B.Sc. DEGREE EXAMINATION, APRIL 2023.

Second Semester

Game Arts and Design

CRITICAL STUDIES FOR GAMES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Write about Imaging technologies.

2.   What is CD-Rom games?

3.   Write about shareware games.

4.   Write about sony play station.

5.   What is flight simulator?

6.   Write about castle wolfenstein.

7.   Define hidden agenta.

8.   What is designer being accountable?

9.   Write about core of the game.

10.   Write about purpose of IP.

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) What is vectrogames?

Or

(b) Write about interactive movies.

12. (a) Write about lara croft.

Or

(b) Describe person shooting games.

13. (a) Write about game generes.

Or

(b) What is PAC-MAN?

14. (a) What is game market?

Or

(b) Write about target audience.

15. (a) Write about honor the player.

Or

(b) Explain about focus groups.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about video game development process.

Or

(b) Explain about Nintendo.

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17. (a) Describe graphics in video games.

Or

(b) Explain about handheld video game systems.

18. (a) Explain about new generation of home video game systems.

Or

(b) Describe sequels and its types.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Third Semester

Game Art and Design

3D DIGITAL ART FOR GAMES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   What is blocking?

2.   State the functions of shaping.

3.   Define modeling.

4.   What is kid bashing?

5.   Define static mesh.

6.   What is game art?

7.   Define proportion.

8.   What is layout?

9.   State the purpose of project panel.

10.   State the importance of size and scale in game design.

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss on productive modelling.

Or

(b) Explain modelling animation.

12. (a) List down the core modelling techniques used in games.

Or

(b) Outline the concept of static mesh.

13. (a) Write note on vehicle proportion and scale in game design.

Or

(b) Explain basics of vehicle modelling.

14. (a) Write note on UV layout optimization.

Or

(b) Describe on shade development.

15. (a) Explain how to export assets in 3D modelling?

Or

(b) Write notes on inspector panel.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain various methods to produce digital 3D objects.

Or

(b) Explain the techniques to achieve complex shapes in Maya modelling with suitable example.

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17. (a) Explain the important points to consider while creating a vehicle for game environment.

Or

(b) Outline the theories of LOD.

18. (a) Summarise the procedure to convert 2D images to 3D images.

Or

(b) Explain the following

(i) Normal and one-sided objects.

(ii) Texture pipeline.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Third Semester

Game Art and Design

DESIGN AND COMMUNICATION FOR GAME DESIGN

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. What are 2D game objects called?

2. What are game objects?

3. State the functions of lighting.

4. What is the difference between a HUD and a GUI in a game?

5. Define form.

6. Mention the importance of colours in game.

7. Define space.

8. What are mechanics and triggers?

9. What do you mean by gradient reverb?

10. Write short note audio filter.

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

Answer **all** questions.

11. (a) Discuss on 2D game and art.

Or

(b) What are the differences between 2D and 3D games in Unity?

12. (a) Write note on 2D character.

Or

(b) Outline the importance of shading in game design.

13. (a) What are game controls called?

Or

(b) What are dynamics in game design?

14. (a) State the importance of prototyping.

Or

(b) What are the important key points in game design?

15. (a) Why is sound design important in games?

Or

(b) Write notes on sound scripting.

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

Answer **all** questions.

16. (a) Explain how to import and work with 2D game object with suitable example.

Or

(b) Write note on

(i)   Unity.

(ii) Maya.

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17. (a) Elaborate on particle system and their uses.

Or

(b) Write note on

(i) Purpose of the thaumatrope.

(ii) Lighting techniques.

18. (a) How to profile and optimize sound foe game design? Explain.

Or

(b) Explain the following

(i) Using game engines for prototyping.

(ii) Using game engines for Designing.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Third Semester

Game Art and Design

GAME PRODUCTION

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. State the role of game publisher.

2. Who is game designer?

3. Define game mechanics.

4. Define project management.

5. What does core mean in games?

6. What factors affect game design?

7. Why is game design important?

8. Define three act play.

9. What are all puzzle games?

10. Write short note on visual media.

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Define the role and importance of game designer.

Or

(b) What are the skills required for a game producer?

12. (a) Elaborate on game developer team.

Or

(b) Outline the team structure of game design.

13. (a) List the types of puzzle games.

Or

(b) What are the points to considered while designing lateral thinking game?

14. (a) State the importance of stories in interactive form.

Or

(b) What are decision trees? Explain.

15. (a) Explain scheduling in game production.

Or

(b) Write notes on personal experience stories.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain how to integrate different game mechanics by mind mapping and logical thinking.

Or

(b) How game can be used as a tool to create awareness? Elaborate.

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17. (a) Explain in detail about the constraints on game design.

Or

(b) Write note on

   (i) Stories with exposition and metaphors.

   (ii) Fun in storytelling.

18. (a) Explain in detail about the importance and types of stories.

Or

(b) Explain the following with examples.

   (i) Serious games.

   (ii) Casual games.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fourth Semester

Game Art And Design

LEVEL DESIGN FOR GAME

(2019 onwards)

Duration : 3 Hours　　　　　　　　Maximum : 75 Marks

Part A　　　　　　(10 × 2 = 20)

Answer **all** questions.

1. What should be the ideal duration of a game level?

2. Who is the target audience of the game?

3. What is Combat area?

4. What is pretty scenery?

5. What is Dexterity Challenge?

6. Write about Prospero's house.

7. Define Ambiance.

8. What is Flow?

9. Write about tutorial levels.

10. Write about road object.

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Explain the process of Reducing repetitive travel in game design.

Or

(b) Write about Houses and Interiors in game design.

12. (a) Write about BG design.

Or

(b) Describe sprite animation.

13. (a) Write about play testing.

Or

(b) Describe the process of identifying core game components.

14. (a) Write about level mapping

Or

(b) Explain light setup.

15. (a) Write about Heightmaps.

Or

(b) Describe in detail about Terrain and Strategy.

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Part C   (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about the Level Design Process.

Or

(b) Explain about level ideation.

17. (a) Describe 2D landscape painting.

Or

(b) Explain principles and segments.

18. (a) Explain various types of Lights used in game.

Or

(b) Describe Genre – Specific Level Design principles.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fourth Semester

Game Art And Design

3D CHARACTER DESIGN FOR GAME

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Define the character.

2.   What is Character Modeling?

3.   What is alpha textures?

4.   What is dynamic topology?

5.   What is Zmodeler?

6.   Write about Avatars.

7.   Define color palette.

8.   What is Basic rigging?

9.   Write about sculpting bruches.

10.   Write about diffuse maps.

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) What is Box modeling?

Or

(b) Write about Character mood.

12. (a) Write about Shape Theory.

Or

(b) Describe Flocking.

13. (a) Write about Design Strategy.

Or

(b) What is 3D Digital Sculpting?

14. (a) What is Teleportation?

Or

(b) What are Character Archetypes?

15. (a) Write about Dynamesh.

Or

(b) Explain the process of choosing Design theme.

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

Answer **all** questions.

16. (a) Explain in detail about Graph theory.

Or

(b) Explain about Sculpting techniques.

17. (a) Describe advance map baking technique.

Or

(b) Explain animation cycles for engines.

18. (a) Explain retopology.

Or

(b) Describe baking detail to low poly.

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