T97/BMG301/EE/20160518

Time : 3 Hours   **Marks : 80**

Instructions :

1. All Questions are Compulsory.
2. Each Sub-question carry 5 marks.
3. Each Sub-question should be answered between 75 to 100 words. Write every questions answer on separate page.
4. Question paper of 80 Marks, it will be converted in to your programme structure marks.

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1. Solve any **four** sub-questions.

   a) Discuss the responsibilities of animation supervisor.   5

   b) Give the benefits and advantages of storyboard.   5

   c) Explain the concept "Rendering Farm" in detail.   5

   d) Explain the process of designing a character.   5

   e) Elaborate how an animator can be called an actor.   5

2. Solve any **four** sub-questions.

   a) Explain the process of designing of an interior, hall.   5

   b) Explain "Appeal" and "Exaggeration" principles in detail.   5

   c) Write the procedure of building storyboard.   5

   d) Explain pose to pose animation method.   5

   e) What are the steps involved in writing and approving the script?   5

3. Solve any **four** sub-questions.

    a)   What are the four options in a render menu?   5

    b)   List the advantages and disadvantages of wave file format.   5

    c)   What are the three ways of billing music on the internet?   5

    d)   Explain film technology.   5

    e)   What do you understand by the breakdown of an element?   5

4. Solve any **four** sub-questions.

    a)   How will you calculate performance of a computer?   5

    b)   What is live looping?   5

    c)   Discuss briefly the body language of a character.   5

    d)   Explain NTSC standard.   5

    e)   What do you understand by timing the board?   5

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