C–1507	Sub. Code
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B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

First Semester

Game Design and Development

PROFESSIONAL CONTEXT TECHNOLOGY AND COMMUNICATION METHODS

(2019 onwards)

Time : 3 Hours　　　　　　　Maximum : 75 Marks

Part A　　　　　$(10 \times 2 = 20)$

Answer **all** questions.

1.　Define Communication.

2.　List the types of games.

3.　What is new media?

4.　Write a note on orthogonality.

5.　What is world aesthetics?

6.　Define linear plot.

7.　Write a note on modeling.

8.　What is dynamic game balancing?

9.　What is ergodics?

10.　Write a note on demographics.

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Briefly explain about human computer interaction.

Or

(b) What are the ethics of new media?

12. (a) Discuss about the social functions of games.

Or

(b) Outline the channels in information game play.

13. (a) Write a short note on Game Mechanics.

Or

(b) Write about game design principles.

14. (a) Write about dynamic game balancing.

Or

(b) Discuss about the code and laws of computer game design.

15. (a) What are the ethics to be followed in game design?

Or

(b) Write about dramatic elements of game.

Part C $(3 \times 10 = 30)$

Answer **all** questions.

16. (a) Elaborate about the evolution of games.

Or

(b) Briefly explain about the types of fun and players.

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17. (a) Explain in detail about structuring a game.

Or

(b) State the difference between Real Vs Virtual architecture.

18. (a) Create a proper Game design document for any concept of your choice.

Or

(b) Explain in detail about game balancing methodologies.

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B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

First Semester

Game Design and Development

VISUALIZATION FOR GAMES

(2019 onwards)

Time : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   What is Station point?

2.   List the elements of design.

3.   Draw any two 2D shapes.

4.   Define Typography.

5.   What is Concept art?

6.   What is Color contrast?

7.   Define Visual composition.

8.   What is Horizon line?

9.   Define Texture.

10.   What are the types of shot?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss about two point perspective with an example.

Or

(b) Write the difference between linear perspective Vs Aerial perspective.

12. (a) Write a note on Additive and Subtractive model.

Or

(b) Explain the importance of typography.

13. (a) What are the useful tips on creating a texture?

Or

(b) Write briefly about the application of texture.

14. (a) Write short note on cartoony, realism and hybrid.

Or

(b) Write short note on script formatting.

15. (a) Write about props and weapon design.

Or

(b) Briefly discuss about color blending and color harmony.

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Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain One point and Three point perspective with examples.

Or

(b) Explain in detail contour drawing and cylindrical forms.

17. (a) Explain the characteristics of good design.

Or

(b) Explain in detail about Gestalt principles.

18. (a) What is Scene? Explain the types of scene and its construction.

Or

(b) Explain the importance of storyboard.

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