O/C 28/11/2022 2:30p

Deccan Education Society's
Fergusson College (Autonomous), Pune-4
F.Y.B.Voc. (Semester I)
Subject: Digital Art & Animation
(BVA1101) Basics of Animation (2019 pattern)

Time: 2 ½ hours **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory.**
ii) **Figures to the right indicate full marks.**

Q.1 **Attempt any five questions:** **[2 x 5 =10]**

a) Name Any 4 2D films
b) Name any 4 3D films
c) What is Thaumatrope?
d) What is Magic lantern
e) Who is the father of French Animation
f) Name any 4 films by Disney studio.
g) What is cut out animation?

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) What is Tholu bommalata?
b) How Kataputli works?
c) What is Zoetrope?
d) What is Persistence of Vision?
e) Give 3 examples of clay animation
f) Name any 6 Indian animation / Gaming / VFX studios
g) What is Phenakistoscope?

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Who invented Rotoscopy technique? Brief about this invention.
b) Explain Pre production pipeline for gaming Industry
c) What is Traditional Animation?
d) What is production pipeline for 3D film industry?
e) What are 12 principals of Animation?
f) Explain exaggeration with examples
g) Write a note Indian animation Industry

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Deccan Education Society's
Fergusson College (Autonomous) Pune-4
F.Y.B. Voc. Semester I
Digital Art and Animation
Language Skills (BVA1101)
(Paper I - 2019 Pattern)

Time: 2 Hours **Max Marks: 50**

Instructions: *a) All questions are compulsory and carry equal marks.*
b) Neat and labelled diagrams must be drawn wherever necessary.
c) Figures to the right indicate full marks.
d) Use of nonprogrammable calculators is allowed.

Q.1 Answer Any Five of the following questions: **(2x5=10)**

a. What do you mean by Non – Fiction?
b. Write synonym i) Ideology ii) Static
c. Write about two universal symbols.
d. Write two examples of 'fiction' type of Books.
e. Write about the word – context.
f. Write about the word – Personification
g. Write two examples of non – fiction types of books.

Q.2 Answer Any Five of the following questions: **(3x5=15)**

a. Body language
b. Intrapersonal Communication
c. Visual and word
d. Universal sign language
e. Symbolic language
f. Mass communication
g. Audio visual language

Q.3 Answer Any Five of the following questions: **(5x5=25)**

a. Write your resume with details
b. Write a book review – Any book
c. Write a film review – Any film
d. Explain the importance of language.
e. Write about LGBT issue and solutions.
f. Write about caste system and solution.
g. Explains Anti – matter in your words.

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Deccan Education Society's
Fergusson College (Autonomous), Pune-4
End Semester Examination (ESE)
F.Y.B.Voc. Digital Art and Animation
Semester I (2019 Pattern)
Paper II : BVA1102 : Introduction to Animation

Time: 2 Hrs **Max. Marks: 50**

Instruction to candidates:

i) ***All questions are compulsory.***
ii) ***Figures to the right indicate full marks.***
iii) ***Draw neat diagrams wherever necessary.***
iv) ***Use of nonprogrammable calculators is allowed.***

1. Attempt **any five** questions (2x5)
   a) Who invented magic lantem?
   b) Who invented zoetrope?
   c) In which year kinograph invented by whom?
   d) Who invented Phenakistiscope?
   e) What Animation word meaning?
   f) Probably in which period human depict motion.
   g) Which is POV in visual communication?

2. Attempt **any five** questions (3x5)
   a) What is magic lantem?
   b) What is thaumatrope?
   c) What is zoetrope?
   d) What is flip book?
   e) What is praxinoscope?
   f) What is theatre optique?
   g) What is shadow play?

3. Attempt **any five** questions (5x5)
   a) Explain Anticipation?
   b) Explain secondary action.
   c) Explain squash and stretch?
   d) Explain staging?
   e) Explain Arc?
   f) Explain timming.
   g) Explain Appeal.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester I)
Subject: Digital Art & Animation
(BVA1102) Language Skills (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

- **i) All questions are compulsory**
- **ii) Figures to the right indicate full marks**
- **iii) Use of statistical tables and scientific calculators is allowed.**

Q 1. Attempt any five questions. (2 marks each)

1. Fill in the blanks with the proper word .

    1. Can you please.....this poem again?

    (describe/explain)

    2. I have .... time before leaving for London.

    (little / small)

