C–3775	Sub. Code
	82913

B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

First Semester

INTRODUCTION TO VISUAL COMMUNICATION

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Intrapersonal communication – Explain.

2.   Write short note on group communication.

3.   List out any four communication models.

4.   Explain noise in communication.

5.   What is semiotics?

6.   What is Denotation and Connotation?

7.   What is the role of a Gatekeeper?

8.   Write short note on print media.

9. What is linguistic barrier in communication?

10. What is Non-verbal communication?

Part B (5 × 5 = 25)

Answer **all** questions choosing either (a) or (b).

11. (a) Discuss about oral communication.

Or

(b) Mention and explain elements of communication.

12. (a) Explain Two Step Flow Theory.

Or

(b) Explain Schramm's Circular model.

13. (a) Discuss the importance of colour psychology.

Or

(b) Discuss about the challenges faced in Cross cultural communication.

14. (a) Discuss about various Print Media.

Or

(b) How is culture and communication related to each other?

15. (a) What are the types of Propaganda? Discuss them.

Or

(b) Explain "hypodermic needle theory".

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Part C (3 × 10 = 30)

Answer **all** questions choosing either (a) or (b).

16. (a) Mention and explain in detail about the types of communication.

Or

(b) Discuss the role and functions of Public relations in modern society.

17. (a) Explain in detail with examples about the Lasswells Model of communication.

Or

(b) Levels of Communication – Explain in detail.

18. (a) Which mass medium is more effective in today's scenario? Explain.

Or

(b) Explain in detail about mass media and its functions.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

First Semester

FUNDAMENTALS OF DESIGN AND PHOTOGRAPHY

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   List out principles of design.

2.   Define harmony.

3.   Write short note on Street photography.

4.   What is Shutter speed?

5.   What are the attributes of colour?

6.   Define complementary colours.

7.   Vector graphics – Short notes.

8.   How do you measure a Font?

9.   What is a grid?

10.   Why do we have Headers and Footers?

Answer **all** questions choosing either (a) or (b).

11. (a) Discuss the importance of creativity.

    Or

    (b) Difference between symmetrical and asymmetrical balance.

12. (a) Discuss – Auto focus and Manual focus.

    Or

    (b) Explain the properties of light.

13. (a) Discuss about warm colours and cool colours.

    Or

    (b) Explain primary, secondary and tertiary colours.

14. (a) Compare between sheriff and sans-sherif fonts.

    Or

    (b) Discuss the different Types of graphics.

15. (a) Give some guidelines for organizing a layout.

    Or

    (b) How can you Capture the Readers Attention.

Part C (3 × 10 = 30)

Answer **all** questions choosing either (a) or (b).

16. (a) What are elements of design? Explain in detail.

    Or

    (b) Explain how typography would be useful for the use of digital printing technology.

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17. (a) What is composing? Discuss about various ways how an image can be composed.

Or

(b) Explain Spacing and alignment in detail.

18. (a) Explain in detail about colour psychology.

Or

(b) Explain the different stages of design process.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Second Semester

MOTION GRAPHICS (CREATIVE AND SOCIAL INFORMATICS)

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. What do you mean by typography?

2. Write a note on motion capture.

3. Comment on color psychology.

4. What is complimentary color?

5. Difference between slow in and slow out.

6. Write a brief note on staging?

7. What are the common video formats?

8. Tell any two softwares used for motion graphics.

9. What is video editing?

10. Define focal length.

Answer **all** questions by choosing either (a) or (b).

11. (a) Write a note on 2D motion graphics.

Or

(b) Explain about serif and sans serif fonts.

12. (a) Differentiate between monochrome and color.

Or

(b) How can color be useful in setting the pace for the film?

13. (a) Explain the various kinds of 2D animation.

Or

(b) Explain sound editing for motion graphics.

14. (a) Explain the image file formats for post production.

Or

(b) What is the role of motion graphics in story telling?

15. (a) List out the types of camera lens and its importance.

Or

(b) What are the kinds of stop motion used for motion graphics?

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Answer **all** questions by choosing either (a) or (b).

16. (a) Explain about the various types of motion graphics.

