

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF SCIENCE (B. SC.) - (ANIMATION AND VFX)
EXAMINATION: DECEMBER- 2023
SECOND SEMESTER
Sub.: Art Styles (BSVF-21-201)

Date: 20/12/2023

Total Marks: 40

Time: 2.00 pm to 4.00 pm

Instructions: All questions are compulsory.

Q. 1. Multiple choice questions

(10)

1. Which of the following is NOT a common game art style?
a) Realism b) Pixel Art c) Surrealism d) Impressionism
2. The art style of "The Legend of Zelda: The Wind Waker" is known for its:
a) Hyperrealism b) Cartoonish cel-shading c) Dark and gritty atmosphere d) Monochromatic visuals
3. In which art style do characters and environments have exaggerated features and proportions, often used in comedic or lighthearted games?
a) Abstract Art b) Pop Art c) Stylized Art d) Photorealistic Art
4. Which game art style aims to mimic the appearance of classic comic books?
a) Minimalism b) Comic Book Art c) Gothic Art d) Pointillism
5. Which art style uses a limited color palette and creates a sense of nostalgia often associated with 8-bit and 16-bit games?
a) Realism b) Watercolor c) Retro Art d) Impressionism
6. What type of game art style is characterized by using geometric shapes and often presents a minimalist, abstract look?
a) Cubism b) Impressionism c) Surrealism d) Realism
7. "Limbo," a popular indie game, is known for its distinctive:
a) Realistic graphics b) Surreal art style c) Cel-shaded graphics d) Pixel art
8. Which game art style is characterized by exaggerated proportions and vibrant colors, often found in games like "World of Warcraft"?
a) Realism b) Surrealism c) Stylized d) Impressionism
9. "Hollow Knight" is acclaimed for its use of which art style?
a) Watercolor b) Surrealism c) Pixel Art d) Photorealism
10. What is photorealism in art and video games?
a) A style that emphasizes exaggerated vibrant colors.
b) A technique that seeks to replicate reality with exceptional detail and precision.
c) An abstract style that uses geometric shapes.
d) A style that heavily relies on cel-shading.

Q. 2. Write short notes on. (Any two)

(10)

1. Discuss the evolution of game art styles over the past few decades. How have technological advancements influenced the diversity of art styles in video games?
2. Choose two different game art styles, such as Realism and Pixel Art, and compare and contrast them in terms of their visual characteristics, advantages, and limitations.
3. Describe the characteristics of "Retro Pixel Art" and provide a classic game that exemplifies this style.

Q. 3. Write the Answers of the following (Any 4)

(20)

1. "The art style of a video game can be a critical factor in its success. Discuss the impact of a well-chosen art style on gameplay, storytelling, and player engagement. Use specific examples to support your argument."
 2. "Game art styles are more than just aesthetics; they play a pivotal role in establishing a game's identity and impact. Discuss how a game's art style can influence player immersion, recognition, and the overall success of the game. Provide examples to support your argument."
 3. "The choice of game art style can have a profound effect on a game's reception and player experience. Explain how a well-chosen art style can enhance immersion and storytelling in video games. Support your answer with examples."
 4. Discuss the cultural significance of game art styles and how they can be used to reflect or challenge cultural norms and values. Include examples from games that have made a cultural impact.
 5. Explain the difference between monochromatic art and pixel art with example.
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