

C-0214

Sub. Code

83413

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

First Semester

Game Design and Development

**PROFESSIONAL CONTEXT TECHNOLOGY AND
COMMUNICATION METHODS**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Tell about the interactive media.
2. Compare skill and difficulty in game.
3. Tell about strategy in game design
4. Write a note on braided plot.
5. Summarize about the game world.
6. Give key notes on level design in a game.
7. Discuss shortly on modeling in game.
8. Tell about the interest cones in game design.
9. Write about the game ethical code'
10. Write a note on laws of a computer game.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss about the mechanics to be followed on game design.

Or

- (b) Discuss on the circumspection in games.

12. (a) Discuss about the adding and subtracting mechanics of a game.

Or

- (b) Explain about the networks and open worlds in games.

13. (a) Write about the common elements for a successful game world.

Or

- (b) Detail on balancing art and technology in game development.

14. (a) Write about the factors of interest in video games.

Or

- (b) Discuss the patterns inside patterns in game development.

15. (a) Briefly write about the concept “Know your players”.

Or

- (b) Distinguish Demographics and Psychographics.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Briefly explain about MDA in game design.

Or

- (b) Briefly explain about the “Audio of Environment” and “World Aesthetics in game development.

17. (a) Explain in detail about the basic game terminologies. game genres and game types.

Or

- (b) Outline about the emergence and progression in a game.

18. (a) Explain in detail about the ethical instances in game design and development.

Or

- (b) Write on your own words about the Sound knowledge on game play designs and its principles.

C-0216

Sub. Code

83423

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Second Semester

Game Design and Development

PROGRAMMING FOR INTERACTIVE MEDIA

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. List out the classification of computers.
2. Write short notes on memory management in computers.
3. Summarize the different data types used in programming.
4. Write short notes on recursive functions.
5. Summarize the one dimensional arrays.
6. Outline the importance of union and Enum.
7. List out the types of constructors.
8. Write short notes on importance of templates.
9. What is meant by standard template library?
10. Define random access in computers.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about the history of computer and its generation.

Or

- (b) Discuss in detail about the translator programs.

12. (a) Outline the importance of programming hello world.

Or

- (b) Describe the pass values to functions in programming.

13. (a) Write in detail about the dynamic arrays.

Or

- (b) Summarize the function of returning pointers.

14. (a) Discuss about the encapsulation in programming.

Or

- (b) Compare the difference between function overloading and function overriding.

15. (a) Outline the different types of algorithm with examples.

Or

- (b) Write in detail about the tree diagram in programming.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Examine the different problem solving techniques used in programming.

Or

- (b) Elaborate on conditional statements and looping in computer programming.

17. (a) Briefly explain advantages and disadvantages of pointers in programming.

Or

- (b) Describe the types and functions of polymorphism.

18. (a) Elaborate on functions of container, adaptors, and stacks.

Or

- (b) Explain in detail about the 10 best random number generators.

C-0217

Sub. Code

83424

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Second Semester

Game Design and Development

2D GAME ART

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. List out the types of graphics.
2. Write short about filtering in game art.
3. Summarize the function of healing brush.
4. Write short notes on lasso selection tool.
5. Summarize sharpen and blur tools.
6. Outline the importance of blur filter.
7. Write short notes on logo designing.
8. Summarize the importance of clipping mask.
9. Write short notes on digital painting.
10. Outline the matte painting in animation.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about the raster graphics in game art.

Or

- (b) Discuss in detail about the assembling images in game art.

12. (a) Describe about the marquee selection tool.

Or

- (b) Summarize the importance of crop and eraser tool in game art.

13. (a) Write in detail about the adjustment layers.

Or

- (b) Summarize the steps to merge and flatten layers in Illustrator.

14. (a) Discuss about customizing the workshop in game art.

Or

- (b) Explain about the uses of attributes panel.

15. (a) Outline the steps used to make sprites for video games.

