COMPUTER GRAPHICS & ANIMATION

II YEAR

MODEL QUESTION PAPER

PAPER I

GRAPHIC DESIGN

Time:-3 Hrs Max. Marks:-50

SECTION-A 10 x 2=20

Note:- 1. Answer ALL Questions:

2. Each Question carries 2Marks.

1. What is design?
2. How design influences the society?
3. What is the role of a designer in the society?
4. Write about different types of drawing.
5. What is typography?
6. Write about RGB, CMYK and HSB color modes.
7. Benefits of exporting a file to AI format.
8. How to resize an image in Photoshop?
9. List important transformation commands.
10. What is feathering?

SECTION-B

Note:- 1. Answer any FIVE Questions from the following 5 x 6= 30.

2. Each Question carries 6Marks.

11. How and where would you hope to see the graphic design profession in the next ten years?
12. Digital technology; is it a blessing or a curse?
13. How does a digital camera work and what are the factors influence the image quality?
14. Write about additive and subtractive color.
15. Write about line, shape, space and texture in detail with examples.
16. Write about various selection tools in detail.
17. Define masking. Write about types of masking.
18. Write about the concept of Master Pages and Normal pages.

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II YEAR

MODEL QUESTION PAPER

PAPER II

3D ANIMATION

Time:-3 Hrs Max. Marks:-50

SECTION-A 10 x 2=20

Note:- 1. Answer ALL Questions:

2. Each Question carries 2 Marks.

1. Define animation
2. What is persistence of Vision?
3. Write about the history of maya.
4. What are the other applications available in the market similar to maya?
5. Define modeling.
6. Define parametric texture.
7. Define ambient light.
8. What is pivot?
9. What is persistence of vision?
10. Define soft body dynamics.

SECTION-B

Note:- 1. Answer any FIVE Questions from the following 5 x 6= 30.

2. Each Question carries 6Marks.

11. Write about the history of animation in detail.
12. Write about various modeling techniques available in Autodesk maya in detail.
13. Define UV mapping, and list various texturing software available in the market.
14. Write about various types of lights available in maya.
15. What are null nodes in maya?
16. Write about principles of animation in detail with examples.
17. Write about the importance of frame rate in animation.
18. Write about various types of animation techniques in maya.

COMPUTER GRAPHICS & ANIMATION
II YEAR
MODEL QUESTION PAPER
PAPER III
INTERNET TECHNOLOGIES

Time:- 3hrs Max. Marks:-50

SECTION – A 10 X 2 = 20

Note:- 1. Answer ALL Questions:

2. Each Question carries 2Marks.

1. What is a tag?
2. What is the simplest html page?
3. What is hyperlink?
4. Write a html tag to insert an image or embed audio or video.
5. What are sections in HTML?
6. What is the importance of style in HTML?
7. Why we need style sheets?
8. What is box model in CSS?
9. Write the importance of floating style in CSS.
10. What is attribute selector?

SECTION-B

Note:- 1. Answer any FIVE Questions from the following 5 x 6= 30.

2. Each Question carries 6Marks.

11. How to connect to internet?
12. What is the internet?
13. Write about Static and Dynamic WebPages.
14. What is the difference between website and webpage?
15. What are nested tables?
16. How to use forms, give examples?
17. How to create a submit form give example?
18. Write about CSS.