

Total No. of Questions : 4]

SEAT No. :

P-6435

[Total No. of Pages : 2

[6157]-31

S.Y. B.Sc. (Animation)

ANM - 301 : ANIMATION TECHNIQUE

(2021 Pattern) (Semester - III)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates :

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

Q1) Answer the following questions : (Any Ten)

[10 × 2 = 20]

- a) Describe any stage of the production pipeline.
- b) What is cut-out Animation?
- c) Explain stop motion (any one).
- d) Who is the founder of stop motion?
- e) What is Armature?
- f) What is clay?
- g) Write down short cut key
 - i) Roto brush tool
- h) What is after effects?
- i) What is Rendering?
- j) What is puppet?
- k) What is 3D Layer?
- l) What is frame?

P.T.O.

Q2) Answer the following questions (any three) :

[3 × 5 = 15]

- a) Explain process of clay Animation.
- b) How to create composition in after effect.
- c) Explain exporting file formats of after effect (any 5).
- d) Explain key light & other also?
- e) Explain any 5 effects.

Q3) Answer the following questions (any three) :

[3 × 5 = 15]

- a) Explain keying in detail.
- b) Explain Roto-Scoping in detail.
- c) What do you understanding about masking? Explain.
- d) Explain Roto scope interpolation.
- e) Explain motion blur in contex of after effect.

Q4) Answer the following questions (any four) :

[4 × 5 = 20]

- a) What is pre-camping? Explain.
- b) Which file formats does after effects support?
- c) Explain keying & roto scoping also.
- d) Explain motion tracking dut stabilization.
- e) Difference between "classic 3 D & cinema 4 D".



Total No. of Questions: 4]

SEAT No. :

[Total No. of Pages :2

P6436

[6157]-32

S.Y. B.Sc. (Animation)

ANM 302 : 3D PRODUCTION - II (MAYA)

(2021 Pattern) (Semester-III)

Time : 3 Hours]

[Max. Marks : 70

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 Time slider?
- b) What is 'NURBS'?
- c) Define polygons.
- d) What is Gizmo
- e) What is Hypershade?
- f) Write shortcut for 'parent'.
- g) What is Merge in Maya?
- h) Explain 'Revolve' command.
- i) Define Arnold Render.
- j) What is HDRI?

Q2) Answer any 3.

[3×5=15]

- a) Differentiate Time slider & Range slider.
- b) Explain keyframe Animation.
- c) Explain shelves and its types.
- d) Explain Maya interface.

P.T.O.

Q3) Answer any 3.

[3×5=15]

- a) Write note on Polygonal Basic modeling.
- b) What are the types of mapping textures? Explain any one.
- c) Explain project file management.
- d) Explain importance of timeline in Animation.

Q4) Answer any 4.

[4×5=20]

- a) Write 12 principles of Animation. Explain any one.
- b) What are modifiers? Explain any two.
- c) Explain Node system
- d) Describe procedure of Rendering an output.
- e) Explain shaders in Maya.
- f) What is Hypershade? Explain in detail.



Total No. of Questions : 4]

SEAT No. :

P-6437

[Total No. of Pages : 2

[6157]-33

S.Y. B.Sc. (Animation)

**ANM-303 : ANIMATION PRODUCTION PROCESS
(2021 Pattern) (Semester - III)**

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer the following questions (any 10) :

[10 × 2 = 20]

- a) What is Full Form of F.G, M.G and B.G?
- b) What is story board?
- c) Draw 2d animation production process/pipeline.
- d) Name 3 types of storyboard.
- e) What is conflict in a script?
- f) What is Narrative?
- g) What is a script break down?
- h) What is theme?
- i) What is Synopsis?
- j) What is Genre? Give two example.
- k) Explain parenthetical.
- l) What is plot?

Q2) Answer the following questions (any 4) :

[4 × 5 = 20]

- a) Explain Back story of character in character bible.
- b) Explain Layout Design in background design of animation.
- c) What is Antagonist in film? Explain in brief.

P.T.O.

