(i) Printed Pages : 11

(ii) Questions : 6

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B.A./B.Sc. (General) 5th Semester

(2123)

ENGLISH

Paper : (Elective)

Time Allowed : Three Hours] [Maximum Marks : 90

Note :— Attempt **all** the questions.

SECTION—I

1. Write short notes on any **five** of the following :—
   (i) Indian Languages
   (ii) Caste
   (iii) Methods of Translation
   (iv) Gender
   (v) Hybridity
   (vi) Race
   (vii) Orientalism. 3×5=15
2. Answer any **five** of the following questions in about 60-80 words each :—
   (i) Discuss the central theme of Forward March.
   (ii) Give a character sketch of Mandan Muthappa.
   (iii) Discuss the title of A Country.

(iv) Discuss the childish enthusiasm of Swami and his friends.

(v) Who is the narrator of Squirrel ?

(vi) Who was Toba Tek Singh ?

(vii) Explain the line 'My fires are very different from yours'.

$3 \times 5 = 15$

3. Answer any **two** of the following questions in about 180-200 words each :—

(i) Discuss the metaphor of the Quilt.

(ii) Elaborate Nissim Ezekiel's use of symbolism in the poems prescribed in your syllabus.

(iii) Discuss the portrayal of rural life in The Holy Panchayat.

$2 \times 7.5 = 15$

SECTION—II

4. Make notes on the following passage with suitable abbreviations :—

Animation is the process of designing, drawing, making layouts, and preparing photographic sequences which are integrated into multimedia and gaming products. Animation involves the exploitation and management of still images to generate the illusion of movement. A person who creates animations is called an animator. He uses various computer technologies to capture the still images and then to animate these in the desired sequence. Animation is a method in which pictures are manipulated to appear as moving images.

Animation is the capturing of sequential, static images—drawings or photos of inanimate objects—and playing them in rapid succession to mimic real-world motion. If you've ever seen a flip book, you know how it works. Animation is the illusion of movement created

by showing a series of still pictures in rapid succession. In the world of computers, graphics software is used to create this effect. A simple animation may be as basic as an animated GIF file like the image shown on this page. A more complex animation could be of a human or alien face in a computer software game or animation of a space battle in a movie.

Animation is the process of making the illusion of motion and change by means of the rapid display of a sequence of static images that minimally differ from each other. The illusion—as in motion pictures in general—is thought to rely on the phi phenomenon. Animators are artists who specialize in the creation of animation. Animation can be recorded with either analog media, a flip book, motion picture film, videotape, or digital media, including formats with animated GIF, Flash animation, and digital video. To display animation, a digital camera, computer, or projector is used along with new technologies that are produced.

Animation is not the art of making drawings move, but the art of drawing movement. Based on the persistence of vision, animation, like all film, is an illusion of fluid movement, when in fact it is a series of static drawings moving so quickly, twenty-four frames a second that they give the appearance of movement. The animation is a mixture of imagination, storyline, creativity, and meaning conveyed using storytelling talent that can have 2-D or 3-D effects and characters, based upon the requirements of the people behind such video and their budget.

When business houses use animation for their product promotion, these are usually referred to as explainer videos or animation videos. These videos are a very crisp and engaging manner of increasing viewership for product promotion. These videos can reach the masses within a short time span to make the desired impact. Animation videos

have been used by almost every industry be it business, education, films, gaming or entertainment, and many more. Due to its extensive and ever-expanding field, animators and animation have gained popularity among the masses.

Why is animation important ? Animation is important because it allows us to be able to tell stories and communicate emotions and ideas in a unique, easy-to-perceive way that both small children and adults can understand. Animation has helped connect people throughout the world in a way that sometimes writing and live-action films cannot. Today, anyone can pick up a drawing tablet and show their ideas to the world. Drawn figures can be funny, or make something sad or serious have a playful, less intimidating feel to it to make the viewer feel more comfortable.

