1B6M20242

~	-
(Page	71
(Pages	4)

Reg	No:			•																			
-----	-----	--	--	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Name: .																													
---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester BAMC Degree Examination, March/April 2020 BMM6B16 – Advanced 3D Animation VFX & Compositing

	Division - Advanced 3D Animation VFA & Compositing
Ti	(2017 Admission onwards)
Time: 3 hours	Max. Marks: 60
1.	Section A (One word) Answer all questions. Each question carries 1 mark A device produces an illusion of movement from a rapid succession of static
	pictures.
	a) Zoetrope b) Thaumatrope c) Phenakistoscope d) HMD
2.	Name of the first animation film.
	a) Humorous Phases of Funny Faces b) Tom and Jerry
	c) Mickey Mouse d) How i learnt animations
3.	The father of animation?
	a) Walt Disney b) J. Stuart Blackton
	c) William Horner d) J.A. Ferdinand Plateau
4.	CGi involves the use of
	a)Computer generated 3D files b)Actual models to be animated
	c)Puppeteers moving the models d)None of the above
5.	What was the title of the first FULL LENGTH animated feature film?
	a) Bambi b) Snow White and the Seven Dwarfs
	c) Pinocchio d) 101 Dalmations
6.	is not a render plugins.
	a) Arnold b) Mentalray c) Octane d) Bifrost
7.	Which Light Is Used To Simulate A Combination Of Direct Light And
	Indirect Light?
	a) Ambient Light b) Spot Light
	c) Directional Light d) Area Light
8.	Which Editor is Used To Create, Edit, And Connect Rendering Nodes, Such
	As Textures, Materials, Lights, Rendering Utilities, And Special Effects in
	MAYA?

b)Hypergraph c)Graph editor

d)Outliner

a)Hypershade

b)Displacement map a)Normal map c)Bump map d)Layer shader Light which is used to reduce the shadow hardness is 10. a)Key Light b)Fill Light c)Back Light d)Bounce Light $(10 \times 1 = 10 \text{ Marks})$ Section B (Short answer) Answer any six questions. Each question carries 2 marks 11. 2.5 D animation 12. Multi plane camera 13. Pixilation 14. Far clip in camera 15. Final gathering FK and IK 16. 17. Dope sheet 18. Blinn $(6 \times 2 = 12 \text{ Marks})$ Section C (Paragraph) Answer any three questions. Each question carries 6 marks 19. Types of stop motion 20. Purpose of Hyper shade 21. Rigid bind and smooth bind 22. Image based lighting (IBL) 23. Multi pass compositing $(3 \times 6 = 18 \text{ Marks})$ Section D (Essay) Answer any two questions. Each question carries 10 marks How can you make a normal action into a more appealing one through 24. Animation principles? What is a walk cycle? Difference between the biped and quadruped walk 25.

What are the different stages involved in a 3D animation production

Black and White images that is used to create the illusion of bumpy surface

9.

26.

pipeline?

(Pages: 2)

Reg. No:

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester BAMC Degree Examination, March/April 2020 BMM6B14 – Introduction to Motion Graphics

(2017 Admission onwards)

Time: 3 hours

Max. Marks: 60

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

1.	The vertical movement	of camera.		X45	
	a) Panning b)) Tilting	c) Rolling	d) Tracking	
2.	Which file format contain	photorealistic	images		
	a) JPG b)	CDR	c) EPS	d) DWG	
3.	Audio		*		
	a) BMP b)	MP4	c) PNG	d) MP3	
4.	Bitmap images are made	of			
	a) Picture b) Pixels	c) Line	s and curves	d) None of the	above
5.	Hypermedia				
	a) Interactive Media b)	Print media	c) Analogue m	edia d) None	of the above
6.	Dealing with Colour				Service and the same
	a) Balancing Pixels b) Scaling File	es c) Masl	king d) Con	trast
7.	Image Enhancing Softwa	are			
	a) Photoshop b)	Page maker	c) MS I	Excel d) Pow	er Point
3.	Multimedia Authoring S	Software			
	a) Adobe Director		b) Adobe page	maker	
	c) Reduces the resolution	1	d) None of the	above	
).	Digital storage medium				erg morethic male
	a) Hard disc	b) USB port	c) Mon	itor d) Non	e of the above
0.	in not a video	file.			
	a) GIF	b) MP4	c) AVI	d)	WMV

Section B (Short answer) Answersanysix questions. Each question carries 2 marks

- 11. What is Chroma Keying?
- 12. What doyou mean by animation?
- 13. Explain Frames?
- 14. Explain Pre compose.
- 15. Define non Linear Editing
- 16. Three point lighting
- 17.Image compression.
- 18. Digital footage.

 $(6 \times 2 = 12 \text{ Marks})$

SectionC (Paragraph) Answerany three questions. Each question carries 6 marks.

- 19. What is CTI and What is the functions of CTI?
- 20. Explain Alpha channel.
- 21. What is keying? Explain various keying effects.
- 22. Explain motion tracking.
- 23. Various colour schemes?
- 24. Discuss about null object camera.