- d) Explain following camera Shots :
- i) Long Shot
 - ii) Mid Full Shot
 - iii) Full Shot
 - iv) Close-up Shot
 - v) OTS
- e) Explain following camera Movements :
- i) Pedestal
 - ii) Pan
 - iii) Dolly
 - iv) Tilt
 - v) Truck

Q3) Answer the following questions (any 3) : [3 × 5 = 15]

- a) Explain advantages and disadvantages of 2d animation.
- b) Explain and draw pipeline of Claymation. Explain in brief.
- c) What is Mood board?
- d) What is Slug line in script writing?

Q4) Answer the following questions (any 3) : [3 × 5 = 15]

- a) Explain process of cut-out animation. Explain in brief.
- b) Explain process and pipeline of 3d animation. Explain in brief.
- c) What is protagonist in film? Explain in brief.
- d) What are different type of sound use in Animation Movies? Explain in brief.



Total No. of Questions : 4]

SEAT No. :

P6438

[Total No. of Pages : 2

[6157]-41

S.Y. B.Sc. (Animation)

ANM-401 : ANIMATION For AR and VR TECHNIQUES

(2021 Pattern) (Semester - IV)

Time : 3 Hours]

[Max. Marks : 70

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 are components of ARVR?
- b) What is VR?
- c) What is primary features if VR?
- d) What is 3D Modelling?
- e) What is flight simulation?
- f) What is rendering in VR?
- g) What are limitations in AR?
- h) What are limitations in VR?
- i) What is AR?
- j) Define AR and VR with the help of example.
- k) What is Gourawl shading?
- l) What is Flat shading?

Q2) Answer the following questions (any three)

[3×5=15]

- a) Identify a popular AR browser and discuss its features & fundionalities.
- b) Identify a popular VR browser at form and discuss its features and functionalities.
- c) Discuss the ethical considerations surrounding the use of AR and VR technologies heisutishing potential concern of solutions.
- d) Advantages and disadvantages of Augmented Reality.
- e) Advantages and disadvantages of virtual Reality.

P.T.O.

Q3) Answer the following questions (any three)

[3×5=15]

- a) Difference between AR and VR.
- b) Explain Hidden surface Removal.
- c) Explain Realism-stereographic image.
- d) What is 3D dipping and explain types of 3D dipping.
- e) Write Reflection Model and types if Reflection Model also write different types of reflection.

Q4) Answer the following questions. (any four)

[4×5=20]

- a) What is Ratiosity? explain.
- b) Explain characteristics of stereoscopic.
- c) Write the techniques unit is VR.
- d) Write the taxonomy of AR.
- e) Write the applications of digital cutertainment is VR.



Total No. of Questions : 4]

SEAT No. :

P-6439

[Total No. of Pages : 2

[6157]-42
S.Y. B.Sc.
ANIMATION
ANM 402 : 3D Sculpting Tools & Tech. (Zbrush)
(2021 Pattern) (Semester - IV)

Time : 3 Hours]

[Max. Marks : 70

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) How to sculpt on an object?
- b) Which shortcut key used for Brush Size?
- c) What is an Armature?
- d) What is Alpha Key?
- e) What is Light Box?
- f) How to Render a Scene?
- g) What is proportional measurement of Face anatomy?
- h) How to use Paint Brush tool?
- i) Define Traditional Sculpting.
- j) Write use of ZBrush software.

Q2) Answer any 3 :

[3 × 5 = 15]

- a) Explain importing & exporting an object process.
- b) Write Short Note on Retopology.
- c) What is difference between sculpting and painting the object?
- d) Explain following concepts :
 - i) Create joint
 - ii) Pose tool

P.T.O.

Q3) Answer any 3 :

[3 × 5 = 15]

- a) Explain vertex, segments and faces.
- b) Explain extract texture mapping window.
- c) Write a Short Note on flatten Brush & Clay Buildup Brush.
- d) What is Material explain in detail.