Or

- (b) Write about importance of pixel art in 2D game art.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Elaborate on image manipulation and format conversion in game art.

Or

- (b) Discuss in detail about move tool, hand tool, and eyedropper tools.

17. (a) Explain in detail about the channel mixer and color look up in game art.

Or

- (b) Discuss about different illustrators used in game art.

18. (a) Elaborate on steps used to produce the good transparent back ground illustrators.

Or

- (b) Explain in detail about the GUI for games.
-

C-0218

Sub. Code

83432

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Third Semester

Game Design and Development

GAME ENGINE- I

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Categories the methods in importing model.
2. Write short note on world space.
3. Show an example of Generic function.
4. Outline the functions of Inspector.
5. Mention the importance of Triggers.
6. Expand IMGUI.
7. What are the compositions of mesh filter?
8. Define virtual reality cloud.
9. Write short note on Host.
10. Outline the process of game design.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Analyse the concepts of 2D Game Development.

Or

- (b) Differentiate between mesh and model.

12. (a) Summarise the types of measures.

Or

- (b) Outline the role of scripting languages in game programming.

13. (a) Summarise the characteristics and properties of camera.

Or

- (b) Mention the functions of navigation.

14. (a) Explain the working functions of path finding in video games.

Or

- (b) Appraise the uses of immediate mode GU.

15. (a) Explain the concept of networking that games use in it.

Or

- (b) Write a note on spawning of games.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the concepts of screen dimensions in 3D game world with suitable examples.

Or

- (b) Analyse the various concepts that make the difference between 2D and 3D games.

17. (a) Outline the concept of event handling and frame rate performance in game development process.

Or

- (b) Analyse the characteristics of scripting and expand its application.

18. (a) With a suitable illustration explain the basic UI layout and information sharing to HUD.

Or

- (b) Explain the principles and elements of UI with suitable examples.

C-0219

Sub. Code

83433

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Third Semester

Game Design and Development

DIGITAL MODELLING - I

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Mention the features of maya workspace.
2. Mention the purposes of rebuilding curve option.
3. What is the purpose of the basic surface fillet?
4. Define retopology.
5. Examine the Specular and Reflection maps.
6. How to create hyper shade layout?
7. Explain the extend curve.
8. Outline the functions of EP curve tool.
9. Write short notes on Assets system
10. Describe vegetation.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss on the components of User Interface.

Or

- (b) Describe how to lock and unlock a curve's length in Maya.

12. (a) Outline the various prospects of Project curve on Surface.

Or

- (b) What are the three Boolean operations? Give examples.

13. (a) Explain about Character blocking.

Or

- (b) Examine about bump mapping function.

14. (a) Discuss about the curves and surfaces.

Or

- (b) Differentiate between layer mask and clipping mask.

15. (a) Summarise the requirements of Characters layout.

Or

- (b) How to create and apply pre-rigged meshes?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the trim tool and its features with suitable example.

Or

- (b) Write an introduction to orthographic views and explain how to utilise them effectively.

17. (a) Briefly describe the character layout in accordance with the game's specifications.

Or

- (b) Explain

(i) Texturing in polygonal modelling.

(ii) Shading in polygonal modelling.

18. (a) Examine UV Texturing and Lighting in detail.

Or

- (b) Explain the fundamentals of game prop modelling.
-

C-0220

Sub. Code

83434

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Third Semester

Game Design and Development

WEB GAME DEVELOPMENT

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define Meta element.
2. Define the meaning of Hyper Text Mark-up language.
3. How do the methods GET and POST operate?
4. Define the terms header and footer.
5. What is the name of JavaScript framework?
6. What is callback function explain with an example?
7. What are sprites used for in games?
8. List any two features of Collision Detection.
9. What is DOM in HTML? Give an example.
10. Define Image Slider

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) What is the difference between <article> element and <aside> element.

Or

- (b) Compare HTML 4 with HTML 5.