2. Guess the meaning of the words given below with the help of the contextual clue.

    1. The crux of the matter is that discipline is important in our personal and professional life.

    Here, crux means

        A. An essential point

        B. Beginning of something

    2. The durability of this product is considerably more than other products.

    Here, durability means

        A. Strength and power

        B. Functionality

3. Answer the following

    1. Very simple means

        A. Effortless

        B. Smooth

    2. Very strange means

A. Bizzare

B. Complicated

4. Answer the following

1. One synonym of supreme being is....

A. Demon

B. God

2. One synonym of Student is

A. Classmate

B. Pupil

5. Answer the following

1. One antonym of Comfort is....

A. Discomfort

B. Unconfort

2. One antonym of appropriate is ...

A. Inappropriate

B. Imappropriate

6. Answer the following

1. Here, the best suited formal word for Give is ....

A. Pass on

B. Handover

2. Here, the best suited formal word for Buy is ....

A. Purchase

B. Bring

7. Answer the following

1. The most appropriate suffix for reach is ....

A. - ble

B. -ly

2. The most appropriate suffix for want is...

A. -ing

B. –ed

Q 2. Attempt any five questions. (3 marks each)

1. Explain in brief the interrelation between language and human beings . Give one example in support of your answer.

2. Is language necessary for human beings? Why/ Why not ? Explain your answer in brief.

3. Mention any three characteristics of language and give suitable examples .

4. Explain in short any three practical ways of vocabulary enrichment.

. Write down any three differences between Gestures and Posture .

5. Write down any three differences between Gestures and Posture .

6. Define non verbal communication and give three examples of it.

7. How can language be helpful for effective thought process? Explain with one example.

Q 3. Attempt any five questions. (5 marks each)

1. Write down any five ways of language enrichment and explain each point in brief.

2. What is the importance of listening skills in order to improve speaking skills ? Write down any five points in support of your answer and explain each point in short.

3. Which are the major revolutionary developments in the history of language? Mention any five of them and explain them in short.

4. How can reading skills enrich one's writing skills ? Explain your answer with the help of any five important points.

5. How can vocabulary enhancement benefit one's language proficiency? Explain it with the help of any five relevant points.

6. Your friend wants to improve his English language skills. Which five suggestions will you give him or her ? Explain them in brief.

7.. What are the disadvantages of poor language proficiency in one's professional life ? Explain any five points to support your answer.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester I)

Subject: Digital Art & Animation

(BVA1103) Photography (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

- **i)** **All questions are compulsory**
- **ii)** **Figures to the right indicate full marks**
- **iii)** **Use of statistical tables and scientific calculators is allowed.**

Q.1 **Attempt any <u>five</u> questions:** **[2 x 5 =10]**

a) What is Photography? Explain any 3 genres in Photography.

b) Explain - 1) Blur Motion - 2) Sharpness of an image -

c) What is an ISO in a DSLR? How does it affect the image quality ?

d) Explain the 'Golden Points' composition rule.

e) Write down a full stop Aperture scale & state the relation between any two consecutive stops.

f) Name any 4 Composition rules used in Photography.

g) Identify the Composition rules used in the image below.

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) What are the aesthetics ? Explain the aesthetic qualities of a Photographic image in detail.

b) What are the colours ? Explain H-S-L model of studying the colours.

c) What is a Digital image ? Explain what the pixels are in detail.

d) Why is a lens important ? What are the different lenses available for Photography ? Explain in short about the application of different lenses.

e) What is Exposure ? Name all the factors affecting the exposure and Explain any one in detail.

f) What is DOF ? Explain any 2 factors affecting the DOF.

g) Explain in short - 1) Contrast - 2) Brightness - 3) Pentaprism -

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Write in detail about any 5 composition rules in Photography.

b) Find the values of following Equivalent exposures -

AV	TV	ISO
f/1	1/2000 sec	_____
f/16	_____	800
f/4	1/60 sec	100
_____	1/8 sec	400
_____	1/30 sec	1600
f/8	_____	6400

c) What is a DSLR ? Draw a neat and labeled diagram for the same.

d) Explain the concept of an exposure. Note down all the exposure full stop scales and their relation with the light.

e) Brief about the History of Photography and evolution of cameras in detail.

f) What is White balance ? Explain in detail and note down the different light situations for the optimized colour temperatures.

g) Explain in detail about the Lenses in Photography. Brief about their applications, merits and demerits.

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Deccan Education Society's
Fergusson College (Autonomous), Pune-4
End Semester Examination (ESE)
F.Y.B.Voc. Digital Art and Animation
Semester I (2019 Pattern)
Paper III : BVA1103 : Introduction to Computer Fundamentals

Time: 2 Hrs **Max. Marks: 50**

Instruction to candidates:

i) ***All questions are compulsory.***
ii) ***Figures to the right indicate full marks.***
iii) ***Draw neat diagrams wherever necessary.***
iv) ***Use of nonprogrammable calculators is allowed.***

1. Attempt **any five** questions (2x5)=10
   a) Define system. Give one example of system.
   b) State and explain any one characteristics of system.
   c) What is use of plotters?
   d) List the name of high level languages.
   e) List various operation that can made on file.
   f) What is NIC? Give one use of it.
   g) What is www?

