

**C-0182**

**Sub. Code**

**82824**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2023**

**Second Semester**

**Game Art and Design**

**CRITICAL STUDIES FOR GAMES**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 2 = 20)

Answer **all** questions.

1. Define the vectrogames.
2. What are interactive movies?
3. Write about lara croft?
4. Write about person shooting games.
5. What is game generes?
6. Write about ZORK.
7. Define game market.
8. What is target audience?
9. Write about honor the player.
10. Write about focus groups.

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) What is simulation?

Or

(b) Write about Atari.

12. (a) Write about Arcade games.

Or

(b) Describe video games in Europe.

13. (a) Write about simcity.

Or

(b) What is super mariobros?

14. (a) What is the impact of games on players?

Or

(b) Write about games for girls.

15. (a) Write about targeting.

Or

(b) Explain about mass market.

**Part C**

(3 × 10 = 30)

Answer **all** questions.

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

Or

(b) Explain about Intellectual property.

17. (a) Describe end user experience.

Or

(b) Explain video games rating systems.

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

Or

(b) Describe sequels and its types.

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**C-0183**

**Sub. Code**

**82832**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 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 maya modelling?
2. List the stages of modelling.
3. What is polygon modelling?
4. Define Kit bashing.
5. Differentiate proportion and layout.
6. What is topology?
7. What is the purpose of texture?
8. What is bump map?
9. Outline on set height.
10. Brief on terrain.

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the shaping and detailing.

Or

- (b) Explain the techniques to achieve complex shapes.

12. (a) Explain the prop modelling.

Or

- (b) Describe theories of LOD.

13. (a) Discuss the vehicle creation for games.

Or

- (b) Describe the basics of vehicle modelling.

14. (a) Describe the UV layout optimization.

Or

- (b) Illustrate the handmade texture effects.

15. (a) Explain the 3D and game engine theories.

Or

- (b) Briefly explain the inspector panel.

**Part C**

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the application of automated tools for faster results with suitable example.

Or

- (b) Discuss the view port optimization.

17. (a) Explain the concept of normal and one-sided objects.

Or

(b) Describe the texturing and material.

18. (a) Explain the importing exporting assets with suitable example.

Or

(b) Explain the speculator with examples.

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**C-0184**

**Sub. Code**

**82833**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 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 is 2D game?
2. Outline on 2D art.
3. What is GUI?
4. What do you mean by In-game interface screen?
5. Compare : Appeal and dynamics.
6. What is Thaumatrope?
7. What is the purpose of tiles?
8. Contrast: events and actions.
9. Outline on sounds.
10. Brief on listeners.

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the creation of 2D game objects.

Or

- (b) Explain the importing and working with 2D game objects.

12. (a) Illustrate the designing of GUI.

Or

- (b) Describe the game controls.

13. (a) Discuss the principles of animation.

Or

- (b) Describe the uses of particle system.

14. (a) Describe the mechanics and triggers.

Or

- (b) Illustrate the sprites and backgrounds.

15. (a) Explain sound scripting.

Or

- (b) Briefly describe the building settings.

**Part C**

(3 × 10 = 30)

Answer **all** questions.

16. (a) Discuss the importing of 2D game assets.

Or

- (b) Demonstrate the understanding the sprite editor.



17. (a) Explain the concept of information presentation.

Or

(b) Describe the problems with controls.

18. (a) Explain the anatomy and proportions with suitable example.

Or

(b) Explain the prototyping using game engines with examples.

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**C-0185**

**Sub. Code**

**82834**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 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. What do you mean by game designer?
2. Outline on game development.
3. What is team structure?
4. What do you mean by team profile?
5. List the basic puzzle characteristics.
6. Classify the puzzles.
7. What is story telling?
8. Contrast: stories with exposition and metaphors.
9. Classify the special types of games.
10. Brief on serious games.

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the role definition for game designers.

Or

- (b) Explain the choices of game development career.

12. (a) Illustrate the team building.

Or

- (b) Describe the team communication.

13. (a) Describe the lateral thinking.

Or

- (b) Discuss the spatial thinking.

