



# AJEENKYA

## D Y PATIL UNIVERSITY

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### End Term Examinations (December 2018)

**School: School of I.T.**

**Program: BSc. Gaming**

**Course: Pre-production for gaming**

**Course Code: CSC115**

**Semester: I**

**Max Marks: 20**

**Duration (mins): 60**

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Give precise answers of any 4 questions from below list:

Q 1. What is Concept Art?

(5)

Q 2. What is User Interface & User Experience, Give a brief description of both?

(5)

Q 3. Draw a precise flowchart of game design process:

(5)

Q 4. What is an Art Pipeline?

(5)

Q 5. Name one game each as per the art style – Isometric, Third Person Shooter, Side Scrolling, Semi-Realistic, 3D Cartoon Graphics:

(5)

Q 6. Write short notes on Pre-Production & Post Production?

(5)

Q 7. What is a Game Pitch, Explain stages that include to pitch a game concept to present to Publishers?

(5)