Q4) Answer any 4 :

[4 × 5 = 20]

- a) What is Record Movie concept explain in detail?
- b) Explain Pinch and dam standard tool or brush.
- c) Write Short Note on Active Symmetry.
- d) Explain Traditional Sculpting.
- e) Explain procedure of paint tool uses.
- f) Write procedure of extract maps and its use in 3D modeling softwares like Maya.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P6440

[6157]-43
S.Y. B.Sc. (Animation)
ANM-403 : GAME DESIGN (BLENDER)
(2021 Pattern) (Semester - IV)

Time : 3 Hours]

[Max. Marks : 70

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 are vertices?
- b) Which Render Engines can you use with Blender?
- c) What type of textures can you use in Blender?
- d) What is a Game Engine?
- e) What is Game Design?
- f) What is a Game Asset?
- g) What is real-time animation in Blender?
- h) What is the short cut of Duplicating an object in Blender?
- i) What is collision detection in Game Engine?
- j) What is script in a game engine?

Q2) Answer the following (Any Three)

[3×5=15]

- a) Draw and describe Blender interface briefly.
- b) Explain modifier properties.
- c) Describe the role of animations in game design.
- d) Discuss the importance of game physics and how it can be implemented in Blender?
- e) Explain Render panel.

P.T.O.

Q3) Answer the following (any three)

[3×5=15]

- a) What is Boolean and how to use it?
- b) Explain Dynamic and Rigid Body actions.
- c) Explain lighting and its types.
- d) Explain pre-production process of Game design.
- e) Explain Fluid simulation.

Q4) Answer the following (Any Four)

[4×5=20]

- a) What is Blender and how is it used in game design?
- b) Discuss the process of level design and environment creation in Blender.
- c) Explain the role of scripting and programming in game designing with Blender.
- d) Discuss the role of particle systems in Blender.
- e) Discuss the process of exporting and publishing a game created in Blender.
- f) Explain the concept of collision detection in Blender.



Total No. of Questions : 4]

SEAT No. :

P-6441

[Total No. of Pages : 2

[6157]-51

T.Y. B.Sc. (Animation)

**ANM 501 : VISUAL EFFECTS (NUKE)
(2021 Pattern) (Semester - V)**

Time : 3 Hours]

[Max. Marks : 70

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 any ten :

[10 × 2 = 20]

- a) What is the full form of .mp4?
- b) What is the purpose of a matte painting in visual effects?
- c) The shortcut key for Dot Node is _____.
- d) What is rotoscoping?
- e) How to import Node Preset setting in Nuke?
- f) What does the term 'keying' mean in visual effects?
- g) Short cut key for Roto Node is _____.
- h) 'The Two Ways of Life' is _____.
- i) What is the use of Merge Node?
- j) What is the full form of NTSC?
- k) How to set a keyframe in Nuke?
- l) What is the purpose of the Curve Editor in Nuke?

Q2) Answer any four :

[4 × 5 = 20]

- a) Write a note on Project Setting Panel.
- b) Explain what is Law Angle Shot?
- c) Describe properties Panel in Nuke.
- d) Explain Matte Image.
- e) What is a Backdrop Node? Explain its purpose.

P.T.O.

Q3) Answer any three :

[3 × 5 = 15]

- a) Explain the render process in Nuke.
- b) Explain the Chromakeyer Node with pipeline diagram.
- c) Describe Dope Sheet and its use.
- d) Explain the history of Digital Compositing.

Q4) Answer any three :

[3 × 5 = 15]

- a) Explain the use of Read Node.
- b) What is the use of Node Graph?
- c) What is the Rule of space in compositing techniques?
- d) Write a note on Dolly Shot.



Total No. of Questions : 4]

SEAT No. :

P6442

[Total No. of Pages : 2

[6157]-52
T.Y. B.Sc. (Animation)
ANM-502 : GAME PRODUCTION
(2021 Pattern) (Semester - V)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates:

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

Q1) Answer any Ten.

[10×2=20]

- a) What is a scene view in unity?
- b) What are the types of components in unity?
- c) Write any two name of variables in unity?
- d) Rigid body control the movement and _____ of a Game objects.
- e) True or false : “Gizmos are graphics associated with Game objects in the scene.
- f) What is prefab’s use in Game object.
- g) What is the shortcut for pan in unity?
- h) Which unity component is used to paint?
- i) What is the shortcut for frame (centre) selection?
- j) How to create New Game object?
- k) Which programming language is used in unity?
- l) Which panel use to display selected Game object?