Or

(b) Trace the history of motion graphics along with its elements and principles.

17. (a) Describe the various principles of animation.

Or

(b) Explain the softwares used for motion graphics along with their workspace area.

18. (a) Explain about various camera movement and illustrate with their meaning.

Or

(b) "Indian film industry has started to use advanced film making techniques"–Comment.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECT

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Second Semester

VISUALIZATION FOR PRODUCTION – I
(MATTE PAINTING)

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Define composition

2.   Why do we use colour correction tools?

3.   What is meant by depth cues?

4.   List the uses of figure drawing

5.   What is contour drawing?

6.   What is still life?

7.   What is depth of field?

8.   What is Photoshop?

9.   How to improve image resolution?

10. What are the basics of figure drawing?

Part B   (5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Write the essential 3D concepts and tools in Photoshop.

Or

(b) Define the importance of perspective and differentiate Aerial vs Linear perspective.

12. (a) Explain the different brushes used in Photoshop.

Or

(b) How to become a digital matte painter?

13. (a) How to choose a proper proportion, gesture and pose for a figure?

Or

(b) What is greyscale environment painting? Explain with examples.

14. (a) Write a note on refining the selection in Photoshop by using selected tools.

Or

(b) How can we create texture using painting?

15. (a) How do you import 3D objects in Photoshop?

Or

(b) Write the importance of matte painting.

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Part C $(3 \times 10 = 30)$

Answer **all** questions, by choosing either (a) or (b).

16. (a) Discuss in detail about the head study and line of action.

Or

(b) Write an essay on blending modes in Photoshop and different layers in Photoshop.

17. (a) Explain the making and use of normal map and bump in Photoshop.

Or

(b) Elaborate on the different layers in Photoshop.

18. (a) Elaborate on two point and three point perspective.

Or

(b) Elaborate on the tools in Photoshop.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Third Semester

VISUALIZATION FOR PRODUCTION — II (ANIMATICS)

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   PSA

2.   Drama

3.   Screenplay

4.   Story

5.   One line story

6.   Resolution

7.   Dubbing

8.   Action

9.   Flashback

10. Climax.

Part B $(5 \times 5 = 25)$

Answer **all** questions, by choosing either (a) or (b).

11. (a)   What is dubbing?

Or

(b)   Write a note on resolution.

12. (a)   Is SETs required for making documentary? Comment.

Or

(b)   Explain telefilm.

13. (a)   Describe the process of writing scripts for films.

Or

(b)   What is included in postproduction stages of film making?

14. (a)   Write short notes on

(i)   Measurement and pose

(ii)   Balance

Or

(b)   What is three Act structure?

2   **C–3779**

15. (a) Write a dialogue sequence between two friends who has fallen in love with the same girl.

   Or

   (b) Write about scene, shots and thumbnail.

   Part C   (3 × 10 = 30)

   Answer **all** questions, choosing either (a) or (b).

16. (a) Write about the importance of cultural elements in recently seen films.

   Or

   (b) How are children portrayed in Indian popular films?

17. (a) Film makers are using sentiments of the audience to do business. Discuss.

   Or

   (b) Explain the three dimensions of character development.

18. (a) Write a dialogue sequence about a widow mother's frustrated life and her advice for her son to be a responsible person.

   Or

   (b) Explain in detail the sound for animatics.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Third Semester

DESIGN AND COMMUNICATION (SEQUENCE ANIMATION)

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   What does null object mean?

2.   Define 2D animation.

3.   What do you mean by viewport?

4.   What is frame rate?

5.   Define puppet animation.

6.   What is the use of Roto Brush tool?

7.   Why are motion graphics important?

8. What are motion presets?

9. What is image planes?

10. Define timeline.

Part B (5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Define and explain various types of nodes in Maya.

Or

(b) Write a note on plug – ins Trapcode particular.

12. (a) Differentiate key frame animation and path animation.

Or

(b) Explain the steps involved in 3D text animation.

13. (a) What is the difference between FK and IK in Maya? Explain with examples.

Or

(b) Define and explain motion blur animation with diagram.

14. (a) What are the criteria used for eyelid expressions in Maya?

Or

(b) What is simple math? Explain.

