

**B.SC. (A & G) SEM. – IV (ANIMATION & GAMING) (CBCS -  
2015 COURSE) : WINTER - 2017  
SUBJECT: INDUSTRY OF ANIMATION**

Day: **Wednesday**  
Date: **27/12/2017**

Time: **02.30 pm to 05.30 pm**  
Max. Marks: 60

**W-2017-0893**

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**N.B.:**

- 1) Attempt **ANY SIX** questions out of **SEVEN** questions.
  - 2) Figures to the right indicate **FULL** marks.
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- Q.1** Explain the pipeline of animation studio either 2D or 3D with block diagram [10] and explain the process in detail.
- Q.2** Describe the various career opportunities in the field of animation with roles [10] and responsibilities in detail.
- Q.3** Write down brief information about 'Walt disney' studio including history, [10] global locations, market share and their popular animated movie series releases till date.
- Q.4** How animation is useful for Film and Television media industry. Give your [10] thoughts on it.
- Q.5** What is mean by CAGR? Explain it in terms of Indian Animation Industry. [10]
- Q.6** Write down in brief on 'Global Animation Industry'. [10]
- Q.7** Write note on :- [10]
- a) Intellectual property of products.
  - b) Animation outsource service.

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