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Reg. No:.....

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
 Fifth Semester BMMC Degree Examination, November 2017
BMM5B08 – Techniques of Post Production – Video Editing
 (2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One word)

Answer all questions. Each question carries 1 mark

1. All the combined elements that contribute to a shot are known as the?

A. Background material.	B. Mis en scene.
C. Bits and bobs.	D. Clip.
2. Cutting down the size of a video clip is known as?

A. Clipping.	B. Cutting.
C. Cropping.	D. Trimming
3. The first attempt on editing a movie is the?

A. Production Cut.	B. Quick Edit.
C. Rough Cut.	D. Editors Cut
4. The way one shot changes into another is an example of a _____.

A. Fade-out.	B. Transition.
C. Effect.	D. Dissolve.
5. A soundtrack can be added in which view?

A. Normal.	B. Data.
C. Timeline.	D. Layer.
6. A linked sequence of shots make up a _____.

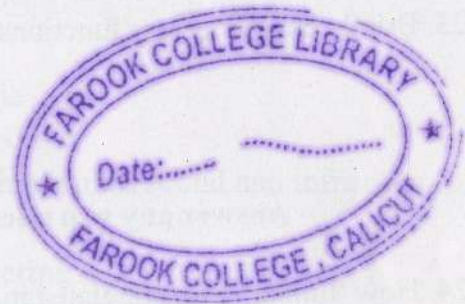
A. Set.	B. Scene.
C. Storyboard.	D. Story
7. EDL stands for

A. Electronic Data List	B. Edit Decision List
C. Electronic Direct Linking	D. Extended Dynamic Loss
8. What is SST ?

A. Silent Sound Track	B. Sound Stereo Track
C. Silent System Track	D. Sound Single Track
9. An editing technique in which two different locations and sets of action combined together are called _____.

A. Parallel editing.	B. Simple editing.
C. Montage editing.	D. Linear editing.
10. Which of the following is not a transition?

A. Fast Zoom	B. Fade in
C. Fade out	D. Zoom



(10 x 1 = 10 Marks)

Section B (Short answer)

Answer any six questions. Each question carries 2 marks

11. Signal to Noise Ratio
12. Parallel Cutting
13. VTR
14. Shot Logging
15. NTSC
16. Audio Mixer
17. AVID
18. Chroma Keying

(6 x 2 = 12 Marks)

Section C (Paragraph)

Answer any three questions. Each question carries 6 marks

19. Describe the importance of analogue editing?
20. What are the elements to maintain sound continuity?
21. Compare linear editing with non-linear editing
22. What is the use of Time Code while Offline & Batch Capturing in non-linear editing?
23. Briefly explain on the functions of various timeline tools in FCP

(3 x 6 = 18 Marks)

Section D (Essay)

Answer any two questions. Each question carries 10 marks

24. How 'timing' is manipulated in a dramatic emotional scene ?
25. Explain the term 'pace' in editing and the application of it in an action sequence?
26. Compare the major advantages and disadvantages between FCP and AVID

(2 x 10 = 20 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BMMC Degree Examination, November 2017

BMM5B09 – Techniques of Post Production – Sound Recordings, Editing & Mastering

(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A

Answer all Questions' Each question carries 1 mark

1. In digital audio _____ describes the number of bits of information recorded for each sample.

a. Sample rate	b. Bit depth
c. Frame rate	d. Frequency
2. Decibel

a. Audio measurement unit	b. Video measurement Unit
c. Audio gain	d. Audio noise
3. Low Frequency

a. Woofer	b. Tweeter
c. Carbon microphone	d. Moving coil microphone
4. MIDI Stands for.
5. FM radio

a. Frequency modulation	b. Frequent Media
c. Frequency meter	d. Frequency Mixing
6. The interdisciplinary science that deals with the study of sound, ultra sound and infra sound is called.

a. Acoustics	b. Audio Engineering
c. Music therapy	d. National Science
7. Microphone

a. Converts sound to an electric signal	b. Smallest Phone
c. Smart Phone	d. Gram Phone
8. Sound is transmitted through gases, plasma, and liquids as

a. Longitudinal waves	b. Mechanical waves
c. Transverse waves	d. Microwave
9. The speed of sound depends on the _____ the waves pass through

a. Vacuum	b. Medium
c. Equipment	d. Signal
10. Frequency of music

a. Pitch	b. Tempo
c. Volume Level	d. Amplitude

(10 x 1 = 10 Marks)

