Diploma in Computer Animation 1st Sem.
(Batch 2023-24) (CBGS)
COMPUTER FUNDAMENTALS FOR ANIMATION
Paper–I

Time Allowed—3 Hours]   [Maximum Marks—50

Note :— Attempt **FIVE** questions in all, selecting at least **ONE** question from each section. The fifth question may be attempted from any section. All questions carry equal marks.

SECTION–A

1. Discuss the role of functional units of Computer. List the role of CPU in detail.   10

2. Write short notes on the following devices :

    (a) Hard disk   5

    (b) Graphics card   5

SECTION–B

3. Discuss the features of different types of operating systems. Explain the need of batch operating system.   10

4. Discuss the following :

   (a) Features of internet   5

   (b) Browsing the web   5

SECTION–C

5. How documents can be Edited using MS-Word ? Explain the different spell checking options.   10

6. Describe the following features of Word :

   (a) Page setup   5

   (b) Table handling   5

SECTION–D

7. What are the different views of PowerPoint ? Explain their role in detail.   10

8. Discuss the formatting features of MS-PowerPoint in detail.   10

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Subject Code : 5718

Diploma in Computer Animation 1ˢᵗ Sem.

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PRINCIPLES OF ANIMATION

Paper—II

Time Allowed—3 Hours]   [Maximum Marks—50

Note :— Attempt **FIVE** questions in all, selecting at least **ONE** question from each section. The fifth question may be attempted from any section. All questions carry equal marks.

SECTION—A

1. Discuss the role of Computer Animation. List the types of Animation.

    10

2. Write short notes on the following :

    (a) History of Animation.

    5

    (b) Process of Animation.

    5

SECTION—B

3. Discuss the visual artist skills for creative development of an artist.

    10

4. Describe the following :—

    (a) Gestures drawing.

    5

    (b) Uses of facial expressions.

    5

SECTION—C

5. Describe the basic principles of animation using psychological effects and slow in and slow out.   10

6. Explain the following :—

   (a) Squash and stretch.   5

   (b) Use of Exaggeration.   5

SECTION—D

7. (a) Discuss the procedure for creating Animation drawings.   5

   (b) How color reference drawing is used ? Explain. 5

8. Discuss the concept of story board used in animation in detail.   10