2. Attempt **any five** questions (3x5)=15
   a) What was the time period of second generation of computer? Which hardware technologies used in it?
   b) What is functionality of output devices?
   c) List various types of monitors. Explain any one of them in short.
   d) State advantages of high level languages.
   e) List various functions of operating system. Give example for one of them.
   f) Explain in short hybrid network topology.
   g) List the uses of e-mail.

3. Attempt **any five** questions (5x5)=25
   a) Draw neat and labelled diagram of OSI model.
   b) Write a short note on search engine.
   c) Expalin the key features of fifth generation of computer.
   d) Draw block diagram of computer organization. Explain any one block from it.
   e) Comment on output devices.
   f) Write a short note on assembly language.
   g) Comment on device management done by operating system.

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O/C

Deccan Education Society's

Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester II)

Subject: Digital Art & Animation (Backlog)

(BVA1201) Visual Communication (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**

ii) **Figures to the right indicate full marks**

Q.1 **Attempt any <u>five</u> questions:** **[2 x 5 =10]**

a) Name the Various mediums of Visual Communication.

b) How will tangle shape help in design?

c) Match the following

Red = sharpness

Blue = Community

Circle = Movement

Triangle = Corporate

d) ..... is one important element when the designer wants to play with emotion.

e) ..... helps us to communicate with persons of different languages and ages.

f) ..... shape gives us fill of community.

g) In ..... China invents paper.

1. 105 AD
2. 105 BC
3. 1005 AD
4. 1005 BC

Q.2 **Write short notes on any five of the following:** **[3 x 5 =15]**

a) How does visual communication impact society?

b) Give information about the history of visual communication.

c) Explain "Call to action" by example.

d) What is Brand Book & how it is useful?

e) What is a Mascot?

f) Explain the importance of design principles in visual communication?

g) How do lines work in visual communication?

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) 1. What is Visual communication? (Thumbnail drawings are allowed)

b) What are the key elements of research? How it works, explain each element in brief.

c) Elaborate benefits of Visual Communication with examples.

d) Explain the uses, advantages & limitations of these mediums?

1. Social media video.
2. Street Hoarding.
3. Press Advertisement.

e) How symbolic language is used in Visual Communication, explain by example?

f) Explain the difference between TV advertisement & explainer video

g) "Visual content is King" elaborates this statement.

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Deccan Education Society's
Fergusson College (Autonomous), Pune-4
End Semester Examination (ESE)
F.Y.B.Voc. Digital Art and Animation
Semester II (2019 Pattern)
Paper I : BVA1201 : Communication Skills

Time: 2 Hrs **Max. Marks: 50**

Instruction to candidates:

i) ***All questions are compulsory.***
ii) ***Figures to the right indicate full marks.***
iii) ***Draw neat diagrams wherever necessary.***
iv) ***Use of nonprogrammable calculators is allowed.***

1. Attempt **any five** questions (2x5)
   a) What is language?
   b) What is Intra – personal communication?
   c) What is FGD?
   d) Define non – verbal communication.
   e) Define the importance of communication skills.
   f) What is public speaking?
   g) What is Micro – Teaching?

2. Attempt **any five** questions (3x5)
   a) Characteristics of Interviews.
   b) Characteristics of FGDs.
   c) Language and comprehension.
   d) Body language and characters in Animation.
   e) Barriers in communication.
   f) Role of public speaking.
   g) Characteristics of micro teachings.

3. Attempt **any five** questions (5x5)
   a) Why do we require best communication skills?
   b) Who is a best communicator for you? Explain why?
   c) Write a paragraph about – Global Climate change.
   d) Write a paragraph about – Indian society.
   e) Explain lateral thinking with examples.
   f) Explain the importance of voice over.
   g) Explain the importance of writing skills.

.....

15/11/2022 ok

Deccan Education Society's

Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester II)

Subject: Digital Art & Animation

(BVA1202) Creative Writing (2016 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**

ii) **Figures to the right indicate full marks**

Q.1 **Answer any five questions in not more than 25 words** **[2 x 5 =10]**

a) What do you mean by creative writing?

b) Why is creative thinking so important? Explain in short.

c) What is the difference between Story and Plot?

d) Explain in short why characters play an important role in a novel/story/movie?

e) What is the difference between Fiction and Nonfiction? Give one example of each.

f) Explain First Person Point of View in brief.

g) Give examples of Figures of Speech- Personification and Alliteration.

