

Exam Code: 218501
(20)

Paper Code: 1333

Programme: Master of Vocation (Animation and VFX)
Semester-I

Course Title: Fundamentals of Design and Animation

Course Code: MVAL-1111 ✓

Time Allowed: 3 Hours

Max Marks: 80

Attempt Five questions in all selecting at least one from each section. Fifth question can be attempted from any section. Each question carries equal (16) marks.

Section -I

1. Explain what are Raster and Vector softwares with examples.
2. ~~What is stop motion animation explain different types with examples.~~

2. Explain primary, secondary and tertiary colors of color wheel.

Section -II

3. Explain the Elements of Design in detail.
4. Explain the any five graphic formats (Video or Image) with Examples.

Section -III

5. Write an essay on history of animation with special emphasis on Walt Disney and his contribution.
6. What is stop motion animation explain different types with examples.

Section -IV

7. Explain with example the difference in the animation principles namely
 - a.) Follow through / Overlapping action
 - and
 - b.) Secondary action
8. Explain the Straight ahead and Pose to Pose action.

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Paper Code: 1334

Programme: Master of Vocation (Animation and VFX)
Semester-I

Course Title: Foundation Course on Animation

Course Code: MVAM-1112 ✓

Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt five questions in all, selecting at least one question from each section. The fifth question may be attempted from any section. Each question carries (8) marks.

Section-A

1. Explain the various mediums used for Drawing?
2. Explain the following:
 - a) Difference between Artistic and Technical Drawing
 - b) Difference between SEE and OBSERVE

Section-B

3. Describe the step by step to draw still life?
4. What is Perspective Drawing? Write down the different types of Perspective Drawing.

Section-C

5. What is Human Figure Drawing? Draw a Proportion of Human Face?
6. What is the importance of composition in drawing?

Section-D

7. Write a short note on Rural and urban habitation.
8. Describe the basic anatomy of Birds?

**Exam Code: 218501
(20)**

Paper Code: 1335

**Programme: Master of Vocation (Animation and VFX)
Semester-I**

Course Title: Basics of Photography

Course Code: MVAM-1113



Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt five questions in all, selecting at least one question from each section. The fifth question may be attempted from any section. Each question carries 8 marks.

Section-A

1. Describe following:
Adjustment of Brightness and Contrast
Digital Retouching
2. Explain different features of Digital Camera?

Section-B

3. Explain different types of photography?
4. What are the different types of camera shots?

Section-C

5. Describe the exposure triangle.
6. Explain three—point lighting used in photography?

Section-D

7. Describe the following:
 - a. Photo Manipulation
 - b. Image Enhancement
8. Explain various types of camera angles used in photography.

Exam Code: 218503

Paper Code: 3329

Programme: Master of Vocation (Animation)

Semester: III

Course Title: Experimenting and Research in Animation

Course Code: MVAM – 3111

Time Allowed: 3 Hours

Max Marks: 25

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. Each question carries equal (5) marks.

SECTION A

1. What do you understand by Research? Explain in detail. (5)
2. Name and Explain 2 types of research in detail. (5)

SECTION B

3. What is data collection and what is its importance in research? Explain (5)
4. What is Sample in Research and how it is linked to data collection? Explain with example. (5)

SECTION C

5. What is difference between reference and citation? Explain in detail. (5)
6. Name and explain any 2 methods of citation with example. (5)

SECTION D

7. What is the difference between copyright and patent? Explain in detail. (5)
8. What do you understand by plagiarism? Explain its different types. (5)

Exam Code: 218503

Paper Code: 3330

Programme: Master of Vocation (Animation and VFX)

Semester: III

Course Title: Lighting, Texturing and Rendering

Course Code: MVAM - 3112 ✓

Time Allowed: 3 Hours

Max Marks: 25

Note: Candidates are required to attempt 5 questions in all, selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal marks.

SECTION A

1. Explain the following terms in detail – Phong, PhongE, Lambert and Blinn. (5)
2. What is Hyper shade in Autodesk Maya? Explain in detail. (5)

SECTION B

3. Explain the following Lights of Autodesk Maya in detail – Spotlight, Area Light, Point Light, Directional Light. (5)
4. Explain any 4 attributes of light in detail. (5)

SECTION C

5. What is the difference between Bump map and Normal map? Explain in detail. (5)
6. What is channel box and attribute editor? Explain in detail. (5)

SECTION D

7. Explain the UV Editor of Autodesk Maya in detail. (5)
8. What is Render Engine? What is the difference between Maya software and hardware rendering? (5)