

C-5341

## **Sub. Code**

83811

## **M.Sc. DEGREE EXAMINATION, NOVEMBER 2021.**

## **First Semester**

# Multimedia

# INTRODUCTION TO COMMUNICATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

**Part A** (10 × 2 = 20)

**Answer all** questions.

1. Verbal Communication
  2. Mass media.
  3. News Value.
  4. Documentary film
  5. Film Censorship
  6. Radio Formats.
  7. Folk media.
  8. Advertising.
  9. E-Commerce.
  10. Social media.

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

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

11. (a) Explain any one communication theory.

Or

- (b) State the role of Journalist.

12. (a) Discuss about the early experiments in television.

Or

- (b) List out the steps in book publishing.

13. (a) State the role of mass media in society.

Or

- (b) How documentaries are helpful in making social change?

14. (a) Outline on the prospect of social networking.

Or

- (b) Discuss about the growth of gaming industry.

15. (a) Write a note on FM Radio.

Or

- (b) List out the role of cinema in society.

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

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

16. (a) Explain in detail about the types of communication.

Or

- (b) Explain about western models of communication.

17. (a) Elaborate on film censorship.

Or

(b) Explain the role of telecommunication in digital era.

18. (a) Explain in detail the theory of media effects and media uses.

Or

(b) Elaborately discuss on Intellectual property Rights.

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**C-4171**

**Sub. Code**

**83812**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**First Semester**

**VISUAL PRESENTATION**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

**( $10 \times 2 = 20$ )**

Answer **all** questions.

1. Define Kerning.
2. Define Motion picture.
3. Define Shape.
4. What is Tone?
5. What is Fried clay body?
6. Define card layout.
7. What is bullet point?
8. What is the type's layout?
9. Define graphics.

10. Define color contrast.

**Part B** (5 × 5 = 25)

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

11. (a) What do you mean by principles of painting?

Or

(b) What are the elements of design?

12. (a) What is Linear Perspective? Explain with examples.

Or

(b) What is color psychology?

13. (a) Describe the various materials used for drawing.

Or

(b) Design a character and demonstrate the effect of color harmony.

14. (a) What is typography?

Or

(b) How illustration is different from free hand drawing?

15. (a) Describe Tones and Saturation in drawing.

Or

(b) What are the characteristics of transitions?

**Part C** (3 × 10 = 30)

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

16. (a) Express your comments on complexities in issues of modernity and ancient art practices.

Or

- (b) How proportionate relation of the body balance is important for human figure drawing?

17. (a) Make a full figure drawing of the human using Light and shade.

Or

- (b) Give a step by step plan for drawing monuments.

18. (a) Creativity is the backbone of any Graphic Design. Describe creativity and its process in graphic design.

Or

- (b) Draw minimum of four strip cartoon using the animals and human forms.

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**C-5342**

**Sub. Code**

**83813**

**M.Sc. DEGREE EXAMINATION, NOVEMBER 2021.**

**First Semester**

**Multimedia**

**GRAPHIC DESIGNING**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A** (10 × 2 = 20)

Answer **all** questions.

1. Gradient Fill
2. Clipping Mask
3. Artwork.
4. RGB
5. Pathfinder
6. Opacity mask
7. Logo
8. Newsletter
9. Master page
10. Mesh tool

**Part B**

( $5 \times 5 = 25$ )

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

11. (a) List out the advantages of design.

Or

- (b) Design logo for a company of your choice.

12. (a) Write the advantages of using poster for creating awareness about COVID 19.

Or

- (b) How do you change transparency effect without changing the opacity value of an object?

13. (a) Write short note on bleed, slug and margin.

Or

- (b) State the purpose of using selection and direct tool for designing.

14. (a) Outline the process of designing a menu card.

Or

- (b) Write the merits of digital illustration.

15. (a) Write the uses of preflight.

Or

- (b) Describe the editing tools with examples.

**Part C** (3 × 10 = 30)

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

16. (a) Explain the different types of layout.

Or

- (b) Compare raster and vector graphics images with examples.

