

(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, September - 2012

Part : III Branch : Animation & VFX/
Animation Game Design & Development

First Year

ENGLISH IN ANIMATION

Time: 3 hours

Maximum: 100 marks

Answer any FIVE Questions (5 x 20= 100 marks)

1. Explain about the Edward Muybridge and Walt Disney.
2. How to define moment, framing, sound & light, continuity, participation and interpretation in story telling?
3. (a) Write the difference between normal storytelling and animation story telling
(b) Describe about the time space telling and sharing and cinematic sequence in storytelling.
4. (a) How to explain life experience in story telling?
(b) Describe the features of animation story telling.
5. (a) Explain about the sounds and symbols in English.
(b) How word and sentence stress are used in English communication skills?
6. (a) Describe the role of verbal communication.
(b) How to understand the audience ?
7. (a) In what way Listening is important in interpersonal communication?
(b) Explain about the Interpersonal communication and awareness gap.
8. (a) Describe about the persuading and debating in communication skills.
(b) Explain about the effective use of Intonation.

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Q. P. Code: D11AVF03/D11AGD03

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B.Sc. Degree Examinations, **DECEMBER 2012**

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First Year

ANIMATION ART

Time: 3 hours

Maximum: 100 marks

Answer any FIVE Questions (5 x 20= 100 marks)

1. (a) Explain about the different tools used for arts.
(b) Describe about the human anatomy for art.
2. (a) Explain about the painting and color mixing.
(b) Describe about the still life organic drawing.
3. (a) Write in detail about the 2D composition and memory drawing.
(b) Describe about the indoor and outdoor drawing and painting.
4. (a) Explain the concept of script writing.
(b) How to do layout design in story board.
5. (a) How to model a character?
(b) Explain the concept of set designing.
6. (a) What are the techniques behind the clay modeling?
(b) Describe about the mask making.
7. (a) Explain the sequence in story telling in the story board.
(b) Describe about the BG designing.
8. (a) How to do live model study?
(b) Explain about the Inorganic drawing and painting.

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Q. P. Code: D11AVF04/D11AGD04

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B.Sc. Degree Examinations, September - 2012

Part : III Branch : Animation & VFX/

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First Year

HISTORY OF ART AND COLOR THEORY

Time: 3 hours

Maximum: 100 marks

Answer any FIVE Questions (5 x 20= 100 marks)

1. Explain about the Indian art and Indian Painting.
2. Describe about the Computer Art and Contemporary Art.
3. (a) How to create tints and shades in colors?
(b) Explain about the color theory.
4. (a) Describe about the primary and secondary colors.
(b) Explain about the RGB-RYB-CMYK – color pattern.
5. (a) Describe about the primary and secondary color mixing.
(b) Explain about the color wheel and their use.
6. (a) Describe about the modern art and ancient classical art.
(b) Explain about the tertiary color and rays color.
7. (a) How to making and applying colors?
(b) Explain about the cool color and warm colors?
8. (a) Describe about the Islamic ascendancy and Indian Fresco.
(b) Explain about the abstract expressionism and photorealism.



(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, Semester I - 2012

Part : III Branch : Animation & VFX/

Animation Game Design & Development

First Year

DIGITAL IMAGE COMPOSITING

Time: 3 hours

Maximum: 100 marks

Answer any FIVE Questions (5 x 20= 100 marks)



1. (a) What is the need and advantages of photoshop?
(b) Explain about the Color mode and resolution in Photoshop.
2. Describe the different color correction techniques and methods available in photoshop.
3. What are the retouching features available in Photoshop? Explain.
4. (a) What is the use of style panel? How to create custom layer style?
(b) Describe about the pen tool used in Photoshop.
5. (a) How to import and export path?
(b) Explain about the smart filters.
6. Describe about the working in quick mask mode.
7. How to handle noise in photoshop?
8. Explain about the rules, layout and text in poster design.

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