Section B

Answer any six questions. Each question carries 2 marks

11. Timber of sound
12. Signal to Noise ratio.
13. Transducer
14. Parametric equalizer
15. Explain proximity effect
16. RCA Cable
17. Distortion
18. HPF

(6 x 2 = 12 Marks)

Section C

Answer any three questions. Each question carries 6 marks

19. Describe microphone pickup pattern with neat diagram
20. What is pre-Amp? Why it is using?
21. Define the terms mixing and mastering?
22. Explain 5.1 sound system
23. Psychoacoustics.

(3 x 6 = 18 Marks)

Section D

Answer any two questions. Each question carries 10 marks

24. What are features of mixer? How it is working?
25. Explain different types of microphones and their directivity and other features.
26. Explain the concept "voice of the voiceless" on the basis of community radio stations in India.

(2 x 10 = 20 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
 Fifth Semester BMMC Degree Examination, November 2017
BMM5B10 – Introduction to 3D Modeling & Texturing
 (2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One word)*Answer all questions. Each question carries 1 mark*

1. What is the main difference between 2D and 3D?
 - a) Height
 - b) Width
 - c) Depth
 - d) None
2. Which one of the phenomena related to animation?
 - a) Superimposition of light
 - b) Persistence of vision
 - c) Tyndall effect
 - d) Dispersion
3. Which one of the following belongs to a 3D designing software?
 - a) Flash
 - b) Premiere Pro
 - c) Photoshop
 - d) AutoCAD
4. Which was the first 3D representation of human being?
 - a) The Metro Man
 - b) The Boeing Man
 - c) The Boogie Man
 - d) Avatar
5. Which was the first feature-length 3D animated movie?
 - a) Toy Story
 - b) Jungle Book
 - c) The Shrek
 - d) Ice Age
6. Allow you to edit and key the values of a specific object.
 - a) Layer box
 - b) Channel box
 - c) Shelf
 - d) Range slider
7. Photorealism in 3D renders is related to
 - a) Rigging
 - b) Compositing
 - c) Modelling
 - d) Lighting and texturing
8. The allows you to view, edit and apply different Materials and Textures to models, as well as see complex connections between nodes.
 - a) Hypershade
 - b) Connection editor
 - c) UV texture editor
 - d) Outliner
9. A is a specific position in 3D space that is used as a reference for the transformations of objects.
 - a) Origin
 - b) Pivot point
 - c) Face normal
 - d) UV coordinates
10. creates a new face in the same position as the previously selected one.
 - a) Extrude
 - b) Bevel
 - c) Merge
 - d) Combine

(10 x 1 = 10 Marks)

Section B (Short answer)

Answer any six questions. Each question carries 2 marks

11. Bump map
12. Shader
13. Rendering
14. Vertex
15. Editing mode
16. Wire frame view
17. NURBS
18. Boolean operations

(6 x 2 = 12 Marks)

Section C (Paragraph)

Answer any three questions. Each question carries 6 marks

19. Different types of modeling in Maya
20. Briefly explain about UV projections.
21. Explain about the characteristics of Lambert shader.
22. Briefly explain about Mental-ray rendering and its advantages over Maya software rendering.
23. Make a paragraph about the grid in Maya scene.

(3 x 6 = 18 Marks)

Section D (Essay)

Answer any two questions. Each question carries 10 marks

24. Explain shortly about the UI elements in Maya.
25. Write an essay about the process behind a weapon modeling.
26. Make an essay on history of 3D animation.