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15. (a) Write a note on trimming process in Maya.

Or

(b) How do you make shades in Maya? Explain its props.

Part C   (3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Write a note on

(i)   Dependency graph

(ii) Modelling in Maya.

Or

(b) Elaborately discuss the Morphing and Wrapping techniques used in animation.

17. (a) Discuss the usage of camera, lights and live footage for 3D element in animation.

Or

(b) Explain the various steps involved in character animation and rendering process.

18. (a) Discuss the role of camera animation and lighting techniques used in Maya.

Or

(b) Comment on editing techniques used for motion and sound animation in Maya.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Fourth Semester

VFX PRODUCTION —I (COMPOSITING)

(2019 onwards)

Duration : 3 Hours　　　　　　Maximum : 75 Marks

Part A　　　　　(10 × 2 = 20)

Answer **all** questions.

1. Define Composting.

2. What is nodes in nuke software?

3. What is open spline?

4. What is Addmix

5. What is Light wrap ?

6. Why we use green screen for keying?

7. What is RGB?

8. Explain Luminance.

9.   List the usage of scanline render

10. What is merge

Part B   (5 × 5 = 25)

Answer **all** questions, either (a) or (b).

11. (a)   Compare the difference between merge vs Add mix.

Or

(b)   Write shot notes on Compositing.

12. (a)   Write a short note on Tracking.

Or

(b)   Write about the features of keylight.

13. (a)   Describe the process of stabilizing a footage.

Or

(b)   How to use IBK gizmo and IBK colour?

14. (a)   What is a spill?, Explain how to remove spill?

Or

(b)   What is camera projection?

15. (a)   What is the purpose of modelbuilder?

Or

(b)   Explain the importance of color correction tools for keying.

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Part C (3 × 10 = 30)

Answer **all** questions, either (a) or (b).

16. (a) What is alpha channel? Explain the process of extracting alpha channel from an image.

Or

(b) What is Rotoscopy and Mention the importance of rotoscopy in Visual effects.

17. (a) Explain about tracking and different kind of tracking option in nuke.

Or

(b) Explain the importance of color correction.

18. (a) Explain about camera tracking in detail.

Or

(b) Describe how relighting done in nuke.

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B.Sc. DEGREE EXAMINATION

VISUAL EFFECTS

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Fourth Semester

VFX PRODUCTION – II (3D FOR VFX)

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   What is NURBS Modeling?

2.   Describe Polygon.

3.   What is a Pivot?

4.   Explain Z Depth.

5.   What is barndoor?

6.   Describe Dope sheet.

7.   What is a Hull?

8.   Explain Specula map.

9.   What is Displacement map?

10. Explain about Typology.

Part B $(5 \times 5 = 25)$

Answer **all** questions choosing either (a) or (b).

11. (a) Differentiate between Maya Software render and Arnold render engine.

Or

(b) Differentiate between tri face and Quard face in polygon modeling.

12. (a) Explain the usage of Photo metric light.

Or

(b) Explain how Sample make difference in the final output.

13. (a) What is Azimuth value and what changes does it give?

Or

(b) What is X-Gen? What are its uses?

14. (a) What is MESH? Describe.

Or

(b) Explain non-linear deformers.

15. (a) Differentiate between Mesh Smooth and Add division.

Or

(b) What is Crease tool? What are the other similar tools?

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Part C (3 × 10 = 30)

Answer **all** questions choosing either (a) or (b).

16. (a) Explain 'Image Based lighting' system and explain how is it different from 3 Points Lighting system.

     Or

    (b) Explain what is Sky Dome and Mesh light and state why you would use those features when you render in MAYA.

17. (a) Using an illustrative approach list and describes two principles of Animation and explain why you would use those two principles in your animation.

     Or

    (b) Explain clearly the use of :

       (i)   Planar Mapping

       (ii)   Spherical Mapping

       (iii) Cylindrical Mapping.

18. (a) Explain what is meant by 'Unfolding' an object in MAYA and list the steps involved in texturing an object in MAYA using an image created in Photoshop as texture.

     Or

    (b) What are the modeling principles that you need to consider before starting a 3Dmodel in MAYA?

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