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**T.Y. B.Sc. (Animation) (IV Semester) EXAMINATION, 2018**

**AN-3202 : USER INTERFACE DESIGN**

**(2015 PATTERN)**

**Time : Two Hours**

**Maximum Marks : 40**

**N.B. :—** (i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

**1. Answer the following questions : [10×1=10]**

(a) What is User Interface (UI) design patterns ?

(b) What is Evaluation ?

(c) What is Fitt's Law ?

(d) What is RGB ?

(e) What is Alignment in good graphic design ?

(f) What is Wireframes ?

(g) What is chunking ?

(h) What is typography ?

(i) What is the mechanism of a direct and indirect pointing devices ?

(j) What is the use of frames in animation ?

P.T.O.

2. Answer any *two* of the following : [2×5=10]
- (a) What are benefits of a storyboard ?
  - (b) What are the advantages and limitations of keystroke-level model ?
  - (c) Explain Arc principle of animation.
  - (d) Explain any *two* types of low-fidelity prototypes.
3. Answer any *two* of the following : [2×5=10]
- (a) How to create user scenarios ?
  - (b) Explain anticipation and staging principles of animation.
  - (c) Explain any *two* pointing devices.
  - (d) Explain property animation characteristics.
4. Answer any *two* of the following : [2×5=10]
- (a) How is the view tree used ? Explain in brief.
  - (b) What are the characteristics of visual variables ?
  - (c) Explain Appeal principle of animation.
  - (d) Which elements should consist in a UI design pattern ? Explain in brief.