Q.2 **Answer any five questions in not more than 40 words** **[3 x 5 =15]**

a) Write any three techniques of creative thinking with examples.

b) Which is your favorite movie? Why?

c) Which is your favorite character from a novel/story/movie? Why?

d) Write three Dos and three Don'ts for writing a good blog.

e) Does proofreading play an important role for all sort of writings? Why/why not? Explain in short.

f) What is the power of ideas in writing? Write any three important points.

g) Explain in short any three genres of literature with one example of each.

Q.3 **Answer any five questions in not more than 60 words** **[5 x 5 =25]**

a) What is the difference between Editing and Proofreading? Write any five points of difference between these two.

b) Explain the Reader Response Theory and its importance.

c) What is the difference between Subjectivity and Objectivity in writing? Explain these two terms with two examples of each.

d) Analyze the story ''The Happy Prince' by Oscar Wilde with the help of its plot, theme, characters, setting etc.

e) Explain the plot of the short story 'The Tell-Tale Heart' by E.A. Poeand write any three creative elements you noticed in the story.

f) Write a short blog on the topic 'A memorable picnic you ever had'.

g) Assuming that you work for an animation firm, create an advertisement for one of your products.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester II)

Subject: Digital Art & Animation (Backlog)

(BVA1202) Stop motion animation (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**

ii) **Figures to the right indicate full marks**

Q.1 **Attempt any <u>five</u> questions:** **[2 x 5 =10]**

a) First cutout animated movie was __, Made by __.

b) List down movies made by Ray Harryhausen and Willis O'Brien.

c) List down 2 movies made by J. Stuart Blackton.

d) What is animatics?

e) What is story reel

f) First known American film to use animated puppets was

g) What is pose to pose animation?

Q.2 **Write short notes on any five of the following:** **[3 x 5 =15]**

a) Explain the technique of paper silhouette cutout animation.

b) What are different types of clays. Explain with their pros and cons.

c) Explain production stages for stopping motion animation.

d) Write a short note on "Puppetoons".

e) Differentiate between straight ahead and pose to pose animation in the context of stopmotion animation.

f) Write down disadvantages of making a puppet using a clay.

g) Explain the discovery of the stop motion animation Technique.

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) How technique of stop motion animation is evolved throughout the years?

b) Write a note on armatures. Explain its types in brief.

c) Explain the term "Persistance of motion". How it helped to develop a techniques ofanimation throughout the years.

d) Write a note on Willis O'Brien and Ray Harryhausen's contribution in stop motionindustry.

e) Explain the making of 'South Park'.

f) Write a note on making of movie 'Coraline'.

g) Write a note on making of TV animated show 'Shaun the Sheep

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2.30 pm.

O/C

Deccan Education Society's
Fergusson College (Autonomous), Pune-4

F.Y.B.Voc. (Semester II)
Subject: Digital Art & Animation (Backlog)
(BVA1203) Digital Film Production (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**
Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any <u>five</u> questions:** **[2 x 5 =10]**

a) Explain the 30-degree rule in filmmaking.
b) Mention any 4 light properties.
c) Define - Exposure.
d) What is 'Persistence of Vision'?
e) Note down all the camera angles and explain their uses in short.
f) What is a vertigo / Dolly zoom shot, How to achieve the same?
g) Write the full forms of - a) FPS b) SD card c) ISO d) JPEG

Q.2 **Write short notes on any five of the following:** **[3 x 5 =15]**

a) What is a Histogram? How do we read it?
b) Explain the working of Slow shutter speed with the help of a diagram.
c) Mention all the principles of composition and explain any 3.
d) What are the aspect ratios in films? How do they impact the audiences?
e) Define: a) Contrast b) Saturation of a colour c) Motion Blur
f) What is a pixel? What is a Megapixel? What is the sharpness of the image?
g) Explain - a) Close up shot b) Extreme Wide shot c) P.O.V. shot

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Draw a neat and labeled diagram of a Cross section of a DSLR.
b) Explain how DSLR works and state its advantages / disadvantages
c) Explain all the shot sizes and note down their uses in films.
d) What is a visual treatment of a film? Note down different camera movements in films.
e) Explain - a) White Balance b) Crop Factor c) Histogram
f) What is a cinematographer? What are his responsibilities in pre-production to the post?
g) What is a storyboard? Define FPS and how it can be used in order to change the treatment of the visuals? Also state the role of colours in films.

16/11/22.
2.30 pm

O/C

Deccan Education Society's
Fergusson College (Autonomous), Pune-4
End Semester Examination (ESE)
F.Y.B.Voc. Digital Art and Animation
Semester II (2019 Pattern)
Paper III : BVA1203 : Production Process

Time: 2 Hrs **Max. Marks: 50**

Instruction to candidates:

v) All questions are compulsory.
vi) Figures to the right indicate full marks.
vii) Draw neat diagrams wherever necessary.
viii) Use of nonprogrammable calculators is allowed.