12. (a) Explain the concepts of password validation and password matching.

Or

- (b) Discuss the steps involved in creating a Custom Callback in JavaScript.

13. (a) Explain about hero sliders in web design.

Or

- (b) Explain the significance of web interaction and why it is vital.

14. (a) Give an overview of the game design canvas.

Or

- (b) In JavaScript, how to create a simple sprite animation?

15. (a) How should a game clock be used? Explain.

Or

- (b) Describe the history and characteristics of JavaScript's keyboard events.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the following

- (i) Nav tag
- (ii) Section
- (iii) Header
- (iv) Content
- (v) Media tags.

Or

(b) Discuss semantic tags, elements, characteristics, and their applications in detail using examples.

17. (a) Describe the process of importing and exporting data from one database to another.

Or

(b) Give a detailed explanation of game production techniques.

18. (a) Describe the distinctions between web and mobile game user interfaces.

Or

(b) Write down the code to import CSV files in JavaScript.

C-0223

Sub. Code

83451

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Fifth Semester

Game Design and Development

GAME ENGINE – II

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define Binary Space Partitioning.
2. What is the difference between a mesh and a model?
3. What is Destructive Mesh?
4. Mention the purposes of particle effects.
5. What is Asset Packaging?
6. What are the elements of game design?
7. Define Health Bar.
8. Describe on Suspended animation.
9. What is the use of AT Behavior toolkit?
10. Define remote access VPN.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) What is the difference between shaders and textures?

Or

- (b) How to make and modify a game's terrain?

12. (a) How is game cinematics made?

Or

- (b) Explain the concept of level streaming volumes.

13. (a) Write a short note on Health systems in games

Or

- (b) Why is it vital to set the tone of a game's main menu?

14. (a) Explain the concept of shrinking game area using PUBG.

Or

- (b) Describe the game's collecting, scoring, and building from the viewpoint of the player.

15. (a) What are structured and unstructured meshes? Draw examples.

Or

- (b) Which objects are capable of displaying a pop-up message?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) How to achieve realistic lighting for a game? Explain the properties of a light source and techniques.

Or

- (b) Write an essay about gaming material creation. Describe the new methods of asset creation.
17. (a) Explain the objectives of HUD Blueprint and the key features of Player controllers.

Or

- (b) Describe the procedure for clearing or assigning a skeletal mesh to a group that already exists.
18. (a) Write an essay on decorating a level, getting it ready to be used by players in the game.

Or

- (b) Explain the fundamental workings of any Android game's player interactions.
-

C-0224

Sub. Code

83454

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Fifth Semester

Game Design and Development

ARTIFICIAL INTELLIGENCE

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Write short notes on AI model work.
2. List out the three models of AI.
3. Define roaming AI.
4. Recall the intelligent behavior in AI.
5. Define pathfinding in AI.
6. Compare the difference between rule-based and learning based AI.
7. Summarize an example of forward chaining.
8. Define fuzzy logic theory.
9. Summarize meta-knowledge in artificial intelligence.
10. What is meant by applied artificial intelligence?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about different types of AI.

Or

- (b) Describe the classifications of production systems in AI.

12. (a) Outline the chasing and evading in AI.

Or

- (b) Discuss in detail about methods to build a successful AI strategy.

13. (a) Compare the deterministic and non-deterministic in AI.

Or

- (b) Describe about the artificial network.

14. (a) Write in detail about the frame based system in AI.

Or

- (b) Organize the importance of Dempster-Shafer theory in AI.

15. (a) Conclude the architecture of expert system in artificial intelligence.

Or

- (b) Outline the heuristic function with example in AI.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about issues in the design of search programme in artificial intelligence.

Or

- (b) Briefly explain backtracking algorithm in artificial intelligence and its importance.

17. (a) Elaborate on flocking and steering behaviour in AI.

Or

- (b) Explain in detail about the key differences between rule-based AI and machine learning.

18. (a) Describe the advanced plane generation system in AI.

