

**C-6058**

**Sub. Code**

**82813**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.**

**First Semester**

**Game Arts and Design**

**FUNDAMENTALS OF GAME ART**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is used to create texture or tone in drawing?
  - (a) Dots
  - (b) Straight lines
  - (c) Geometric shapes
  - (d) Color mixing
  
2. What technique involves the use of parallel lines to create shading and texture?
  - (a) Blending
  - (b) Cross-hatching
  - (c) Stippling
  - (d) Hatching

3. What is the term for the point where parallel lines appear to meet in linear perspective?
- (a) Horizon line      (b) Vanishing point  
(c) Picture plane      (d) Station point
4. Which type of perspective is used when objects are viewed from an elevated angle, creating depth in the composition?
- (a) Linear perspective  
(b) One-point perspective  
(c) Aerial perspective  
(d) Two-point perspective
5. What is the term for the overall position and posture of the human figure in a drawing?
- (a) Gesture      (b) Proportion  
(c) Contour      (d) Balance
6. Which shape is commonly used to represent the torso when drawing the human figure in a simplified form?
- (a) Circle      (b) Rectangle  
(c) Triangle      (d) Ellipse
7. What does RYB stand for in the context of color theory?
- (a) Red, Yellow, Blue  
(b) Red, Yellow, Black  
(c) Red, Yellow, Brown  
(d) Green, Blue, Yellow



12. (a) Compare and contrast one-point and two-point perspective.

Or

- (b) Briefly explain about the concept of vanishing points in linear perspective.

13. (a) Discuss in detail about the gesture drawing.

Or

- (b) Briefly explain about the concept of proportion in human figure drawing.

14. (a) Explain about the RYB color model and its significance in traditional art.

Or

- (b) Explain in detail about the role of color temperature (warm vs cool colors) in creating mood and atmosphere in artwork.

15. (a) Discuss in detail about the significance of the Ajanta and Ellora caves in the development of Indian art.

Or

- (b) Compare and contrast the characteristics of Gothic and Renaissance art.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Explain in detail about the different types of lines used in drawing.

Or

- (b) Discuss in detail about the process of creating a drawing using hatching and cross-hatching techniques.

17. (a) Elaborate on Compare the three types of perspective: one-point, two-point, and three-point perspective.

Or

- (b) Pen down in detail about the concept of vanishing points is critical in creating realistic perspective in art.

18. (a) Explain in detail about the role of gesture drawing in capturing the movement and posture of the human figure.

Or

- (b) Explain the principles of foreshortening in figure drawing.

19. (a) Explain in detail about the RYB color model and its significance in the traditional practice of painting.

Or

- (b) Pen down in detail about the concept of color psychology and how colors can evoke emotions and influence the mood of an artwork.

20. (a) Discuss in detail about the evolution of art during the Paleolithic, Mesolithic, and Neolithic periods.

Or

- (b) Explain in detail about the influence of Mughal miniature painting on the development of Indian art.
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**C-6059**

**Sub. Code**

**82815/82915**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**First Semester**

**INTRODUCTION TO VISUAL COMMUNICATION**

**(Common for B.Sc. Game Art and Design/Visual Effects)**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Section A**

(10 × 1 = 10)

Answer **all** questions.

1. One of the primary goals of visual communication is \_\_\_\_\_
  - (a) To complicate messages for a deeper understanding
  - (b) To confuse the audience with complex visuals
  - (c) To enhance clarity and comprehension
  - (d) To limit engagement with the content
  
2. The following is NOT a potential benefit of using visuals in communication \_\_\_\_\_
  - (a) Conveying emotions effectively
  - (b) Reducing retention of information
  - (c) Engaging the audience
  - (d) Enhancing information retention

3. According to the SMCR Model of communication, which of the following is the correct sequence of communication elements?
- (a) Source, Message, Channel, Receiver
  - (b) Sender, Receiver, Message, Channel
  - (c) Channel, Message, Receiver, Source
  - (d) Receiver, Message, Source, Channel
4. In Lasswell's model of communication, \_\_\_\_\_ elements are not explicitly mentioned.
- (a) Who
  - (b) What
  - (c) How
  - (d) Why
5. The paradigmatic aspect of signs in semiotics refer to \_\_\_\_\_
- (a) The relationship between signs in a sequence
  - (b) The relationship between signs within a category or set
  - (c) The physical characteristics of a sign
  - (d) The cultural context of a sign
6. The following best describes the syntagmatic aspect of signs in semiotics \_\_\_\_\_
- (a) The arrangement of signs in a sequence or structure
  - (b) The symbolic meaning of a sign
  - (c) The emotional response a sign elicits
  - (d) The individual elements that make up a sign

7. \_\_\_\_\_ a key factor in the formation of public opinion.
- (a) Personal beliefs and biases
  - (b) Media coverage and agenda- setting
  - (c) Government control of information
  - (d) Corporate advertising campaigns
8. \_\_\_\_\_ principles are often considered a fundamental aspect of media ethics.
- (a) Profit maximization at any cost
  - (b) Sensationalizing news for higher ratings
  - (c) Fairness, accuracy, and objectivity in reporting
  - (d) Promoting the interests of powerful elites
9. What does the term “media systems” refer to in the context of mass communication?
- (a) The technologies used in media production
  - (b) The laws and regulations governing media industries
  - (c) The various types of media outlets and their roles in society
  - (d) The study of media effects on individuals
10. How does the concept of “media effects” in mass communication relate to society?
- (a) It focuses on the financial aspects of media organization
  - (b) It examines the influence of media on individuals and society
  - (c) It explores the history of media technologies
  - (d) It analyzes the aesthetics of media content

**Section B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss about conveying emotions in visual communication.

Or

- (b) Write in detail about types of communication verbal and non-verbal.

12. (a) Summarize the importance of SMCR model concepts.

Or

- (b) Describe the Laswell's models.

13. (a) Outline the types of syntagmatic aspects of signs and its importance.

Or

- (b) Summarize the steps used for design execution in visual communication.

14. (a) Discuss about four stages of visual perception.

Or

- (b) Outline the importance of media ethics.

15. (a) Discuss about mass media communication.

Or

- (b) Describe media management and business.

**Section C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Explain about clarity and comprehension in visual communication.

Or

- (b) Briefly explain barriers of communication.

17. (a) Elaborate on two step flow theory and white gate keeper theory.

Or

- (b) Explain in detail about different levels of communication.

18. (a) Discuss in detail about colour psychology and sensory perceptions.

Or

- (b) Elaborate on creative thinking and lateral thinking in visual communication.

19. (a) Briefly explain strategic communication.

Or

- (b) Describe about cross cultural communication.

20. (a) Explain in detail about importance of media and democracy.

Or

(b) Outline the Hypodermic needle and gratification model.

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**C-6060**

**Sub. Code**

**82823**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Second Semester**

**Game Arts and Design**

**DESIGN STUDY**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Section A**

(10 × 1 = 10)

Answer **all** questions.