1. Attempt **any five** questions (2x5)
   a) What is M.G. stands for?
   b) What is LS and X.L.S. stands for?
   c) What is OTS and CU stands for?
   d) What is ES and POV stands for?
   e) Who many basic shape are three to create character desing?
   f) What is F.G. stands for?
   g) What is B.G. stands for?

2. Attempt **any five** questions (3x5)
   a) Explain one point perspective.
   b) Explain establishing shot.
   c) Explain concept art.
   d) Explain panning in camera movement.
   e) Explain pedestal camera movement.
   f) Explain dolly camera shot.
   g) Explain dutch angle in camera.

3. Attempt **any five** questions (5x5)
   a) Explain shape language in character design.
   b) Explain 180^0 rule in camera shot?
   c) Explain rule of third.
   d) Explain Antagonist characteristic design.
   e) Explain two point perspective.
   f) Explain protagonist characteristic.
   g) Explain colour key in layout design.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester III)

Subject: Digital Art & Animation

(BVA2301) Script Writing (2019 pattern)

Time: 2.30 Hrs. **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**
iii) **Use of statistical tables and scientific calculators is allowed.**

Q.1 **Attempt any <u>five</u> questions:** **[2 x 5 =10]**

a) Which character entry you admire the most in any movie live action or animation? And why? What does the scene communicate about the character?

b) Give a good example of Leitmotifs from any film, series that you remember.

c) Name any two characters from films that you have seen that has two characters of opposite ideologies and how film/series pits them against each other?

d) Define difference between screenplay and adapted screenplay.

e) How will you differentiate between synopsis and story synopsis?

f) How do you decide protagonist of the story, explain in short with an example?

g) What do you understand by the word 'plot'?

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) Give any 3 examples from a movie or a series off following words. Cliff-hanger, Foreshadowing, Red Herring, Chekov's Gun, McGuffin & Deus Ex Machina.

b) Explain how a climax resolves the main issue in the film taking example of any film or show.

c) Give any example of a song in a movie which takes the story forward. And how?

d) What are the elements of slug line? Why are they there?

e) Write differences between an original first film and a sequel's scripts from example of your liking.

f) Write a good pitch and selling synopsis of an existing or original film.

g) Write a character based on your own personality. And create his/her own story.

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Breakdown and analyse script of an animated film/short film that you like? Don't write review or post about why you like that film.

b) Write a story/plot points based on any recent news that you may have read or heard. Give me only plot points of the story.

c) Write a dramatic scene with dialogue between a leopard and a farmer. The leopard is a frequent visitor and farmer is afraid/tired of frequent activities.

d) Write a dialogue screenplay for a scene that happens after "a chauvinistic man has failed in attempting a rape and is under trap of a woman" what will they talk now? (no one is around them or listening to them)

e) A guy is going on stage to do stand-up comedy about his break-up, but he meets his ex in the lobby, she has the whole script of his stand up. Write only dialogues between them.

f) Create a complete fantasy world and try writing rule book of that fantasy world.

g) Write a story synopsis of a story of your own liking.

30-11-22
10:30

Deccan Education Society's

Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester III)

Subject: Digital Art & Animation

(BVA2302) Digital 2D Animation (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any five questions:** **[2 x 5 =10]**

a) What are the two extensions of Animate files?
b) What frame rate we use in Animate and what is called?
c) Give any five industry names where Adobe Animate is used?
d) Name any three workspaces available in the list.
e) Which short key we use to rasterize the text.
f) What is artboard name in Animate and give short key to add scene?
g) Name all color effects/style associated with symbol.

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) How many frame types we used in Animate? Provide the names.
b) Explain type text tool along with the options.
c) Explain type of symbol with their uses?
d) How many shape tools we have in Animate? Name all the shapes.
e) Name the options available under color pallet.
f) Name all the elements we can find in Library.
g) Name all the styles associates with line tool.

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Explain the three default options under Assets with respective names.
b) Explain the difference between selection and subselection in the toolbox.
c) How many visemes used for Lip Syncing? Provide the names in sequence.
d) Name all the looping options related to symbol.
e) What is Bone tool use for and show example with drawing.
f) Explain all the tools related to color in detail.
g) What is the use of Camera tool and explain the process to use it.

