

Total No. of Questions : 12]

SEAT No. :

P3220

[Total No. of Pages : 2

[5256]-505

T. Y. M. C. A. (Engineering)
ANIMATION & GAMING
(2013 Pattern) (Elective - II)

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 DDA algorithm of line drawing. [6]

b) Explain applications of Computer Graphics. [2]

Q3) a) Explain different techniques of Animation. [4]

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

OR

Q4) a) Explain principles of animation. [4]

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

Q5) a) Explain rapid sketching and drawing in animation. [5]

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

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OR

- Q6) a) Explain sequential movement drawing? [4]
b) Explain various steps in developing animation character? [5]

- Q7) a) What is game theory? [3]
b) Explain 3D game software architecture. [4]
c) Explain role of AI in game programming. [2]

OR

- Q8) a) What is game? [2]
b) What is software architecture? Explain 2D game software architecture. [4]
c) List different languages used for 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 tools in Java for creating games. [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]

OROROR