

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV
(CBCSS)

Model Questions & Question Bank

www.StudyGuideIndia.com

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV

Paper 4-1 – SCRIPTING & STORYBOARDING FOR ANIMATION

(Practical Examination)

Question Bank

- 1 The examination is the assessment of a scripting and story boarding **project** that the students complete by the end of the semester.
- 2 The project duration will be **8** weeks. It would be completed as per the dates and deadlines issued by the supervising faculty.
- 3 During the semester, under faculty guidance and supervision student will prepare detailed story board using the following stages:
 - a) Idea
 - b) Story
 - c) Treatment
 - d) Screenplay
 - e) Character and props designs
 - f) Detailed story board
- 4 Students should get approval various stages of the project from the supervising faculty.
- 5 Idea, synopsis and treatment are to be submitted in the **3rd week**. Character & props design and Screen play submission are to be done in **5th week**. Rough story board should be submitted in the **6th week**. Final completed story board should be submitted by the end of **8th week**.
- 6 Written materials and the detailed storyboard would have to be submitted in a bound form / record book. The format for the story board will be given by the supervising faculty.
- 7 The Project will be evaluated by a group of **internal and external examiners**. There would also be a viva along with assessment of the story board.
- 8 The weightage of marks will be as follows:

Story treatment and Script	- 07
Detailed story board	- 15
Viva-Voce	- 03
<hr style="width: 20%; margin-left: 0;"/>	
Total Weight	- 25
- 9 A maximum weight for **internal evaluation** awarded by the supervising faculty is **05** through evaluating students' assignments, attendance etc.

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

Paper 4-2 - DESIGN STUDIO II (Practical Examination)

Question Bank

Time: 5 Hrs

Total Weight: 25

1. Make a 6 page brochure for a multimedia educational institution. Details are given in the folder Q1.
2. Design a news letter for World Wilde Fund. Use Drop Cap and box type align text. Output format is Indesign package out. Contents are given in the folder Q2
3. Make a two color advertisement (Blue and White) for 'Camel' pens. Details are given in the folder Q3. Select an appropriate size and output format is TIFF.
4. Design letterhead, business card and envelope layouts using the provided logo. You may add simple graphical elements to your design. Details in folder Q4
5. Make a 12 page newsletter for Kerala Small Industries Development Corporation. All pages must be in Black and White and also use drop caps, box type text alignment. You may add simple graphical elements to your design. Output format is Indesign Package and also PDF. Details are given in the folder Q5.
6. Design a four colour poster for a musical CD. Details are given in the folder Q6
7. Design a packaging for cosmetic products based on given materials in folder Q7. The package should incorporate all colour, text and visual elements. Select a suitable shape for package.

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

Paper 4-2 - DESIGN STUDIO II (Practical Examination)

Model Question 1

Time: 5 Hrs

Total Weight: 25

Answer any two from the following questions.

1. Create a page layout for the magazine “Green Earth”. Use provided content in the folder “Q1”
2. Design cover page for a children’s magazine and give a suitable name and logo for it, details given in the folder “Q2”
3. Design a box type packaging for a curry powder. The packaging should incorporate all the text and visual elements. The information are given in the folder “Q3”
4. Create an E- newsletter for a charitable trust. Details are given in folder “Q4”. Output format is PDF. Give protection for PDF from re editing or any other manipulation of content

(2 × 12.5 = 25)

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

Paper 4-2 - DESIGN STUDIO II (Practical Examination)

Model Question 2

Time: 5 Hrs

Total Weight : 25

PART- A

Answer any one from the following questions.

1. Design A3 size poster for Kerala Tourism Development Corporation. Details are given the folder Q1.

OR

2. Design letterhead and business card for “Builder Plus “ a construction company, using provided logo in the folder “Q2”. You may add simple graphical elements to your design

Weight : 10

PART- B

Answer any one from the following questions.

3. Redesign the contents page of the provided magazine, keeping the same hierarchy of information and enhancing the readability of the page. Details are given in the folder Q3. Output must be in PDF and InDesign Package out.