1/12/22
10.30 am

01 DEC 2022 B/C

Deccan Education Society's

Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester III)

Subject: Digital Art & Animation

(BVA2303) 3d Modeling, Texturing and Rendering (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any five questions:** **[2 x 5 =10]**

a) Shortcut key for
   1. Increment and Save file
   2. Redu

b) Shortcut key for
   1. Duplicate Special
   2. Duplicate with transform

c) Shortcut key for
   1. Delete-History
   2. Repeat Action

d) Shortcut key for
   1. Group
   2. Smooth mesh preview

e) Where Maya is used in production pipeline?

f) Name 3 transformation tools.

g) Maya software belongs to which company?

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) What are the Types of booleans.

b) What are 4 default camera views.

c) What is texturing?

d) What is N-Gon in 3D term?

e) What is the use of insert edge loop?

f) What is Revolve?

g) What is outliner?

Q.3 **Attempt any five questions:** **[5 x 5 =25]**

a) Explain Boolean tool with drawings

b) What are 2 methods to "create layer and add object in it"?

c) Numbers 1,2,3,4,5 on keyboard are used for?

d) Write Any 5 types of Workspace in maya and how to switch between those.?

e) What is UVW mapping in maya?

f) How extrude is used for curves in modelling?

g) Different methods to add edge loops?

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Deccan Education Society's
Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester IV)
Subject: Digital Art & Animation (Backlog)
(BVA 2401) Web Design (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**
Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**
iii) **Use of statistical tables and scientific calculators is allowed.**

Q.1 **Attempt any 5 questions:** **[2 x 5 =10]**

a) What is an HTML element?
b) What is the difference between the 'id' attribute and the 'class' attribute of HTML elements?
c) What are the different kinds of Doctypes available?
d) What is use of span tag in HTML?
e) what is web browser?
f) What do you mean by CSS?
g) Mention which panel is used to change the event that triggers an image swap?

Q.2 **Attempt any 5 questions:** **[3 x 5 =15]**

a) What is a web browser? List any 4 web browser.
b) What is flexbox? explain its components.
c) What is the advantage of an external stylesheet? Explain how to add on web page
d) Explain the difference between internal and external CSS.
e) Explain the radio button with an example.
f) Explain how you can add an image to a web page in Dreamweaver
g) Explain <p> tag and any two attribute can use with <p> tag.

Q.3 **Attempt any 5 questions:** **[5 x 5 =25]**

a) Write a note on Dreamweaver.
b) Write any two advantages of CSS?
c) describe the client/server model with a diagram.
d) Explain absolute and relative positioning with example.
e) Explain the attributes of the table tag with example.
f) Create a HTML which uses CSS to display a paragraph with padding of 10px; a solid border and a margin of 20px.
g) Explain Basic structure of HTML document.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester IV)

Subject: Digital Art & Animation (Backlog)

(BVA2402) 3D Rigging and Animation (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any 5 questions:** **[2 x 5 =10]**

a) What does freeze transformation do?
b) How to fix Joint Orient Settings?
c) What is joint in Maya?
d) What are key poses?
e) What is Graph editor?
f) What is timing?
g) How to import Audio in Maya?

Q.2 **Attempt any 5 questions:** **[3 x 5 =15]**

a) What is IK in Maya?
b) Why is rigging important?
c) What is pole vector in Maya?
d) How to Create Set driven key?
e) What is dope sheet
f) What is Playblast render?
g) What is timeline?

Q.3 **Attempt any 5 questions:** **[5 x 5 =25]**

a) Explain use and working of IK & FK in rigging.
b) How do you bind skin in Maya?
c) How to create Blend shape in Maya?
d) Explain the process of adding motion path to any character.
e) Explain any 2 principles of animation with example.
f) Explain the process of animating walk cycle in Maya.
g) What is Camera sequencer?

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

S.Y.B.Voc. (Semester IV)

Subject: Digital Art & Animation (Backlog)

(BVA2403) Motion Graphics and Composting (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 Attempt any 5 questions: **[2 x 5 =10]**

a) Which softwares are used for motion graphics?
b) What is the Short key for
   a) Rotation
   b) Opacity
c) How to create camera in AE?
d) Which file formats can be used in AE?
e) True or False
   a. Masking can be done on shape layers
   b. Pre comp is type of layer
f) What is the Short key for Pre-comp
g) Stabilization is required for?

Q.2 Attempt any 5 questions: **[3 x 5 =15]**

a) List all types of layers in After effects.
b) List different tracking types in AE.
c) What is the importance of Null object?
d) List no. of effects which are used for color correction
e) What is Masking?
f) What is RAM preview?
g) What is the meaning of stopwatch symbol?

Q.3 Attempt any 5 questions: **[5 x 5 =25]**

a) Write down steps for chroma removal
b) Explain various uses of motion graphics in day to day life.
c) How to get renders in After effects?
d) What is pre comp? & its uses?
e) Explain 3d camera tracker in detail.
f) Draw AE interface.
g) Explain composition panel in detail.