14. (a) Describe the interactive story telling.

Or

- (b) Illustrate about the traditional stories.

15. (a) Explain game as teaching tool.

Or

- (b) Briefly describe the social games.

**Part C**

(3 × 10 = 30)

Answer **all** questions.

16. (a) Discuss the game development career choices.

Or

- (b) Demonstrate the selling ideas to the game industry.

17. (a) Explain the perspectives of game designers.

Or

(b) Describe the publishers team.

18. (a) Explain level design.

Or

(b) Discuss the types of stories.

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**C-1231**

**Sub. Code**

**82813**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2023**

**First Semester**

**Game Art and Design**

**FUNDAMENTALS OF GAME ART**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which technique involves creating a series of short, unconnected lines to represent shading or texture?
  - (a) Free strokes
  - (b) Dots
  - (c) Hatching
  - (d) Diverging lines
2. What is the term for a repeated image or pattern in an artwork?
  - (a) Repeated image
  - (b) Surface limits
  - (c) Geometric structure
  - (d) Progressive method
3. Which type of perspective involves creating the illusion of depth and space using only one vanishing point?
  - (a) One point perspective
  - (b) Two-point perspective
  - (c) Three-point perspective
  - (d) Aerial perspective

4. Linear perspective is primarily concerned with creating the illusion of :
  - (a) Texture
  - (b) Color
  - (c) Emotion
  - (d) Space and depth
5. Which technique involves simplifying body parts into 2D shapes for figure drawing?
  - (a) Proportion and Gesture
  - (b) Constructing the front view
  - (c) Quick sketches
  - (d) Simplifying body parts
6. Which element emphasizes the sense of movement or energy in figure drawing?
  - (a) Balance
  - (b) Contour drawing
  - (c) Line of action
  - (d) Cylindrical forms
7. Which color model uses RYB (Red, Yellow, Blue) as its primary colors?
  - (a) RGB mode
  - (b) Greyscale
  - (c) Color mixing
  - (d) RYB mode
8. What is the term for the brightness or darkness of a color?
  - (a) Saturation
  - (b) Hue
  - (c) Value
  - (d) Color contrast
9. Which age is characterized by the earliest known art forms and the development of cave paintings?
  - (a) Paleolithic Age
  - (b) Neolithic Age
  - (c) Mesolithic Age
  - (d) Valley Civilization
10. What type of art from the Western tradition is known for its focus on religious Christian themes and the use of Hieratic Scale or Mental Perspective?
  - (a) Renaissance
  - (b) Gothic
  - (c) Rococo
  - (d) Impressionism

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain the concept of free strokes in art and provide an example.

Or

- (b) Discuss the importance of understanding lines in art and how they can be used to convey different emotions or ideas.

12. (a) Explain the key components of linear perspective.

Or

- (b) How can perspective views enhance the depth and realism of a two-dimensional artwork?

13. (a) What are the basics of figure drawing in art, and why is it essential for artists to master this skill?

Or

- (b) Explain the concept of foreshortening in figure drawing and its challenges.

14. (a) Define hue, value, and saturation in the context of color theory.

Or

- (b) How does color psychology influence the choice of colors in art?

15. (a) Describe the artistic developments during the Paleolithic, Mesolithic, and Neolithic Ages in Prehistoric art.

Or

- (b) Explore the significance of Ajanta and Ellora Cave paintings in Indian art history.

**Part C**

(5 × 8 = 40)

Answer **all** questions.

16. (a) Explain the concept of free strokes and how they are used in art.

Or

- (b) Discuss the importance of understanding lines in art. How do lines contribute to the overall composition of a drawing or painting?

17. (a) Define key perspective terminology, including horizon line, vanishing point, and picture plane.

Or

- (b) Compare and contrast one-point, two-point, and three-point perspective. How does the choice of perspective affect the composition of an artwork?

18. (a) Describe the process of simplifying body parts into 2D shapes in figure drawing.

Or

- (b) Discuss the concept of foreshortening in figure drawing.

19. (a) Explain the components of the RYB color mode, including hue, value, and saturation.

