

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BMMC Degree Examination, March 2018
BMM6B13 – Multimedia Designing & Authoring
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One word)

Answer all questions. Each question carries 1 mark

1. Hypertext is word coined by _____
A. Bill Gates B. Tim Berners Lee C. Ted Nelson D. None of these
2. Select the correct one from the following;
A. Concept-Storyboard-Development of Multimedia elements-Testing-Authoring-Delivery
B. Concept-Storyboard-Development of Multimedia elements-Authoring-Delivery-Testing
C. Concept-Storyboard-Development of Multimedia elements-Authoring-Testing-Delivery
D. Concept-Testing-Storyboard-Development of Multimedia elements-Authoring-Delivery
3. SWF files can be viewed in a web browser using the Flash plug in.
A. Small web format B. Shockwave Flash C. Sample wave file D. None of these
4. A software used to create an MP3 file from an audio CD is called a Ripper.
A. Reducer B. Ripper C. Zipper D. None of these
5. PDF stands for?
A. Public Distribute Format B. Portable Digital Format
C. Portable Document Format D. None of these.
6. The _____ file extension is used for projects created by Adobe Flash
A. .fla B. .flv C. .swf 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. By applying _____ in Adobe Flash we can create an effect similar to morphing.
A. Classic tween B. Motion tween C. Shape tween D. None of these
9. MP4 is a digital multimedia _____ format.
A. Codec B. Extension C. Container D. None of these
10. _____ files has a .mid file name extension.
A. Microsoft B. Mac C. MIDI D. None of these

(10 x 1= 10 Marks)

Section B

Answer any six questions. Each question carries 2 marks

11. User interface designing.
12. Quick Time
13. Aspect ratio.
14. Adobe flash player.
15. Computer based training
16. Authoring tool
17. Action scripting.
18. Multimedia architect.

(6 x 2 = 12 Marks)

Section C

Answer any three questions. Each question carries 6 marks

19. How a computer-based interactive application is different from a video or film?
20. User documentation is a very important feature of Multimedia applications. What type of information can include in it?
21. Describe the four basic navigational (organizing) structures following in Multimedia applications.
22. What are the requirements for viewing Multimedia applications in different media and distribution technology?
23. What are the possibilities of Multimedia technology in education?

(3 x 6 = 18 Marks)

Section D

Answer any two questions. Each question carries 10 marks

24. Detail the stages and the members involved in an Interactive Multimedia Application development process.
25. What are the critical parameters for planning the production of a Multimedia interactive application?
26. Write a note on testing and delivering stage of Multimedia applications.

(2 x 10 = 20 Marks)

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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BMMC Degree Examination, March 2018
BMM6B14 – Introduction to motion Graphics
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One word)

Answer all questions. Each question carries 1 mark

1. Frame rate of NTSC standard is
 - a. 24 fps
 - b. 29 fps
 - c. 25 fps
 - d. 30 fps
2. is raw, unedited material as originally filmed by a movie camera.
 - a. Footage
 - b. Video clip
 - c. Motion Pictures
 - d. Metadata
3. CGI in motion graphics means
 - a. Computer-generated imagery
 - b. Canadian global information
 - c. Common Gateway Interface
 - d. None of the above
4. Chroma keying is a technique.
 - a. Pre-production
 - b. Production
 - c. Post-production
 - d. None of the above
5. is a painted representation of a landscape, set, or distant location that allows filmmakers to create the illusion of an environment that is not present at the filming location.
 - a. matte painting
 - b. Tracking
 - c. compositing
 - d. Motion stabilizing
6. FxFactory is a/an used in After Effects.
 - a. Plug in
 - b. Composition
 - c. Export option
 - d. Tracking points
7. A is an invisible layer that has all the properties of a visible layer.
 - a. Text
 - b. Null object
 - c. Solid
 - d. Light
8. DI is in stage of a film making.
 - a. Pre production
 - b. Post production
 - c. Production
 - d. All of the above

9.is the processes by which imagery is created or manipulated outside the context of a live action shot in film making.
- | | |
|-------------------|--------------------|
| a. Visual effects | c. Motion graphics |
| b. Footage | d. Motion tracking |
10. Camera motion is similar to the motion of a person when they turn their head on their neck from left to right.
- | | |
|---------|----------|
| a. Pan | c. Tilt |
| b. Zoom | d. Dolly |

(10 x 1 = 10 Marks)

Section B (Short answer)

Answer any six questions. Each question carries 2 marks

11. Motion Graphics
12. Flow Chart
13. Null Object
14. Color Correction
15. Clone Stamp Tool
16. stop motion animation
17. Puppet tool
18. 3D Camera

(6 x 2 = 12 Marks)

Section C (Paragraphs)

Answer any three question. Each question carries 6 marks

19. What is Rotoscoping? Explain with example.
20. Steps involved in Camera tracking.
21. What is the purpose and different types of Key frame assistant in AE?
22. What is masking? Why we are using Masking in AE?
23. Explain the given Motion Graphics terms and applications.

a. Color Grading.
b. 3D Layer
c. Wire Removal

(3 x 6 = 18 Marks)

Section D (Essays)

Answer any two questions. Each question carries 10 marks

24. Make an essay on "Different type of Visual compositing technologies and its applications".
25. "Motion graphics is everywhere". Elaborate it.
26. Write an essay on the history of motion graphics.