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Deccan Education Society's

Fergusson College (Autonomous), Pune-4

T.Y.B.Voc (Semester V)

Subject: Digital Art and Animation

(BVA 3501) Game Design (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**

ii) **Figures to the right indicate full marks**

Q.1 **Attempt any <u>five</u> questions:** [2 x 5 =10]

a) For 2D games, we need to covert the texture into what format?

b) Write names of any 5 PC games.

c) What is the role of level designer ?

d) Write fullforms:
GDD, URP

e) What is concept art ?

f) What is the use of Sorting Layers?

g) To make any delay to work, you need to enable _____ in the event

Q.2 **Attempt any five questions:** [3 x 5 =15]

a) Write down process to create your game build.

b) What is prefab ?

c) What are LODs ?

d) What is the difference between Trigger and Collider?

e) Descride QA write the uses of QA

f) Write down the steps to update canvas according to the camera size.

g) Explain any 2 genres of games.

Q.3 **Attempt any five questions:** [5 x 5 =25]

a) Evaluate generations of video games

b) Summarize Game Design studio structure

c) Write down the process of adding horizontal movement to a 2d character

d) Write down the process of adding animation transitions.

e) Explain RPG games and their subgenres

f) Write down process of making a camera to follow the player smoothly in a 2d game.

g) Describe the types of variables in unity.

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2:30pm

Deccan Education Society's

Fergusson College (Autonomous), Pune-4

T.Y.B.Voc (Semester V)

Subject: Digital Art & Animation

(BVA 3502) Blender (2019 pattern)

Time: 2.30 Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any <u>five</u> questions:** [2 x 5 =10]

a) What is constraint ?
b) Name any 4 default textures from blender ?
c) What are modifiers ?
d) Define 3D cursor
e) What is diffuse ?
f) Write Shortcuts
   a. Insert edge loop
   b. Tilting vertex point in curve edit
g) What is an island

Q.2 **Attempt any five questions:** [3 x 5 =15]

a) What is displace ?
b) What is procedural shading
c) What is node wrangler ?
d) Describe HDRI
e) Explain local and global coordinates in blender
f) Write the process of mixing two shaders in blender ?
g) Explain any 2 constraints?

Q.3 **Attempt any five questions:** [5 x 5 =25]

a) Define normal, bump and albedo
b) Describe volumetrics in blender
c) Describe PBR
d) Explain editing in blender
e) Explain tapper and bevel object in curve editing ?
f) What is unwrapping? Explain its process.
g) Explain any 2 editors from blender

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2:30 pm

Deccan Education Society's
Fergusson College (Autonomous) Pune-4
T.Y.B.Voc. Semester V
Digital Art and Animation
Introduction to Compositing (BVA3502)
(2016 Pattern)

Time: 2 Hours **Max Marks: 50**

Instructions: a) All questions are compulsory and carry equal marks.
b) Neat and labelled diagrams must be drawn wherever necessary.
c) Figures to the right indicate full marks.

Q.1 Answer Any Five of the following questions: **(2x5=10)**

a. After effects is a node based compositing software (True/False)
b. Name any one layer based compositing software apart from after effects.
c. Shortcut for solid settings in after effects.
d. 'O' shortcut is used for _____
e. Explain 'Motion Blur'.
f. What is layer?
g. Name and explain any one after affects effect.

Q.2 Answer Any Five of the following questions: **(3x5=15)**

a. Write down shortcuts for position, opacity and scale in after effects.
b. Explain Alpha channel.
c. What is a Alpha layer? Explain in detail?
d. Explain puppet animation.
e. What is Motion graphics?
f. Explain the importance of color grading?
g. Explain 'PAL' video standard.

Q.3 Answer Any Five of the following questions: **(5x5=25)**

a. Explain after effects interface. Also draw diagram.
b. Write down any five shortcuts of after effects.
c. Explain " Chroma Removal" and also write down procedure of chroma removal in After Effects.
d. Explain Text and its properties.
e. What is plate cleaning? Also write down the procedure of plate cleaning in after effects.
f. Explain the difference between color grading and color correction.
g. Write down the procedure for rendering a file in after Effects?

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2:30 pm

Deccan Education Society's
Fergusson College (Autonomous), Pune-4

T.Y. B.Voc (Semester V)
Subject: DIGITAL ART & ANIMATION
(BVA3503) Introduction to Python (2019 pattern)

Time: 2 ½Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**
iii) **Use of statistical tables and scientific calculators is allowed.**

Q.1 **Attempt any five questions:** **[2 x 5 =10]**

a) What are built-in data types in Python?

b) Write syntax for *while* and *for* loops in Python.

c) How do you write comments in Python? Give an example.

d) Write any four built-in functions on tuples in Python.

e) What is an array? How to define an array in Python?

f) What will be the output of the following Python code?

```
i = 0
while i < 5:
  print(i)
  i += 1
  if i == 3:
    break
else:
  print(0)
```

g) Create a 2D array to define a matrix of size 2X3. Write python code to access the elements of this matrix.

