

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE  
Fifth Semester BMMC Degree Examination, November 2018  
BMM5B08 – Techniques of Post Production – Visual Editing  
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A ( One word )

Answer all questions. Each question carries 1 mark

1. Number recorded per second from the source audio is called as the
 

A. Bit Depth	B. Sampling Rate
C. Audio digital	D. Pitch
2. Name the process of transferring the video from a tape to the hard disk on the computer.
 

A. Render	B. Capture
C. Trimming	D. Mixing
3. Setting key frames on a clip allows the user to
 

A. Control how the effect is applied at different points in time.	B. Split the clip into separate clips.
C. Assign markers to the clip.	D. Allow easier navigation within the clip.
4. NTSC is the North American broadcast standard that sets \_\_\_\_\_ frames in a second.
 

A. 24 frames.	B. 29.97 frames.
C. 25 frames.	D. 12 frames.
5. Which of the following is not an audio format?
 

A. .mov.	B. .aac.
C. .mp3.	D. .sflk.
6. The aspect ratio of widescreen is \_\_\_\_\_.
 

A. 16:5	B. 5:3
C. 4:3	D. 16:9
7. A \_\_\_\_\_ is used to compress and keep the size of a video file small.
 

A. Frame rate	B. Frame size
C. Codec	D. Depth
8. Linear editing can be further classified into \_\_\_\_\_ and \_\_\_\_\_.
 

A. Sound editing & Parallel editing.	B. Parallel Editing & Non linear editing.
C. Simple Editing & Montage editing.	D. Assemble editing & Insert editing.
9. In analogue editing, you physically copy shots from one or more tapes onto a new tape called \_\_\_\_\_.
 

A. Edit Master Tape.	B. Edit Decision Tape.
C. Edit Roll tape.	D. Assemble tape
10. A \_\_\_\_\_ is the simplest and most widely used transition technique for building a link between two distinct shots.
 

A. cut	B. Fade
C. Jump	D. Split screen

(10 x 1 = 10 Marks)

**Section B ( Short answer )**

**Answer any six questions. Each question carries 2 marks**

11. Video Standards
12. Action Cutting
13. EDL
14. Meta Data
15. PAL
16. Keyframes
17. Alpha Compositing
18. Sound Mixing

**(6 x 2 = 12 Marks)**

**Section C ( Paragraph )**

**Answer any three questions. Each question carries 6 marks**

19. How can you control cinematic time in editing ?
20. What are the important aspects to be considered while maintaining physical continuity?
21. Describe the importance of analogue editing?
22. What are the physical approaches for the fragmentation of an action sequence?
23. Explain parallel cut on the basis of an example

**(3 x 6 = 18 Marks)**

**Section D ( Essay )**

**Answer any two questions. Each question carries 10 marks**

24. Elaborate on the role of editing with reference to a film of your choice
25. Write on the major features of Final Cut Pro
26. " Cut for proper values rather than for proper matches " –Elaborate

**(2 x 10 = 20 Mark)**

## FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BMMC Degree Examination, November 2018

BMM5B09 – Techniques of Post Production – Sound Recording, Editing &amp; Mastering

(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

## Section A

Answer all Questions' Each question carries 1 mark

1. Number of cycle per second.
  - a. Amplitude
  - b. Decibel
  - c. Frame rate
  - d. Frequency
2. The microphone that picks up sound from both sides is called
  - a. Omni Directional
  - b. Bi directional
  - c. Hyper cardioid
  - d. Super cardioid
3. High Frequency
  - a. Woofer
  - b. Tweeter
  - c. Carbon microphone
  - d. Moving coil microphone
4. Audio file formats
  - a. MPEG-3
  - b. TIFF
  - c. JPEG
  - d. GIF
5. Uncompressed audio.
  - a. MP<sub>3</sub>
  - b. Wave
  - c. WMA
  - d. 3gp
6. Frequency is measured in \_\_\_\_\_ unit
  - a. Hertz
  - b. dB
  - c. Ohm
  - d. Seconds
7. Speakers
  - a. Converts electrical to acoustic
  - b. vibrations
  - c. Compress the sound
  - d. Converts acoustic to electrical
8. Combination of fundamental frequency is called \_\_\_\_\_.
  - a. Tempo
  - b. Pitch
  - c. Timber
  - d. Echo
9. Surround sound
  - a. Background music
  - b. Medium
  - c. Sound from surroundings
  - d. Multi-channel audio playback systems
10. Audio
  - a. Acoustic energy
  - b. Sound energy
  - c. electrical energy
  - d. Wind energy

(10 x 1 = 10 Marks)

### Section B

Answer any six questions. Each question carries 2 marks

11. Signature tune.
12. Reverberation.
13. XLR.
14. Graphic equalizer.
15. Audio interface.
16. RCA Cable
17. MP<sub>3</sub> and Wave
18. Tweeter.

(6 x 2 = 12 Marks)

### Section C

Answer any three questions. Each question carries 6 marks

19. Describe mono to stereo conversion.
20. What is MIDI and Subgroups?
21. Define the term EQ in mixer?
22. What are the steps involves, to dubbing on a video clip in Nuendo?
23. Define sample rate and bit depth?

(3 x 6 = 18 Marks)

### Section D

Answer any two questions' Each question carries 10 marks

24. Explain the role and impact of sound and sound effects in advertising industry?
25. Derive audio chain and discuss with neat diagram.
26. Explain the features of pro tools while recording and mixing.

