



ADITYA DEGREE COLLEGES: AU REGION

IV-SEMESTER - MID - I - EXAMINATIONS

Date: 07-02-2025

Max. Marks : 60

Time : 3 Hrs

Course & Subject: Animation - Game Design

SECTION - A

I. Answer any FIVE from the following questions:

5 X4 = 20 M

1. How to Game Cutter?
2. What is Game Platform?
3. write about separating using scene markers?
4. Explain about Sprite Creation?
5. What are the Bugs in game?
6. Explain about Game Engines?
7. Write about key elements of game?
8. Write about environment design in Photoshop?

SECTION - A

II. Answer all the following questions:

4 X10 = 40 M

9. a) How to Game Asset Creation?
(or)
b) What is the Game pipeline?
10. a) Write about History of physical games?
(or)
b) How do you create Animating multiple sequences?
11. a) Explain about Agile Game system?
(or)
b) Write about Developing the game?
 12. a) Write about principles of sprite design and animation games?
(Or)
b) Write about concept art and creating visual concepts for games?

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