C–6580	Sub. Code
	83821

M.Sc. DEGREE EXAMINATION, APRIL 2022.

Second Semester

Multimedia

2D GRAPHICS AND ANIMATION

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. What is a Graphic Material?

2. What are the components of Graphic Design?

3. What is line of action?

4. What is the meaning of a light box and how it is used in animation?

5. List the essentials of character designing?

6. Define Animation?

7. What is meant by Timing and Motion?

8. What is Rigging?

9. What is Zoom in and Zoom out?

10. Mention basic cartoon phonetics?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) What is meant by drapery study?

Or

(b) Describe the technique of drawing heads in various angles.

12. (a) Explain the working principle of turnaround animation briefly.

Or

(b) Illustrate the principle of straight ahead action and pose to pose action briefly.

13. (a) What is a storyboard? And how to create a storyboard?

Or

(b) Discuss the basics of camera shots.

14. (a) What is a storyboard? And how to create a storyboard?

Or

(b) Explain the procedure for creating animated file.

15. (a) Explain about "Creating scenes for an animated story".

Or

(b) Discuss about ball animation.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Elucidate the principles of animation in detail with examples.

Or

(b) Write in detail about the "Basic Camera Shots".

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17. (a) Elaborate in detail about the various basic camera shots and movements.

Or

(b) Write in detail about "Importing Audio elements and managing files".

18. (a) Elaborately explain about scenes in animate and the steps involved in creating an animated story

Or

(b) Explain in detail about "Creating scenes for an animated story".

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M.Sc. DEGREE EXAMINATION, APRIL 2022.

Second Semester

Multimedia

3D DESIGN TECHNIQUES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A $(10 \times 2 = 20)$

Answer **all** questions.

1.   What are the components of user interface?

2.   What is the Connection between Shader and texture?

3.   What is Aliasing and Anti-aliasing?

4.   What is World Space and Local Space?

5.   What are all the types of deformers available in Maya?

6.   List out the polygon Components.

7.   What is the use of Joints?

8.   What is rigging?

9.   What is the use of HDR?

10. What is HDR Images?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Explain the working and types of user interface.

Or

(b) Describe Perspective and orthographic windows.

12. (a) Explain the shader assigning maps in 3D application software.

Or

(b) Explain unwrapping a character.

13. (a) Explain Displacement map.

Or

(b) Explain Hypershade.

14. (a) Write a note on Rendering.

Or

(b) Explain Types of Lights and properties.

15. (a) Explain Zdepth pass

Or

(b) Explain about Render passes and types.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain subdivision surfaces.

Or

(b) Describe Sculpting and tools.

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17. (a) Explain about Render passes.

Or

(b) How to create depth map shadows and ray trace shadows.

18. (a) Discuss about the sculpting tools.

Or

(b) Draw and explain the Complete Biped rig Setup.

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C–6582		Sub. Code
		83823

M.Sc. DEGREE EXAMINATION, APRIL 2022.

Second Semester

Multimedia

MOTION GRAPHICS

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Short note on interface of After Effects?

2.   How to import video files in After Effects?

3.   What is match moving?

4.   What is feather?

5.   Difference between 2D and 3D tracking.

6.   What are the different colors of matte used for keying?

7.   Short note on Animation preset?

8.   Write Short note on After Effects.

9.   Write about color wheel.

10.   What is match moving?

Answer **all** questions.

11. (a) How to animate text using preset animation?

Or

(b) Write short note on layer based compositing.

12. (a) What is 3d tracking?

Or

(b) Briefly explain different kinds of 2d tracking.

13. (a) Briefly explain different kinds of Video formats.

Or

(b) Importance of Audio for motion graphics.

14. (a) Explain about Effects and Presets.

Or

(b) Write briefly about CC particle World.

15. (a) Explain about render queue.

Or

(b) What is animation composer explain?

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Write about the primary colors for light. And explain the importance of colors in Motion Graphics?

Or

(b) Explain about layer based compositing and explain about the interface and work-flow of After Effects?

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17. (a) What is the difference between tracking and stabilizing? And explain the process of both in detail.

Or

(b) Explain the process of keying using key light.

18. (a) Write a note on Expressions and give any two examples of Expression used in After Effects.

Or

(b) Explain what is animation? And different kinds of key frames and their usage in animation.

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M.Sc. DEGREE EXAMINATION, APRIL 2022.

