

**(SVSU:2025-26/R)**

Enrollment No.

**Programme Name: M.Sc. Animation**

**1st Semester 1st Year Examination**

**Course/ Subject Name: Scriptwriting and Storyboarding**

**Course/ Subject Code: MSC-ANI-102CC2**

**Time: 180 Minutes****Max. Marks: 70**

Before answering the question, candidate should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after the examination.

**Instructions:** All Sections are compulsory. In Section-A attempt any four questions, in Section-B attempt any one part from each question and in Section-C attempt all the questions.

| SECTION-A |                                                                                                                                          |       |     |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------|-------|-----|
| S.No.     | Questions                                                                                                                                | Marks | COs |
| Q1 (A)    | Explain the key components of a film script and explain briefly.                                                                         | 5     | CO3 |
| Q1 (B)    | What do you understand by the term interactive scripts? Give one example.                                                                | 5     | CO4 |
| Q1 (C)    | Classify the difference between story and screenplay.                                                                                    | 5     | CO2 |
| Q1 (D)    | Explain the function of timing and spacing in animation. Support you answer with an example.                                             | 5     | CO3 |
| Q1 (E)    | Analyze the role of a sketching artist in storyboarding. Explain few characteristics of a good artist.                                   | 5     | CO4 |
| SECTION-B |                                                                                                                                          |       |     |
| Q2        | Explain how the elements of a story (plot, setting, and character) work together in a screenplay.                                        | 10    | CO4 |
|           | Distinguish between live-action scriptwriting and animation scriptwriting with examples.                                                 | 10    | CO3 |
| Q3        | Explain how a storyboard artist collaborates with a director during pre-production.                                                      | 10    | CO3 |
|           | Justify the importance of framing, camera angles, and transitions in creating a storyboard. Explain few camera transitions with example. | 10    | CO4 |

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|------------------|----------------------------------------------------------------------------------------------------------------------------------------------|-----------|------------|
| <b>Q4</b>        | Identify the major stages of the animation production process with focus on the writer's contribution. Describe in detail.                   | <b>10</b> | <b>CO3</b> |
|                  | Create a character model sheet of any character of your choice. Write down a few characteristics of the character drawn.                     | <b>10</b> | <b>CO1</b> |
| <b>Q5</b>        | Evaluate the role of teamwork between writer, director, and storyboard artist in animation projects. How does it help in smooth functioning? | <b>10</b> | <b>CO4</b> |
|                  | Analyze the use of visual storytelling techniques in animation in detail.                                                                    | <b>10</b> | <b>CO3</b> |
| <b>SECTION-C</b> |                                                                                                                                              |           |            |
| <b>Q1</b>        | What is the main purpose of a storyboard?                                                                                                    | <b>1</b>  | <b>CO1</b> |
| <b>Q2</b>        | Explain screenplay.                                                                                                                          | <b>1</b>  | <b>CO1</b> |
| <b>Q3</b>        | What is editing?                                                                                                                             | <b>1</b>  | <b>CO1</b> |
| <b>Q4</b>        | Distinguish between pre-production and post-production                                                                                       | <b>1</b>  | <b>CO2</b> |
| <b>Q5</b>        | Classify the function of a subplot in a story.                                                                                               | <b>1</b>  | <b>CO2</b> |
| <b>Q6</b>        | Define production process.                                                                                                                   | <b>1</b>  | <b>CO2</b> |
| <b>Q7</b>        | Identify any software that is highly used in industry for VFX.                                                                               | <b>1</b>  | <b>CO1</b> |
| <b>Q8</b>        | What do you mean by VFX?                                                                                                                     | <b>1</b>  | <b>CO2</b> |
| <b>Q9</b>        | Examine the term SFX.                                                                                                                        | <b>1</b>  | <b>CO1</b> |
| <b>Q10</b>       | Identify the purpose of background sound.                                                                                                    | <b>1</b>  | <b>CO2</b> |

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Paper Code: MSC-ANI-103CC3

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(SVSU:2025-26/R)

Enrollment No.:

**Programme Name: M.Sc. Animation**  
**Ist Semester Ist Year Examination**  
**Course/ Subject Name: Graphic Design**  
**Course/ Subject Code: MSC-ANI-103CC3**

**Time: 180 Minutes****Max. Marks: 70**

Before answering the question, candidate should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after the examination.

