

## IMSc IT GDD (NEP) Sem.-3 Examination

MDC-GDD-234T

Game Engine-1

December-2025

Time : 1.00 Hour]

[Max.Marks : 25

**Instructions:**

- All questions are compulsory.
- Do not write anything on the question paper.

**Answer the following question.****Q-1****10**

1. Game development is the process of creating:

- |               |          |
|---------------|----------|
| a) Movies     | b) Games |
| c) Animations | d) Songs |

2. Unity is commonly used for:

- |                               |                    |
|-------------------------------|--------------------|
| a) Only 2D games              | b) Only animations |
| c) 2D, 3D, VR/AR, simulations | d) Video editing   |

3. Which view shows how the game looks to the player?

- |               |                  |
|---------------|------------------|
| a) Scene View | b) Game View     |
| c) Hierarchy  | d) Project Panel |

4. Which Unity window is used to edit animations?

- |              |                     |
|--------------|---------------------|
| a) Hierarchy | b) Animation Window |
| c) Project   | d) Scene View       |

5. A skybox is a:

- |                          |                                               |
|--------------------------|-----------------------------------------------|
| a) 2D sprite backgrounds | b) Cube surrounding the scene for backgrounds |
| c) Terrain tool          | d) Lighting probe                             |

6. A texture in Unity is essentially a:

- |                 |                                |
|-----------------|--------------------------------|
| a) 3D model     | b) 2D image applied to objects |
| c) Sound effect | d) Material property only      |

7. Which key frames the selected object zooms in Scene View?

- |      |      |
|------|------|
| a) G | b) C |
| c) F | d) T |

8. Are animation and animator different?

- |        |       |
|--------|-------|
| a) yes | b) No |
|--------|-------|

