Indian Institute of Creative Skills

Sample Entrance Exam Paper
Course: Animation & Game Development
Total Marks: 50

Section A: Multiple Choice Questions (30 Marks)

Choose the correct option. Each question carries 1 mark.

1. What does an animator do?
   A. Write books
   B. Cook food
   C. Create moving images
   D. Drive cars
   Answer: C

2. Which of these is a famous animation studio?
   A. Netflix
   B. DreamWorks
   C. WhatsApp
   D. Gmail
   Answer: B

3. What is the meaning of "character design"?
   A. Writing stories
   B. Making backgrounds
   C. Creating the look of a person or animal in animation
   D. Choosing colors
   Answer: C

4. What is the role of a game designer?
   A. Organize weddings
   B. Design roads
   C. Create ideas and rules for a game
   D. Take photos
   Answer: C

5. What is 2D animation?
   A. Animation with clay
   B. Moving pictures in a flat space
   C. Building models
   D. Real-life acting
   Answer: B

6. Which of these is a famous animated movie?
   A. Sholay
   B. Dangal
   C. Toy Story
   D. Gully Boy
   Answer: C

7. What tool do most digital artists use?
   A. Paintbrush
   B. Pen
   C. Stylus and tablet
   D. Chalk
   Answer: C

8. What is a "frame" in animation?
   A. A type of photo
   B. A scene in a movie
   C. One still image in a sequence
   D. A video file
   Answer: C

9. Which software is commonly used for 3D animation?
   A. Excel
   B. Autodesk Maya
   C. Notepad
   D. Chrome
   Answer: B

10. What does "level design" mean in gaming?
    A. Deciding player scores
    B. Drawing cartoons
    C. Creating stages or environments in games
    D. Writing code
    Answer: C

11. What is storytelling in animation?
    A. Telling jokes
    B. Giving a speech
    C. Telling a story using characters and visuals
    D. Reading a book
    Answer: C

12. Which of these is NOT a game platform?
    A. Xbox

B. PlayStation

C. Blender

D. Nintendo

Answer: C

13. What is a storyboard used for?

    A. Drawing photos

    B. Visualizing the sequence of a story

    C. Editing sound

    D. Making props

    Answer: B

14. A character with magical powers in a game is called a:

    A. Villager

    B. NPC

    C. Hero

    D. Wizard

    Answer: D

15. Which of these is a game engine?

    A. Unity

    B. Photoshop

    C. VLC

    D. Canva

    Answer: A

16. Which job involves making characters move?

    A. Writer

    B. Animator

    C. Sound Designer

    D. Director

    Answer: B

17. What is "concept art"?

    A. Final video

    B. Audio track

    C. Rough sketch of an idea

    D. Game rules

    Answer: C

18. What is an "asset" in game development?

    A. Money

    B. Game object (model, texture, sound)

    C. A hero

D. Film set

Answer: B

19. What does "rendering" mean?

    A. Fixing code

    B. Playing the game

    C. Converting 3D scenes to final image or video

    D. Mixing music

    Answer: C

20. A 3D model is created using:

    A. WordPad

    B. Sound tools

    C. Modeling software

    D. Email

    Answer: C

21. Who creates background music for games?

    A. Artist

    B. Music Director

    C. Developer

    D. Tester

    Answer: B

22. What is "user interface" in gaming?

    A. Computer hardware

    B. Game code

    C. Buttons, menus, and controls players use

    D. The monitor screen

    Answer: C

23. What is "animation pipeline"?

    A. Gas line

    B. Step-by-step production process in animation

    C. Water pipe

    D. Bus route

    Answer: B

24. Which of the following is an Indian animation series?

    A. Chhota Bheem

    B. Frozen

    C. Toy Story

    D. Moana

    Answer: A

25. Who is a game tester?
    A. A person who builds levels
    B. A person who finds bugs and errors in games
    C. A scriptwriter
    D. An actor
    Answer: B

26. What is a "cutscene" in gaming?
    A. Scene in a movie
    B. Bonus level
    C. Short movie inside a game to tell story
    D. Game menu
    Answer: C

27. What does VFX stand for?
    A. Very Fast X-ray
    B. Visual Effects
    C. Virtual File Exchange
    D. Video Flash
    Answer: B

28. Which of these is used to draw digitally?
    A. Mouse only
    B. Drawing board
    C. Pen and tablet
    D. Whiteboard
    Answer: C

29. What is the role of lighting in animation and games?
    A. Cooking food
    B. Making characters glow
    C. Creating mood and realism
    D. Turning off computer
    Answer: C

30. What is a "playable character"?
    A. A toy
    B. A game developer
    C. A character the player controls
    D. A background image
    Answer: C

Section B: Short Answer Questions (10 Marks)

Instructions: Answer **any 2 questions**. Each answer should be **100–150 words**. Each question carries **5 marks**.

1. Why do you want to study Animation & Game Production?
Answer Guidelines:
- Mention your personal interest in animation, cartoons, games, or visual storytelling.
- Share what excites you about creating characters, stories, or games.
- Highlight your career dreams or goals (e.g., animator, game designer).
- Reflect on how this course will help you achieve your goals.

2. Describe your favorite cartoon, game, or animated movie. What do you like about it?
Answer Guidelines:
- Mention the name of the cartoon/movie/game.
- Explain what makes it interesting (e.g., characters, story, graphics, music).
- Describe how it made you feel or what it taught you.
- Share how it inspired you to pursue animation or gaming.

3. What is creativity? How do you express your creativity in daily life?
Answer Guidelines:
- Define creativity in simple words (e.g., new ideas, imagination, thinking differently).
- Give examples from your school, hobbies, or art practice.
- Share how you like to draw, write stories, play games, make videos, etc.
- Connect creativity to animation or game design.

4. If you could design a new character, what would it be like?
Answer Guidelines:
- Describe the look of the character (human/animal/fantasy/robot).
- Talk about its powers, personality, or story.
- Mention where the character lives or what world they belong to.
- Keep it simple but imaginative.

Section C: Long Answer Questions (10 Marks)
Instructions: Answer 1 question only (300 words)

1. Describe your idea for a game or animation. What is the story, who is the main character, and what is special about it?
Answer Guidelines:
- Begin with a title or concept for your idea.
- Describe the main character (looks, behaviour, powers).

- Explain the story setting (city, jungle, space, fantasy world).
- Talk about what challenge or mission the character has.
- Explain what makes it unique or interesting for others.
- You can include your inspirations (a movie, a game, or a book).

2. How do animation and games influence young people? Give examples.
Answer Guidelines:
- Talk about the positive effects (creativity, learning, fun, teamwork).
- Mention how animation teaches values and stories.
- Explain how games build skills (problem-solving, reflexes, storytelling).
- Give examples from Indian or global animated movies/games.
- Reflect on how you've personally been influenced by them.

3. What is your dream career in animation or gaming, and how do you plan to achieve it?
Answer Guidelines:
- Share your career goal (e.g., 3D animator, game artist, story writer).
- Explain why you want to pursue this role.
- Talk about what steps you plan to take (learning, practice, courses).
- Mention how IICS will help you build the skills and portfolio.
- Be honest and specific about your passion and plans.