Other times, it allows people to be united by a single passion, such as a random, and work on huge projects (called MAPs, which stands for multi-animator project) about their interest to make something as high-quality as a professional film, such as The Five Giants [COMPLETE Warrior Cats M.A.P.], regardless of what beliefs and opinions differ. Often, it has simply served as a way to make a heart-warming story that makes you think. Through live-action movies, people can form biases based on the appearance and real-life personality of an actor playing a character. But as an animated character, the character feels like their own being.

No matter what the exact use, animation is one of the most powerful creative tools we have, and we should continue to use it as a form of uniting people, no matter their beliefs, biases, or interests. Animation, while often thought of as a more or less modern medium, has been used in different forms since 1906! Throughout the last century, we have used it to entertain, as propaganda, and to tell stories that invoke emotion. The earliest known animated film was made in France in

1906, titled Humorous Phases of Funny Faces, and was made from chalk pictures. Since then, other small animations have been made, but the first animated cartoon with synchronized was made by Walt Disney in 1928, called Steamboat Willie.

Many cartoons like this followed, and they were used to entertain viewers with gags and charades of drawn characters. Nine years later, Disney released the first full-length future film, Snow White. In 1993, software for3D animation was created. All of these events lead up to the animation and films we see today. From Spiderman: Into the Spiderverse to live-action movies with CGI, to popular YouTube animators like the animator Jaiden Animations, animation has become a popular form of storytelling that has helped shape the modern world. If one goes through the market indications, they can take great advantage of the selling propositions where promoting products has a larger co-efficient to influence the audience from others. The smarter organizations are already aware of the importance of animation in business and the pace at which they are achieving targets owes considerably to this. 15

5. Read the passage given below and answer the following questions :—

I have often made the point that true science fiction is a creature of the last two centuries. Science fiction cannot exist as a picture of the future unless, and until, people get the idea that it is science and technology that produce the future; that it is advances in science and technology (or, at the very least, changes in them) that are bound to make the future different from the present and the past, and that thereby hangs a tale.

Naturally, no one could possibly get that idea until the rate of scientific and technological change became great enough to be noticed by

people over the course of their lifetime. That came about with the Industrial Revolution say, by 1800—and it was only thereafter that science fiction could be written. And yet there must have been something that came before science fiction, something that was not science fiction and yet filled the same emotional needs. There must have been tales of the strange and different, of life not as we know it, and of powers transcending our own.

Let's consider that the respect that people have for science and for scientists (or the fear that people have or a combination of both) rests on the certain belief that science is the key to the understanding of the Universe and that scientists can use science to manipulate that key. Through science, people can make use of the laws of nature to control the environment and enhance human powers.

With the steadily increasing understanding of the details of those laws, human powers will be greater in the future than in the past. If we can imagine the different ways in which they will be greater, we can write our stories. In previous centuries, however, most men had but a dim understanding, if any at all, of such things as laws of nature. They did not know of rules that were unbreakable; of things-as-they-must-be that could serve neither to help us nor to thwart us but that might allow themselves to be ridden to glory if we but knew how.

Instead, there was the notion that the Universe was the plaything of life and the will; that if there were events that seemed analogous to human deeds but that were far greater in magnitude, they were carried through by life forms resembling those we know but greater in size and power. The beings who controlled natural phenomena were therefore pictured in human form but of superhuman strength, size, abilities, and length of life. Sometimes they were pictured as super animals, or as super combinations of animals. (The constant reference

to the ordinary in the invention of the unusual is only to be expected, for imaginations are sharply limited, even among the best of us, and it is hard to think of anything really new or unusual—as Hollywood 'Sci-fi' constantly demonstrates.) Since the phenomena of the Universe don't often make sense, the gods are usually pictured as whimsical and unpredictable; frequently little better than childish.