Or

- (b) Conclude the different types of intelligent agents and their functions in artificial intelligence.

C-0225

Sub. Code

83455A

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Fifth Semester

Game Design and Development

EMERGING TRENDS

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. List out the importance of VR in a game.
2. What is pitch roll and yaw?
3. Write in detail about quaternions used in unity.
4. Outline the purpose of a canonical model.
5. Summarize the importance of lens aberrations.
6. List out the methods to correct drifting.
7. Summarize the importance of sensors used in gaming.
8. What is sift in image processing?
9. Write in detail about how networking important for IoT.
10. How video games affect the brain negatively?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about the bird eye view software.

Or

- (b) Describe the importance of transformation in game design development.

12. (a) Write in detail about methods to find the angle of axis representation.

Or

- (b) Describe the homogeneous transformations.

13. (a) Organize the three interpretations of light.

Or

- (b) Describe the importance of tracking with camera in gaming development.

14. (a) Write in detail about explain image sensing and acquisition.

Or

- (b) Organize the importance of SURF techniques.

15. (a) Organize the communication protocols in IoT.

Or

- (b) Summarize the different types of IoT network.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about the bird's eye view sensation and perception hardware.

Or

- (b) Briefly explain geometric modeling techniques.

17. (a) Discuss in detail about the canonical view transform with examples.

Or

- (b) Explain in detail about the depth and motion perception.

18. (a) Examine the vision and hybrid tracking system in AR.

Or

- (b) Elaborate on machine to machine communication.

C-0226

Sub. Code

83455B

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Fifth Semester

Game Design and Development

LEVEL DESIGN

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. List out the importance of level design in games.
2. What does level designer do?
3. Compare the difference between a normal map and a height map.
4. How do you add a behavior in construct 2?
5. Write short notes on different curves used in game development.
6. Summarize how game balance is important.
7. What is baking in 3D graphics?
8. List out the methods used to make shadows in games.
9. List out any four RPG games.
10. Define level design document.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about uniqueness of level based games.

Or

- (b) Summarize the creating level mock up.

12. (a) Discuss in detail about terrain painting.

Or

- (b) Outline the assigning wind flow in game level design.

13. (a) Organize the importance of standard difficult curve in game level design.

Or

- (b) Write in detail about methods used to draw the difficulty curve.

14. (a) Summarize the different lighting system used in game programming.

Or

- (b) Organize the importance of refraction probe in game development.

15. (a) Write in detail about the making a map for RPG game.

Or

- (b) Organize the purpose of LDD in gaming.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about the level design layout.

Or

- (b) Describe about making bumps and fits in game programming.

17. (a) Discuss in detail about the placing trees and placing grass in level designing.

Or

- (b) Elaborate on methods used to improve the difficulty curve.

18. (a) Explain in detail about cookie lighting and shadows in game development process.

Or

- (b) Elaborate on contents and format of level design content.

C-0227

Sub. Code

83455C

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Fifth Semester

Game Design and Development

GAME PSYCHOLOGY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is the importance of game psychology?
2. List out the types of human relation.
3. Why memory is important in psychology?
4. What is personality according to psychology?
5. Define cognitive learning and its types.
6. Summarize the different types of emotions.
7. What is meant by human factors?
8. Organize the implications of gender in behavior and personality.
9. Define persuasive gaming.
10. Summarize the psychological effects of gaming.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write in detail about the gestalt in game psychology.

Or

- (b) Describe the importance of psychology in community in development.

12. (a) Inference symbols and concepts in game psychology.

Or

- (b) Write in detail about the methodology to assess the game psychology.

13. (a) Organize the cognitive learning in game psychology.

Or

- (b) Describe the rewards and punishment in psychology.

14. (a) Discuss about board game psychology.

Or

- (b) Outline the violent games affect the brain.

15. (a) Describe the impact of games on player attitude.

Or

- (b) Summarize the important reasons for aggression.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about the psychology in health and self-development.