**Instructions: All Sections are compulsory. In Section-A attempt any four questions, in Section-B attempt any one part from each question and in Section-C attempt all the questions.**

| SECTION-A |                                                                                                                      |       |     |
|-----------|----------------------------------------------------------------------------------------------------------------------|-------|-----|
| S.No.     | Questions                                                                                                            | Marks | COs |
| Q1 (A)    | Explain graphic design and its importance in modern communication.                                                   | 5     | CO3 |
| Q1 (B)    | Identify the importance of grids and alignment in layout design.                                                     | 5     | CO4 |
| Q1 (C)    | Analyze the differences between designing for print and designing for web.                                           | 5     | CO2 |
| Q1 (D)    | Explain the steps involved in the logo design process.                                                               | 5     | CO3 |
| Q1 (E)    | Write short notes on RGB and CMYK color models with example.                                                         | 5     | CO4 |
| SECTION-B |                                                                                                                      |       |     |
| Q2        | Explain the process of developing a brand identity from concept to execution.                                        | 10    | CO4 |
|           | Classify the main applications of graphic design in today's digital world.                                           | 10    | CO3 |
| Q3        | Analyze how expressive typography can enhance message delivery in visual design.                                     | 10    | CO3 |
|           | What is the importance of color in creating mood and emotion in a design? Justify your answer with suitable example. | 10    | CO4 |

|                  |                                                                                                  |           |            |
|------------------|--------------------------------------------------------------------------------------------------|-----------|------------|
| <b>Q4</b>        | Describe the role of hierarchy in layout design. Support your answer with an example.            | <b>10</b> | <b>CO3</b> |
|                  |                                                                                                  |           |            |
|                  | What is Photoshop? Explain its role in designing with example.                                   | <b>10</b> | <b>CO1</b> |
| <b>Q5</b>        | Evaluate the importance of maintaining visual consistency through brand guidelines with example. | <b>10</b> | <b>CO4</b> |
|                  |                                                                                                  |           |            |
|                  | Examine the concept of negative space and its importance in design.                              | <b>10</b> | <b>CO3</b> |
| <b>SECTION-C</b> |                                                                                                  |           |            |
| <b>Q1</b>        | What does the term graphic design mean?                                                          | <b>1</b>  | <b>CO1</b> |
| <b>Q2</b>        | Explain the purpose of white space in design.                                                    | <b>1</b>  | <b>CO1</b> |
| <b>Q3</b>        | What does CMYK stand for?                                                                        | <b>1</b>  | <b>CO1</b> |
| <b>Q4</b>        | Distinguish between 2D and 3D design elements.                                                   | <b>1</b>  | <b>CO2</b> |
| <b>Q5</b>        | Expand the terms: UI and UX.                                                                     | <b>1</b>  | <b>CO2</b> |
| <b>Q6</b>        | Define typography.                                                                               | <b>1</b>  | <b>CO2</b> |
| <b>Q7</b>        | Identify the term visual identity.                                                               | <b>1</b>  | <b>CO1</b> |
| <b>Q8</b>        | What do you mean by typography.                                                                  | <b>1</b>  | <b>CO2</b> |
| <b>Q9</b>        | Examine the purpose of a logo.                                                                   | <b>1</b>  | <b>CO1</b> |
| <b>Q10</b>       | Identify any two design software used by graphic designers.                                      | <b>1</b>  | <b>CO2</b> |



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|------------------|----------------------------------------------------------------------------------------------------------|-----------|-----------------|
| <b>Q4</b>        | Critically assess the growth of new animation genres such as CGI, stop-motion, and Claymation.           | <b>10</b> | <b>CO5</b>      |
|                  |                                                                                                          |           |                 |
|                  | Discuss the importance of independent studios in maintaining artistic freedom in global animation.       | <b>10</b> | <b>CO5</b>      |
| <b>Q5</b>        | Discuss the implications of digital media platforms on modern animation distribution and audience reach. | <b>10</b> | <b>CO6, CO7</b> |
|                  |                                                                                                          |           |                 |
|                  | Propose an original concept for an educational animation inspired by any historical animation movement.  | <b>10</b> | <b>CO6, CO7</b> |
| <b>SECTION-C</b> |                                                                                                          |           |                 |
| <b>Q1</b>        | Name the pioneer who created “Fantasmagorie.”                                                            | <b>1</b>  | <b>CO1</b>      |
| <b>Q2</b>        | Which device used a spinning drum to display motion images?                                              | <b>1</b>  | <b>CO1</b>      |
| <b>Q3</b>        | Name the first full-length animated feature film by Disney.                                              | <b>1</b>  | <b>CO2</b>      |
| <b>Q4</b>        | What was the major impact of Technicolor on animation?                                                   | <b>1</b>  | <b>CO3</b>      |
| <b>Q5</b>        | Identify one popular stop-motion animation film.                                                         | <b>1</b>  | <b>CO6</b>      |
| <b>Q6</b>        | Mention the decade when CGI began to dominate animation.                                                 | <b>1</b>  | <b>CO2</b>      |
| <b>Q7</b>        | Who is the father of Indian Animation?                                                                   | <b>1</b>  | <b>CO3</b>      |
| <b>Q8</b>        | What does the term “Renaissance of Animation” refer to?                                                  | <b>1</b>  | <b>CO6</b>      |
| <b>Q9</b>        | Name one founder of Studio Ghibli.                                                                       | <b>1</b>  | <b>CO6</b>      |
| <b>Q10</b>       | Name one global online platform that promotes independent animators.                                     | <b>1</b>  | <b>CO5</b>      |