17. (a) Elaborate the methods and techniques of a design.

Or

- (b) Explain the importance of typography, colour and illustration.

18. (a) Design a poster for 'Save trees' - Justify in detail.

Or

- (b) Explain colour wheel and its uses.

**C-4173**

**Sub. Code**

**83814**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**First Semester**

**SCRIPTING AND STORY BOARDING**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

**( $10 \times 2 = 20$ )**

Answer **all** questions.

1. Define SLUGLINE.
2. What is Multimedia?
3. What are the elements of screenplay?
4. What is film story board?
5. What is a Scene?
6. What is derivative screenplay?
7. What is bible in filmmaking?
8. Define screenplay?
9. What is transitions?
10. Define Script.

**Part B**

**( $5 \times 5 = 25$ )**

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

11. (a) What are the common problems faced while writing a dialogue?

Or

- (b) How does dialogue help in revealing a character?

12. (a) What is the basic structure of the story?

Or

- (b) Why are opening scenes important in commercial movie?

13. (a) What are the qualities of good dialogue?

Or

- (b) What are the main concerns in writing script for feature film?

14. (a) Explain with example the difference between plot and sub-plot.

Or

- (b) Outline the importance of music in a Screenplay.

15. (a) Write short note on the following :

- (i) Reality television shows

- (ii) Shooting Script.

Or

- (b) Explain the 3-act structure of script writing.

**Part C**

$(3 \times 10 = 30)$

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

16. (a) Write your own story for a 20 minute short film focusing on different characters.

Or

- (b) Write a five sentence synopsis for four well known tamil movies.

17. (a) Name a film where you did not like the ending and write on alternate ending.

Or

- (b) Prepare a story board for your favorite movie scene with no spoken dialogues, only gestures and looks.

18. (a) Explain in detail the importance of textures in drawing with suitable illustrations.

Or

- (b) Two brothers have not spoken to each other for fifteen years. They finally meet at the funeral of their mother. Write the actions and dialogues of the above scene.
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**C-4178**

**Sub. Code**

**83831**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**Third Semester**

**MODELING AND TEXTURING**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

$(10 \times 2 = 20)$

Answer **all** questions.

1. Comment on Topology.
2. What is extruding?
3. Name any two sculpting tools.
4. What do you mean by retopologize?
5. Write a note on displacement map.
6. Comment on texture map.
7. What is HDRI?
8. Differentiate spot light and point light.
9. Write the render passes and types.
10. Illustrate rim pass and fill pass.

**Part B**

$(5 \times 5 = 25)$

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

11. (a) Explain the editing NURBS with an example.

Or

(b) Explain the role of props in character modeling?

12. (a) Differentiate symmetric and asymmetric sculpting.

Or

(b) Draw and explain any two sculpting tools.

13. (a) Explain colour map with an example.

Or

(b) Write the importance of hyper shade in texturing.

14. (a) Explain Global illumination with a diagram.

Or

(b) Differentiate direct and indirect lighting.

15. (a) Explain the character lighting method.

Or

(b) How do you render layers?

**Part C** (3 × 10 = 30)

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

16. (a) Exemplify the creating an office table.

Or

(b) Modelling a character needs props and weapon – Explain.

17. (a) Explain the mental ray rendering and V ray rendering with examples.

Or

- (b) Explain the lighting techniques to enhance the beauty of the scene and character.
18. (a) Explain the way of creating 3D objects using polygon Boolean.

Or

- (b) Explain the methods to create organic looking 3D objects using the proper tools.
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**C-4179**

**Sub. Code**

**83832**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**Third Semester**

**VIDEO AND AUTDIO EDITING**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A** (10 × 2 = 20)

Answer **all** questions.

1. Color correction.
2. Define Source view.
3. Time line.
4. Dissolve.
5. What is time code?
6. Define Continuity.
7. What is tape format?
8. Define music recording.
9. Expand BGM.
10. Define Overlay.

**Part B** (5 × 5 = 25)

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

11. (a) What is the usage of time code?