Or

- (b) Discuss the concept of color contrast and its importance in art.

20. (a) Trace the development of art from the Paleolithic Age to the Neolithic Age.

Or

- (b) Examine the contributions of Mughal and Rajasthani miniature painting in Indian art.



**C-1232**

**Sub. Code**

**82815/  
82915**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2023**

**First Semester**

**Game Art and Design and Visual Effects**

**INTRODUCTION TO VISUAL COMMUNICATION**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. What are the types of communication?
  - (a) Verbal and Non-verbal
  - (b) Written and Oral
  - (c) Formal and Informal
  - (d) Internal and External
  
2. Which aspect of visual communication focuses on conveying emotions?
  - (a) Engagement
  - (b) Enhancing retention
  - (c) Problem solving
  - (d) Conveying emotions

3. Which communication model is also known as the SMCR model?
  - (a) Schramm's Circular Model
  - (b) Lasswell's Model
  - (c) Dance's Helical Model
  - (d) Two-step Flow Theory
  
4. What is the focus of enhanced communication skills in visual communication?
  - (a) Using complex language
  - (b) Improving visual design
  - (c) Developing creative thinking
  - (d) Enhancing the effectiveness of communication
  
5. What are denotations and connotations associated with in semiotics?
  - (a) Signs and symbols
  - (b) Colors and shapes
  - (c) Visual illusions
  - (d) Paradigmatic and syntagmatic aspects
  
6. What does the semiotic landscape in visual communication encompass?
  - (a) Language and Visual Communication
  - (b) Color psychology
  - (c) Optical illusions
  - (d) Design execution

7. What is the primary influence on policy in communication and public opinion?
  - (a) Media management
  - (b) Global perspective
  - (c) Cross-cultural communication
  - (d) Understanding public opinion formation
  
8. What is the focus of understanding public opinion formation?
  - (a) Media ethics
  - (b) Influence on policy
  - (c) Strategic communication
  - (d) Cross-cultural communication
  
9. Which communication model is associated with the “Hypodermic Needle” theory?
  - (a) SMCR Model
  - (b) Two-step Flow Theory
  - (c) Uses and Gratification Model
  - (d) Media Effects Model
  
10. Which one explores the relationship between media and culture?
  - (a) Semiotics
  - (b) Understanding Visual Communication
  - (c) Communication and Public Opinion
  - (d) Mass Media Communication

**Part B**

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss the types of communication, both verbal and non-verbal.

Or

- (b) What are the common barriers to communication, and how can they be overcome in visual communication?

12. (a) Explain the SMCR Model in visual communication and its significance in conveying messages effectively.

Or

- (b) Discuss the role of enhanced communication skills in improving visual communication outcomes.

13. (a) Explore the paradigmatic and syntagmatic aspects of signs in visual communication.

Or

- (b) Describe the design process in visual communication.

14. (a) How does understanding public opinion formation contribute to effective communication strategies?

Or

- (b) Explain the role of strategic communication in a global perspective, including its impact on policy and media ethics.

15. (a) Discuss the relationship between mass media and democracy, highlighting its influence on political processes.

Or

- (b) How do media management and business practices relate to mass media communication?

**Part C**

(5 × 8 = 40)

Answer **all** questions.

16. (a) Explain how visual communication can convey emotions and enhance retention.

Or

- (b) In what ways does visual communication contribute to problem-solving?

17. (a) Compare and contrast Lasswell's Model, Two-step flow theory, and Schramm's Circular Model in the context of visual communication.

Or

- (b) Explain the levels of communication (Technical, Semantic, and Pragmatic) and their relevance in enhancing communication skills.

18. (a) Define semiotics and explore their role in visual communication.

Or

- (b) Explore the psychology and theory of color in visual communication.

19. (a) How does cross-cultural communication impact public opinion and global understanding?

Or

(b) Discuss the influence of communication policy and the media's ethical responsibility in this regard.

20. (a) Compare and contrast the Hypodermic Needle Model and Uses and Gratification Model in explaining the influence of mass media.

Or

(b) Explore the relationship between media and advertising.

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