Or

- (b) Briefly explain the two process theories of memories.

17. (a) Discuss in detail about the different theories of intelligence.

Or

- (b) Explain in detail about the various motivation theories in game psychology.

18. (a) Elaborate on game learning curve in psychology and learning curve effect.

Or

- (b) Determine the emotional and social consequences in game psychology.

C-1240

Sub. Code

83413

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

First Semester

Game Design and Development

**PROFESSIONAL CONTEXT TECHNOLOGY AND
COMMUNICATION METHODS**

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary focus of Human-Computer Interaction (HCI)?
 - (a) Understanding how humans communicate with each other
 - (b) Designing systems and interfaces for effective interaction between humans and computers
 - (c) Analyzing traditional media forms
 - (d) Studying communication theory

2. What is one key concept in interactive and new media that emphasizes user engagement and feedback?
 - (a) One-way communication
 - (b) Mass media
 - (c) Interactivity
 - (d) Traditional print media

3. Which aspect of game design emphasizes the importance of player choices and their impact on the game's story and outcome?
- (a) Social function of games
 - (b) Linear plot
 - (c) Dramatic elements of games
 - (d) Braided plot
4. In a game with a linear plot, how does the story typically progress?
- (a) It allows players to make choices that affect the outcome
 - (b) It follows a fixed, predetermined path without significant player influence
 - (c) It uses dramatic elements to create suspense
 - (d) It focuses on the social function of the game
5. What is a transmedia world in the context of storytelling and game design?
- (a) A world where only one medium is used for storytelling.
 - (b) A world that lacks consistency and internal logic
 - (c) A world that spans multiple media platforms and narratives
 - (d) A world primarily designed for single-player games

6. What are common elements of successful game worlds?
- (a) Lack of complexity and depth to make them accessible to a wider audience
 - (b) Consistency, internal logic, and engagement for players and audiences
 - (c) Frequent changes and unpredictability to keep players on their toes
 - (d) Isolation from the broader narrative and media ecosystem
7. What does the concept of “modeling” refer to in the context of a player’s experience in games?
- (a) The process of designing in-game characters
 - (b) The creation of a simplified representation of the game world
 - (c) The development of character motivations
 - (d) The game’s ability to evoke emotions
8. Which of the following elements is essential for immersing players in a game and making their experience more meaningful?
- (a) Focusing on external distractions
 - (b) Lacking imaginative elements
 - (c) Empathizing with in-game characters
 - (d) Reducing player motivation

9. What is the purpose of understanding the taxonomy of players in game design?
- (a) To label players based on their skill level
 - (b) To categorize players based on their preferred gaming platform
 - (c) To identify different player preferences and behaviours
 - (d) To determine player interactions
10. In the context of player interactions and the flow of influence, what does “flow of influence” refer to?
- (a) The impact of one player’s actions on the entire game world
 - (b) The movement of players between different gaming platforms
 - (c) The transfer of in-game currency between players
 - (d) The speed at which players make decisions

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss on ethics of new media.

Or

- (b) Explore on evolution of games.

12. (a) Demonstrate the linear plot.

Or

- (b) Discuss on open worlds.

13. (a) Narrate on the organizing game space.

Or

(b) Discuss about value of aesthetics.

14. (a) Discuss on judgement with respect players' experience.

Or

(b) Illustrate on game balancing methodologies.

15. (a) Differentiate between the code and other laws of computer game design.

Or

(b) Describe about player communities.

Part C

(5 × 8 = 40)

Answer **all** questions.

16. (a) Analyse the tension maps in game.

Or

(b) Differentiate the types of players.

17. (a) Demonstrate on the integrating emergence and progression.

Or

(b) Illustrate about the adding and subtracting mechanics.

18. (a) Explain on audio of environment.

Or

(b) Discuss on balancing art and technology.

19. (a) Describe about game mechanics.

