

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BAMB Degree Examination, November 2025

BMM5B13 - Introduction to 3D Modelling & Texturing

(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. Distinguish between a 2D object and a 3D object?
2. List any four basic 3D modeling tools.
3. Define texture map.
4. Define the concept of "unwrapping."
5. Name two basic shader types
6. How is a Point light different from a Directional light?
7. What is the primary purpose of casting shadows?
8. What is a CV curve and how is it used in 3D modeling?
9. What is the function of the "relax" tool in the UV editor?
10. What are the components of polygon?
11. What are Normal maps used for?
12. What is the purpose of using reference images in modeling?

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 difference between polygon, curves, and surfaces as methods for 3D modeling.
14. Explain the concept of creating and laying out UVs using different projection methods.
15. Describe the fundamental concepts of texturing and its importance in making a model look realistic.
16. Explain the characteristics and uses of Directional, Spot, and Point lights in a basic lighting setup.
17. How do you apply a texture map to a 3D model? Explain the general process.

18. Describe the function and attributes of the UV texture editor.
19. What is the role of 3D transformation tools and how are they used in the modeling process?

SECTION C

Answer any one question not exceeding 400 words. The question carries 10 marks.

20. Detail the complete workflow for modeling a simple prop, starting from using reference images to surfacing and applying textures.
21. Provide a comprehensive explanation of the different types of texture maps (Color, Bump, Specular, Transparency, Reflection, Displacement, Normal) and how they work together to create a realistic-looking model.

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BAMB Degree Examination, November 2025

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. Define Elementor.
2. What is the role of Domain in web development.
3. Explain the function of SMTP in website communication.
4. What is Moodle.
5. Define SEO and its importance.
6. What is Gutenberg editor?
7. Mention any two WordPress themes.
8. What is the purpose of a dashboard in CMS?
9. Define layout in web design.
10. What is optimization in website development?
11. What is the use of Astra theme?
12. Define hosting and its types.

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. Explain the importance of web design in branding and marketing.
14. List and describe three types of websites.
15. Identify the significance of digital marketing strategy.
16. Describe the concept of SEO and its impact on visibility.
17. What is CMS? Mention one advantage of using CMS platforms.
18. Outline the steps to install WordPress on a web host.
19. What does "freelancing with WordPress" mean?

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 activism in digital strategy.

(1 x 10 = 10 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BMM Degree Examination, November 2025

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. SNR
2. EDL
3. Non-Linear Editing
4. Clips Trimming
5. D.W Griffith
6. Sequence.
7. Parallel cut
8. Key frame
9. Montage
10. Shot logging
11. What is Narrative story telling?
12. Symbolism

Section B

All questions can be answered.

Each question carries 5 marks. (Ceiling 30 marks)

13. Explain the key features of Adobe Premiere as a non-linear editing tool.
14. Elucidate NTSC & PAL
15. The concept of movie become reality in an editing table, comment.
16. Differentiate between L cut and J cut.
17. Explain continuity.
18. Differentiate Action cutting & parallel cutting.
19. Comment on 'Editor as a story teller'.

Section C

Answer any one Question, Questions carry 10 marks.

20. Trace the history of film editing.

21. What are the qualities and responsibilities of a video editor?

(1 x 10 =10 Marks)

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Reg. No:.....

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Fifth Semester BAMB Degree Examination, November 2025
(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. Digital Media
2. PNG
3. Multimedia File Conversion
4. Interactivity in Multimedia
5. JPEG
6. Characteristics of Sound
7. Aspect Ratio
8. Vector Graphics
9. Analog and Digital Audio Recording
10. Frequency of Sound
11. RGB and CMYK
12. Multimedia Communication Protocols

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 multimedia and explain its key characteristics.
14. Examine the role of multimedia in entertainment and business sectors.
15. Compare and contrast lossy and lossless compression methods.
16. Explain the concept of hypermedia and its relationship with multimedia systems.
17. Describe various multimedia file formats and their standards.
18. Discuss image authoring and editing tools.
19. Analyze the role of multimedia I/O technologies in system performance.

PART C

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

20. Evaluate the significance of video technology in multimedia systems. How do these technologies shape the future of multimedia computing?
21. Analyze the technical aspects of digital image processing in multimedia. Compare different image file formats in terms of their characteristics and applications.