Second Semester

Multimedia

DIGITAL CINEMATOGRAPHY

(2019 onwards)

Duration : 3 Hours　　　　　　Maximum : 75 Marks

Part A　　　　　　(10 × 2 = 20)

Answer **all** questions.

1.　Define Perspective.

2.　What is Zag line?

3.　Define Aperture.

4.　What is Distortion?

5.　What is Over the Shoulder Shot?

6.　What is the use of Baby light?

7.　Who is a gaffer?

8.　Define Composition.

9.　What is the Purpose of IR Filters?

10.　What do rain deflectors do?

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

Answer **all** questions.

11. (a) What is rule of third? What's its purpose?

Or

(b) What are the different types of FPS?

12. (a) What are the basic types of lenses? Explain in detail.

Or

(b) Write a short note on Field of view.

13. (a) Explain about the different types of shots with sketches.

Or

(b) Write a note on the Golden rule and the rule of third.

14. (a) Write a short note on cinematic lighting.

Or

(b) What is the difference between hard lighting and soft lighting techniques.

15. (a) Write a short note on the different types of filters.

Or

(b) Write a note on diffusers and its uses.

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

Answer **all** questions.

16. (a) Explain in detail about the different types of perspective with neat sketches.

Or

(b) Create a storyboard for a short film/ad film of your own creativity.

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17. (a) Explain the different lighting techniques in detail.

Or

(b) Explain creating a rhythm in camera movements and explain how to maintain it.

18. (a) Explain in detail about the various camera accessories and their uses.

Or

(b) Write short notes on:

(i) Characters of lenses

(ii) Illusion of Depth.

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C–6588		Sub. Code
		83841

M.Sc. DEGREE EXAMINATION, APRIL 2022.

Fourth Semester

Multimedia

RESEARCH METHODOLOGY

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. Define Research.

2. Name the different types of research.

3. List the types of research

4. What is a research problem?

5. Define hypothesis.

6. Name the types of variables.

7. What are the methods of data collection?

8. What is a research report?

9. Define the term sampling.

10. What is Cluster analysis?

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

Answer **all** questions.

11. (a) What are the criteria of good research?

Or

(b) Write the characteristics of research.

12. (a) Write a short note on Research Design.

Or

(b) What are the criteria to review the literature selected?

13. (a) Define and differentiate the variables in a research.

Or

(b) What is the role of hypothesis in a research?

14. (a) Differentiate primary data and secondary data

Or

(b) Differentiate open— ended questions and close — ended questions.

15. (a) List out the components of a research report.

Or

(b) Write a short note on different steps in writing report.

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Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Discuss the various sampling techniques in detail.

Or

(b) Explain the different types of research with suitable example.

17. (a) Describe the merits and demerits of conducting personal Interview.

Or

(b) Explain the Pros and Cons of observation methods.

18. (a) Explain in detail the type of hypothesis.

Or

(b) Explain in detail with an example applied and action research.

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C–6588

C–6589		Sub. Code
		83842

M.Sc. DEGREE EXAMINATION, APRIL 2022.

Fourth Semester

Multimedia

ADVANCED COMPOSITING TECHNIQUES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. What do you mean by interface?

2. Discuss about nodes.

3. What is color grading?

4. Write a short note on HDRI.

5. What do you mean by Hue and Saturation?

6. What is rig removal?

7. What do you mean by axis node?

8. Comment on texturing.

9. Write a short note on VFX.

10. Write about any compositing software's.

Answer **all** questions.

11. (a) Explain about camera controls.

Or

(b) What do you mean by modifiers and discuss its importance.

12. (a) What do you mean by keying?

Or

(b) Explain about the role of layers in composting software.

13. (a) Explain about the one point tracking method.

Or

(b) Write a short note on (i) Stabilizer (ii) DI.

14. (a) Discuss about spherical projection method.

Or

(b) What do you mean by lighting a scene in compositing?

15. (a) What is the role of rendering?

Or

(b) What is the process and role of manual track points?

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the process of keying and composing in a scene.

Or

(b) Discuss about the common tools used in color grading?

17. (a) Discuss about workflow of a compositing artist.

Or

(b) Examine the importance and role of match moving.

18. (a) Demonstrate the process in conversion of 2D footage to 3D footage.

Or

(b) Explain the role of setting up of a camera for a compositing scene.

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