Or

(b) Narrate on attributes and states.

20. (a) Give a detailed note on ethical instances.

Or

(b) Elaborate on Psychographics.

C-1241

Sub. Code

83415

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

First Semester

Game Design and Development

VISUALIZATION FOR GAMES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which term is commonly used to describe the way parallel lines appear to converge in a perspective view?
 - (a) Vanishing point
 - (b) Focal point
 - (c) Reference point
 - (d) Centre point

2. What is the primary difference between linear perspective and aerial perspective in the context of visualization?
 - (a) Linear perspective emphasizes distance, while aerial perspective focuses on object size.
 - (b) Linear perspective emphasizes atmospheric effects, while aerial perspective focuses on object clarity.
 - (c) Linear perspective is used for 2D images, while aerial perspective is used for 3D environments.
 - (d) Linear perspective has no vanishing points, while aerial perspective has multiple vanishing points.

3. Which element of figure drawing emphasizes capturing the overall movement, energy, and mood of the subject?
 - (a) Proportion
 - (b) Detailing
 - (c) Gesture
 - (d) Perspective

4. What is the primary purpose of maintaining proper proportion in human figure drawing?
 - (a) Adding intricate details to the drawing.
 - (b) Emphasizing emotional expression.
 - (c) Ensuring realistic sizing of body parts in relation to each other.
 - (d) Creating dynamic and static aspects of the figure.

5. Which term is often used to describe the arrangement and organization of visual elements within a design?
 - (a) Composition
 - (b) Details
 - (c) Ornamentation
 - (d) Typography

6. What are the primary characteristics of good design often emphasized by designers?
 - (a) Complexity and ambiguity
 - (b) Clutter and inconsistency
 - (c) Clarity and simplicity
 - (d) Overloading and chaos

7. Which of the following best describes the concept of 'textures' in visual art and design?
 - (a) The use of different fonts and typography in design.
 - (b) The visual and tactile quality of a surface, often simulated in two-dimensional artwork.
 - (c) The arrangement of elements in a composition.
 - (d) The use of vivid colours to create depth in a design.

8. What is the primary purpose of understanding the foreground, midground, and background colours in textures?
- (a) To make the entire artwork monochromatic.
 - (b) To create a sense of depth and dimension in the composition.
 - (c) To eliminate the use of colors in texture design.
 - (d) To make the foreground the only focal point in the artwork.
9. In the context of concept art, what is the primary purpose of “silhouettes”?
- (a) To add intricate details and textures to a design.
 - (b) To create the final artwork for a project.
 - (c) To provide a clear, recognizable shape or form at a glance.
 - (d) To develop the storyline of the concept.
10. What is “world building” in concept art primarily focused on?
- (a) Creating highly detailed character designs.
 - (b) Developing the overall visual look and feel of a fictional world.
 - (c) Exploring various art styles and techniques.
 - (d) Enhancing the realism of architectural elements.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss on picture plane.
Or
(b) Explore on linear perspectives.
12. (a) Demonstrate on essentials of human figure drawing.
Or
(b) Discuss on proportion and gesture.

13. (a) Narrate on characteristics of good design.
Or
(b) Explain on visual abstraction.
14. (a) Discuss the tips on creating texture.
Or
(b) Illustrate on types of textures.
15. (a) Differentiate between the script writing and script formatting.
Or
(b) Describe about character sketching.

Part C (5 × 8 = 40)

Answer **all** questions.

16. (a) Analyse the horizon line level.
Or
(b) Differentiate between linear perspectives and aerial perspectives.
17. (a) Demonstrate on the contour drawing of different poses.
Or
(b) Illustrate about constructing the front view using basic shapes.
18. (a) Explain on attributes of colour.
Or
(b) Discuss on colour wheel.
19. (a) Create textures using live reference.
Or
(b) How would you understand different material and their applications?
20. (a) Give a detailed note on elements of story.
Or
(b) Elaborate on types of scenes.