Q.2 **Attempt any five questions:** **[3 x 5 =15]**

a) Differentiate between list and tuples.

b) Write any three advantages of Python programming language.

c) What do you mean by user defined functions in Python? Give one example

d) List any two python libraries for creating animations in Python. Also, write the use of funcAnimation() in short.

e) Define Nested loop. Explain nested loops with appropriate example.

f) How is Python scripting different from Python programming?

g) Describe functions for handling arrays in Python

Q.3 Attempt any five questions: [5 x 5 =25]

a) Explain Python operators in detail.

b) Write a Python program to get the largest number from a list.

c) Write a Python program to get the following output:

```
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
```

d) Write the steps to create your own library and import this library in another program. Explain with example.

e) Write a Python function that accepts a string and count the number of spaces, commas and exclamation marks symbols in it.

f) Write a short note on NumPy library in Python

g) Write a Python function to check whether a number is prime or not.

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Deccan Education Society's
Fergusson College (Autonomous) Pune-4
T.Y.B.Voc. Semester V
Digital Art and Animation
Introduction to C Programming language (BVA3503)
(2016 Pattern)

Time: 2 Hours **Max Marks: 50**

Instructions: a) All questions are compulsory and carry equal marks.
b) Neat and labelled diagrams must be drawn wherever necessary.
c) Figures to the right indicate full marks.

Q.1 Answer Any Five of the following questions: **(2x5=10)**

a. Define keywords.
b. What is use of assignment operator? Give example.
c. What is work of break statement?
d. Which is a multi-way branching statement?
e. Define function?
f. What is use of function?
g. Define pointer.

Q.2 Answer Any Five of the following questions: **(3x5=15)**

a. List logical operator. Explain any one of them.
b. Write rule for naming variable (any two)
c. Write a C programme to accept a number and check whether it is positive or not print result.
d. Write syntax of 'for' loop. Give example.
e. Differentiate between function call by value and function call by reference.
f. How arrays are defined and initialized. Give an example.
g. What is use of following function?
   i) sqrt ( ) ii) pow ( )

Q.3 Answer Any Five of the following questions: **(5x5=25)**

a. Write a short note on relational operator.
b. List any five escape sequence character and write their uses.
c. Differentiate between while and do-while.
d. How nesting of ' if ' is done? Give an example.
e. What is recursion? Explain with example.
f. Write a C function to accept a number and check whether number is prime or not. Function returns result 1 if number is prime and 0 otherwise.
g. Write a C program to accept n value in an array and find the smallest value in that array and display it.

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Deccan Education Society's
Fergusson College (Autonomous), Pune-4

T.Y.B.Voc. (Semester VI)
Subject: Digital Art & Animation (Backlog)
(BVA 3601) VFX I (2019 pattern)

Time: 2.30Hrs **Max. Marks: 50**

Instruction to candidates:

i) **All questions are compulsory**
ii) **Figures to the right indicate full marks**

Q.1 **Attempt any 5 questions:** **[2 x 5 =10]**

a) What are the uses of reformat node?
b) What's the difference between nuke and nukeX?
c) Which tracking method can be used for marker removal tasks?
d) What is the use of HueShift node?
e) Which node can be used for extracting edges of complete alpha output?
f) What is merge?
g) How much software is available in Foundry and what are those?

Q.2 **Attempt any 5 questions:** **[3 x 5 =15]**

a) Explain the difference between Blur and Defocus ?
b) What are the nodes available for shrinking or expanding the edges in nuke?
c) What is the difference between Plugin's & Gizmo's?
d) What are the three parameters available in the Grain(Draw) node?
e) Which are three important departments in post production for the VFX industry?
f) What are the types of tracking modes available in 3DE4?
g) What are the nodes used for Green screen removal?

Q.3 **Attempt any 5 questions:** **[5 x 5 =25]**

a) What is green screen removal? Explain the process of Green screen removal in detail with any one technique.
b) Explain the process of extracting tracker points and solving error with the help of Camera tracker node.
c) Explain the types of tracker in nuke and their uses.
d) Explain the complete procedure of HUD making.
e) How to add grains on the footage with the help of 'F_regrain', explain in detail.
f) Explain the behaviour of Merge, In and Out nodes in nuke.
g) Explain the difference between transform, transform masked & transform geo.