

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Third Semester BAMB Degree Examination, November 2025

BMM3CJ201 – Scripting and Screenplay

(FYUGP 2024 Admission onwards)

Time: 2 hours

Max. Marks : 70

PART – A

All questions can be attended.
Each question carries **Three** mark.

Ceiling -24 Marks

No	Questions	COs	Knowledge Level(KL)	Marks
1	What are the main stages of script development?	1	U	3
2	Identify the key elements of a script	1	R	3
3	Define a script proposal in screenwriting.	5	U	3
4	Define storyboarding.	3	U	3
5	Write a synopsis for a short film on a social issue of your choice	5	C	3
6	Explain the fundamentals of dialogue writing	1	U	3
7	Explain three act structure .	2	U	3
8	List any two screenplay writing techniques	1	R	3
9	Explain how storyboarding helps in visualizing a story before production	6	A	3
10	Explain the importance of research in scriptwriting	3	U	3

PART – B

All questions can be attended.
Each question carries six marks.

Ceiling -36 Marks

No	Questions	COs	Knowledge Level(KL)	Marks
11	Explain why proper formatting is important in screenplay writing	3	U	5
12	What are the key features of scriptwriting for a reality show?	3	U	5
13	Explain camera angles	6	U	5
14	Differentiate between fiction and non-fiction with examples	3	A	5
15	Explain the fundamentals of character development with example	1	C	5
16	Explain the relationship between writer and director	3	An	5
17	Define treatment and discuss its purpose.	4	U	5
18	Explain the importance of a shooting script in film production.	6	U	5

PART - C

Answer any *one* questions.
Each question carries **Ten** marks.

No	Questions	COs	Knowledge Level(KL)	Marks
19	Create a script for a short radio advertisement of 30 seconds.	6	C	10
20	Critically analyse different types of script writing format.	2	AN	10

1 x 10 = 10 Marks

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Third Semester BAMB Degree Examination, November 2025

BMM3CJ202 – Audio Production Techniques

(FYUGP 2024 Admission onwards)

Time: 2 hours

Max. Marks : 70

PART – A

All questions can be attended.
Each question carries Three mark.
Ceiling -24 Marks

NO	Questions	COs	Knowledge Level(KL)	Marks
1	Define acoustics in sound production.	CO1	R	3
2	What are analog and digital audio signals?	CO1	U	3
3	List two basic studio recording devices.	CO1	R	3
4	Explain and expand MIDI Files in Protocols	CO1	U	3
5	Define microphone directionality.	CO2	R	3
6	What is quantizing in digital audio?	CO2	U	3
7	List two functions of an audio mixer.	CO3	R	3
8	Write a short note about "DAW"	CO3	U	3
9	Explain the role of audio effects.	CO3	U	3
10	What is mastering in audio production?	CO5	U	3

PART – B

All questions can be attended.
Each question carries six marks.
Ceiling -36 Marks

NO	Questions	COs	Knowledge Level(KL)	Marks
11	Explain the fundamentals of studio setup.	CO1	U	6
12	Explain the importance of microphone specifications.	CO2	U	6
13	Outline the process of analog-to-digital conversion.	CO2	U	6
14	Explain audio mixing techniques with examples.	CO3	Ap	6

15	Summarise the functions of audio mixers.	CO4	U	6
16	Explain the role of plugins in audio production.	CO3	Ap	6
17	Identify the significance of track management.	CO5	Ap	6
18	Explain the business aspects of audio production.	CO4	E	6

PART - C

Answer any *one* questions.
Each question carries **Ten** marks.

NO	Questions	COs	Knowledge Level(KL)	Marks
19	Elaborate the mastering techniques use in the audio business.	CO1	C	10
20	Sound effects are very important in film. Explain	CO4	E	10

1 x 10 = 10 Marks

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Third Semester BAMB Degree Examination, November 2025

BMM3MN203 – Basics of Motion Graphics

(FYUGP 2024 Admission onwards)

Time: 2 hours

Max. Marks : 70

PART – A

All questions can be attended.
Each question carries **Three** mark.
Ceiling -24 Marks

		Cos	Knowledge Level(KL)	Marks
1	Define anchor-point	CO1	Understand	3
2	Describe the term Spacing	CO1	Understand	3
3	Define legibility in the context of text animation	CO3	Understand	3
4	Explain “Motion Graphics”.	CO4	Remember	3
5	State the purpose of using key frames in text animation.	CO3	Remember	3
6	Classify different types of animation presets	CO3	Understand	3
7	Define the term kinetic typography.	CO4	Understand	3
8	Classify different properties that can be animated using key frames.	CO2	Understand	3
9	Define Null Object	CO2	Understand	3
10	Identify the purpose of time line	CO2	Understand	3

PART – B

All questions can be attended.
Each question carries six marks.
Ceiling -36 Marks

		COs	Knowledge Level(KL)	Marks
11	Describe the importance of typography in motion graphics.	CO2	Understand	6
12	Describe the concept of masking	CO2	Understand	6
13	Classify the different branding elements used in motion graphics.	CO4	Understand	6
14	Explain 3D Layer	CO2	Understand	6

15	Discuss common techniques used for animating text layers in motion graphics	CO3	Understand	6
16	Develop a 20-second animation concept for a new mobile app launch.	CO4	Analyze	6
17	Explain branding Elements	CO4	Understand	6
18	Discuss the Various text effects	CO3	Understand	6

PART - C

Answer any *one* questions.
Each question carries **Ten** marks.

		COs	Knowledge Level(KL)	Marks
19	Explain the key principle of motion graphics and its applications	CO1	Understand	10
20	Analyze the performance of a social media ad campaign for a newly launched fitness app.	CO4	Analyze	10

1 x 10 = 10 Marks