

IM.Sc IT GDD Sem.-1 Examination

DSC-C-ANP-112T

Funda of Gaming & Animation

January-2024

Time : 2-00 Hours]

[Max. Marks : 50

Q.1)

(a). What is Game? Explain Types of Games with examples. (10)

OR

(a). What is Game? Explain the Elements of Game.

Q.2)

(a). Describe the difference between Secondary action and Anticipation. (5)

(b). what is the difference between Emphasis and Contrast? (5)

OR

(b). What is Overlapping, Follow Through and Drag? Draw an example of it.

Q.3)

(a). What is Straight ahead and Pose to pose as an animation Principle? (5)

OR

(a).What is Contrast, Rhythm, and movement?

(b). what is Line? Explain different types of lines. (5)

Q.4)

(a). What is Shapes and Textures? Explain in detail with appropriate examples. (5)

(b). What is Hue, shade, tint and tone? Explain With Examples. (5)

OR

(b). Explain Balance and Hierarchy, as a principle of graphics design.

Q.5) Select the Correct Answer form Given Options.

(1*10=10 Marks)

1. The illusion of movement is called _____.

- a) Animation
- b) Stop-Motion
- c) Compositing
- d) Optical Illusion

2. This movement prepares the audience for a major action the character is about to perform; such as, starting to run, jump or change expression. Examples are a pitcher's wind-up or a golfers' back swing.

- a) Anticipation
- b) Arcs
- c) Staging
- d) Slow In and Slow Out

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3. _____ is the repetition or alternation of elements, often with defined intervals between them. _____ can create a sense of movement, and can establish pattern and texture.

- a) Pattern
- b) Rhythm
- c) Value
- d) emphasis

4. _____ refers to the lightness or darkness of a color.

- a) Intensity
- b) Texture
- c) Value
- d) Hue

5. _____ is the equal distribution of visual weight in a design.

- a) Emphasis
- b) Balance
- c) Space
- d) Value

6. The action that follows the main action; actions do not stop at the same time.

- a) Follow Through and Overlap
- b) Arcs
- c) Solid Drawing
- d) Timing

7. This is the first colour that the human eye reacts to when it comes into vision

- a) Red
- b) Blue
- c) Green
- d) White

8. Photographic based work produced for the web would be best designed using this Colour Method

- e) CMYK
- f) RGB
- g) Primary Colour
- h) Secondary Colour

9. CMYK colour systems are used specifically for _____ design work

- a) Graphic
- b) Web
- c) Print
- d) Cell phone

10. Which one of the following is not a type of texture?

- a) Image Texture
- b) Organic Texture
- c) Pixel Texture
- d) Pattern Texture

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