Or

- (b) Write about color correction.

12. (a) What is dubbing?

Or

- (b) Write about cables used for audio recording.

13. (a) Discuss how mono and stereo track are handle in controlling volume.

Or

- (b) Highlight the importance of mixing.

14. (a) What are the different types of audio formats?  
Explain each types of formats.

Or

- (b) What is time code? Explain time code in shooting and logging.

15. (a) Write short note on any video editing software.

Or

- (b) Explain the procedure of Import and Export of Video and Audio using Time Line.

**Part C** (3 × 10 = 30)

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

16. (a) Explain the different types of interfacing equipment cables and connectors.

Or

- (b) What is a non-linear story structure? Differentiate it from a linear story structure with examples.

17. (a) Explain the uses of different tools in Non-Linear Editing.

Or

- (b) How mixing of voice and music are done in post production?

18. (a) Explain the different formats of video and the various production outputs.

Or

- (b) Describe the function of Edit control and switcher.

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**C-4180**

**Sub. Code**

**83833**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**Third Semester**

**RIGGING AND ANIMATION**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

**( $10 \times 2 = 20$ )**

Answer **all** questions.

1. What is stop motion animation?
2. Define animation.
3. What is character design?
4. Define frame rate.
5. What is skinning in animation?
6. Define rigging.
7. What is the use of animation layer?
8. Comment on retargeting.
9. What is bind pose?

10. Define composting.

**Part B**

( $5 \times 5 = 25$ )

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

11. (a) Briefly discuss about the constraints and types of rigging.

Or

(b) Describe the various elements of rigging tools.

12. (a) Describe the characteristics of character study.

Or

(b) Explain how does rigging work.

13. (a) What do you understand by animation layers?  
Explain.

Or

(b) How do you create variations and finalize the animation layers?

14. (a) Explain how to tweak and finalize the characters in animation.

Or

(b) What are the different ways used to give starting and ending passes to the characters?

15. (a) Explain the process of 3D animation blocking.

Or

(b) Explain how motion capture system work.

**Part C**

( $3 \times 10 = 30$ )

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

16. (a) Give an account on source data and customer rigs in Maya.

Or

- (b) Identify the steps involved in adding elbow and Ik control system.

17. (a) Analyze the principles of animations with examples.

Or

- (b) Explain in detail about the process of character controls and character walk cycle.

18. (a) Explain in detail about the characteristics of optical motion capture system.

Or

- (b) Explain how to refine the eye and eye brow movements to the animation characters.
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**C-4181**

**Sub. Code**

**83834**

**M.Sc. DEGREE EXAMINATION**

**MULTIMEDIA**

**NOVEMBER 2021 EXAMINATION**

**Third Semester**

**COMPOSITING TECHNIQUES**

**(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

**Part A**

$(10 \times 2 = 20)$

Answer **all** questions.

1. What do you mean by node behavior?
2. Write a short note on green matte.
3. Comment on masking.
4. What is cropping?
5. Write the difference between highlight and shadow.
6. Write a brief note on jitter period?
7. What are the common video formats?
8. Write any two common tools used in compositing.
9. What is VFX?
10. Comment on RGB.

**Part B**

$(5 \times 5 = 25)$

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

11. (a) Write a short note on rotoscoping.

Or

(b) Discuss about the toolbar and properties panel.

12. (a) Differentiate between 2D tracking and 3D tracking.

Or

(b) How can key frames be useful in compositing?

13. (a) Explain the various kinds of masking.

Or

(b) Explain the importance of keylight in compositing.

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

Or

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

15. (a) List out the various software for compositing and their workflow.

Or

(b) How can match moving bring good result in compositing?

**Part C** (3 × 10 = 30)

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

16. (a) Explain about the process of rotoscoping in compositing software.

Or

(b) Demonstrate the green screen removal process for compositing.

17. (a) Describe the process of tracking and how it is helpful in film making.

Or

(b) Explain any one node based software along with its workspace area.

18. (a) Explain about the color correction process in compositing for matching.

Or

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

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