Q2) Answer any four.

[4×5=20]

- a) Define the unity particle system in detail.
- b) Explain different nodes used in visual scripting.
- c) Write a brief note on scene view.
- d) Write a short note on compare tag.
- e) What is triple-a games?

P.T.O.

Q3) Answer any three.

[3×5=15]

- a) Write a short note on canvas from UI of unity.
- b) Write a brief note on any one game
 - i) assassin creed
 - ii) call of duty
 - iii) Resident Evil.
- c) What are the main components of any object?
- d) Explain lights options in unity.

Q4) Answer any three.

[3×5=15]

- a) What is the use of unity's Animator component.
- b) How to create terrain in unity with land scape?
- c) Explain the process of the character controller in detail.
- d) Explain the process to import a 3D Model in Game object.



Total No. of Questions : 4]

SEAT No. :

P-6443

[Total No. of Pages : 2

[6157]-53

T.Y. B.Sc. (Animation)

ANM503 : UI & UX DESIGN

(2021 Pattern) (Semester-V)

Time : 3 Hours]

[Max. Marks : 70

Instructions to the candidates :

- 1) All questions are compulsory.
- 2) All questions carry equal marks.
- 3) Figures to the right indicates full marks.
- 4) Neat diagrams must be drawn wherever necessary.

Q1) Answer any ten.

[10×2=20]

- a) What is touch screen panel?
- b) What is Alignment in UI?
- c) What are properties of Animation in UI?
- d) What is "Space Well" in UI Designing?
- e) Define Visibility in UI.
- f) What is UI design pattern?
- g) What is wireframe?
- h) What is App drawer in Android guide?
- i) What is the role of Android notification bar?
- j) What is the purpose of recent Apps in android?
- k) What is file explorer in windows?
- l) Name the App styles used in OSX guide.

Q2) Answer any four.

[4 × 5 = 20]

- a) Draw a wireframe of any existing travelling application.
- b) Explain the types of wireframes in detail.
- c) Explain the functions & customization options available in the windows taskbar.
- d) How does android handle multitasking & define the methods available for switch between recently used applications.
- e) How has the windows UI evolved over the years explain in detail.

P.T.O.

Q3) Answer any Three.

[3×5=15]

- a) Explain key characteristics of android guide.
- b) Explain the visual design aspect of windows application development.
- c) Explain the principles of controls, messages in windows guide.
- d) Describe the user interface in macos & define its distinctive features.

Q4) Answer any three.

[3×5=15]

- a) Discuss the user account management options in windows in detail.
- b) Explain how users personalize their android experience with different customizations.
- c) Explain how the text - font & Alignment affects your over all design in UI.
- d) Explain difference between tagline & constrast window in detail.



Total No. of Questions : 4]

SEAT No. :

[Total No. of Pages : 2

P6444

[6157]-54

T.Y. B.Sc. (Animation)

ANM-504 : MOTION GRAPHICS & COMPOSITING

(2021 Pattern) (Semester - V)

Time : 3 Hours]

[Max. Marks : 70

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) What is Motion Graphics?
- b) Define graphics.
- c) What is sting?
- d) Define presistence of vision.
- e) What is “Thoumatrope”?
- f) What is “Zoetrope”?
- g) Define Radial Balance.
- h) What is Symmetrical balance?
- i) What is negative space?
- j) What is Grid?

Q2) Answer the following questions. (any four)

[4×5=20]

- a) Explain Gestalt’s Theory.
- b) Differentiate Positive and Negative space.
- c) Explain Animatics.
- d) What is Frame mobility?
- e) Explain Compositing.

P.T.O.

Q3) Answer the following questions. (any three)

[3×5=15]

- a) Write the difference between classical & cell Animation.
- b) Explain parenting & Nesting coordination movements.
- c) What is 'cut's explain in detail.
- d) What is keying? Explain in detail.

Q4) Answer the following questions. (any three)

[3×5=15]

- a) What is alpha channel? Explain in detail.
- b) Explain Mask setting in detail.
- c) Explain color correction.
- d) Explain the term pre-production.

