

1058

Certificate Course (Add-on Course)
Animation Graphics
ANG-101: Introduction to Animation and Graphics

Time allowed: 3 Hours

Max. Marks: 65

NOTE: Attempt five questions in all, including Question No. 9 (Section-E) which is compulsory and selecting one question each from Section A-D.

x-x-x

Section – A

1.
 - a) What are the novel applications of graphics in current age? Discuss with live examples. 7
 - b) Which are the important elements of a graphics workstation? Describe. 6
2.
 - a) Which latest input devices used with graphics systems? Briefly discuss. 7
 - b) What is vector graphics? How an image is stored and displayed in it? Discuss. 6

Section – B

3.
 - a) How shadow masking technique is used for producing color displays with a CRT? Describe. 7
 - b) What are the advantages and disadvantages of flat panel displays? Discuss. 6
4.
 - a) Outline the architecture of Raster scan display with a diagram. 7
 - b) What do you mean by refresh rate? How is it calculated? What is its importance in a display system? Discuss. 6

Section – C

5.
 - a) How digital camera is used for image capturing? Explain. 7
 - b) What are the main steps to design multimedia applications? Discuss. 6
6.
 - a) What are the essential elements of multimedia applications? Describe. 7
 - b) What are the most common image file formats? How are they used? Discuss. 6

Section – D

7.
 - a) What do you mean by animation? Discuss the basic principle used for animation. 7
 - b) Differentiate between two Dimensional (2D) and three Dimensional (3D) animation techniques. 6
8.
 - a) How does image size, resolution and other factors influence the quality of digital animation? Discuss. 7
 - b) How animation is used widely for various applications in education and entertainment? Describe with live examples. 6

Section – E (Compulsory)

9. Attempt following:
 - a) What is the use of image scanner? 2
 - b) What do you mean by resolution of a display system? 2
 - c) How can you convert graphics file formats? 2
 - d) List down limitations of JPG image format. 2
 - e) What is the use of sound in multimedia application? 2
 - f) What is key frame in context of animation? 2
 - g) What is pixel? 1

x-x-x