

C-7486

Sub. Code

82913

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

First Semester

Visual Effects

INTRODUCTION TO VISUAL COMMUNICATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define visual communication.
2. List out four importance of visual communication.
3. What is semantic?
4. Write a short note on two-step flow theory.
5. Why color psychology is important?
6. Define design execution.
7. What is global media?
8. Write a short note on cross-cultural communication.
9. List out four importance of electronic media.
10. What is traditional media?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) State the different types of communication.

Or

- (b) Briefly explain the barriers of communication.

12. (a) Give a short account on levels of communication.

Or

- (b) Explain about whites gatekeeper theory.

13. (a) State the principles of visual communication.

Or

- (b) Write a note on visual thinking.

14. (a) Briefly explain the challenges in communication.

Or

- (b) State the Importance of Public opinion.

15. (a) Explain the influence of mass media in society.

Or

- (b) Give a short account on uses and gratification model.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about importance of intercultural communication.

Or

- (b) Describe about the theoretical concepts and constructs in communication models.

17. (a) Visual thinking is important for visual communication – Justify.

Or

- (b) Differentiate between culture and communication.

18. (a) Explain the different theories of mass media.

Or

- (b) Explain about design execution and presentation.

C-7487

Sub. Code

82914

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

First Semester

Visual Effect

FUNDAMENTALS OF DESIGN AND PHOTOGRAPHY

(2019 onwards)

Duration: 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. List out the elements of design.
2. What is contrast?
3. Write the importance of focusing system.
4. State the usage of shutter.
5. List out the merits of colour blending.
6. What is colour theory?
7. Write a short note on vector graphics.
8. Define typography.
9. What is grid system?
10. List out the importance of Layout.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Outline the characteristics of a good design.

Or

- (b) Discuss the importance of creativity in design.

12. (a) Outline about the different types of lenses.

Or

- (b) Describe the role of lenses in photography.

13. (a) Differentiate between warm colours and cool colours.

Or

- (b) Briefly explain the attributes of colour.

14. (a) Discuss the role of fonts in design.

Or

- (b) Describe about typography and its function.

15. (a) Explain about the factors influencing a layout.

Or

- (b) Discuss the role of grids in design.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Describe about the qualities of the good photographer.

Or

- (b) How do you analyze the good photograph?

17. (a) Explain the importance of structure in good design.

Or

- (b) The colour psychology is important for designer.
- Justify.

18. (a) How do you organize layouts for good design.

Or

- (b) Explain about colour wheel, colour harmony and colour schemes.

C-6232

Sub. Code

82923

B.Sc. DEGREE EXAMINATION, APRIL 2022

Second Semester

Visual Effects

**MOTION GRAPHICS
(CREATIVE AND SOCIAL INFORMATICS)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define graphics.
2. Define 2D.
3. What is monochromic colour?
4. What is layer?
5. Define key frame.
6. Write any four video formats.
7. What is color psychology?
8. Define animation.
9. Write five branded camera names.
10. Define triadic.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write the principles of graphic design.
- Or
- (b) Discuss about typography for motion graphics.
12. (a) Enlist the types of font.
- Or
- (b) Write about the principles of animation.
13. (a) Highlight the importance of lights in motion graphics.
- Or
- (b) What are the uses and importance of camera 3d layers?
14. (a) How to work for target audience?
- Or
- (b) How stop motion is used in motion graphics?
15. (a) Write in detail about editing and it's attributes.
- Or
- (b) Write about the types of ghosting.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Elaborate on 3D motion graphics.
- Or
- (b) Explain in detail elements and principles of motion graphics.

17. (a) Elaborate on the importance of colour in motion graphics.

Or

(b) Explain in detail about the frame range animation.

18. (a) Write the importance of warm colour and cool colour in motion graphics.

Or

(b) Explain the importance of sound in motion graphics.

C-6233

Sub. Code

82924

B.Sc. DEGREE EXAMINATION, APRIL 2022

Second Semester

Visual Effect

**VISUALIZATION FOR PRODUCTION — I
(MATTE PAINTING)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Why do we apply materials and texture to painting?
2. List the uses of brushes in Photoshop.
3. What is thumbnail painting?
4. Is it possible to convert digital images to greyscale?
5. Define texture.
6. What is meant by greyscale?
7. What is stick figure?
8. How to select tools for Photoshop?
9. Define photo manipulation.
10. What is importing 3D objects?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Differentiate geometrical and non-geometrical forms of painting with suitable examples.

Or

- (b) What are the files formats in Photoshop?