OR

4. Create a multipage brochure for an educational institution. Details are given in the folder Q4.

Weight : 15

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

Paper 4-2 - DESIGN STUDIO II (Practical Examination)

Model Question 3

Time: 5 Hrs

Total Weight : 25

Answer the following question

1. Redesign the masterhead and cover page of the given magazine to make it look more contemporary and provide more information on the main article. Details are given in the folder Q1
2. Design package for a music CD collection. Package carries 12 CD's. Details are given in the folder Q2

(2 × 12.5 = 25)

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

PAPER 4 –3 INTERACTION DESIGN I (Practical Examination)

Question Bank

Time: Semester Project

Total Weight: 25

1. Design a personal website for the famous novelist ‘Don Winslow’. Details are given in the file novel.doc. The site should have minimum four pages. All links should be interactive. Use Gray tone in the design (home page).

The menu items should include the following:

- Home
- About me
- Books
- Films
- News

2. PREMIER Homes plans to introduce a new website. Design a homepage and minimum two sub pages using the given data. Give link options from the home page and vice versa.

The menu items are the following:

- Home
- Projects
- Contact
- Images

3. Design a home page and four sub pages for Kerala Tourism Department Corporation.. Provide adequate link possibilities and image utilization for the site. (Use 800px X600px frame)

4. Design a home page with minimum three sub pages for a textile showroom called ‘Mantra’ using the given data. The size of the web page may vary according to the design style of your choice. All buttons should be interactive.

The important menus are the following:

- Home

- About us
- Product Gallery
- Facilities
- Contact us

Use external style sheet for the layout and contents in the website.

5. Sahara Airlines wants to introduce a new design using the theme 'Eagle'. Design a homepage and four sub-pages using this theme. Use given materials in the design. Menu details are;

- Home
- About us
- Schedule
- Networks
- Contact us

Use external style sheet for the layout and contents in the website.

6. Hindustan Liver wants to launch a new design for their site, using the theme 'satisfaction'. Design a home page and three sub pages using the given data.

- Home
- About us
- Profile
- Networks
- Services
- Contact us

7. Create a web site for an automobile company 'TOYOTA'. Use given images and data in design. Menu items are the following

- Home
- About us
- Gallery
- New models
- Contact us

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

PAPER 4 –3 INTERACTION DESIGN I (Practical Examination)

Model Question 1

Time: Semester Project

Total Weight: 25

1. Design a personal website for the famous novelist 'Don Winslow'. Details are given in the file novel.doc. The site should have minimum four pages. All links should be interactive. Use Gray tone in the design (home page).

The menu items should include the following:

- Home
- About me
- Books
- Films
- News

(1 × 25 = 25)

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV

PAPER 4 –3 INTERACTION DESIGN I (Practical Examination)

Model Question 2

Time: Semester Project

Total Weight: 25

1. Design a home page with minimum three sub pages for a textile showroom called 'Mantra' using the given data. The size of the web page may vary according to the design style of your choice. All buttons should be interactive.

The important menus are the following:

- Home
- About us
- Product Gallery
- Facilities
- Contact us

Use external style sheet for the layout and contents in the website.

(1 × 25= 25)

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

PAPER 4 – 4 DIGITAL ILLUSTRATION (Practical Examination)

Question Bank

1. Design 4 informative illustrations using Adobe Illustrator.
2. Design 3 technical illustrations related to information technology. Use different pantone shades for each illustration.
3. Create an abstract image which depicts the advanced options of a brush in photoshop or illustrator. Write the steps in detail.
4. Create a 3-D illustration in connection with the engineering field.
5. Draw any 3 comic characters in Adobe Illustrator. Paint background and add effects in Adobe Photoshop.
6. Create suitable illustration for the given Poem
7. Design a surrealistic image. Use available images to create the composition.
8. Develop a mixed media image using the pictures provided. Write the points and sketches in the additional sheet.
9. Create 5 icons /symbols likely to be used in a forest.
10. Create an illustration which depicts the effects of light & shadow.
11. Create a vector based illustration using the theme 'SPEED'.
12. Create a Botanical Illustration give importance to flower and leaves.
13. Write an essay about the psychological aspects of colour.
14. Paint any art design using 'Paint'
15. Design a perspective view of a house using mixed media techniques.

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

PAPER 4 – 4 DIGITAL ILLUSTRATION (Practical Examination)

Model Question 1

Time:5 Hrs.

Total Weight- 25

Answer any two questions.

