2B6M21571

(Pages : 2)

Reg. No:............................

Name: ....

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BAMC Degree Examination, March/April 2021
BBMC6B13 – Multimedia Designing & Authoring
(2018 Admission onwards)

Time: 3 hours

Max. Marks: 60

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

1. The process of Digitizing video is known as _____.

   A. Compression   B. Decoding   C. Capturing   D. None of these.

2. _____ is a measure of spatial printing or video dot density.

   A.DPI   B. PPI   C.ISO   D. None of these.

3. _____ are static pictorial representations of data.

   A. Computer Graphics   B. Digital Data   C.RAW Image D. None of these.

4. What does AIFF stands for?

   A. Audio Interchange File format   B. Audio Interchange file Folder

   C. ASCI linter change file format   D. Audio interchange file format

5. What does AVI stand for?

   A. Audio for Voice on the Internet   B. Audio Voice Interleaved

   C. Audio Video Interleaved   D. Adapted Video for Internet

6. Hypertext is word coined by _____

   A. Bill Gate   B. Tim Berners Lee   C.Ted Nelson   D. None of these

7. _____ is the process of using an algorithm to transform information to make it unreadable for

   unauthorized users.

   A. Encryption   B. Decryption   C. Compression   D. None of these

8. In Audio and Video Compression, each frame is divided into small grids, called picture elements

   or _____.

   A.Frame   B. Packets   C. Pixels   D. None of these

9. Space between two lines

   A.Leading   B.Kerning   C.Tracking   D.Font mapping

10. In Real Time Interactive Audio Video, conferencing requires two way communication between

    A. Receivers and senders   B.Packet to frames   C.Frames to pixels   D.None of these

(10 x 1 = 10 Marks)

Section B

Answer any six questions. Each question carries 2 marks

11. Content specialist.

12. Adobe Flash Builder

13. Presentation software.

14. Action scripting.

15. CD and DVDs.

16. Computer based training

17. Instructional Designer

18. Icon based authoring systems   (6 x 2 = 12 Marks)

Section C

Answer any three questions. Each question carries 6 marks

19. User documentation is a very important feature of high-end multimedia titles. Explain?

20. What are the possibilities of Multimedia technology in education?

21. Explain the importance of storybardin Multimedia application development.

22. What are the responsibilities of a Multimedia Architect in multimedia production?

23. What are the basic features of a Multimedia authoring software?

                                                                    (3 x 6 = 18 Marks

Section D

Answer any two questions. Each question carries 10 marks

24. Explain good interface design is the key feature of a good interactive multimedia application.

25. Write an essay on Multimedia authoring softwares and processes.

26. What are the computer hardware and software required for Multimedia production?

                                                                    (2 x 10 = 20 Marks)

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Reg. No:........................

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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester BAMC Degree Examination, March/April 2021

BBMC6B14 – Introduction to Motion Graphics

(2018 Admission onwards)

Time: 3 hours

Max. Marks: 60

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

1. The horizontal movement of camera.

   a) Panning   b) Tilting   c) Rolling   d) Tracking

2. After effect file extension

   a) AEP   b) PSD   c) EXE   d) XPF

3. Video

   a) GIF   b) MP4   c) PNG   d) MP3

4. The quickest way to create a closed mask is..........

   a)Luma key   b)elliptical tool   c) Pan behind   d)None of the above

5. Adobe After effect is a powerful application which render..........

   a)3D graphics   b)2D graphics   c) 4D graphics d) None of the above

6. Adding your own voice-over to explain some action on a movie is known as.......

   a) Dubbing   b) Ad Lib   c)Oration   d) Narration

7. Which of the following is not a transaction?

   a) Fade in   b) Fast zoom c) Fade out   d) Zoom

8. Who is father of animation?

   a) Walt Desny   b) Emile Cohl   c)Sturt Blackton d) Winson Mecay

9. Digital storage medium

   a)Pen drive   b) USB port   c) Monitor   d) None of the above

10. .... in not a video file.

    a) PNG   b) MP4   c) AVI   d) WMV

(10 x 1 = 10 Marks)

11. Track Mattes

12. What doyou mean by Key frame animation?

13. Explain Blending Modes?

14. Explain Null Layers.

15. Define Linear Editing

16. Graph editor

17.Video Frame rate.

18. Ambient light

(6 x 2 = 12 Marks)

Section C (Paragraph)
Answer any three questions. Each question carries 6 marks.