1. \_\_\_\_\_ is the primary purpose of design in human life
  - (a) To create aesthetically pleasing objects
  - (b) To solve problems and improve functionality
  - (c) To replicate natural forms
  - (d) To limit creativity
  
2. \_\_\_\_\_ is a characteristic of a designer's mind
  - (a) Rigid thinking
  - (b) Focus on cost-cutting
  - (c) Innovative and experimental approach
  - (d) Preference for traditional solutions

3. The Color Wheel helps us understand \_\_\_\_\_.
- (a) Typeface classifications
  - (b) Color harmonies and relationships
  - (c) Pattern repetition
  - (d) Digital image formats
4. Grid systems in design are used to \_\_\_\_\_.
- (a) Add color to the design
  - (b) Organize and structure content
  - (c) Enhance image quality
  - (d) Create randomness in layout
5. Which principle of design involves the relationship between elements in terms of size and quantity?
- (a) Balance
  - (b) Proportion and Scale
  - (c) Contrast
  - (d) Emphasis
6. \_\_\_\_\_ describes color temperature
- (a) The intensity of a color
  - (b) The warmth or coolness of a color
  - (c) The lightness or darkness of a color
  - (d) The purity of a color

7. What is 'leading' in typography?
- (a) The spacing between letters
  - (b) The thickness of lines in a font
  - (c) The vertical spacing between lines of text
  - (d) The horizontal alignment of text
8. Raster graphics are made up of \_\_\_\_\_.
- (a) Paths defined by points, curves, and angles
  - (b) Pixels
  - (c) Vectors
  - (d) Noise
9. Colors opposite each other on the color wheel are called \_\_\_\_\_.
- (a) Analogous colors
  - (b) Complementary colors
  - (c) Monochromatic colors
  - (d) Triadic colors
10. Grid consistency in design ensures \_\_\_\_\_
- (a) Visual chaos
  - (b) Alignment and harmony
  - (c) Random element placement
  - (d) Minimal white space

**Section B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b)

11. (a) Explain the characteristics of a designer's mind and how it influences the design process.

Or

- (b) Discuss the differences between creative and stereotype solutions in design.

12. (a) How does the use of lines and shapes influence a design?

Or

- (b) Describe the importance of proportion and scale in creating balanced designs.

13. (a) What are color harmonies and why are they important in design?

Or

- (b) Explain the concept of color psychology and its impact on consumer behavior.

14. (a) Describe the anatomy of a typeface and its role in effective communication.

Or

- (b) What are the key considerations when selecting fonts for digital platforms?

15. (a) Explain the process of image manipulation and its relevance in advertising.

Or

- (b) Discuss the role of grid systems in web design and their benefits.

**Section C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b)

16. (a) Discuss the impact of design principles on the functionality and aesthetics of everyday objects. Provide examples to support your answer.

Or

- (b) Evaluate the role of the target audience in shaping the design process and outcomes. Use case studies or examples.

17. (a) Analyze the relationship between creative expression and contextual application in design. How can designers balance the two?

Or

- (b) Explore the importance of proportion and scale in architectural design. Provide examples of successful implementation.

18. (a) Describe the practical applications of color theory in branding and marketing. Include examples of successful brands.

Or

- (b) Examine the psychological effects of color in interior design. How can color choices influence the mood of a space?

19. (a) Trace the history of typography and its evolution over the centuries. How has it influenced modern graphic design?

Or

- (b) Discuss the importance of grid systems in editorial design. How do they contribute to the readability and aesthetic of printed materials?
20. (a) Explain the concept of the golden mean and its application in design.

Or

- (b) Discuss the stages of the design process and the importance of each stage in achieving a successful design outcome.
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**C-6061**

**Sub. Code**

**82825**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Second Semester**

**Game Art and Design**

**CRITICAL STUDIES FOR GAMES**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. \_\_\_\_\_ was a significant early mainframe game that influenced later video game development.
  - (a) Zork
  - (b) Pac-Man
  - (c) Super Mario Bros
  - (d) Tetris
  
2. \_\_\_\_\_ event is commonly associated with the crash of the video game industry in the 1980s.
  - (a) The rise of arcade games
  - (b) The oversaturation of the market
  - (c) The success of home computer games
  - (d) The introduction of electronic arts

3. \_\_\_\_\_ was a notable feature of arcade games in the 1990s.
- (a) Simple graphics
  - (b) Single-player focus
  - (c) Advanced graphics and multiplayer capabilities
  - (d) Limited sound effects
4. \_\_\_\_\_ game is considered a pioneer in the first-person shooter genre.
- (a) Doom
  - (b) Myst
  - (c) Tetris
  - (d) The Sims
5. \_\_\_\_\_ is a significant characteristic of shareware games.
- (a) High price
  - (b) Limited distribution
  - (c) Free trial versions
  - (d) Exclusive to consoles
6. Which video game character became a cultural icon in the 1990s?
- (a) Sonic
  - (b) Mario
  - (c) Lara Croft
  - (d) Link

7. \_\_\_\_\_ is a major consideration in the video game development process.
- (a) Game marketing
  - (b) Character design
  - (c) Graphics and sound
  - (d) All of the above
8. How do video game rating systems impact the industry?
- (a) They limit game distribution
  - (b) They regulate game content
  - (c) They increase game sales
  - (d) They have no impact
9. \_\_\_\_\_ is an essential factor in understanding the impact of games on players.
- (a) Game mechanics
  - (b) Player demographics
  - (c) Game graphics
  - (d) Marketing strategies
10. \_\_\_\_\_ is a common type of intellectual property in video games
- (a) Gameplay mechanics
  - (b) Sound design
  - (c) Character design
  - (d) Marketing strategies

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the impact of early video game systems on the development of arcade games.

Or

- (b) Discuss the significance of the rise of home computer games in the 1980s.

12. (a) Describe the evolution of handheld video game systems and their impact on gaming.

Or

- (b) Compare the influence of shareware games with that of traditional retail games in the 1990s.

13. (a) Analyze the importance of graphics and sound in creating immersive video game experiences.

Or

- (b) Discuss the controversy surrounding video game content and its influence on game ratings.

14. (a) Evaluate the impact of video games on player's social behavior and cognitive skills.

Or

- (b) Explain the significance of target audience analysis in the successful marketing of video games.

15. (a) Discuss the role of intellectual property in protecting video game assets and encouraging innovation.

Or

- (b) Analyze the process of creating successful sequels in the video game industry and the challenges involved.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the evolution of video games from mainframe games to modern home video game systems.

Or

- (b) Analyze the role of interactive movies in the evolution of video games.

17. (a) Evaluate the impact of Sony Playstation on the video game industry.

Or

- (b) Compare and contrast the development and impact of video games in Europe, Asia, and Australia. Highlight key differences and similarities.

18. (a) Discuss the controversies surrounding video games as objects of moral and ethical debate.

Or

- (b) Analyze the relationship between video games and other media.

19. (a) Examine the business aspects of game publishing and the process of selling ideas to the industry.

Or

- (b) Evaluate the impact of games on players, including both positive and negative aspects. How do game designers address these impacts?
20. (a) Discuss the importance of intellectual property in the video game industry.

Or

- (b) Analyze the process of creating sequels in the video game industry.
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**C-6062**

**Sub. Code**

**82833**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Third Semester**

**Game Art and Design**

**GAME PRODUCTION**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. What is the first step in pitching your game idea to a publisher or developer?
  - (a) Writing a detailed game manual
  - (b) Creating a prototype or demo
  - (c) Researching the market and competition
  - (d) Making a video presentation
  
2. When selling an idea to the game industry, why is it important to define the role of the game designer?
  - (a) To establish authority within the team
  - (b) To help clarify expectations for the project's scope
  - (c) To ensure the game's mechanics are properly detailed
  - (d) To limit the designer's creative freedom

3. What is the main purpose of a game designer's role within a development team?
  - (a) Managing the budget
  - (b) Creating the visual elements of the game
  - (c) Designing the core mechanics and experience
  - (d) Handling the marketing of the game
4. In the development team structure, which team is typically responsible for publishing and distributing the game?
  - (a) Development team
  - (b) Publishers team
  - (c) Testing team
  - (d) Marketing team
5. What is a major constraint that game designers often face when designing puzzles for a game?
  - (a) Budget restrictions
  - (b) Limited puzzle types available
  - (c) Game engine limitations
  - (d) Time and resource constraints
6. Which of the following is NOT a typical characteristic of puzzle in games?
  - (a) Clear objectives
  - (b) A sense of challenge
  - (c) Random solutions
  - (d) Reward or progression upon completion