12. (a) Name the various digital creative tools for matte painting.

Or

- (b) How do you set an extension in Photoshop?

13. (a) How will you digitally paint scenes?

Or

- (b) Highlight the need for understanding space.

14. (a) Discuss on linear perspective.

Or

- (b) Outline on the merits of Photoshop

15. (a) How will you create texture using painting?

Or

- (b) Elaborate on 3D work spaces in Photoshop.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Elaborate on the essentials of human figure drawing.

Or

- (b) Explain contour drawing in detail.

17. (a) Discuss about the portrait head study.

Or

(b) Write about the layers in Photoshop.

18. (a) How to carry out photo manipulation effectively?

Or

(b) Discuss about the colour matching techniques and set extension in Photoshop.

C-7488

Sub. Code

82932

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Third Semester

Visual Effects

VISUALIZATION FOR PRODUCTION II (ANIMATICS)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define: Animation.
2. What is Live Action?
3. What is a thriller movie?
4. Define: Screen Space.
5. What is one line story?
6. Write about Anti Plot.
7. Define: Cliche.
8. What is Climax?
9. List out any two uses of animatics.
10. Define: shots.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write a short note about the Animation Film.

Or

- (b) Elucidate: Target Audience.

12. (a) Write a note on thriller film.

Or

- (b) Describe the Character Appearance in a film.

13. (a) Discuss the difference between Synopsis and Story.

Or

- (b) Describe about make up and costumes.

14. (a) Write a short note on Flash Back.

Or

- (b) Write about Continuity in a film.

15. (a) Describe the character movement.

Or

- (b) Write short note about Voice and SFX.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about Advertisements.

Or

- (b) Different kind of Genres – Explain.

17. (a) Elaborate on stages of Hero's journey.

Or

(b) Explain the Elements of screenwriting.

18. (a) Elucidate: Shots, Thumbnail and Reference Thumbnail.

Or

(b) Explain the importance's of Sound in Animatics.

C-7489

Sub. Code

82933

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Third Semester

Visual Effects

**DESIGN AND COMMUNICATION (SEQUENCE
ANIMATION)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define : Warping.
2. What is Null object?
3. Define : frame rate issues.
4. Any two usage of Light.
5. FK & IK characters.
6. Define : organic particle animation.
7. What is simple math?
8. List out the types of altering expressions.
9. What is Texture in Motion graphic?
10. Define : 3D Props.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write a short note on 3D World System.
- Or
- (b) How do you add various effects in motion graphic?
12. (a) Explain the steps involved in Importing text and paths to 3D element.
- Or
- (b) Elucidate : Extrude object.
13. (a) Discuss about Organic particle Animation.
- Or
- (b) Describe about importing OBJ to element 3D.
14. (a) Write a short note on Linking Expressions.
- Or
- (b) Elucidate : Expressions for Motion Graphic.
15. (a) Describe about Motion Graphics using Maya Modelling.
- Or
- (b) Write short note on Animating 3D props in Maya.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail about 2D & 3D particle effects in Motion graphic.
- Or
- (b) Discuss the importance's of 3D text Animation.

17. (a) Explain the steps involved using motion blur in after effects.

Or

(b) Describe about Expression sliders and Controllers.

18. (a) Explain in detail about Camera Animation in Maya.

Or

(b) Elucidate : Combing Sound with Animation.

C-7471

Sub. Code

83334/82934

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022.

Third Semester

**FUNDAMENTALS OF VIDEOGRAPHY AND
AUDIOGRAPHY**

(Common for B.Sc. Photography/Visual effects)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is a light meter?
2. Define f-stop.
3. Why white balance setting important?
4. What is ISO?
5. What is a key light?
6. Define shutter speed.
7. What are the different types of conflict?
8. What is a fisheye lens used for?
9. What is a Pixel?
10. Define Telephoto lens.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) What are the sources of a plot?
Or
(b) Why is conflict an integral component of a plot?
12. (a) What are the things to keep in mind before critically reviewing a film?
Or
(b) Discuss the different film genres.
13. (a) Narrate the different stages of film production.
Or
(b) Differentiate between Linear and Non- Linear narrative in cinema.
14. (a) Discuss the different camera movements used in feature films with examples.
Or
(b) Illustrate the role of three point lighting in films.
15. (a) What is the role of the cinematographer in the making of the film?
Or
(b) Write about the steps in creating soft light.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Elaborate the role and responsibilities of each member of the film crew.
Or
(b) Discuss the significance of a Documentary Film.

17. (a) Differentiate between synchronous and Non synchronous sound in film.

