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(Pages : 2) Reg. No:....

Name:

### FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

#### Sixth Semester BMMC Degree Examination, March /April 2019 BMM6B15 – Television Production (Digital Media)

(2016 Admission onwards)

Time: 3 hours

Max. Marks: 60

I.	Answe	r all	questions:
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- 1. When the depth of field decreases, ..... number of objects are in focus.
- 2. A low- angle shot allows the character in the frame to .....
- 3. The long shot in which the entire scene is played out is called the .....
- 4. The ring on the camera that allows us to increase or decrease the exposure is .........
- 5. Cameras that come with recorders attached to them are called ......
- 6. Shifting the focus from one object to another is called .....
- 7. A lens that permits a large amount of light is called a ..... lens.
- 8. ..... is responsible for the production of a news bulletin.
- 9. Expand ENG
- Expand PTC

 $(10 \times 1 = 10 \text{ Marks})$ 

#### II. Write shot notes on any six questions:

- 11. Vox pop
- 12. Chroma Key
- 13. Sit coms
- 14. Qualitative analysis
- 15. Ex post facto
- 16. Storyboard
- 17. Non- narrative editing
- 18. Effective shots

 $(6 \times 2 = 12 \text{ Marks})$ 

#### III Write short essays on any three of the following:-

- 19. Explain the different production planning.
- 20. Explain the responsibilities of a producer/ director
- 21. Explain methods of collecting materials for research.
- 22. Explain production planning.
- 23. Explain planning and management of live shows.

 $(3 \times 6 = 18 \text{ Marks})$ 

#### IV Write essay on any 2 of the Following

- 24. Explain the different steps in post production of a video production.
- 25. Differentiate between indoor and outdoor shootings.
- 26. Briefly explain the steps in budgeting.

 $(2 \times 10 = 20 \text{ Marks})$ 

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### FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

### Sixth Semester BMMC Degree Examination, March /April 2019 BMM6B14 – Introduction to Motion Graphics

s: 60

Cime.	3 hours (2016 Ac	lmissio	n onwards)
mile.	3 hours		Max. Mark
1.	Section A  Answer all questions. Ea are pieces of digi	<i>ich que</i> tal foot	estion carries 1 mark age or animation which create the illusion
	of motion or rotation, and are usuall projects.	y comb	pined with audio for use in multimedia
	a. Visual effects	c.	Motion Graphics
2.	b. Visual Editing  CGI in motion graphics means	d.	capturing
	a. Computer-generated imagery	c.	
3.	b. Canadian global information  Keying is a/an Method	d. I.	None of the above
	<ul><li>a. Editing</li><li>b. Compositing</li></ul>	c.	Recording
4.		d. tion of	Shooting a landscape, set, or distant location that
	allows filmmakers to create the illusi filming location.	on of a	n environment that is not present at the
	a. matte painting     b. Tracking	c.	compositing
5,	<ul><li>b. Tracking</li><li>Frame rate of NTSC standard is</li></ul>	d.	Motion stabilizing
	<ul><li>a. 24 fps</li><li>b. 29 fps</li></ul>	c.	25 fps
6.		d. ed in A	30 fps fter Effects.
	<ul><li>a. Plug in</li><li>b. Composition</li></ul>	c.	Export option
7.	A is an invisible layer the	d. hat has	Tracking points all the properties of a visible layer
	<ul><li>a. Text</li><li>b. Null object</li></ul>	c.	Solid
		d.	Light

8.	DI is in stage of a fi	lm making		
	a. Pre production	c.	Production	
	b. Post production	d.	All of the above	
9.	is the process of crea	ating a mas	sk or matte to isola	ate part of an image or
	video.			
	a. Rotoscoping	c.	Stereoscoping	
	b. Compositing	d.	Motion tracking	
10.	Camera motion similar to someon	e raising o	r lowering their he	ead to look up or down.
	a. Pan	c.	Tilt	
	b. Zoom	d.	Dolly	
				$(10 \times 1 = 10 \text{ Marks})$
		Short ar		2220/000
11.	Answer any six questions Visual effects	s. Each qu	estion carries 2 m	arks
12.	Flow Chart			
13.	wire removal			
14.	Particle emitters			
15.	Clone Stamp Tool			
16.	stop motion animation			
17.	Colour Grading			
18.	3D Layer			$(6 \times 2 = 12 \text{ Marks})$
		C (Paragi	10 Table 10	
19.	Answer any three question History of motion graphics.	n. Each q	uestion carries 6 i	narks
20.	Video standards			
21.	Camera stabilizing			
22.	Key frame assistant			
23.	3D cameras			
			* *	$(3 \times 6 = 18 \text{ Marks})$
	Section	on D (Ess:	avs)	
2.1	Answer any two question	s. Each qu	estion carries 10	marks
24.	Make an essay on "Different type	e or visual	compositing tech	noiogies and its
2-	applications".	. Fl.L	· · · · · · · · · · · · · · · · · · ·	
25.	"Motion graphics is everywhere"			es involved in Mation
26.	What is Motion tracking? Explai	n with exa	mple of the proces	so involved in Motion
	tracking.			$(2x\ 10 = 20\ Marks)$
				(2A 10 - 20 Marks)