7. In interactive storytelling, what is a “three-act play” typically used for?
- (a) Defining the narrative flow
  - (b) Structuring the game’s mechanics
  - (c) Designing the game’s visual elements
  - (d) Balancing the game’s difficulty
8. What is one major difference between traditional storytelling and interactive storytelling in games?
- (a) Interactive storytelling requires no player input
  - (b) Players are not involved in shaping the story’s outcome
  - (c) Interactive storytelling involves player decisions that affect the narrative
  - (d) The story in interactive games has no ending
9. Which of the following best describes “serious games”?
- (a) Games designed purely for entertainment
  - (b) Games that are educational or have a practical purpose
  - (c) Games designed for competitive play only
  - (d) Games designed with a strong focus on realism
10. Which of the following is an example of a “casual game”?
- (a) A multiplayer online role-playing game
  - (b) A complex strategy game with high system requirements
  - (c) A first-person shooter
  - (d) A simple mobile game like “Candy Crush”

**Part B**

(5 × 5 = 25)

Answer **all** the questions, Choosing either (a) or (b)

11. (a) Brief about the importance of a strong portfolio when pitching your game idea to a publisher.

Or

- (b) Explain in detail about the role of market research in pitching an original game idea.

12. (a) Discuss in detail about the typical structure of a development team in the gaming industry.

Or

- (b) Briefly explain about some key factors that contribute to effective team communication.

13. (a) Discuss in detail about the different types of puzzles commonly used in game design.

Or

- (b) Briefly explain about the major constraints game designers face when designing a game.

14. (a) Explain about the concept of a “three-act play” in interactive storytelling.

Or

- (b) Discuss how decision trees can enhance player engagement.

15. (a) Discuss in detail about the role of games as art. How do games differ from traditional art forms.

Or

- (b) Explain how “serious games” are used in education and training?

**Part C**

(5 × 8 = 40)

Answer **all** the questions, Choosing either (a) or (b)

16. (a) Explain in detail about the process of pitching an original game idea to a publisher or developer.

Or

- (b) Discuss in detail about the role of market research in game design and development.

17. (a) Elaborate on the key role and responsibilities of a game designer within a development team.

Or

- (b) Pen down in detail about the challenges of working within a cross-functional development team.

18. (a) Explain in detail about the process of designing puzzles within a game.

Or

- (b) Infer the broad view about the relationship between game mechanics and puzzle design.

19. (a) Explain in detail about the concept of branching narrative in interactive storytelling.

Or

- (b) Pen down in detail about the role of player agency in interactive storytelling.

20. (a) Discuss in detail about the concept of “game as art” and explain how video games can be considered a legitimate form of artistic expression.

Or

- (b) Explain in detail about the role of serious games in education and training.
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**C-6063**

**Sub. Code**

**82834**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Third Semester**

**Game Arts and Design**

**DESIGN AND COMMUNICATION FOR GAME DESIGN**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions

1. Which tool is used to modify and manage 2D game assets in game engines?
  - (a) Particle editor
  - (b) Animation controller
  - (c) Sprite editor
  - (d) Texture mapper
  
2. The primary purpose of the HUD in a game is to:
  - (a) Add animations
  - (b) Present important information
  - (c) Define interactivity
  - (d) Optimize performance

3. Thaumatrope demonstrates the principle of:
  - (a) Persistence of vision
  - (b) Lighting and shading
  - (c) Character proportions
  - (d) Particle effects
  
4. What is a common challenge with game controls?
  - (a) HUD design
  - (b) Lack of interactivity
  - (c) Non-traditional inputs
  - (d) Poor animations
  
5. Breaking down color in 2D character design helps in:
  - (a) Enhancing lighting
  - (b) Defining anatomy
  - (c) Creating appealing designs
  - (d) Optimizing assets
  
6. Particle systems in game design are often used to simulate:
  - (a) Sound effects
  - (b) Environmental effects
  - (c) 2D character motion
  - (d) User controls
  
7. A key feature of prototyping in game engines is:
  - (a) Publishing assets
  - (b) Testing mechanics
  - (c) Creating reverb zones
  - (d) Profiling performance

8. The purpose of reverb zones in game audio is to:
- (a) Reduce sound scripting errors
  - (b) Simulate environmental acoustics
  - (c) Optimize game controls
  - (d) Build UI elements
9. Profiling during game development is essential for:
- (a) Debugging and performance optimization
  - (b) Enhancing visual design
  - (c) Improving story appeal
  - (d) Balancing sound effects
10. What is the function of a tile in game prototyping?
- (a) Adding sound effects
  - (b) Designing character proportions
  - (c) Creating environments
  - (d) Simulating emotions

**Part B**

(5 × 5 = 25)

Answer **all** the questions, Choosing either (a) or (b)

11. (a) Explain the process of importing 2D game assets into a game engine.

Or

- (b) Discuss the role of the sprite editor in 2D game development.

12. (a) Analyze the importance of HUD placement in GUI design.

Or

- (b) Discuss the challenges associated with non-traditional game controls.

13. (a) Describe the principles of lighting and shading in 2D character design.

Or

- (b) Explain the use and benefits of a particle system in games.

14. (a) Discuss the importance of prototyping in game design with examples.

Or

- (b) Explain the role of mechanics and triggers in game prototyping.

15. (a) Analyze the concept of reverb zones and their impact on game sound design.

Or

- (b) Discuss the importance of profiling and optimizing during game development.

**Part C**

(5 × 8 = 40)

Answer ALL the questions, Choosing either (a) or (b)

16. (a) Discuss the process of creating 2D game objects, including tools and techniques used.

Or

- (b) Explain the workflow of importing and optimizing 2D game assets for performance.

17. (a) Evaluate the importance of screen location for information in GUI design. Provide examples of effective HUD designs.

Or

- (b) Discuss the principles of designing game menus and their impact on player experience.

18. (a) Explain the anatomy and proportions of 2D characters and their role in character design.

Or

- (b) Discuss the principles of animation, focusing on appeal, dynamics, and emotion in game design.

19. (a) Analyze the steps involved in designing sprites, backgrounds and actions during game prototyping.

Or

- (b) Discuss the role of tiles and spaces in creating immersive game environments.

20. (a) Explain the process of sound scripting and its importance in game development.

Or

- (b) Discuss the steps involved in publishing game assets and optimizing them for performance.
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**C-6064**

**Sub. Code**

**82836**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.**

**Third Semester**

**Game Arts and Design**

**3D DIGITAL ART FOR GAMES**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Predictive modeling primarily focuses on:
  - (a) Rendering textures
  - (b) Creating real-time animations
  - (c) Blocking and shaping models
  - (d) Optimizing the game engine
  
2. Uniform span flow is essential for:
  - (a) Animations
  - (b) Viewport optimization
  - (c) Sculpting geometry
  - (d) Smooth deformation of surfaces
  
3. Which of the following best describes “LOD” in game environment modeling?
  - (a) Level of Development
  - (b) Line of Detail
  - (c) Level of Detail
  - (d) Layers of Design

4. Kit bashing refers to:
  - (a) Designing complex animations
  - (b) Creating 3D assets by combining pre-existing models
  - (c) Sculpting new terrains
  - (d) Developing shaders for assets
  
5. The topology body mesh of a vehicle should prioritize:
  - (a) High polygon count
  - (b) Realistic textures
  - (c) Smooth flow and proportion
  - (d) Realtime rendering
  
6. Assigning basic color maps in vehicle modeling helps in:
  - (a) Baking details
  - (b) UV unwrapping
  - (c) Texturing precision
  - (d) Creating animations
  
7. UV layout optimization is necessary for:
  - (a) Reducing polygon count
  - (b) Efficient texture mapping
  - (c) Increasing model size
  - (d) Animation consistency
  
8. Diffuse maps are primarily used to define:
  - (a) Surface texture color
  - (b) Object geometry
  - (c) Specular highlights
  - (d) Bump intensity
  
9. The project panel in a 3D game engine is used to:
  - (a) Import/export assets
  - (b) Manage and organize files
  - (c) Sculpt terrain
  - (d) Adjust skyboxes

10. Terrain tools such as the sculpt brush allow designers to:
- (a) Adjust skyboxes
  - (b) Optimize shaders
  - (c) Create and modify landscapes
  - (d) Apply texture effects

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the stages of modeling and their significance in creating 3D game assets.