Or

(b) Does lighting elevate the mood of the film?

18. (a) Why is continuity important in films? How is continuity maintained?

Or

(b) Differentiate between a Feature film and a parallel film with respect to examples.

C-5180

Sub. Code

82942

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fourth Semester

Visual Effects

VFX PRODUCTION – I (COMPOSITING)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is compositing?
2. Define Addmix.
3. State the usages of single frame Roto.
4. List out the purpose of segmenting.
5. What is 2d Tracking?
6. Define planar Tracker.
7. State the Advantages of keying.
8. What is Hue shift?
9. List out the usage of scene node.
10. Define Scanline render.

Part B

(5 × 5 = 25)

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

11. (a) Briefly explain about node based compositing.

Or

- (b) State the Advantages of Nuke.

12. (a) List out the usage of feather in Roto.

Or

- (b) How to segment a character Roto?

13. (a) Discuss about one point Track using position.

Or

- (b) State the Importance of stabilizing footage.

14. (a) How do you use keyer?

Or

- (b) List out the advantages of color correction.

15. (a) Differentiate between 3D and 2D render conversion.

Or

- (b) State the Importance of 3D camera tracking.

Part C

(3 × 10 = 30)

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

16. (a) Differentiate between editing and compositing.

Or

- (b) Explain in detail about modern compositing.

17. (a) Describe about roto scoping in animation.

Or

(b) Differentiate between color correction and color grading.

18. (a) Explain in detail about 3D space is Nuke purpose of 3D camera.

Or

(b) Elaborate on the use of Keyer, Primatte, Keylight, IBK color and Gizmo.

C-5181

Sub. Code

82943

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fourth Semester

Visual Effects

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 curve tools?
2. Define harden edge.
3. List out the four basic materials for VFX production.
4. State the merits of 3D Texturing.
5. What is single point lighting?
6. Define Rasterize.
7. List out the few usage of Rigging.
8. What is Time slider.
9. State the benefits of Render layers.
10. Define sampling.

Part B

(5 × 5 = 25)

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

11. (a) Write a short account on mirror geometry.

Or

- (b) Differentiate between soften edge and harden edge.

12. (a) Briefly describe about cut tools.

Or

- (b) Write about UV mapping and projection.

13. (a) Write a short account on 3d lighting.

Or

- (b) Briefly discuss about HDRI lighting environment.

14. (a) Describe about different types of Rigging.

Or

- (b) Differentiate between Rigging and Animation.

15. (a) Write a short note account on rendering engines.

Or

- (b) Briefly write about specular and multi render passess for composting.

Part C

(3 × 10 = 30)

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

16. (a) Explain in detail about Polygon primitives and NURBS primitives.

Or

- (b) Explain in detail about bump map, normal map and displacement map.

17. (a) Explain about maya default lighting, product single and single point lighting.

Or

- (b) Explain in detail about exporting and importing UV to Photoshop.

18. (a) Explain the following terms

- (i) Shrink wrap
- (ii) Skinning
- (iii) Flare
- (iv) Squash
- (v) Deform

Or

- (b) Explain in detail about render layers, rendering options and render passes.

C-7422

Sub. Code

**83251/82851/83051/
83351/82951**

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

BUSINESS OF MEDIA

**(Common for B.Sc. Animation / Game Art and Design /
Graphic Design / Photography / Visual effects)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define public sector.
2. Define the term franchise.
3. List some NGO's.
4. How will you identify a successful organization?
5. What is customer satisfaction?
6. List the types of stakeholder.
7. Define Customer.
8. What is Community?
9. What is Entrepreneurship?
10. What is market analysis?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) List out the firms in the private sector.

Or

- (b) Highlight the importance of structure.

12. (a) State the pros and cons of different structures.

Or

- (b) What are the pressures that you incur in business?

13. (a) List out the types of stakeholder.

Or

- (b) How will you satisfy your customers?

14. (a) How will you frame your business objectives and strategy?

Or

- (b) Write short note on human resources.

15. (a) Discuss briefly about market structures.

Or

- (b) What are the characteristics of Stakeholders?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) How will you run an organization effectively?

Or

(b) Write about internal and external stakeholders.

17. (a) Explain Macro and Micro Economics with an example.

Or

(b) State the role of manager in an organization.

18. (a) Elaborate on the Channels of Communication.

Or

(b) Explain the theories of Entrepreneurship.