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# FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

# Sixth Semester BMMC Degree Examination, March/April 2019

# BMM6B13 – Multimedia Designing & Authoring

(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks:

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

1.	A proportional relat	ionship between width	oudl. 1					
	A. Resolution	B. Field of view						
0			C. Aspect ratio	D. None of these				
2.	The represe	nts the proposed Multin	media project graphic	ally.				
	A. Storyboard	B. Flowchart	C. Lavout	D. None of these.				
3.	The process of Digi	tizing video is known a	īs .	= 11 tone of these.				
	A. Compression	B. Decoding	C. Canturing	D. None of these.				
4.	We need at	to translate information	generated by the MIDI device.					
	A. Composer	B. Ripper	C. Synthesizer	D None of the				
5.	The software that could assist a person who could not use their hands for computer input							
	A. Synthesizer	B. Audio digitizer		on D. None of these				
6.	Screen resolution is	measured in	- Programme	on D. None of these				
	A. ppi	B. dpi	C. lpi	D. None of these				
7.	Hypertext is word c	oined by		D. None of these				
	A.Bill Gates	B. Tim Berners Lee	C.Ted Nelson	D. None of these				
8.	By applyingin Adobe Flash we can create an effect similar to morphing.							
	A.Classic tween	B. Motion tween	C. Shane Tween					
9.	is a measure	e of spatial printing or v	ideo dot donaita	D. None of these				
	A.DPI	B. PPI		Hazart Mess				
10.	The programming 1	anguage that goes with ]	C.ISO	D. None of these.				
10.			Flash.					
	ASWF	BFLA	C.ActionScript	D. None of these				

 $(10 \times 1 = 10 \text{ Marks})$ 

### Section B Answer any six questions. Each question carries 2 marks

- 11. Multimedia Building blocks
- 12. Interactive Multimedia applications
- 13. Video sampling
- 14. Edutainment.
- 15. Computer based training
- 16. CD Plus or CD Extra.
- 17. Instructional Designer
- 18. Icon based authoring systems

 $(6 \times 2 = 12 \text{ Marks})$ 

## Section C Answer any three questions. Each question carries 6 marks

- 19. What are the characteristics of a Multimedia system?
- 20. Why are sound and video important in a successful Multimedia presentation?
- 21. Describe the four basic navigational (organizing) structures following in Multimedia applications.
- 22. What are the requirements for viewing Multimedia applications in different media and distribution technology?
- 23. What are the possibilities of Multimedia technology in marketing and advertising?

 $(3 \times 6 = 18 \text{ Mark})$ 

### Section D Answer any two questions. Each question carries 10 marks

- 24. What are the critical parameters for planning the production of a Multimedia interactive application?
- 25. Detail the stages involved in a Multimedia production.
- 26. Why creative concept development is important in Multimedia application development.

 $(2 \times 10 = 20 \text{ Mark})$ 

Real Property of the Paris FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE Name of the second BISH4B05 - Ottoman Turkey and Safavid P. (2017 Admir Turkey and Safavid P.) BISH4B05 - Ottoman Turkey and Safavid Persia (2017 Admission onwards) of Juneary

(Pages 2)

Max. Marks: 80

Section A( Objective Type questions) Answer all questions

Who was known as al Qanuni? which year the Janissaries were abolished? who was the first Caliph of the Ottoman empire? Mention the reigning period of Shah Ismail Name the Safavid Capital What is the expansion of CUP? In which year the GNA was formed? Who was the last Ottoman Caliph?

Name the Safavid ruler who led a war against the Mughal emperor Jahangir? Who is known as the Father of modern Turkey?

(10x1=10 Marks)

Section B Answer all questions in a paragraph

Midhat Pasha Gazi State Salim II The Grand National Assembly Shah Ismail

(5x2=10 )

- Line tester is related to ..... 9. c. Composition a. 3D animation b. Claymation d. Cell animation Parent constrain can control...... channel values. Translate and Rotate a. Translate and Scale d. Visibility b. Rotate and Scale  $(10 \times 1 = 10 \text{ Marks})$ Section B (Short answer) Answer any six questions. Each question carries 2 marks 11. Channel Box Key frame 12. Scene optimizing 13. 3D Animation 14. Directional lights 15. 16. Graph editor Particle deflectors 17.  $(6 \times 2 = 12 \text{ Marks})$ 18. Blend shapes Section C (Paragraph) Answer any three question. Each question carries 6 marks What are the principles can be used to change a robotic movements into an organic 19. movements? Explain the following Maya Camera features 20. a. Near clip b. Far clip c. Camera angle Briefly explain about Multi-passes in rendering. 21. Difference between IK and FK. 22.  $(3 \times 6 = 18 \text{ Marks})$ Make a short essay on Three point Lighting. 23. Section D (Essays) Answer any two questions. Each question carries 10 marks
  - 24. Make an essay on different types of motion capturing technologies and its relevance in animation.
  - 25. Make an essay on the carriers and scope of Visual effects industry.
  - 26. Steps involved in a human character rigging.

 $(2 \times 10 = 20 \text{ Marks})$