

B.SC. (A & G) SEM. – IV (OLD COURSE) (ANIMATION & GAMING) : WINTER - 2017

**SUBJECT : INTRODUCTION TO THE INDUSTRY
(ANIMATION AND GAMING)**

Day : **Thursday**
Date : **21/12/2017**

W-2017-0904

Time : **02.30 PM TO 05.30 PM**
Max. Marks : 80

N. B. :

- 1) Attempt **ANY FOUR** questions out of **FIVE** from each section.
- 2) Figures to the right indicate **FULL** marks.
- 3) Answer to both the **SECTION** should be written in **SEPARATE** answer books.

SECTION - A

- Q. 1** Describe the evolution of Animation in films and televisions media industry over the last century. Mention the companies /studios who have significantly contributed 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 locations, market share, their popular animated movie/series releases till date. **(10)**
- Q. 3** Explain the setting up pipeline of Animation Studio. Detail out the aspects of market study, competitors present, technology consideration, team development and growth plan for such a studio. Give any one example of existing animation studio. **(10)**
- Q. 4** List and describe the various career opportunities with roles and responsibilities in Animation Industry in India. **(10)**
- Q. 5** Write note on **ANY TWO** of the following: **(10)**
- a) Augmented Reality and Virtual reality
 - b) Pre-production phase in movie making
 - c) Commercial and open source computer graphics softwares

SECTION – B

- Q. 6** Describe the evolution of PC gaming industry since the 1990s. **(10)**
- Q. 7** Describe the various stages of post-production in gaming development. **(10)**
- Q. 8** Explain the history and evolution of the following international game studios. Also for each studio, list any three of their most popular game titles and brief description and game genre. **(10)**
- i) Sledgehammer
 - ii) EA games
- Q. 9** Explain in detail the setting up pipeline of Gaming studio. Detail out the aspects of market study, competitors present, technology considerations, team development and growth plan for such a studio. Give any one example of existing gaming studio. **(10)**
- Q.10** Write note on **ANY TWO** of the following: **(10)**
- a) Career opportunities with role and responsibilities in gaming industry
 - b) RPG or FPS category of PC games
 - c) Hardware and software technologies, tools, platforms/libraries, game engine used for PC/console game development.

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