 $(3 \times 6 = 18 \text{ Marks})$

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

- 25. Write about colour correction features and applications.
- 26. Explain different types of animation.
- 27. What are the features of Adobe after effects?

40

1	D	6	TA.	13	00	24	
	D	w	170	14	u_{2}	44.3	

(Pages: 2)

Reg. No:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester BAMC Degree Examination, March/April 2020 BMM6B15 – Television Production (Digital Media)

(2017 Admission onwards)

Time: 3 hours

Max. Marks: 60

I .Answer all questions:

- 1. Adjusting colour circuits in a camera with white object is called -----?
- 2. Electronic equipment used to combine different video and audio signals?
- 3. Expand PCR?
- 4. Editing method which allows you to access any frame in a digital video clip regardless of sequence in the clip?
- 5. ----is a category of research design in which the investigation starts after the fact has occurred?
- 6. A person who oversees one or more aspects of a television program is called as -----?
- 7. ---- is a standard method of lighting used in visual media?
- 8. What is the space above a person's head and the screen called in a shot?
- 9. Moving just the camera up or down is called ?
- 10. Which television anchor won the 2019 Ramon Magsaysay Award?

 $(10 \times 1 = 10 \text{ Marks})$

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

- 11. Soap Opera.
- 12. Ex post Facto
- 13. Light meter
- 14. Story board
- 15. Producer
- 16. Economy shooting methods
- 17. OB van
- 18. Key Light

(6×2=12 Marks)

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

- 19. Explain the process of editing in post-production?
- 20. Role of graphics and animation in television production?
- 21. Explain different kinds of research?
- 22. Difference between news bulletin and news based programme?
- 23. Explain role of floor management in television production?

 $(3 \times 6 = 18 \text{ Marks})$

IV. Write essays on any TWO of the following:

- 24. Role of producer in television production?
- 25. Explain Multi camera Production?
- 26. Write about the importance of research in television production?

7/

1B6M20239	(Pa	ages: 2)	Reg. No:					
			Name:					
	FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE							
	Sixth Semester BAMC Degre	e Examinatio	n, March/April 2020					

BMM6B13 – Multimedia Designing & Authoring (2017 Admission onwards)

-	-	
I ime:	5	hours

Max. Marks: 60

	Section A (O	ne word)		
Answer all que	stions. Each	question	carries 1	mark

1.	Which one of the fo	ollowing is the characte	ristics of a Multimedia	system?
	A.High storage	B. High data rates	C.both (A) and (B).	D. None of these
2.	is a measur	e of spatial printing or	video dot density.	
	A.DPI	B. PPI	C.ISO	D. None of these.
3.	What does MIDI st	and for?		
	A. Musical Internet	Digital Interface	B) Musical Internet	Digital Interrupt
	C) Musical Instrum	ent Digital Interface	D) Musical Instrume	ent Download Interface
4.	Which one of the fo	ollowing audio formats	was developed by Mic	rosoft?
	A. AIFF	B. MIDI	C. RealAudio	D. WAV
5.	What does AVI sta	nd for?		
157	A.Audio for Voice	on the Internet	B.Audio Voice Inter	leaved
	C.Audio Video Inte	erleaved	D. Adapted Video fo	or Internet
6.	Which company de	veloped the Quick Tim	e format?	
	A. Microsoft	B. Juniper	C. Apple	D. Silicon Graphics
7.	A smaller version of	of an image is called a:		
	A. clipart B.bi	tmap C. portable r	network graphic	D.thumbnail
8.	A project is packag	ed and delivered to the	end user in thesta	ge.
	A. Delivery B. D	esign and Production	C. Planning and Cos	ting D. Testing
9.	What does OCR sta	ands for?		
	A. Optical Characte	er Recognition	B. Optical Client Red	cognition
	C. Optical Content	Recognition	D. Optical Customer	Recognition
10.	By applyingin	Adobe Flash we can cre	eate an effect similar to	morphing.
	A. Classic tween	B. Motion tween	C. Shape tween	D. None of these
				$(10 \times 1 = 10 \text{ Marks})$

Section B Answer any six questions. Each question carries2 marks

- 11. Image aspect ratio.
- 12. Adobe Flash Builder
- 13. Object oriented programming,
- 14. Digital storage medium,
- 15. Streaming
- 16. Computer based training
- 17. Multimedia Architect
- 18. Authoring tools

 $(6 \times 2 = 12 \text{ Marks})$

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

- Describe the four basic navigational (organizing) structures following in Multimedia applications.
- 20. What are the possibilities of Multimedia technology in education?
- 21. Write a note on types of authring tools.
- 22. What are the responsibilities of a Multimedia Project Manager?
- 23. What are the characteristics of a Multimedia system?

 $(3 \times 6 = 18 \text{ Marks})$

Section D

Answer any two questions. Each question carries 10 marks

- 24. Write a note on the possibilities of Multimedia technology in marketing and advertising?
- 25. Discuss the important considerations in preparing your multimedia project for delivery in the market place?
- 26. Write a note on testing and delivering stage of Multimedia applications.