　　　　　　　　　　　**[2x5=10]**

    a)   What are the difference between grouping and parenting?

    b)   Explain the different types of shader are used in 3ds Max.

    c)   What is specular and opacity?

    d)   What is mental ray?

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[4720]-103

S.Y.B.Sc.

ANIMATION

AN - 2103: Digital Art - I

(2011 Pattern) (Semester - I)

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

Instructions to the candidates:

    1)   *All questions are compulsory.*

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

    3)   *Draw illustrations wherever required.*

Q1) Answer the following questions: **[10x1=10]**

    a)   What is shortcut of 'Polygonal Tool'?

    b)   What is shortcut of 'Spot Healing Brush' Tool?

    c)   What is 'Zoom Tool' use for?

    d)   What is 'Hand Tool' use for?

    e)   What is use of 'dodge Tool?

    f)   What is use of 'Gradient Tool'?

    g)   What is shortcut of 'Burn Tool'?

    h)   What is shortcut of 'Text Tool'?

    i)   What is shortcut of 'Rectangle Marquee Tool'?

    j)   What is use of 'History Brush Tool'?

Q2) Answer the following questions (Any 2):   **[10]**

    a)   Explain in brief 'Crop Tool'?

    b)   What is use of 'Vanishing Point'? Explain in brief.

    c)   Explain 'Indexed' color mode?

    d)   Explain 'Duotone' color mode?

Q3) Answer the following questions (Any 2): [10]

    a)   Explain 'Layer Adjustment' option?

    b)   Explain 'Pen Tool'?

    c)   Explain 'CAB' color mode?

    d)   Explain 'Path Tool'?

Q4) Answer the following questions (Any 2): [10]

    a)   Explain 'clone stamp tool'?

    b)   Explain following 'Layer style':

        i)   Drop shadow

        ii)   Bevel and Emboss

    c)   Explain with example 'kerning'?

    d)   What is blending modes?

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[4720] - 104

S.Y. B.Sc.

ANIMATION

AN - 2104 : Multimedia Systems - I

(2008 Pattern) Semester - I

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

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

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

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

  a)   What is MPEG?

  b)   What is Multimedia?

  c)   List out the names of audio and video Formats.

  d)   Define hypertext and hypermedia.

  e)   What is Compression?

  f)   Write the abbreviation of JPEG and MHEG.

  g)   List the types of Multimedia networks.

  h)   What is analog signal?

  i)   Define aspect ratio.

  j)   Write the abbreviation of FDDI and ISDN.

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

  a)   What are the three categories of video equipment and state their features as used in live pickup color camera, color for pickup from Film and video monitoring equipment.

  b)   Explain digital audio signal processing. (DSP).

  c)   Write in brief the technology trends that caused a drowth in multimedia.

  d)   Write a note on MPEG Motion video compression standards.

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

   a)   Explain in brief the elements of multimedia.

   b)   Define the following terms:

        i)   Resolution.

        ii)   Aspect ratio.

        iii) Luminance.

        iv)   Chrominance.

        v)   Pixel.

   c)   Write a note on video performance measurement.

   d)   What is mean by masking of sound?

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

   a)   Explain multimedia on map.

   b)   Write a note on multimedia systems.

   c)   What are the file format techniques for supporting real time interchange?

   d)   Write a note on color fundamentals.

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[4720] - 105

S.Y. B.Sc.

ANIMATION

AN - 2105 : Animation Techniques - I

(2011 Pattern) (Semester - I)

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

Instructions to the candidates:

1)   *All questions are compulsory.*

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

3)   *Neat diagrams illustration must be drawn wherever necessary.*

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

   a)   Define anyone of the stages of production pipeline.

   b)   Who accidentally invented stop motion?

   c)   Explain in short any one type of stop motion.

   d)   What is use of exposure sheets in animation?

   e)   What is cut-out animation?

   f)   What is clay animation?

   g)   Which camera is used for traditional cut-out animation?

   h)   What is an armature?

   i)   Name the types of armatures used in Clay animation.

   j)   What is the full form of AVI and MPEG video formats?

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

   a)   What is stop motion? Give an account of the stages of production pipeline in detail.

   b)   How to make stop motion film?

   c)   Which are the other two animation industries besides stop motion industry? Define and explain their function?

   d)   Compare 2D and 3D Animation industry with stop motion industry.

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

   a)   Write short notes on Interior sets and Exterior sets.

   b)   How is a character rigged and given hand gestures and facials expressions
        in tranditional cut-out animation?

   c)   Explain the problems faced while working in traditional cut-out animation.

   d)   Give a brief account of clay animation industry from the start to current.

