

2082

Certificate Course (Add-on)

Animation and Graphics

ANG-1001: 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) How can you use graphics applications in diverse areas? Describe with real life examples. 8
 - b) What are the essential elements of a workstation? Discuss. 5
2. Discuss various input/output devices used for graphics in current age. 13

Section – B

3.
 - a) Outline the general architecture of random scan system with the help of a block diagram. 8
 - b) Discuss the following terms: 5
 - i. Refresh rate
 - ii. DPI
4.
 - a) What do you mean by Flat Panel Display? What are its main types? Discuss. 8
 - b) How does beam penetration method work in color monitors? Brief out. 5

Section – C

5.
 - a) How does a digital camera capture and store an image? Describe the process. 8
 - b) What are the advantages and disadvantages of using *JPG/JPEG* format for images? Brief out. 5
6.
 - a) What do you mean by multimedia? What are its important elements? Describe. 8
 - b) Mention the steps followed to create simple multimedia applications using Microsoft PowerPoint. 5

Section – D

7.
 - a) What is animation? Describe the basic principles of animation with relevant examples. 8
 - b) Which factors govern the image quality and storage? Brief out. 5
8. What is 3D animation? How does it differ from 2D animation? Discuss. Also discuss popular techniques used for 3D animation. 13

P.T.O.

(2)

Section - E

9. Attempt following:

- a) Differentiate between vector and raster graphics.
- b) Enlist two unique features of Joystick.
- c) Why video is used in multimedia?
- d) How do you convert one image format to another?
- e) What is shadow mask method?
- f) What are the limitations of 2D animation?
- g) What is a pixel?

2
2
2
2
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1

x-x-x