

1B5N24153

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Reg. No:.....

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BMM Degree Examination, November 2024
BMM5B13 – Introduction to 3D Modeling & Texturing
(2022Admission onwards)

Time: 2 hours

Max. Marks : 60

PART A

*Answer any number of questions, each not exceeding 50 words.
Each question carries 2 marks. Ceiling of marks for Part A is 20.*

1. Define "Primitives" in 3D modeling.
2. What is the function of a "Spot Light"?
3. Explain "UV Mapping".
4. Describe the use of "Reference Images" in modeling.
5. What is a "Normal Map"?
6. Define "Sew" in UV editing.
7. What is the purpose of "Displacement Maps"?
8. Explain "Boolean Operations" in 3D modeling.
9. What does "Unwrapping" involve?
10. Define "Phong Shader".
11. What is "Surface Modeling"?
12. What is the function of a "Directional Light"?

SECTION B

*Answer any number of questions, each not exceeding 100 words.
Each question carries 5 marks. Ceiling of marks for Part B is 30.*

13. Explain the basic features and tools of 3D modeling software.
14. Describe the process of "Character Modeling" and its significance.
15. What are the different types of shaders in 3D modeling? Provide examples.
16. Discuss the role of "UV Texture Editor" in texturing.
17. Explain the concept of "Texture Mapping" and its applications.
18. Describe how "Lighting" impacts the realism of a 3D scene.
19. What is the purpose of "Interactive Editing" in UV mapping?

SECTION C

Answer any one question not exceeding 400 words.

The question carries 10 marks.

20. Explain the complete process of creating and texturing a 3D model. Include details on modeling, UV mapping, texturing, and rendering.
21. Discuss the importance of 3D modeling and texturing in modern visual effects. How do these processes enhance visual storytelling?

(1 x 10 = 10 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BAMB Degree Examination, November 2024

BMM5B14 – Advanced Web Designing

(2022 Admission onwards)

Time: 2 hours

Max. Marks : 60

PART A

Answer any number of questions each not exceeding 50 words.
Each question carries 2 marks. Ceiling of marks for Part A is 20

1. Elementor
2. JQuery
3. CDN
4. SMTP
5. Jetpack
6. Gutenberg
7. SEO
8. Hosting
9. Layout
10. Optimization
11. Astra
12. Dashboard

PART B

Answer any number of questions each not exceeding 100 words.
Each question carries 5 marks.
Ceiling of marks for Part B is 30.

13. Define web designing and explain its importance in user experience and marketing.
14. List three types of websites and describe one characteristic of each.
15. What is JQuery selectors and why is it important for web designers?
16. Briefly explain the concept of SEO and its significance.
17. Describe what CMS stands for and name one advantage of using CMS platforms.
18. What are the basic steps to install WordPress on a web host?
19. Explain the term "freelancing with WordPress."

PART C

Answer any one questions not exceeding 400 words.
Question carries 10 marks.

20. What are the key considerations when choosing a web hosting package?
21. Evaluate the importance of social media marketing and social media activism.

(1 x 10 = 10 Marks)

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Reg. No:

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BMM Degree Examination, November 2024
BMM5B15 – Techniques of Post Production – Visual Editing
(2022 Admission onwards)

Time: 2 hours

Max. Marks : 60

Section A

All questions can be answered. Each question carries 2 marks. (Ceiling 20)

1. Explain Shot logging.
2. What is Video Codec
3. Explain the concept of 'audio levels' in video editing.
4. Define the term 'Aspect Ratio'.
5. Ripple edit tool.
6. Explain Sequence.
7. What is Jump Cut.
8. VFX
9. What is L cut.
10. Explain Lower third.
11. What is action safe area.
12. What is Parallelism

Section B

All questions can be answered.

Each question carries 5 marks. (Ceiling 30 marks)

13. Explain what is kuleshov's effect in video editing.
14. Elaborate the term video standards and its types.
15. What is continuity editing? Explain the importance of continuity in visual editing.
16. Differentiate between Linear and Nonlinear editing techniques.
17. Explain the key responsibilities and skills required for a video editor.
18. What is the role of transition effects in video editing explain with examples.
19. How does the order of shots influence the narrative flow and storytelling in video editing?

Section C
Answer any one Question.
Questions carry 10 marks.

20. Explain the features and characteristics of narrative structure focussing editor as story teller. .
21. Discuss the evolution of video editing from linear to non-linear. How has this transformation impacted the filmmaking process?

(1 x 10 =10 Marks)

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Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BAMB Degree Examination, November 2024
(Open Course)
BMM5D01– Fundamentals of Multimedia
(2022 Admission onwards)

Time: 2 hours

Max. Marks : 60

PART A

*Answer any number of questions each not exceeding 50 words.
Each question carries 2 marks. Ceiling of marks for Part A is 20.*

1. RGB
2. File format
3. MP3
4. HUE
5. Digital image
6. Compression
7. Infographics
8. User Interface
9. Vector graphics
10. Storyboard
11. Grayscale
12. Layer

PART B

*Answer any number of questions each not exceeding 100 words.
Each question carries 5 marks. Ceiling of marks for Part B is 30.*

13. Elaborate blending tools.
14. Importance of audio in multimedia
15. What are the applications of multimedia?
16. How is multimedia used in daily life?
17. What are the types of compressions?
18. Explain in detail the different types of multimedia elements and their importance
19. Explain benefits of multimedia.

PART C

Answer any one questions not exceeding 400 words. Question carries 10 marks.

20. The role of Photoshop in multimedia production and its functions
21. Describe multimedia file formats and systems and their applications.