Nov-15   SEAT No. :

[4861]-505   [Total No. of Pages :2

T.Y. M.C.A. (Engg.)
1-ANIMATION & GAMING
(2013 Course) (Semester - V) (Elective - II) (510905)

Time : 3 Hours]   [Max. Marks :50

Instructions to the candidates:
1) Neat diagrams must be drawn wherever necessary.
2) Figures to the right side indicate full marks.
3) Assume suitable data if necessary.

Q1) a) Write short note on pixel and frame buffer.   [4]

b) Explain cathode ray tube (CRT) in detail.   [4]

OR

Q2) a) Explain Shadow mask technique in color CRT monitors.   [6]

b) Explain applications of Computer Graphics.   [2]

Q3) a) What is meant by keyframing and tweening?   [4]

b) Discuss the role of shockwave format in web based animation.   [4]

OR

Q4) a) Distinguish between client-pull and server push animation.   [4]

b) What is hierarchical animation and why it is necessary?   [4]

Q5) a) List and explain different animation drawing tools.   [5]

b) What is meant by anatomy and body language?   [4]

OR

Q6) a) Explain sequential movement drawing?   [4]

b) Explain various steps in developing animation character?   [5]

Q7) a) What is game? [3]

b) What is software architecture? Explain 2D game software architecture. [4]

c) List different languages used for game programming. [2]

OR

Q8) a) What is game theory? [2]

b) Explain 3D game software architecture. [4]

c) Explain role of AI in game programming. [3]

Q9) a) What are Advantages of Writing Games in Java? [4]

b) Explain different types of computer games. [4]

OR

Q10) a) Explain basic JDK tools in java. [4]

b) State and explain different object oriented concepts in java. [4]

Q11) a) Explain structure of simple game in java. [4]

b) Explain actor class and its methods. [4]

OR

Q12) a) Explain concept of collision detection. [4]

b) Which are different state controls in java? [4]

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