Or

- (b) Discuss the importance of viewport optimization and automated tools in 3D modeling.

12. (a) Describe the role of normal maps and one-sided objects in game art.

Or

- (b) Discuss the core modeling techniques used for creating game environments.

13. (a) Explain the steps involved in vehicle modeling with a focus on proportion and layout.

Or

- (b) Discuss the process of unwrapping and texturing a vehicle model in games.

14. (a) Explain UV layout optimization and its importance in texture mapping.

Or

- (b) Discuss the role of shaders and essential maps in enhancing the visual quality of a 3D model.

15. (a) Describe the key tools available in the game engine for designing a 3D terrain.

Or

- (b) Discuss the significance of scale and proportion in designing a 3D game world.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the challenges in modeling complex shapes for animation versus game objects.

Or

- (b) Explain the role of sculpt geometry and deformers in creating detailed 3D models.

17. (a) Evaluate the theories of LOD and their application in optimizing game environments.

Or

- (b) Discuss the process of creating low poly props with high poly details using bake maps.

18. (a) Explain the basics of vehicle modeling and the importance of topology in creating body meshes.

Or

- (b) Describe the process of assigning basic color maps and baking details in vehicle modeling.

19. (a) Analyze the importance of handmade texture effects in creating unique textures for games.

Or

- (b) Explain the concept of PBR and its application in modern game design.

20. (a) Discuss the role of 3D game engines in designing and managing a 3D game world.

Or

- (b) Explain the process of importing/exporting assets and designing a skybox in a game engine.

**C-6065**

**Sub. Code**

**82843**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fourth Semester**

**Game Arts and Design**

**PROCEDURAL MODELING FOR GAMES**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. The SideFx Houdini contribute to procedural workflows \_\_\_\_\_
  - (a) By offering advanced rigging tools
  - (b) By providing tools to automate repetitive tasks
  - (c) By focusing on traditional hand-drawn animation
  - (d) By optimizing game performance
  
2. A key benefit of using proceduralism in game design is \_\_\_\_\_
  - (a) Increased file size
  - (b) Higher system requirements
  - (c) More manual control over details
  - (d) Faster iteration and asset generation

3. A key advantage of parameter-driven modeling in Houdini compared to traditional modeling is \_\_\_\_\_
- (a) Requires less computational power
  - (b) Produces higher resolution textures
  - (c) Allows for non-destructive and flexible model adjustments
  - (d) Simplifies the animation process
4. \_\_\_\_\_ commonly used to transform, scale, or rotate a 3D shape in Houdini.
- (a) Transform node
  - (b) Copy node
  - (c) Merge node
  - (d) Delete node
5. \_\_\_\_\_ the first step in setting up a project for bridge generation in Houdini.
- (a) Creating a terrain
  - (b) Setting up the project directory
  - (c) Importing textures
  - (d) Animating the bridge
6. \_\_\_\_\_ an effective method to ensure the procedural bridge performs well in a game engine.
- (a) Increase the polygon count
  - (b) Apply high-resolution textures
  - (c) Disable all custom parameters
  - (d) Optimize the geometry

7. The method used to test the functionality of your Digital Asset in Houdini is \_\_\_\_\_.
- (a) By adjusting the parameters within the Digital Asset and observing changes
  - (b) By exporting it immediately
  - (c) By importing new textures
  - (d) By scripting new features
8. A major benefit of using Houdini Digital Assets in game development is \_\_\_\_\_
- (a) Reduced game file size
  - (b) Enhanced real-time rendering quality
  - (c) Ability to make procedural adjustments
  - (d) Increased polygon count
9. \_\_\_\_\_ plugin is commonly used to import Houdini Digital Assets into Unity.
- (a) Houdini Engine
  - (b) Unity Importer
  - (c) FBX Exporter
  - (d) Shader Graph
10. \_\_\_\_\_ tool in game engines like Unity is useful for testing the performance of procedural assets.
- (a) Animation Editor
  - (b) Audio Mixer
  - (c) Profiler
  - (d) Particle System

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain how proceduralism can improve efficiency in game design.

Or

- (b) List the benefits of using procedural techniques for environmental modeling in games.

12. (a) Discuss the primary function of the Houdini interface components.

Or

- (b) Describe the process of transforming a basic shape using the Transform node in Houdini.

13. (a) Describe the process of creating a procedural bridge-building tool in Houdini.

Or

- (b) Summarize how do you test and adjust variations of procedurally generated bridges in Houdini.

14. (a) Explain the concept of digital assets in Houdini.

Or

- (b) List the advantages of using digital assets in game development.

15. (a) Explain the process of implementing procedural assets from Houdini into game levels within a game engine.

Or

- (b) Outline the techniques can be used to improve Houdini for real-time performance.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Introduce SideFx Houdini and discuss its key features that support procedural workflows in 3D modeling.

Or

- (b) Analyze the future potential of proceduralism in game design and 3D modeling.

17. (a) Describe the process of creating and manipulating basic 3D shapes in Houdini.

Or

- (b) Explain the role and importance of the network editor in Houdini.

18. (a) Explain the methods and techniques used to test and adjust variations of procedurally generated bridges in Houdini.

Or

- (b) Evaluate why parameterization is important in the context of procedural bridge generation.

19. (a) Describe the process of converting a procedural bridge-building tool into a digital asset in Houdini.

Or

- (b) Discuss strategies for creating a user-friendly interface for adjusting parameters within a Houdini digital asset.

20. (a) Analyze strategies for setting up materials and textures for procedural assets imported from Houdini into a game engine.

Or

- (b) Explain the role of collaboration between artists and developers in optimizing procedural assets from Houdini for game development.
-

**C-6066**

**Sub. Code**

**82844**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fourth Semester**

**Game Arts and Design**

**LEVEL DESIGN FOR GAME**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary focus of grid sheet planning in level design?  
(a) Sound design      (b) Space utilization  
(c) Texture quality      (d) Character development
2. Which view is most commonly used in isometric art?  
(a) Side view      (b) Bird's-eye view  
(c) Front view      (d) Rear view
3. Which software is commonly used for pixel art creation in 2D games?  
(a) Unity      (b) Blender  
(c) Photoshop      (d) After Effects
4. In 2D design, what is a sprite?  
(a) A background image  
(b) A character model  
(c) A sound effect  
(d) A lighting effect

5. What is the purpose of using Hammer/Radiant in game design?
  - (a) Sound editing
  - (b) Level creation
  - (c) Texture mapping
  - (d) Animation
  
6. What does blocking involve in 3D level design?
  - (a) Designing textures
  - (b) Creating a layout
  - (c) Setting sound effects
  - (d) Testing performance
  
7. What is a key factor in determining room scale in 3D design?
  - (a) Sound quality
  - (b) Texture clarity
  - (c) Light intensity
  - (d) Object size
  
8. What do static meshes provide in a game environment?
  - (a) Dynamic lighting
  - (b) Realistic textures
  - (c) Fixed geometry
  - (d) Animated characters
  
9. Which element is crucial for creating realistic sandbox environments?
  - (a) Dynamic lighting
  - (b) Height maps
  - (c) Color grading
  - (d) Texture filters
  
10. How does atmosphere affect sandbox terrain design?
  - (a) Enhances sound
  - (b) Alters game play mechanics
  - (c) Influences lighting
  - (d) Affects resolution

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Describe the process of creating an effective level ideation plan.

