B.SC. (A & G) SEM. – IV (ANIMATION & GAMING) (CBCS - 2015 COURSE) : SUMMER - 2018

SUBJECT : INDUSTRY OF ANIMATION

Day :	**Tuesday**	**S-2018-1000**	Time : **10.00 am to 01.00 pm**
Date :	**22/05/2018**		Max. Marks : 60

N. B. :

1) All questions are **COMPULSORY**.
2) Figures to the right indicate **FULL** marks.
3) Draw neat and labeled diagram **WHEREVER** necessary.
4) Assume suitable data, if necessary.

Q. 1 Describe the evolution of animation in film and television media industry over the last decade. Mention the companies who have significantly contribute to the field of animation through films and animated series during the early days. **(10)**

Q. 2 Write brief information about "Walt Disney" company, including history global location market share, their popular animated movie/ Series released till date. **(10)**

Q. 3 Describe the various career opportunities in the field of animation with role and responsibility in detail. **(10)**

Q. 4 Explain the setting of pipeline of an animation studio; give example of exiting animation studio with all aspect concerning in growth. **(10)**

Q. 5 How animation is useful for film industry give your thought on it **(10)**

Q. 6 Write note on any five. **(10)**

a) Commercial and open source computer graphic software
b) Various career Opportunity in animation industry
c) Relocate games company
d) Describe your favorite animated game character
e) Explain VFX pipeline
f) Make day to day scheduled as per your weekly delivery

Q. 7 Explain the usage of story board in interactive media. **(10)**

Q. 8 How do you speed report document production using interactive 3D and 2D animation film? **(10)**

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