(2 x 10 = 20 Marks)



### Section B (Short answer)

*Answer any six questions. Each question carries 2 marks*

11. Perspective view
12. Virtual reality
13. Mia materials
14. Vertex
15. Object mode
16. Wire frame view
17. MEL
18. Boolean operations

**(6 x 2 = 12 Marks)**

### Section C (Paragraph)

*Answer any three questions. Each question carries 6 marks*

19. Different types of modelling in Maya
20. Explain shortly about the UI elements in Maya.
21. Explain about the characteristics of Blinshader.
22. Briefly explain about Mental-ray rendering and its advantages over Maya software rendering.
23. Make a paragraph about Polygon primitives.

**(3 x 6 = 18 Marks)**

### Section D (Essay)

*Answer any two questions. Each question carries 10 marks*

24. Briefly explain about UV projections.
25. Write an essay about the process behind a spaceship modeling.
26. Make an essay on history of 3D animation.

**(2 x 10 = 20 Marks)**

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE  
Fifth Semester BMMC Degree Examination, November 2018  
BMM5B11 – Advanced Web Designing  
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

**Section A (One Word)**

*Answer all questions. Each question carries 1 mark*

1. Which of the following tag is used to embed css in html page?  
a. <script>      b. <style>      c. <css>      d. <!DOCTYPE html>
2. In css what does h1 can be called as  
a. Selector      b. Attribute      c. Value      d. Tag
3. Which of the following jQuery method gets attributes of an element?  
a. attr()      b. getAttr()      c. getAttributes()      d. None of the above.
4. . Which type of style should you use if you want to use the formats on multiple pages?  
a. Linked      b. Embedded      c. Inline      d. Orthogonal .
5. In css what does “color:red” can be called as  
a. Selector      b. Rule      c. Declaration      d. None of the above
6. Which of the following is an appropriate value for overflow element?  
a. hidden      b. auto      c. scroll      d. all of the mentioned
7. \_\_\_\_\_ selectors, which are used to specify a rule to bind to a particular unique element  
a. id      b. class      c. tag      d. both (b) and (c)
8. A \_\_\_\_\_ is the container/intersection where a row and column meet in a table.  
a. tag      b. table ID      c. link      d. cell
9. The first page of a web site should most commonly be named:  
a. home.html  
b. index.html or default.htm depending on the server  
c. MySite.html  
d. Something cool, so the other sites will not make fun of it
10. SWF stands for?

(10 x 1 = 10 Marks)

### Section B (Short Answer)

*Answer any six questions. Each question carries 2 marks.*

11. Path animation
12. cPanel
13. FTP software
14. Form Validation
15. Action scripting
16. Web content management system.
17. CSS float property
18. Web hosting service

(6 x 2 = 12 Marks)

### Section C (Paragraph)

*Answer any three questions. Each question carries 6 marks.*

19. What is meant by validating a website?
20. What are the core features of jQuery?
21. What is SEO? What is image optimization in SEO?
22. Explain versions of CSS.
23. List out some of the JQuery function used for webpage designing?

(3 x 6 = 18 Mark)

### Section D (Essay)

*Answer any two questions. Each question carries 10 marks.*

24. Write a note on various server models tools supported by Dreamweaver.
25. Define what is CSS? Different ways of inserting style sheet to HTML Document? Explain the structure of a CSS rule with examples.
26. What are the various steps that need to be followed to ensure completeness of a Web site before it is uploaded on the internet?

(2 x 10 = 20 Mar)



## FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BMMC(Open Course)Degree Examination, November 2018

## BMM5D01 – Introduction to Multimedia

(2015 Admission onwards)

Max. Time: 2 hours

Max. Marks: 40

## Section A (One word)

Answer all the questions. Each questions carries 1mark

1. GUI.....
  - a. Graphical User Interface
  - b. Graphics Universal Institution
  - c. Graphical units of India
  - d. General User Interface
2. ....is the measure of the degree of sharpness of an image
  - a) Resolution
  - b) Pixel
  - c) Accuracy
  - d) Depth
3. ....is a process of converting analog audio into digital audio
  - a) Sampling
  - b) Recording
  - c) Stretching
  - d) Digitizing
4. Amount of space between lines of text is.....
  - a) Kerning
  - b) Leading
  - b) c) Tracking
5. Who coined the term “multimedia”?
  - a) MacGraw-Hill
  - b) Andrew Dixx
  - b) c) Bob Goldstein
  - d) D.W Griffith
6. The proportion difference between width and height of the image is called .....
  - a) Pixel
  - b) aspect ratio
  - c) Resolution
7. \_\_\_\_\_ is made from red and yellow when they are mixed together.
  - a) Green
  - b) pink
  - c) orange
8. What is the name of the programming / scripting language of Flash?
  - a) Script language
  - b) Action script
  - c) Programming language
  - d) Programming script

(8 x 1 = 8 Marks)

Section B (Short Answer)

Answer any five questions. Each question carries 2 marks

9. Synchronization
10. Hyper media
11. Aspect ratio
12. Shape animation
13. AVI
14. CMYK

(5 x 2 = 10 Marks)

Section C (Paragraph)

Answer any two questions. Each question carries 6 marks

15. What are the various communication protocols?
16. Explain image file formats
17. Explain various compression techniques.
18. What are the various applications of multimedia?

(2 x 6 = 12 Marks)

Section D (Essay)

Answer any one question. Each question carries 10 marks

19. Explain the use of Multimedia in education and entertainment Industry.
20. Define multimedia and explain various elements of multimedia.
21. Explain 2D animation and principles of animation

(1 x 10 = 10 Marks)