C-7423

Sub. Code

**83252/82852/83052/
83352/82952**

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

PORTFOLIO AND PRESENTATION

**(Common for B.Sc. Animation / Game Art and Design /
Graphic Design / Photography / Visual effects)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is Portfolio?
2. List out the importance of Digital Portfolio.
3. What is digital media?
4. Define Blog.
5. What are the requirements of good presentation?
6. Define Web page.
7. Write short note on Instagram.
8. Define tone.
9. List out the merits of Social media.
10. How will you work on your deadlines?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Highlight the importance of Portfolio.

Or

(b) Discuss about the elements of Portfolio.

12. (a) What are the requirements in the development of Portfolio?

Or

(b) Discuss about the effective digital showcase.

13. (a) Summarize the Presentation format and requirements.

Or

(b) Highlight the prospects of film portfolio presentation.

14. (a) How will you create your own blog?

Or

(b) State the importance of social media.

15. (a) Outline the components of a Portfolio.

Or

(b) List out the steps of publishing your Portfolio.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Elaborate on Digital Portfolio.

Or

(b) Discuss about the Portfolio Development Techniques - Do's and Don'ts.

17. (a) Explain the different stages of digital media.

Or

(b) How will you prepare a professional theatre for presentation?

18. (a) Explain the steps in creation of your own web page.

Or

(b) Explain Portfolio budget and Deadline planning.

C-7013

Sub. Code

**16/17/23/25/
26/27/29**

**COMMON FOR ALL U.G DEGREE COURSES
EXAMINATION, NOVEMBER 2022**

First/Second Semester

ENVIRONMENTAL STUDIES

(2019/2020 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Nonrenewable resources
2. Ecosystem
3. Food Chain of forest ecosystem.
4. Pandemic Emergencies.
5. Red Data Book
6. Hot spots
7. Climate Change
8. Deforestation
9. Biodiversity
10. Acid Rain

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Differentiate renewable and nonrenewable energy resources.

Or

- (b) Write notes on structure and functions of grassland ecosystem.

12. (a) Write notes on Food Webs of Forest Ecosystem with suitable examples.

Or

- (b) Write notes on Genetic, Species and Ecosystem Diversity.

13. (a) Write short notes on Food resources and its problems associated with them.

Or

- (b) Write notes on land resources and problem associated with them.

14. (a) Write notes on thermal pollution.

Or

- (b) Write notes on energy pyramids with suitable examples.

15. (a) Explore the threats to biodiversity.

Or

- (b) Write note on man-made disaster with special reference to strike.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Write an essay on multidisciplinary nature of environmental studies and about the need for public awareness on environment.

Or

- (b) Write an essay on Water Resources and problem associated with over-utilization of various water resources.
17. (a) Write an essay on Biogeographical classification of India.

Or

- (b) Write an essay on values of biodiversity.
18. (a) Write an essay on causes, effects and control measures of water pollution.

Or

- (b) Enumerate various strategies in managing disasters caused due to natural calamities.
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C-5664

Sub. Code

**16/17/23/25/
26/27/29**

**Common for All U.G. B.Sc./B.B.A. DEGREE
EXAMINATION, APRIL 2022**

First/Second Semester

ENVIRONMENTAL STUDIES

(2019/2020 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. ZSI.
2. WII.
3. What is renewable energy?
4. Food web.
5. Pyramid of numbers in aquatic ecosystem.
6. Red data book.
7. List out any five Endemic species of India.
8. List out marine pollutants.
9. *Ex Situ* Conservation.
10. Enlist Option Values of Biodiversity.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write notes on definition, scope and importance of environmental studies.

Or

- (b) Write notes on soil erosion and desertification.

12. (a) Write notes on energy flow in the ecosystem.

Or

- (b) Write notes on threads to biodiversity.

13. (a) Write notes on Biodiversity at Global, National and Local levels.

Or

- (b) Write notes on various strategies of conservation of Biodiversity.

14. (a) Write notes on ecological pyramids.

Or

- (b) Write notes on air pollution.

15. (a) Write notes on noise pollution.

Or

- (b) Write notes on effects and control measures of nuclear hazards.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Write an essay on the multidisciplinary nature of Environmental Studies.

Or

- (b) Write an essay on the following resources with special emphasis to how they are overexploited/utilized which in turn damage the environment, (i) Forest Resources and (ii) Food Resources.

17. (a) Write an essay on “India is a mega-diversity nation”.

Or

- (b) Write an essay on Biodiversity and their values.

18. (a) Write an essay on causes, effects and control measures of (i) Marine Pollution and (ii) Water Pollution.

Or

- (b) Write an essay on concept, structure and function of ecosystem.