Or

- (b) Discuss the impact of perspective on player immersion in games.

12. (a) Explain the principles of sprite animation and its importance in 2D games.

Or

- (b) Describe the differences in designing levels for 2D and 3D environments.

13. (a) How do core game components influence 3D multiplayer level design?

Or

- (b) Explain the importance of texture and clips in creating immersive levels.

14. (a) Discuss the significance of room scale and its impact on player experience in 3D games.

Or

- (b) Explain the process of light setup in 3D single player level design.

15. (a) Describe how terrain textures and resolution affect sandbox game design.

Or

- (b) Explain the integration of road objects and their role in enhancing gameplay in sandbox environments.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Analyze the role of grid and space planning in successful level design.

Or

- (b) Discuss how camera angles can influence the storytelling aspect of games.

17. (a) Evaluate the techniques used in Photoshop for effective sprite design and animation.

Or

- (b) Discuss the challenges of designing intricate mazes and their impact on gameplay.

18. (a) Analyze the importance of blocking and detailing in 3D multiplayer level design.

Or

- (b) Discuss the process and challenges of play testing in 3D game design.

19. (a) Explore the role of textures and static meshes in creating believable 3D environments.

Or

- (b) Discuss how triggers enhance interactivity in 3D level design.

20. (a) Evaluate the significance of terrain height maps in creating realistic sandbox environments.

Or

- (b) Discuss the impact of vegetation and flora on the aesthetic and gameplay of sandbox games.

**C-6067**

**Sub. Code**

**82846**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fourth Semester**

**Game Arts and Design**

**3D CHARACTER DESIGN FOR GAME**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which aspect is crucial for character modeling?
  - (a) Sound design
  - (b) Proportion and layout
  - (c) Lighting effects
  - (d) Animation speed
  
2. What is the function of a color map in character creation?
  - (a) Enhance animations
  - (b) Simplify rigging
  - (c) Define textures
  - (d) Reduce polygons
  
3. Which process is essential for material allocation?
  - (a) Scripting
  - (b) Sculpting
  - (c) Unwrapping
  - (d) Animating

4. What is the purpose of using alpha textures in sculpting?  
(a) Enhance colors    (b) Create surface details  
(c) Simplify topology    (d) Speed up rendering
5. Which technique helps in creating high poly models?  
(a) Retopology    (b) Dynamesh  
(c) Zmodeler    (d) Texturing
6. What does the transpose function assist with in sculpting software?  
(a) Texturing    (b) Animation  
(c) Mesh movement    (d) Lighting
7. What is a key feature of PBR texturing?  
(a) Simple color maps  
(b) Complex animations  
(c) Realistic lighting effects  
(d) Basic geometry
8. What is an important step in importing models for PBR texturing?  
(a) Baking textures    (b) Adding animations  
(c) Creating sounds    (d) Adjusting lights
9. What is the initial step in animation rigging?  
(a) Baking textures  
(b) Creating a primitive rig  
(c) Sculpting the model  
(d) Texturing surfaces
10. Why is importing animations into engines crucial?  
(a) For texturing  
(b) For seamless integration  
(c) For model rigging  
(d) For lighting

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Describe the process of character topology creation and its importance.

Or

- (b) Explain the techniques for handling hair and face mesh in character design.

12. (a) Discuss the process and tools for character unwrapping and texturing.

Or

- (b) Explain the role of specular, normal, and diffuse maps in character texturing.

13. (a) How does Dynamesh enhance the sculpting process for game characters?

Or

- (b) Discuss the significance of using polygroups in 3D sculpting.

14. (a) Explain the principles behind PBR texturing techniques in games.

Or

- (b) Discuss the advanced map baking techniques used in PBR.

15. (a) Describe the steps involved in basic rigging for game animation.

Or

- (b) Explain the process and benefits of importing animation cycles into engines.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the comprehensive process of character modeling, from basic topology to mesh creation.

Or

- (b) Analyze the techniques used in character body and face mesh design, including hair details.

17. (a) Evaluate the impact of unwrapping and advanced texturing on character realism.

Or

- (b) Discuss the introduction and evolution of sculpting tools in character design.

18. (a) Explore the features of advanced 3D sculpting software and their influence on modern game design.

Or

- (b) Analyze the challenges and solutions in high poly model sculpting and map baking.

19. (a) Discuss the role of PBR techniques in achieving lifelike textures and effects in games.

Or

- (b) Evaluate the importance of advanced map baking techniques for game environments.

20. (a) Analyze the complete workflow from rigging to animation for game characters.

Or

- (b) Discuss the integration of advanced rigging techniques in enhancing animation quality for games.

**C-6069**

**Sub. Code**

**82851**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fifth Semester**

**Game Arts and Design**

**BUSINESS OF MEDIA**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is NOT a type of business organization?
  - (a) Public sector
  - (b) Private sector
  - (c) Co-operatives
  - (d) Partnerships
  
2. Franchises are characterized by:
  - (a) Government ownership
  - (b) A central business model
  - (c) No profit motive
  - (d) Lack of regulations

3. A functional organizational structure is best suited for:
  - (a) Small-scale businesses
  - (b) Multi-product companies
  - (c) Customer-focused services
  - (d) Streamlined operations
  
4. Organizing a business by area is ideal for:
  - (a) Manufacturing companies
  - (b) Multi-national businesses
  - (c) Local start-ups
  - (d) Online-only companies
  
5. Internal stakeholders include:
  - (a) Customers
  - (b) Employees
  - (c) Community
  - (d) Government
  
6. The primary focus of external stakeholders is:
  - (a) Company profits
  - (b) Day-to-day operations
  - (c) Broader social impact
  - (d) None of the above
  
7. The marketing mix consists of:
  - (a) Product, Process, Place, Promotion
  - (b) Product, Price, Place, Promotion
  - (c) Price, People, Process, Promotion
  - (d) Product, Price, Planning, Promotion

8. Macro-economics is concerned with:
- (a) Individual consumer behavior
  - (b) Large-scale economic factors
  - (c) Business ethics
  - (d) Market research
9. A key challenge faced by entrepreneurs is:
- (a) High job security
  - (b) Risk of failure
  - (c) Absence of competition
  - (d) Lack of innovation
10. Effective business communication requires:
- (a) A hierarchical structure
  - (b) Accurate and clear messaging
  - (c) Digital tools only
  - (d) Avoiding face-to-face meetings

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Compare the characteristics of private sector and public sector organizations.

Or

- (b) Explain the significance of “not-for-profit” businesses and their impact on society.

12. (a) Discuss the pros and cons of organizing a business by product or activity.

Or

- (b) Explain the importance of a functional organizational structure in media businesses.

13. (a) Describe the role of internal stakeholders and how they influence business decisions.

Or

- (b) Discuss the characteristics and impact of external stakeholders on business operations.

14. (a) Explain the components of the marketing mix and their importance in achieving business objectives.

Or

- (b) Discuss the role of macro and micro economics in shaping market structures.

15. (a) Analyze the challenges entrepreneurs face when starting a business in the media industry.

