



Q. P. Code: D11AVF01/D11AGD01

(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, May - 2014

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

First Year

ENGLISH IN ANIMATION

Time: 3 hours

Maximum: 100 marks

Answer any five Questions (5x20 Marks = 100 Marks)

1. Explain The Art of Ray Harryhausen.
2. Describe Pixar story telling method in detail.
- 3 (a) Describe the normal storytelling and animation.
(b) List the features of animation storytelling and explain it.
4. (a) Write the Difference between normal storytelling and animation storytelling
(b) Describe the learning stories life experience.
5. (a) Explain about moment, framing, light and sound in detail.
(b) Describe about participation and interpretation in storytelling.
6. (a) Describe about persuading and debating.
(b) Explain about the importance of word and sentence stress.
7. (a) Write in detail about the techniques of understanding the audience.
(b) How to tell a story to an individual and crowd? Describe.
8. (a) Describe about traditional and classical storytelling methods.
(b) Explain about departments of 3d Animation.



Q. P. Code: D11AVF04/D11AGD04

(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, May - 2014

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

First Year

HISTORY OF ART AND COLOR THEORY

Time: 3 hours

Maximum: 100 marks

Answer any five Questions (5x20 Marks = 100 Marks)

1. (a) Explain about Ancient Art and Paintings.
(b) Describe about The Fresco Paintings.
 2. (a) Explain in detail about Indian Architecture and Paintings.
(b) Describe About Modern Art and Contemporary Art.
 3. (a) Explain the History of European Art.
(b) Explain about Ancient and Classical Art.
 4. (a) Describe about Mannerism and Baroque.
(b) Explain about Post Minimalism and Photo Realism.
 5. (a) Explain about Primary and Secondary Colors and Color Codes.
(b) Describe in detail about Basic Color Theory.
 6. (a) What is the Color Scheme? Explain in detail.
(b) Describe about Installation Art and Graffiti Art in detail.
 7. (a) Explain about Color Mixing and Color Making Techniques.
(b) Describe about Tints and Shades in Colors.
 8. (a) Write about the Cool Colors and Warm Colors in detail.
(b) Define and explain Color Wheel and Territory Colors.
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Q. P. Code: D11AVF05/D11AGD05

(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, May - 2014

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

First Year

DIGITAL IMAGE COMPOSTING

Time: 3 hours

Maximum: 100 marks

Answer any five Questions (5x20 Marks = 100 Marks)

1. (a) Describe about the Tools and Techniques in Photoshop.
(b) Explain about Menu Bar and panels, Resolution, color mode in Photoshop.
2. (a) Explain the techniques used for Black and White Coloring in Photoshop.
(b) What are Tools and Techniques for Retouching in Photoshop?
3. (a) Write the detailed answer for,
 - i. Noise filter,
 - ii. Liquify filter
 - iii. Smart filters.(b) How to create paths and understanding paths in pen tool? Explain.
4. (a) Explain about Tracing. What are the methods used for tracing?
(b) Describe about masking and working in Quick Mask mode.
5. (a) What is Poster Design? Explain rules in poster design with layout design.
(b) Describe How to create Matte painting in Photoshop with tools?
6. (a) Explain about collage in Photoshop.
(b) Describe about Photoshop and an overview interface in Photoshop.
7. (a) What is Color Correction and techniques used in Color Correction.
(b) Describe about using the Styles Panel and Creating custom Layer Styles.
8. (a) What is Masking? Describe about related selection commands in Masking.
(b) Explain about a closer looks at the paths panel.

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