19.Discuss about particle animation?

20. Explain motion sketch.

21. What is the function of split layer?

22. Explain cell animation.

23. How to use blending modes to correct colour.

24. Discuss about Adobe Photoshop.

(3 x 6 = 18 Marks)

Section D (Essays)
Answer any two questions. Each question carries 10 marks.

25. Make an essay about Adobe after effect.

26. Explain the Importance of VFX in film industry.

27. Write about motion graphics software.

(2 x 10 = 20 Marks)

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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BAMC Degree Examination, March/April 2021
BBMC6B15 – Television Production (Digital Media)
(2018 Admission onwards)

Time: 3 hours

Max. Marks: 60

I .Answer all questions:

1. Form of commercial advertising used to promote television or radio programs --------?
2. Metal flap attached to the front of a lamp housing to prevent light from spilling outside a desired area?
3. Expand CCU?
4. Editing method which allows you to access any frame in a digital video clip regardless of sequence in the clip?
5. A shot emphasizing detailed elements in a scene, as opposed to the more panoramic wide view called as------------?
6. A person who oversees one or more aspects of a television program is called as ----------?
7. --------- Light is used to fill in shadows left by key light?
8. What is the space above a person's head and the screen called in a shot?
9. Expand MPEG?
10. Which television anchor won the 2019 Ramon Magsaysay Award?

(10 × 1 = 10 Marks)

II .Write Short note on any SIX of the following:

11. Pre-production.
12. File shot.
13. Copyright
14. Story board
15. Lighting plan
16. Economy shooting methods
17. OB van
18. Studio

(6 × 2 = 12 Marks)

III. Write Short essays on any THREE of the following:

19. Explain types of Television programs?

20. Role of graphics and animation in television production?

21. Explain different kinds of research?

22. Explain News based programme?

23. Discuss in detail about story boards?

(3 × 6 = 18 Marks)

IV. Write essays on any TWO of the following:

24. List the major steps involved in television production?

25. Explain Multi camera Production?

26. Write about the importance of research in television production?

(2 × 10 = 20 Marks)

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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester BAMC Degree Examination, March/April 2021

BBMC6B16 – Advanced 3D Animation VFX & Compositing

(2018 Admission onwards)

Time: 3 hours

Max. Marks: 60

1.   .... is a render plugin.

a)Arnold   b) Surface shader   c)IBL   d) Bifrost

2.   Maya's particle generation system is known as ... ?

a)Particle Flow   b)Mental Ray Particles c)mParticles d)nParticles

3.   In Pixilations, characters are ....

a)Puppets   b)Clay models c)Paper cut outs d)Human beings

4.   Neighbours is an example for

a)Claymation b)Puppetoons c)Pixilation d)Cut out animation

5.   Preparation for an action in animation is ....

a)Anticipation b)Exaggeration c)Follow through d)Timing

6.   Pre visualization is a process in

a)Pre production b)Production c)Post production d)None of the above

7.   Gravity is a .... In dynamics

a)Deformer   b)Particles   c)Rigid body d)Field

8.   What will happen if the animation doesn't follow the ARC principle?

a)Animation will become Robotic   b)Animation will become Organic

c)Animation will become Cartoonic d)Nothing will happen

9.   "Bank" is an option in ....

a)Path animation   b)Character animation

c)Motion capturing   d)Face capturing

10.   IBL is a

a)Lighting techniques   b)Rendering techniques

c)Rigging techniques   d)Texturing techniques

(10 x 1 = 10 Marks)

Section B (Short answer)

Answer any six questions. Each question carries 2 marks

11. CEL

12. Pegbar

13. Key frame

14. Near clip in camera

15. Raytracing

16. Particles system in Dynamics

17. Hypershade

18. Lambert

(6 x 2 = 12 Marks)

Section C (Paragraph)
Answer any three questions. Each question carries 6 marks

19. Types of motion capturing

20. Purpose of graph editor in animation.

21. Blend shapes and it uses

22. Compare any three different types of Lights used in MAYA

23. Advantages of node based compositing (NUKE).

(3 x 6 = 18 Marks)

Section D (Essay)
Answer any two questions. Each question carries 10 marks

24. Make an essay on "Animation as a medium of communication"

25. What are the different terms involved in a character rigging pipeline and ....compared with the smooth binding and Rigid binding?

26. Different types of effects and its applications in 3D software.

(2 x 10 =20 Marks)