Or

- (b) Explain the importance of effective communication in forming and managing a business structure.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the role of cooperatives in modern business organizations, highlighting their advantages and limitations.

Or

- (b) Explain how franchises operate, including their benefits and challenges for entrepreneurs.

17. (a) Analyze the different ways businesses can structure themselves, providing examples of functional, customer, and process-oriented structures.

Or

- (b) Discuss how organizational structure influences decision-making and operational efficiency.

18. (a) Explain the pressures faced by media businesses from stakeholders, with a focus on balancing stakeholder expectations.

Or

- (b) Discuss the role of shareholders, managers, and employees in driving business growth and sustainability.

19. (a) Evaluate the importance of marketing strategy and market analysis in achieving business success.

Or

- (b) Discuss the impact of external influences, including market structures and economic conditions, on media businesses.

20. (a) Explain the entrepreneurial paradox and how entrepreneurs can navigate competitive business environments.

Or

- (b) Discuss the importance of communication channels in managing start-ups and scaling businesses effectively.
-

**C-6070**

**Sub. Code**

**82852**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.**

**Fifth Semester**

**Game Arts and Design**

**PORTFOLIO AND PRESENTATION**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Pick from the following that doesn't classify under element of a portfolio.
  - (a) Personal Information
  - (b) Work Samples
  - (c) Irrelevant Hobbies
  - (d) Achievements
  
2. Tell the primary purpose of a portfolio
  - (a) To entertain viewers
  - (b) To showcase skills and accomplishments
  - (c) To store personal documents
  - (d) To build a social network
  
3. Choose the primary goal of a digital portfolio.
  - (a) To reduce costs
  - (b) To showcase skills in a digital format
  - (c) To replace resumes entirely
  - (d) To entertain audiences

4. Predict the key production technique for digital portfolios.
  - (a) Using random templates
  - (b) Avoiding user feedback
  - (c) Proper navigation design
  - (d) Minimal formatting
  
5. Name the first step in preparing a professional portfolio presentation.
  - (a) Adding multimedia
  - (b) Identifying the target audience
  - (c) Practicing delivery
  - (d) Printing the portfolio
  
6. Which of the following is critical in presentation skills?
  - (a) Clear communication
  - (b) Fast delivery
  - (c) Avoiding questions
  - (d) Using technical jargon
  
7. Pick the primary purpose of a business card.
  - (a) To showcase skills
  - (b) To provide contact information
  - (c) To promote hobbies
  - (d) To document work experience
  
8. Name the platform is commonly used for professional blogging.
  - (a) WordPress
  - (b) Instagram
  - (c) TikTok
  - (d) WhatsApp

9. Choose the core component of a portfolio.
- (a) Audience Analysis (b) Personal Hobbies  
(c) Family Photos (d) Social Media Links
10. What is crucial for portfolio maintenance?
- (a) Frequent updates  
(b) Removing past achievements  
(c) Adding irrelevant content  
(d) Avoiding feedback

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the importance of a portfolio in professional development.
- Or
- (b) Explain the production techniques for an effective digital showcase.
12. (a) Define a digital portfolio and its significance in modern careers.
- Or
- (b) Explain the concept of depth of field and its significance in photography.
13. (a) Discuss the essential skills required for professional portfolio presentations.
- Or
- (b) What are the key steps for preparing a professional theatre/TV/film portfolio?
14. (a) Explain the importance of business cards in professional networking.
- Or
- (b) Discuss the design and development process for blog pages.

15. (a) Define portfolio maintenance and its significance.  
Or  
(b) Discuss the guidelines for designing a professional portfolio.

**Part C** (5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Elaborate on the do's and don'ts of portfolio development with examples.  
Or  
(b) Explain the process of creating an effective showcase portfolio, covering all its essential elements.
17. (a) Describe the role of design documents in digital portfolio creation, with examples.  
Or  
(b) Discuss the steps involved in creating an effective digital portfolio for a specific field of specialization.
18. (a) Describe techniques for professional portfolio presentations in the context of theatre or TV industries.  
Or  
(b) Explain the significance of presentation skills in career advancement, with real-world examples.
19. (a) Compare the effectiveness of traditional and digital marketing methods for portfolios.  
Or  
(b) Discuss the process of designing and developing a blog page for portfolio marketing.
20. (a) Describe the steps for maintaining and enhancing a professional portfolio.  
Or  
(b) Discuss the role of audience analysis in shaping portfolio content and tone.

**C-6071**

**Sub. Code**

**82853A**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fifth Semester**

**Game Arts and Design**

**ADVANCED ILLUSTRATION**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Pick the best that describes spatial storytelling in games.
  - (a) The use of dialogue to narrate the story
  - (b) Using the environment layout to tell a story
  - (c) Including cutscenes for storytelling
  - (d) Adding text overlays for story context
  
2. Select the primary purpose of analyzing environment layout in game design.
  - (a) To add visual effects
  - (b) To improve player navigation
  - (c) To limit player interaction
  - (d) To enhance sound quality

3. Choose the one that contributes most to creating mood in game environments.
  - (a) Color and lighting
  - (b) High frame rate
  - (c) Complex controls
  - (d) Background music
  
4. Pick out the primary role of color theory in game design.
  - (a) To evoke specific emotions
  - (b) To make environments vibrant
  - (c) To enhance player speed
  - (d) To simplify design
  
5. Infer, “aesthetics” primarily refer to in the game design is
  - (a) Sound effects
  - (b) Visual appeal and style
  - (c) Gameplay mechanics
  - (d) Player objectives
  
6. Which is an example of combining aesthetics with gameplay functionality?
  - (a) A visually pleasing menu
  - (b) High-quality textures without interaction
  - (c) Decorative but unusable objects
  - (d) A well-designed maze that also tells a story

7. Tell the key goal of visual storytelling in games.
  - (a) To enhance gameplay immersion
  - (b) To reduce narrative dialogue
  - (c) To add cutscenes
  - (d) To create detailed backstories
  
8. Name the primary function of environments that support narratives.
  - (a) To increase difficulty
  - (b) To enhance storytelling
  - (c) To reduce resource usage
  - (d) To simplify controls
  
9. Pick out the main goal of peer critiques in design.
  - (a) To finalize the product
  - (b) To identify areas of improvement
  - (c) To evaluate team collaboration
  - (d) To reduce workload
  
10. Which is critical in iterative design?
  - (a) Ignoring feedback
  - (b) Reducing design iterations
  - (c) Avoiding changes
  - (d) Revising based on feedback

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the concept of spatial storytelling in games with examples.

Or

- (b) Identify three ways environment layout impacts player navigation in games.

12. (a) Explain how lighting can influence the mood of a game environment.

Or

- (b) Describe how color theory is used to convey mood in immersive settings.

13. (a) Explain the relationship between aesthetics and gameplay functionality.

Or

- (b) Using an example, show how spatial design principles enhance player engagement.

14. (a) Explain the importance of integrating visual storytelling with gameplay mechanics.

Or

- (b) Design a game level that supports a simple narrative while ensuring engaging gameplay.

15. (a) Describe the role of feedback in improving design projects.

Or

- (b) Revise a basic game environment based on peer critiques.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Evaluate the impact of environment layout on player experience using examples from two games.

Or

- (b) Create a basic design concept for a game level that emphasizes spatial storytelling.

17. (a) Evaluate the role of color and lighting in enhancing the atmosphere of a game.

Or

- (b) Design a concept art piece for a suspenseful game environment, using appropriate color and lighting.

18. (a) Assess how spatial design principles are applied in the level design of a popular game.

Or

- (b) Develop a concept for a level that incorporates both visual appeal and functional gameplay.

19. (a) Evaluate how visual storytelling enhances the narrative in a popular game.