1. Design 3 technical illustrations related to information technology. Use different pantone shades for each illustration.
2. Create 5 icons /symbols likely to be used in a forest.
3. Draw any 2 comic characters each for Birds, and Animals in Illustrator. Paint background and add effects in Adobe Photoshop.
4. Create suitable illustration for the given **Poem**. Add text and make the layout in **A4 Size**

(2 × 12.5 = 25)

B.A. ANIMATION & GRAPHIC DESIGN
Semester IV

PAPER 4 – 4 DIGITAL ILLUSTRATION (Practical Examination)

Model Question 2

Time:5 Hrs.

Total Weight: 25

Answer any two questions.

1. Create 5 icons / symbols likely to be used in an Hospital
2. Create a Botanical Illustration give importance to flower and leaves.
3. Create a vector based illustration using the theme 'SPEED'.
4. Create an illustration which depicts the effects of light & shadow.

(2 × 12.5 = 25)

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV

Paper 4 – 5 – 3D ANIMATION I (Practical Examination)

Question Bank

1. Design the interior of a Travel agency office and render it with radiosity solutions. Use at least 3 camera angles to render the still image of the scene.
2. Design furniture for a Dining room (Dining table, Chairs, Crockery stand, etc.).Apply realistic wood textures for the furniture. Render them with suitable lights.
3. Design a realistic human head with sub-divisional modeling technique.
4. Design the interior of an old factory. Given blue print should be used for your design. Render the scene with suitable lighting. Use realistic textures. Render at least 3 camera angles in jpeg format.
5. Model a personal computer with full details and textures. Render the PC with suitable lighting and produce final out puts in jpeg format.
6. Design the given scene with proper lighting. You have the right to alter the scene but keep the texturing style as it is. Render the scene with various camera angles.
7. Model a mobile phone with full details and textures. Render it with suitable lighting and produce final out puts in jpeg format.
8. Model a Cartoon Character with long ears and a horn. Apply suitable texture and render it using 3 cam angles.
9. Design a children's Room. Simulate the effect of sunlight in the morning. The textures should be funny and attractive. Use at least 3 camera angles to render the still image of the scene. Consider the given image as reference.
10. Model at least 3 house hold objects. Give proper textures and lighting. Render three camera angles of each object
11. Model your own watch with suitable textures. Render it with proper lighting and produce at least 3 camera angles for final out put.
12. Design a children's park. Simulate the effect of sunlight in the morning. The textures should be funny and attractive. Use at least 3 camera angles to render the still image of the scene.
13. Design the interior of a Indoor Basket ball stadium and render it with radiosity solutions. Use at least 3 camera angles to render the still image of the scene.
14. Design a Truck with patch or polygon modeling technique. Render the car by applying metallic materials.
15. Design a realistic human hand with sub-divisional modeling technique.

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV

Paper 4 – 5 – 3D ANIMATION I (Practical Examination)

Model Question 1

Time: 5 Hrs.

Total Weight: 25

Answer any One from the following questions.

1. Design an Old Street. Simulate the effect of sunlight in the evening. The textures should be realistic. Use at least 3 camera angles to render the still image of the scene.

OR

2. Model a living room for a modern type villa. Render the scene with suitable texture and light to produce two views of the scene.

OR

3. Design a Cartoon head with sub-divisional modeling technique.

OR

4. Show the use of Stretch & Squash, Anticipation and Exaggeration with simple objects.

(1 × 25 = 25)

B.A. ANIMATION & GRAPHIC DESIGN

Semester IV

Paper 4 – 5 – 3D ANIMATION I (Practical Examination)

Model Question 2

Time: 5 Hrs.

Total Weight: 25

Answer any One from the following questions.

1. Design a children's park. Simulate the effect of sunlight in the morning. The textures should be funny and attractive. Use at least 3 camera angles to render the still image of the scene.

OR

2. Design an interior scene. You can use one of the given blue prints for your design. Render the scene with suitable lighting. Use realistic textures. Render at least 3 camera angles in jpeg format.

OR

3. Design a funny car with patch or polygon modeling technique. Render the car by applying metallic materials.

OR

4. Design any one of the given scene with proper lighting. You have the right to alter the scene but keep the texturing style as it is. Render the scene with various camera angles.

(1 × 25 = 25)