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

   a)   What are 'Dope Sheets'? How are they useful in animation explain with
        an example?

   b)   Explain the importance of animation principles in stop motion.

   c)   Explain any 5 principles of animation in detail with example.

   d)   Write a short note on the evolution of character as explained by Hamish
        McFlea.

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S.Y.B.Sc.

ANIMATION

AN - 2106: Production Process - I

(2011 Pattern) (Semester - I)

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

Instructions to the candidates:

1) *All questions are compulsory.*
2) *Figures to the right indicate full marks.*
3) *Draw illustrations wherever required.*

Q1) Answer the following questions: **[10x1=10]**

a)   Write fullform of 'F.G.'?

b)   Write any 4 stages of research.

c)   What is props design?

d)   What is use of colour keys in B.G. design?

e)   What is concept art?

f)   What is volume construction?

g)   What is 'B.G.' stands for.

h)   Write an idea proportion of Human figure of Mace'.

i)   How many views have to create developing character in 3D?

j)   What is expression chart?

Q2) Answer the following questions (any 2):   **[10]**

a)   Explain story telling in brief?

b)   Explain in brief character bible?

c)   Explain the use of colour moods in B.G. design?

d)   Explain with diagram, character construction of Donald Duck?

Q3) Answer the following questions (any 2): [10]

    a)   How script writing use in pre-production? Explain.

    b)   Explain any two stages in pre-production?

    c)   Explain model sheet for 2D animation?

    d)   Explain turn around for 3D animation?

Q4) Answer the following questions (any 2): [10]

    a)   What are the different elements of story? Explain brief?

    b)   How do one go about developing a concept?

    c)   Explain 'personality and Appeal" character design?

    d)   Explain layout designing?

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S.Y.B.Sc.
ANIMATION
AN-2201: Technical English - II
(2011 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 process analysis.

   b)   What is the difference between photographic and impressionistic words.

   c)   What is the best way to organize a technical description?

   d)   What is a disclaimer?

   e)   What are the points to be considered when including hazard alert messages?

   f)   What is a pictograph?

   g)   What is a Brochure.

   h)   What is the process for writing an effective technical description?

   i)   What is a Technical Description?

   j)   What is a Verbal Table?

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

   a)   Describe different graphic elements to be used in an instruction.

   b)   Explain in detail the format of writing instructions?

   c)   Why are graphics so important in Instruction?

   d)   Why is designing a document of crucial importance.

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

   a)   Name and explain and electronic resume and its types.

   b)   What are design elements? Name and explain them.

   c)   What are brochures and the process of writing them.

   d)   What are the rules for good technical writing?

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

   a)   What is a news-letter? Explain in detail.

   b)   Explain the use of technical description?

   c)   Explain the evaluation criteria for a technical description?

   d)   Explain the reverse chronological resume and functional resume in detail.

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[4720] - 202
S.Y.B.Sc.
ANIMATION
AN-2202:3D Animation - II
(2011 Pattern) (Semester - II)

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 Questions.   **[10×1 = 10]**

   a)   What is the full-form of CAD?

   b)   Emitters are renderable in 3ds Max, Yes/No?

   c)   How do you open the "Curve Editor" in 3ds Max?

   d)   What is RGB?

   e)   What is (.max)?

   f)   Define particle Flow source?

   g)   Explain the function of undo?

   h)   What is Rigging?

   i)   Define Edit Poly modifier?

   j)   What is Particle age map?

Q2) Answer the following Questions. (Any 2)   **[2×5 =10]**

   a)   What is the difference between snow and spary particle system?

   b)   Explain the importance of Path constraint?

P.T.O.

c) Write a short note of Extrude modifier?

d) Write a short note of HSDS modifier?

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

a) Explain Photon maps.

b) What are the limitation of the radiosity method?

c) Explain mental Ray light and shadows.

d) Explain, how hair working in 3ds Max.

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

a) Explain the atmospheric effects in 3ds max.

b) What is bokeh effect?

c) What is patch Deform and surf Deform Modifiers?

d) Write a short note of Normal Maps.

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S.Y.B.Sc.

ANIMATION

AN-2203: Digital Art - II

(2011 Pattern) (Semester -II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

    1)   *All questions are compulsory.*

    2)   *Draw illustrations wherever necessary.*

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

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

    a)   Which color mode is use for printing?

    b)   What is spot color?

    c)   What is shortcut of 'Actions'?

    d)   Name any 4 filter in Blur filters option?

    e)   What are guides?

    f)   Name any two types of filters in stylize option?

    g)   What is slice tool use for?

    h)   What is use of smart object?

    i)   What is photo manipulation?

    j)   What is swatches?

Q2) Answer the following questions: (any 2)   **[10]**

    a)   Explain in brief: 'filters'?

    b)   Why photoshop is mostly use in animation Industry?

    c)   Explain Neon glow effect?

    d)   Write process of converting Black & White Image to colour image?

