1B5N	N21130	(Pages: 1)	Reg. No:
		of the limited of	Name:
	FAROOK COL	LEGE (AUTONOMOUS	S), KOZHIKODE
	Fifth Semester BA	MC Degree Examinati	on, November 2021
	BMM5B12 - Tech	niques of Post Producti	on – Visual Editing
		2019 Admission onward	s)
Time	e: 2 hours		Max. Marks: 60
		PART A	
A			50 words. Each question carries
1.	Video Codecs	Ceiling of marks for Pa	art A is 20
2.	Effect Palette		
3.	Stock Videos		
4.	Chromakey		
5.	Dissolve		
6.	Timeline		
7.	Rendering		
8.	Scratch-disk		
9.	RGB		
10.	Linear editing		
11.	PAL		
12.	Resolution		
		PART B	
An	nswer any number of question	is each not exceeding 10 Ceiling of marks for Pa	00 words. Each question carries 5
13.	Explain Montage Theory	Cening of marks for 1 a	11 13 30
14.	Qualities required for a spot	editor	
15.	Multi-camera Mixing		
16.	Explain the process of green	screen removal	
17.	Explain the benefits of color	r grading	
18.	Explain the stages of post pr	roduction	
19.	Basic functions of an editin	g software	

PART C

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

- 20. Write an essay on the History Of Film Editing
- 21. Explain the stages involving in a Film production

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

1B5N21131	(Pages: 1)	Reg. No:
		Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BAMC Degree Examination, November 2021

BMM5B13 - Techniques of Post Production - Sound Recordings, Editing and

Mastering

(2019 Admission onwards)

Time: 2 hours

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. Sound intensity
- 2. Distortion
- 3. Loudness war
- 4. Podcasting
- 5. DAW
- 6. Dead rolling
- 7. Impedance
- 8. XLR Connector
- 9. Pitch
- 10. Effects loop
- 11. His and Hum
- 12. Clipping

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 Perception of sound and human hearing sensitivity?
- 14. What do you mean by Filters? Explain the most common types of audio filters.
- 15. Write about Cables and Connectors using in audio production?
- 16. Explain the difference between Analog and Digital audio editing?
- 17. Write a short note on Audio file formats.
- 18. What are the major types of Polar patterns? Explain.
- 19. Explain about the FM broadcasting.

PARTC

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

- 20. Explain about sound? What are the different characteristics of sound?
- 21. Write down the advantages of using audio studio for voice recording when compared to outdoor.

Max. Marks: 60

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Reg.	No												•

Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BAMC Degree Examination, November 2021

BMM5B14 – Introduction to 3D Modeling & Texturing

(2019 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. What is 3D animation?
- 2. Explain about Polygonal Primitives
- 3. Specialities of viewports in 3D animation softwares
- 4. Write about the use of Channel Box
- 5. Define NURBS Modelling
- 6. Write about the difference between Sub divisional mode, Wireframe mode and Object mode
- 7. What is UV mapping?
- 8. Explain the features of Blinn shader
- 9. Define Rendering
- 10. What is the difference between Directional Light and Spot Light?
- 11. Write about the components of a Polygonal Primitive
- 12. Explain about any two Poly Editing tool

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. Write about the major difference between 2D animation and 3D animation
- 14. Explain the features of Depth map Shadows and Ray trace Shadows
- 15. How to operate Boolean in 3D animation software
- 16. Write about the Basic Shaders used for texturing
- 17. What are the difference between Bump mapping, Normal mapping and Displacement mapping?
- 18. Draw and illustrate GUI of 3D animation software
- 19. Explain the major steps are involved in texturing an apple

PART C

Answer any one question not exceeding 400 words. Each questions carry 10 marks

- 20. Briefly explain about different types of lights in 3D animation software
- 21. What is Polygonal Modelling? Explain about different Polygonal Primitives and major Poly Editing tools

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

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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BAMC Degree Examination, November 2021 BMM5B15 - Advanced Web Designing

(2019 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. ARPANET
- 2. FTP
- 3. Word press
- 4. Selectors
- 5. Events
- 6. Web Server
- 7. Responsive Design
- 8. Class and ID
- 9. Meta tags
- 10. Web Portals
- 11. UX and UI
- 12. Types of web sites

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. Discuss in detail about the working of Wordpress
- 14. Describe the process of website creation
- 15. Write HTML code for a web page "SAY NO PLASTIC" using JQuery& Bootstrap
- 16. Why SEO is very important to business?
- 17. Explain the features of Adobe Dreamweaver
- 18. What are the advantages and features of jQuery?
- 19. Explain why Bootstrap is preferred for website development

PART C

Answer any one questions not exceeding 400 words.

Each question carries 10 marks.

20. How can you apply your design skills in Web site designing

21. Describe the various steps of Web development using Wordpress

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

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		Name:

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Fifth Semester BAMC Degree Examination, November 2021

(Open Course)

BMM5D01 - Fundamentals of Multimedia

(2019 Admission onwards)

Time: 2 hours Max. Marks: 60

Section A (One word)

Answer any number of questions each not exceeding 50 words. Each question carries 2 marks. Ceiling of marks for Part A is 20

- 1. Hypermedia
- 2. Resolution
- 3. Digital
- 4. Convergence
- 5. Social media
- 6. MPEG
- 7. Streaming media
- 8. Digitisation
- 9. WAV
- 10. Communication protocols
- 11. Audio Gain
- 12. Dynamic media

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. What is discrete and continuous media?
- 14. Explain Multimedia systems and its features or characteristics?
- 15. Differentiate linear and non-linear multimedia.
- 16. What are the major types of Video file formats
- 17. Explain file compression techniques and its advantages.
- 18. Write a brief note on various Multimedia elements.
- 19. Explain about video standards.

Section C

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

- 20. Write an essay on the infrastructure requirement (Input devices, Output devices, Storage devices and Communication devices) for producing multimedia resources.
- 21. Explain how Multimedia can enhance communication in daily life.