(2 x 10 = 20 Marks)

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Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BMMC Degree Examination, November 2017
BMM5B11 – Advanced Web Designs
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One Word)

Answer all questions. Each question carries 1 mark

1. What do you add to a template in order to control where page content goes?
 - a. Text Frames
 - b. HTML Controllers
 - c. Editable Regions
 - d. Page Content Controllers
2. In css what does h1 can be called as
 - a. Selector
 - b. Attribute
 - c. Value
 - d. Tag
3. Which of the following jQuery method gets attributes of an element?
 - a. attr()
 - b. getAttr()
 - c. getAttributes()
 - d. None of the above.
4. Which type of style should you use if you want to use the formats on multiple pages?
 - a. Linked
 - b. Embedded
 - c. Inline
 - d. Orthogonal
5. In css what does "color:red" can be called as
 - a. Selector
 - b. Rule
 - c. Declaration
 - d. None of the above
6. ____ is Microsoft's newest version of Active Server Pages and a primary technology for building dynamic, database-driven Web application.
 - a. ASP.NET
 - b. ColdFusion
 - c. Cookie variables
 - d. Server variables
7. _____ selectors, which are used to specify a rule to bind to a particular unique element
 - a. id
 - b. class
 - c. tag
 - d. both (b) and (c)
8. A _____ is the container/intersection where a row and column meet in a table.
 - a. tag
 - b. table ID
 - c. link
 - d. cell
9. The first page of a web site should most commonly be named:
 - a. home.html
 - b. index.html or default.htm depending on the server
 - c. MySite.html
 - d. Something cool, so the other sites will not make fun of it
10. FLV stands for?
 - a. Flash Large Video
 - b. File Large Video
 - c. Flash Live Video
 - d. None of the above

(10 x 1 = 10 Marks)

Section B (Short Answer)

Answer any six questions. Each question carries 2 marks.

11. Form Validation
12. cPanel
13. Streaming media.
14. Spry Widgets
15. Action scripting
16. Responsive web design
17. CSS float property
18. Applet

(6 x 2 = 12 Marks)

Section C (Paragraph)

Answer any three questions. Each question carries 6 marks.

19. What is meant by validating a website?
20. What are the core features of jQuery?
21. What is SEO? What is image optimization in SEO?
22. Discuss the need for scripting languages in for webpage designing?
23. List out some of the JQuery function used for webpage designing?

(3 x 6 = 18 Marks)

Section D (Essay)

Answer any two questions. Each question carries 10 marks.

24. Adobe Dreamweaver is a full featured web application development tool. Explain?
25. What are the various steps that need to be followed to ensure completeness of a Web site before it is uploaded on the internet?
26. Define what is CSS? Different ways of inserting style sheet to HTML Document?
Explain the structure of a CSS rule with examples.

(2 x 10 = 20 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BMMC (Open Course) Degree Examination, November 2017

BMM5D01 – Introduction to Multimedia

(2015 Admission onwards)

Max. Time: 2 hours

Max. Marks: 40

Section A (One word)

Answer all the questions. Each questions carries 1mark

1. Maximum compressed format of image

- a) TIFF
- b) JPEG
- c) EPS
- d) BMP

2. The branch of physics that studies sound is called -----

- a) Acoustics
- b) Auditory
- c) Biometrics
- d) Linguistics

3. Broadcast Video standerd-----

- a) VDI
- b) SECAM
- c) AVI
- d) VGA

4. Who coined the term "multimedia"?

- a) MacGraw-Hill
- b) Andrew Dixx
- b) c) Bob Goldstein
- d) D.W Griffith

5. Blue + Red = -----

- a) Pink
- b) Orange
- c) Purple
- d) Yellow

6. Vector file format.....

- a) PSD
- b) EPS
- c) JPEG

7. ----- is the field concerned with the computer controlled integration of different media types like text, image, graphics, video, etc.

8. ----- means the design and use of appropriate typefaces or fonts as a means of visual communication.

(8 x 1 = 8 Marks)

Section B (Short Answer)

Answer any five questions. Each question carries 2 marks

9. Tint
10. Flipbook
11. Analogous colors
12. Shape animation
13. PSD
14. SWF

(5 x 2 = 10 Marks)

Section C (Paragraph)

Answer any two questions. Each question carries 6 marks

15. What is Linear Multimedia and Non – Linear Multimedia?
16. Differentiate contrast and brightness?
17. Explain multimedia system architecture
18. Explain Image authoring and editing tools

(2 x 6 = 12 Marks)

Section D (Essay)

Answer any one question. Each question carries 10 marks

19. Define the role of video in multimedia. Explain the various processes involves in video shooting, capturing and editing techniques?
20. Elaborate the characteristics of the graphics software 'Photoshop'?

(1 x 10 = 10 Marks)