Total No. of Questions—4]    [Total No. of Printed Pages—2

Seat
No.

**[5218]-303**

T.Y. B.Sc. (Animation) (Sem. III) EXAMINATION, 2017

**AN-3103 : GAME 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.  Attempt *all* of the following :                    [10]

(*a*)  What is Gaming ?

(*b*)  Define low poly modeling.

(*c*)  Which company introduce 'Dankey King' Game ?

(*d*)  Which shortcut key used for 'Gab Object' in blender.

(*e*)  How to add mesh object in blender ?

(*f*)  Write down the following full forms :

(*i*)  RPG

(*ii*)  FPS

(*iii*)  TPS

(*iv*)  MMOG

(*g*)  Which studio developed 'Need For Specel' Game Series ?

(*h*)  Which modifier used for object smoothing in blender ?

(*i*)  Which game successfully running by 'Atari' studio ?

(*j*)  Define Beta version of Gaming ?

P.T.O.

**2.** Attempt any *two* of the following :                [10]

   (*a*)   Explain game production cycle and draw a diagram.

   (*b*)   Explain Blender Tool Panel.

   (*c*)   Explain 3rd Generation Gaming industry.

   (*d*)   What is importance coding in gaming industry ? Explain in brief.

**3.** Attempt any *two* of the following :                [10]

   (*a*)   Explain complex UVW mapping.

   (*b*)   Explain SEGA's studio journey in early game industry.

   (*c*)   Who developed GTA game titled ? Explain in briefly.

   (*d*)   Explain Alpha Version in gaming.

**4.** Attempt any *two* of the following :                [10]

   (*a*)   Explain any *two* types of Game Engines in brief.

   (*b*)   Explain mobile and handheld gaming.

   (*c*)   Explain first person shooter gaming with figure.

   (*d*)   Explain any *one* game studio production workflow.