Q3) Answer the following questions: (any 2) [10]

    a)   Explain Blur filter?

    b)   Explain contact sheet II?

    c)   What is Batch Processing? Explain.

    d)   Explain how to customize shortcut in photoshop?

Q4) Answer the following questions: (any 2) [10]

    a)   Explain 'save to web option'.

    b)   Explain 'Animation' option in photoshop.

    c)   Explain following filters of Render:

        i)   Clouds.

        ii)   Fibers.

    d)   Explain lighting effect of filter in Render option?

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S.Y.B.Sc.

ANIMATION

AN-2204: Multimedia Communication

(2011 Pattern) (Semester - II)

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

Instructions to the candidates:

    1)   *All questions are compulsory.*

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

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

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

    a)   What is multimedia?

    b)   Define cool edit.

    c)   List the rendering tool.

    d)   Write any Four Image Formats.

    e)   Define 1- bit image.

    f)   What is Lip tracing?

    g)   Write the abbreviation of:

        i)   PSTN

        ii)   ISDN

    h)   Define PDU.

    i)   What is geostationary satellite?

    j)   Name the categories of software tools.

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

    a)   Write short note on Digital audio.

    b)   Draw the table of macromedia director file format.

c) Explain TCP/IP reference model with diagram.

d) Explain two modes of transmission.

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

a) What are the elements of multimedia? Explain each.

b) Write a note on Bimodality of Human speech.

c) Define the following (any two)

   i) Cakewalk

   ii) Protool

   iii) Macromedia freehand

   iv) Adobe after effect

   v) 3D Studio Max

d) Differentiate between asynchronous and synchronous transmission.

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

a) Write short note on movie-on-demand.

b) Define the following (any two):

   i) Attenuation.

   ii) Delay distortion

   iii) Noise

   iv) Period

   v) Frequency

c) Draw a diagram of idle error control scheme.

d) Describe in brief user requirements for multimedia communication?

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S.Y.B.Sc.

ANIMATION

AN-2205: Animation Techniques - II

(2011 Pattern) (Semester - II)

Time : 2 Hours]

[Max. Marks : 40

Instructions to the candidates:

   1)   *All questions are compulsory.*

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

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

   4)   *Each illustration must be sketched on a blank separate page.*

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

   a)   What does nesting mean in After Effects?

   b)   What is the meaning of the stop watch symbol in After Effect.

   c)   What does the color burn made do?

   d)   What is the Brush Dynamics setting for?

   e)   What is Rotoscoping?

   f)   Name any five output vedio formats available in After Effects.

   g)   What is deep data?

   h)   What is a digital assets?

   i)   What are motion graphics?

   j)   Which shortcut is used to open the time dialog box for jumping between frames?

Q2) Answer the following Questions (Any 2) .   **[2×5 =10]**

   a)   Explain in details the use of expressions in After Effects?

   b)   Explain blending mades and its categories?

c) How to close a hole in a matte?

d) How to convert DV footage from PAL to NTSC using pull down?

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

a) Explain the Material Controls in After Effect.

b) What is Screen Correction?

c) What are Art assets?

d) Explain in details what a broadcast designer and what his duties are.

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

a) What is nesting?

b) What is anaglyph 3D?

c) Difference between 2D and 3D Match Moving?

d) What is Match Moving?

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[4720] - 206

S.Y.B.Sc.

ANIMATION

AN-2206:Production Process - II

(2011 Pattern) (Semester - II)

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

Instructions to the candidates:

    1)   **All questions are compulsory.**

    2)   **Draw illustrations wherever required.**

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

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

    a)   What is 'Thumbnail' Drawing?

    b)   What is 'frame rate'?

    c)   What is 'Aspect ratio'?

    d)   What is 'Dubbing'?

    e)   What is 'exposure sheet'?

    f)   What is the 'parallel rule'?

    g)   What is 'repeat pan'?

    h)   What is 'zip pan'?

    i)   What is 'Rest area'?

    j)   What is a 'premise'?

Q2) Answer the following questions (Any 2)   **[10]**

    a)   What are the different types of camera shoots?

    b)   Write a short note on storyboard for Animation?

    c)   What is steadicam? Explain in brief?

    d)   What is master shot?

Q3) Answer the following questions. (Any 2) **[10]**

    a)   Write a short note on conceptual Art?

    b)   Explain a 'whip pan'?

    c)   What is 'pilot script'? How it is developed?

    d)   Explain the different types of camera angles?

Q4) Answer the following questions. (Any 2) **[10]**

    a)   Why is it necessary for layout artist to master in perspective?

    b)   Give an over view of production process with the help of a flow chart?

    c)   Write a short note on the 'RULE OF THIRD'?

    d)   Write a short note on 'Blue sketch'?

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