Since natural events are often disastrous, the gods must be easily offended. Since natural events are often helpful, the gods are basically kindly, provided they are well-treated and that their anger is not roused. It is only too reasonable to suppose that people would invent formulas for placating the gods and persuading them to do the right thing. Nor can the validity of these formulas be generally disproven by events. If the formulas don't work, then undoubtedly someone has done something to offend the gods. Those who had invented or utilised the formulas had no problems in finding guilty parties on whom to blame the failure of the formula in specific instances so that faith in the formulas themselves never wavered. (We needn't sneer. By the same principle, we continue to have faith in economists, sociologists, and meteorologists today, even though their statements seem to match reality only erratically at best.)

In prescientific times, then, it was the priest, magician, wizard, and shaman (again the name doesn't matter) who filled the function of the scientist today. It was the priest, etc., who was perceived as having the secret of controlling the Universe, and it was advances in the knowledge of magical formulas that could enhance power.

The ancient myths and legends are full of stories of human beings with supernormal powers. There are legendary heroes, for instance, who learn to control winged horses or flying carpets. Those ancient pieces of magic still fascinate us today, and I imagine a youngster

could thrill to such mystical methods of aero navigation and long for the chance to partake in it, even if he were reading the tales while on a jet plane. Think of the crystal ball, into which one can see things that are happening many miles away, and magic shells that can allow us to hear the whisperings of humans many miles away. How much more wonderful than the television sets and the telephones of today!

(i) Science fiction cannot exist as a picture of the future unless :

(a) People get the idea that it is science and technology that produce the future

(b) It is advances in science and technology that are bound to make the future different

(c) Both (a) and (b)

(d) None of the above.

(ii) What came about with the Industrial Revolution?

(a) Scientific and technological change became great enough to be noticed by people

(b) Jobs and opportunities

(c) Demand for writers

(d) Scientific and technological devolution

(iii) Through science, people can

(a) Fear that people have or a combination of both

(b) Fill the same emotional needs

(c) Get the idea that it is science and technology that produce the past

(d) Make use of the laws of nature to control the environment and enhance human powers

(iv) _____ most men had but a dim understanding.

(a) In the coming centuries

(b) In UK

(c) In previous centuries

(d) All the above

(v) Since the phenomena of the Universe don't often make sense :

(a) The gods are usually pictured as whimsical and unpredictable

(b) The gods are frequently little better than childish

(c) The gods have a high sense of morality and justice

(d) (a) and (b)

(vi) Since natural events are often disastrous :

(a) The gods must be easily pleased

(b) The gods must be easily ignored

(c) The gods must be easily offended

(d) The gods must be easily found

(vii) Who filled the function of the scientist in pre-scientific times ?

(a) Kings, princes, armies

(b) The priest, magician, wizard, and shaman

(c) Bureaucrats, teachers

(d) Gods, angels

(viii) The ancient myths and legends are full of :

(a) Stories of human beings with supernormal powers

(b) Stories of scientific discoveries

(c) Stories of the future

(d) All the above.

(ix) Those _____ still fascinate us today.

(a) stories of kings

(b) accounts of past

(c) relationships

(d) ancient pieces of magic

(x) Through _____ one can see things that are happening many miles away.

(a) The crystal ball

(b) Magic shells

(c) Videos

(d) All the above

15

6. (i) Use any **five** of the following pairs of words in your sentences :—

(a) Idol : Idle

(b) Beau : Bow

(c) Gate : Gait

(d) Fir : Fur

(e) Lessen : Lesson

(f) Flea : Flee

(g) Doe : Dough

(ii) Give a **one-word** substitution of any **five** of the following and use them in sentences :—

(a) An institution for the care of people who are mentally ill

(b) A large bedroom for a number of people in a school or institution

(c) One who does not believe in the existence of God

(d) Someone who leaves one country to settle in another

(e) A person who speaks more than one language

(f) A person who sells and arranges cut flowers

(g) A person who is trained to travel in a spacecraft

(iii) Change the form of words as indicated in brackets and use them in sentences (any **five**) :—

(a) Mass (adverb)

(b) Blood (verb)

(c) Care (adjective)

(d) Power (adverb)

(e) Act (noun)

(f) Choice (verb)

(g) Belief (adjective) $5 \times 3 = 15$