Or

- (b) Collaboratively design a detailed game level with a clear narrative and functional mechanics.

20. (a) Assess the iterative design process used in a specific game project.

Or

- (b) Design an improved version of a game level based on feedback received.
-

**C-6072**

**Sub. Code**

**82853B**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.**

**Fifth Semester**  
**Game Arts and Design**  
**FIGURE MODELING**  
**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. From the options, pick out the basic 3D modeling technique.
  - (a) Keyframing
  - (b) Polygonal modeling
  - (c) Rendering
  - (d) Texturing
  
2. Pick out the purpose of extrusion in 3D modelling
  - (a) Adding light effects
  - (b) Extending a surface
  - (c) Applying textures
  - (d) Smoothing a model
  
3. What is the primary purpose of studying human anatomy in character modeling?
  - (a) To achieve realistic proportions
  - (b) To improve rigging
  - (c) To enhance rendering speed
  - (d) To simplify animation

4. Name the part of human anatomy that is most important for capturing dynamic poses
  - (a) Skeletal structure
  - (b) Hair texture
  - (c) Skin details
  - (d) Eye position
  
5. Tell the primary difference between stylized and realistic character models
  - (a) Color palette
  - (b) Level of detail
  - (c) Animation quality
  - (d) Software used
  
6. Choose the art style that often uses exaggerated features in character design
  - (a) Realistic
  - (b) Minimalist
  - (c) Stylized
  - (d) Abstract
  
7. Predict, the key aspect of adding personality to a character
  - (a) Complex textures
  - (b) Distinct facial expressions
  - (c) High polygon count
  - (d) Large file size
  
8. Name the feature that is most important for expressing emotion in a character model
  - (a) Body proportions
  - (b) Skin texture
  - (c) Hair detail
  - (d) Facial rigging
  
9. Point out the genre, typically that requires highly detailed character designs
  - (a) RPG
  - (b) Platformer
  - (c) Puzzle
  - (d) Racing

10. Choose the key consideration when designing characters for action games
- (a) Dynamic poses
  - (b) Complex clothing
  - (c) Large polygons
  - (d) Minimal detail

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the key functions of common 3D modeling software tools.

Or

- (b) Create a basic 3D model of a cube and explain the steps involved.

12. (a) Explain why skeletal structure is important in character modeling.

Or

- (b) Analyze a reference image to identify proportions in human anatomy.

13. (a) Differentiate between stylized and realistic character models with examples.

Or

- (b) Create a basic sketch of a character in a stylized art style.

14. (a) Explain how body language influences a character's personality.

Or

- (b) Create a simple character pose that conveys a cheerful emotion.

15. (a) Describe how character design differs between RPGs and platformers.

Or

- (b) Adapt an existing character design for an adventure game.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Compare the features of two popular 3D modeling software tools.

Or

- (b) Create a basic scene using simple 3D shapes such as cubes, spheres, and cylinders.

17. (a) Compare static and dynamic poses in terms of modeling complexity.

Or

- (b) Create a skeletal structure for a humanoid character and explain its proportions.

18. (a) Compare and contrast the design techniques for stylized and realistic characters.

Or

- (b) Create a stylized 3D character and explain the design choices.

19. (a) Evaluate how emotion and personality are conveyed in a popular game character.

Or

- (b) Design a character with distinct facial expressions and body language.

20. (a) Compare character design requirements for action and adventure games.

Or

- (b) Develop a character concept tailored for an RPG.

**C-6076**

**Sub. Code**

**82854A**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.**

**Fifth Semester**

**Game Art and Design**

**CREATURE SCULPT**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is a primary benefit of using digital sculpting tools in creature design?
  - (a) Reduced need for artistic skills
  - (b) Ability to easily undo mistakes
  - (c) Lower cost compared to traditional materials
  - (d) Faster rendering of final designs
2. Traditional sculpting typically uses which of the following materials?
  - (a) Clay
  - (b) Paper
  - (c) Plastic
  - (d) Metal
3. In developing a design language for creatures, which element is NOT typically considered?
  - (a) Color palette
  - (b) Texture
  - (c) Sound effects
  - (d) Shape language
4. Initial concept sketches are usually created using
  - (a) Sculpting tools
  - (b) Sketching tools
  - (c) Coding tools
  - (d) Texturing tools

5. In horror games, creature designs often aim to evoke which primary emotion?
  - (a) Joy
  - (b) Fear
  - (c) Excitement
  - (d) Curiosity
6. Case studies are used to
  - (a) Understand the design of existing creatures
  - (b) Code game levels
  - (c) Develop new game engines
  - (d) Plan marketing campaigns
7. Which of the following best describes a “boss” creature in gaming?
  - (a) A minor enemy encountered frequently
  - (b) A powerful adversary that presents a significant challenge
  - (c) A non-playable character that provides hints
  - (d) A background character with no interaction
8. Creatures can contribute to a game’s narrative by
  - (a) Creating plot twists
  - (b) Interacting with the player
  - (c) Being part of the storyline
  - (d) All of the above
9. Which tool is commonly used to create high-quality digital renders of creature designs?
  - (a) Microsoft Word
  - (b) Blender
  - (c) Notepad
  - (d) Excel
10. The goal of a design presentation is to
  - (a) Showcase design ideas effectively
  - (b) Debug the game
  - (c) Create textures
  - (d) Edit the narrative

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the significance of understanding creature design in games and other media.

Or

- (b) Compare traditional sculpting tools with digital sculpting tools.

12. (a) Discuss how a design language enhances creature design coherence.

Or

- (b) Outline the steps to create initial concept sketches for creatures.

13. (a) Outline the steps involved in analyzing creature design requirements for a game.

Or

- (b) Compare creature design in sci-fi games vs. historical games.

14. (a) Explain how game mechanics influence creature design decisions.

Or

- (b) Evaluate the importance of collaboration between designers and game developers.

15. (a) Explain the role of effective communication in creature design.

Or

- (b) Evaluate the benefits of digital renders in showcasing creature designs.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Describe the process of transitioning from a conceptual idea to a basic creature sculpture.

Or

- (b) Evaluate the impact of creature design on player engagement in games.

17. (a) Discuss the process of developing a design language tailored to a specific game genre.

Or

- (b) Evaluate a successful brainstorming session's role in creating unique creature concepts.

18. (a) Evaluate the influence of iconic creatures on modern game design practices.

Or

- (b) Compare and contrast creature design requirements for two different game genres.

19. (a) Analyze the relationship between creature design and player immersion in games.

Or

- (b) Critically assess the role of creatures in achieving a balance between game play and storytelling.

20. (a) Evaluate the effectiveness of digital renders and documentation in communicating design rationale.

Or

- (b) Critically assess the challenges of communicating complex design concepts to non-designers.

