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**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF DESIGN  
END TERM EXAMINATION - JAN 2023**

**Semester :** Semester I - 2022

**Course Code :** BSM1006

**Course Name :** Sem I - BSM1006 - Production Pipeline

**Program :** B.Sc. Multimedia-VFX SFX GAMING

**Date :** 28-JAN-2023

**Time :** 10.00AM - 1.00PM

**Max Marks :** 100

**Weightage :** 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.
- (iv) Do not write any information on the question paper other than Roll Number.

**PART A**

**ANSWER ALL THE FOLLOWING QUESTIONS 3Q X 10M = 30M**

1. Explain the Different types of stop motion animation (CO1) [Knowledge]
2. Explain the three-point lighting in detail with proper diagram (CO2) [Knowledge]
3. Write a two-column script for a small animation scene of your choice (CO3) [Knowledge]

**PART B**

**ANSWER ALL THE FOLLOWING QUESTIONS 3Q X 10M = 30M**

4. How you texture a cornflakes box? explain the steps (CO3) [Comprehension]
5. Explain about 3D animation Pre-production stages (CO4) [Comprehension]

**PART C**

**VIVA / JURY 1Q X 40M = 40M**

6. How you model chess coins? how you give texture to them? explain (CO3) [Application]

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