(2 x 10 = 20 Marks)

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(Pages : 2)

Reg. No:.....

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BMMC Degree Examination, March 2018
BMM6B15 – Television Production (Digital Media)
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

I. Answer all questions:

1. The production process can be divided into
2. Idea generation is a part of
3. What converts sound waves into electrical energy or the audio signals?
4. is the basic unit of video/ film.
5. As you zoom out, the depth of field
6. Moving the camera towards an object is called
7. Hard lighting is also called lighting
8. HMI stands for
9. A news reporter normally uses a microphone for piece to camera.
10. A instantaneous change in a shot is called

(10 x 1 =10 Marks)

II. Write shot notes on any six questions:

11. Visual grammar
12. Montage
13. Linear editing
14. Content analysis
15. Media Research
16. Switchers
17. Soap opera
18. Floor management

(6 x 2 = 12 Marks)

III Write short essays on any three of the following:-

19. Explain the qualities and qualifications of an anchor.
20. Explain digital audio workstation
21. Explain multi-camera productions.
22. Explain the importance of research
23. Explain the importance of budgeting in television production.

(3 x 6 = 18 Marks)

IV Write essay on any 2 of the Following

24. Explain the different types and kinds of research.
25. Explain in brief the different stages in production.
26. Differentiate between single camera and multi-camera production.

(2 x 10 = 20 Marks)

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester BMMC Degree Examination, March 2018
BMM6B16 – Advanced 3D Animation VFX & compositing
(2015 Admission onwards)

Max. Time: 3 hours

Max. Marks: 60

Section A (One word)

Answer all questions. Each question carries 1 mark

1. Arjun is watching an animated movie that has a lot of depth and a very realistic appearance. What type of animation is Arjun watching?

a. 2D animation	c. Claymation
b. 3D animation	d. All of the above

2. Neighbors” is a famous

a. Claymation	c. Pixilation
b. Cut out Animation	d. Silhouette animation

3. Which one of the following doesn't belong to an animation principle

a. Arc	c. Follow through
b. Rigging	d. Anticipation

4. If you want to create a sun light situation, which one of the following will you prefer first?

a. Directional light	c. Point light
b. Area Light	d. Volume light

5. Batch Rendering is

a. Frame rate adjustment	c. Change a frame into an image file
b. Illustrating a picture	d. Process to create multiple images from a data file

6. Find the odd one from the following.

a. Key light	c. Bounce light
b. Fill light	d. Back light

7. Nuke is a based software

a. Node	c. Layer
b. Script	d. None of the above

8. Clusters are

a. Joints	c. IKs
b. Deformers	d. Particles

9. Light box is related to
- a. 3D animation c. Composition
b. Claymation d. Cell animation
10. Which type of constrain can be used for controlling transitional values?
- a. Point constrain c. Aim constrain
b. Orient constrain d. Scale constrain
- (10 x 1 = 10 Marks)**

Section B (Short answer)

Answer any six questions. Each question carries 2 marks

11. stop-motion
12. Key frame
13. Motion Capturing
14. 3D Animation
15. Ambient lights
16. Diffraction
17. Particle deflectors
18. Path Animation
- (6 x 2 = 12 Marks)**

Section C (Paragraph)

Answer any three question. Each question carries 6 marks

19. Explain Forward kinematics and Inverse kinematics and its application
20. Explain the following Maya Camera features
- a. Near clip
b. Far clip
c. Camera angle
21. Briefly explain about Maya lights and its attributes & shadows.
22. Briefly explain about the following Animation Principles with its applications
- a. Anticipation
b. Timing
c. Secondary Action
23. Make a short note on Nuke
- (3 x 6 = 18 Marks)**

Section D (Essays)

Answer any two questions. Each question carries 10 marks

24. Make an essay on different method to create animation with a 3D object and how can you edit the animation?
25. What is Walk cycle? Draw the 5 poses in a walk cycle of a human character and explain each poses.
26. Explain the importance of 3 point Lighting in video, film, still photography and computer generated imagery

(2 x 10 = 20 Marks)