**C-6080**

**Sub. Code**

**82854B**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fifth Semester**

**Game Arts and Design**

**HARD SURFACE SCULPTING**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. In the context of 3D modeling, what does 'topology refer to?
  - (a) The color scheme of the model
  - (b) The arrangement of polygons in a mesh
  - (c) The lighting setup
  - (d) The texture resolution
  
2. Which feature allows artists to work on symmetrical models efficiently?
  - (a) Layering
  - (b) Masking
  - (c) Symmetry Mode
  - (d) Projection
  
3. Which principle emphasizes the importance of a design's usability and functionality?
  - (a) Aesthetics
  - (b) Ergonomics
  - (c) Symmetry
  - (d) Contrast

4. What is the primary purpose of creating thumbnails during the design process?
  - (a) To finalize color schemes
  - (b) To explore multiple design ideas quickly
  - (c) To add detailed textures
  - (d) To test lighting scenarios
  
5. In adapting hardsurface elements for a medieval-themed game, which material is most appropriate?
  - (a) Plastics
  - (b) Carbon Fiber
  - (c) Wood and Iron
  - (d) Titanium
  
6. When adapting a hardsurface design to a steampunk genre, which characteristic is most essential?
  - (a) Use of advanced futuristic technology
  - (b) Integration of gears and brass elements
  - (c) Minimalistic and sleek design
  - (d) Organic and flowing shapes
  
7. How do hardsurface elements most directly impact gameplay?
  - (a) By influencing player emotions
  - (b) By providing functional interactions and obstacles
  - (c) By enhancing audio immersion
  - (d) By dictating the game's narrative

8. Which aspect of game design ensures that hardsurface elements align with the game's story and world-building?
- (a) Mechanics
  - (b) Aesthetics
  - (c) Narrative coherence
  - (d) User interface
9. In a design critique session, what is the primary goal?
- (a) To defend your design choices
  - (b) To receive constructive feedback
  - (c) To showcase your entire portfolio
  - (d) To finalize the design
10. Which technique can enhance the clarity of your design presentation?
- (a) Using complex animations
  - (b) Incorporating consistent typography
  - (c) Adding background music
  - (d) Utilizing multiple font styles

**Part B**

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Describe the process and benefits of using 'Dynamesh' during the initial stages of sculpting.

Or

- (b) Compare and contrast the 'HPolish' and 'Trim Dynamic' brushes in terms of their effects on a model's surface.

12. (a) Discuss the key visual elements that distinguish hardsurface designs in sci-fi games from those in historical games.

Or

- (b) Analyze how color palettes influence the perception of hardsurface elements in different game genres.

13. (a) Outline the steps to create a custom brush in ZBrush and its potential applications.

Or

- (b) Discuss the function and applications of Trim dynamic brushes in digital sculpting software, detailing how they are used to achieve sharp planes and controlled planar surfaces on a model.

14. (a) Discuss the importance of collaboration between 3D artists and game designers during the development process.

Or

- (b) Describe the process of implementing hardsurface assets into a game engine.

15. (a) Discuss the importance of lighting and rendering settings in presenting hardsurface models effectively.

Or

- (b) Evaluate the impact of audience analysis on tailoring a design presentation for maximum engagement.

**Part C**

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Analyze the advantages and potential drawbacks of using digital sculpting over traditional modeling techniques in game design.

Or

- (b) Discuss the impact of hardware specifications, such as RAM and GPU, on the performance of digital sculpting software.

17. (a) Describe the importance of digital sculpting techniques in the context of game design and how they contribute to the creation of high-fidelity character and environment assets.

Or

- (b) Evaluate the importance of understanding human anatomy for artists focusing on hard surface modeling.

18. (a) Compare and contrast the design philosophies behind hardsurface elements in steampunk versus cyberpunk game genres.

Or

- (b) Analyze the role of player expectations in shaping the design of hardsurface elements across various game genres.

19. (a) Critically assess the role of hardsurface modeling in creating a cohesive game world.

Or

- (b) Discuss the balance between aesthetic appeal and functional design in hardsurface elements within games.

20. (a) Critically assess the effectiveness of different rendering techniques in highlighting the features of hard surface models.

Or

- (b) Explore the ethical considerations in presenting hardsurface designs, particularly in relation to intellectual property and originality.
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**C-6081**

**Sub. Code**

**82854C**

**B.Sc. DEGREE EXAMINATION, NOVEMBER 2025**

**Fifth Semester**

**Game Arts and Design**

**3D CONCEPT SCULPTING**

**(2023 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is the primary purpose of concept sculpting in game design?
  - (a) To create final game assets
  - (b) To explore and refine design ideas
  - (c) To apply textures to models
  - (d) To animate characters
  
2. Which software is commonly used for concept sculpting in video game development?
  - (a) Blender
  - (b) Photoshop
  - (c) ZBrush
  - (d) Unreal Engine
  
3. Which of the following is a widely used industry-standard sculpting software?
  - (a) Adobe Illustrator
  - (b) Autodesk Mudbox
  - (c) Microsoft Paint
  - (d) CorelDRAW

4. In ZBrush, which navigation tool allows users to zoom into their sculpt?
  - (a) Move Tool
  - (b) Scale Tool
  - (c) Rotate Tool
  - (d) Perspective View
  
5. Why is understanding anatomy important in concept sculpting?
  - (a) It helps in creating realistic and believable characters
  - (b) It reduces the need for texturing
  - (c) It eliminates the use of lighting in renders
  - (d) It allows automatic character rigging
  
6. Which of the following best describes proper human body proportions in character sculpting?
  - (a) The average adult human figure is about 5 heads tall
  - (b) The arms should be longer than the legs
  - (c) The human body is approximately 7 to 8 heads tall
  - (d) The legs should be twice the length of the torso
  
7. What is the primary goal of environment sculpting in game design?
  - (a) To create realistic and immersive worlds
  - (b) To animate characters
  - (c) To replace all 2D textures
  - (d) To increase game difficulty

8. Which software is commonly used for environment sculpting in games?
- (a) Adobe Premiere Pro
  - (b) Autodesk Maya
  - (c) Unreal Engine
  - (d) ZBrush
9. What is a key factor in making a fantasy creature believable?
- (a) Using only real-world animal anatomy
  - (b) Balancing realism with imaginative elements
  - (c) Avoiding symmetry in design
  - (d) Making the creature look as abstract as possible
10. Which of the following sculpting techniques is most useful for detailing fantasy creatures?
- (a) Hard-surface modeling
  - (b) DynaMesh and ZRemesher
  - (c) Boolean operations
  - (d) Motion capture

**Part B**

(5 × 5 = 25)

Answer **all** questions choosing either (a) or (b).

11. (a) How has the transition from traditional sculpting to digital sculpting impacted the gaming industry?

Or

- (b) What is the significance of silhouette and shape language in concept sculpting?

12. (a) Describe the importance of understanding the user interface in digital sculpting software.

Or

- (b) Discuss three essential brushes used in sculpting software and their specific functions.

13. (a) Explain the importance of studying real-world anatomy when sculpting game characters.

Or

- (b) What role do proportions play in creating characters that are visually appealing and functional in games?

14. (a) Discuss three key sculpting techniques used for designing props and objects in game environments.

Or

- (b) How does incorporating texture and detail improve the visual quality of a game environment?

15. (a) Explain the importance of combining real-world anatomy with fantasy elements when designing creatures.

Or

- (b) Discuss three key sculpting techniques used to create detailed and lifelike fantasy creatures.

**Part C**

(5 × 8 = 40)

Answer **all** questions choosing either (a) or (b).

16. (a) Analyze the evolution of concept sculpting in video games from early pixel-based designs to modern digital sculpting techniques.

Or

- (b) Explain how key sculpting concepts like edge flow, topology and form influence the final game asset.
17. (a) Compare and contrast DynaMesh and ZRemesher in ZBrush, explaining when to use each feature.

Or

- (b) Evaluate the benefits and challenges of integrating sculpting software with other industry tools like Maya, Blender and Substance Painter.
18. (a) Discuss the influence of muscle structure on movement and how it affects animation in games.

Or

- (b) Compare and contrast human and creature anatomy in game character design, providing examples.
19. (a) Discuss the impact of material and texture application in achieving realism in game environments.

Or

- (b) Explain the workflow of creating a game-ready 3D environment, from initial sculpting to final in-game integration.

20. (a) Discuss the balance between realism and fantasy in creature sculpting and why it is important.

Or

- (b) Explain the complete workflow of sculpting a fantasy creature, from concept to in-game integration.
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