

C-7457

Sub. Code

83513

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

First Semester

Media Technology

INTRODUCTION TO VISUAL COMMUNICATION

(2019 onwards)

Duration: 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define mass communication.
2. What is group communication?
3. What do you mean by communication model?
4. Write short note on gate keeping theory.
5. Define visual illusion.
6. What is visual thinking?
7. What is cross-cultural communication?
8. Define - Semiotics.
9. Write short note on hypodermic needle theory.
10. What is traditional media?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write short note on intercultural communication.

Or

- (b) What are the skills needed for efficient communication?

12. (a) Describe in brief Lasswell's model.

Or

- (b) Write brief note on role of models and theories in communication.

13. (a) Discuss the process of developing ideas.

Or

- (b) Describe the role of colour psychology in visual communication.

14. (a) Discuss the impact of global media on developing countries.

Or

- (b) Write a brief note on the denotation and connotation.

15. (a) Discuss the role of publicity and propaganda in communication.

Or

- (b) Write about uses and gratification model.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Write a detailed note on types of communication with suitable example.

Or

- (b) Explain in detail :
(i) Whites gatekeeper theory
(ii) SMCR model

17. (a) Discuss about the Principles of Visual in detail.

Or

- (b) Write a detailed note on Verbal and Non-verbal communication.

18. (a) Explain the types of mass media in detail.

Or

- (b) Elaborate the barriers of communication and types of barriers to communication.

C- 7458

Sub. Code

83514

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

First Semester

Media Technology

DESIGN FUNDAMENTALS

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Write a short notes on harmony in design.
2. What is pattern?
3. Write a short notes on layouts.
4. Expand – CMYK.
5. Comment on colour blending.
6. Write a short note on colour wheel.
7. Comment on landscape.
8. Write short note on aerial perspective.
9. What is template?
10. What is typography?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write a brief note on characteristics of a good design.

Or

- (b) How to visualize a word as drawing? Explain with suitable example.

12. (a) Outline colour theory in brief.

Or

- (b) What is colour psychology? Why is it important in designing?

13. (a) List out the type face classification in brief.

Or

- (b) “Selecting appropriate font for a design is essential” – Justify.

14. (a) Discuss the major role of grid in designing.

Or

- (b) List out the latest trends in digital design layouts in brief.

15. (a) Illustrate the three point perspective with diagram.

Or

- (b) Discuss about perspective terminology.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the principles and elements of design.

Or

- (b) Explain the process involved in swatch preparation and the usage of Adobe Kuler in detail.

17. (a) What are the things you should remember while designing typography for a history based design? Illustrate with suitable design.

Or

- (b) Write a detailed note on the importance of graphics and its major classifications.
18. (a) Elaborate the process involved in brochure designing for any "NGO" with diagram.

Or

- (b) Illustrate the linear perspective construction method in detail.
-

C-7459

Sub. Code

83523

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Second Semester

Media Technology

WEB DESIGNING

(2019 onwards)

Duration: 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What do you mean by transition?
2. Discuss about grid system.
3. What is clipping mask?
4. List any two selection tools.
5. Write a short note on DIV.
6. What do you mean by Hue and Saturation?
7. List out few HTML paragraph tags.
8. What do you mean by firewall?
9. Comment on span tag.
10. Write about serif fonts.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain about few web transitions.

Or

- (b) List out the various smart filters.

12. (a) What do you mean by text wrapping?

Or

- (b) Explain about the role of layers in image editing software.

13. (a) Explain about the class selector and Styling tables.

Or

- (b) Write a short note on :

- (i) WWW
- (ii) URL.

14. (a) Describe about site management process.

Or

- (b) What do you mean by formatting?

15. (a) What do you mean by RSS feed and explain the importance in websites?

Or

- (b) What is the process and role of adding shadows to buttons?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the various processes in website creation.

Or

- (b) Discuss about the various tools used in image manipulation.

17. (a) Discuss about the website creation using HTML and write a code to create a web page for commercial organization.

Or

- (b) Examine the importance and role of CSS in web site creation.

18. (a) “Choice of Fonts make a web page unique” — Comment your views.

Or

- (b) “Web Log is not a website” — tell your opinion to substantiate the quote.

C-6198

Sub. Code

83524

B.Sc. DEGREE EXAMINATION, APRIL 2022

Second Semester

Media Technology

DIGITAL PHOTOGRAPHY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define ISO
2. What is digital photography?
3. Define angle of view.
4. Write the importance of soft box light.
5. What is key light?
6. What is negative space?
7. List any two uses of start filter.
8. Write about black and white exposure.
9. Define colour balance.
10. List any two branded camera.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write about mega pixel and image pixel.

Or

- (b) Write about the camera handling technique.

12. (a) Write a note on symmetry.

Or

- (b) What is background and foreground?

13. (a) Discuss about shutter speed types.

Or

- (b) Write about the importance of camera lens.

14. (a) Write a note on fog filter.

Or

- (b) Write about the importance of reflector.

15. (a) Write a note on temperature adjustment.

Or

- (b) Discuss about the history of photography.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Differentiate good photo and bad photo.

Or

- (b) Elaborate on rule of third.

17. (a) Elaborate on ISO types.

Or

(b) Elaborate on fashion photography.

18. (a) Explain the importance of polarizing filter.

Or

(b) Explain about basic camera settings.

C-7461

Sub. Code

83532

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Third Semester

Media Technology

INTERACTIVE ANIMATION TECHNIQUES

(2019 onwards)

Duration: 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is timeline?
2. Define pixel.
3. What is the use of free transform tool?
4. What is stop motion?
5. Mention three types of Tween.
6. What is Animation?
7. What are the three types of symbol?
8. What is blur?
9. What is fs command?
10. What is the use of buttons?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write the steps in change the colour of the stage in animation.

Or

- (b) What is meant by property inspector?

12. (a) What are the basic tools for creating shapes?

Or

- (b) Outline the advantage and disadvantage of pen tool.

13. (a) Write in detail about the bitmap and vector graphics.

Or

- (b) What are the five types of animation?

14. (a) What is the use of align panel?

Or

- (b) List the steps in adding and animating the caption in Adobe.

15. (a) What is masking in Animation and its uses?

Or

- (b) What is action script 3.0 in animation?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Comment on Panels and its usage.

Or

- (b) Write a note on the importance of Strokes and fill in animation. Explain the process of Applying gradient fill.

17. (a) Explain the four basic techniques used in animation. Discuss the importance of Key frame in animation.

Or

- (b) Prepare a flow chart to create a banner advertisement using any one animation software.

18. (a) Write a note on :

- (i) Transition
- (ii) Masking
- (iii) Graphic Symbols.

Or

- (b) How do you make an interactive recipe book? Discuss the steps in animation software.

C-7462

Sub. Code

83533

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Third Semester

Media Technology

PRE PRODUCTION AND SHOOTING TECHNIQUES

(2019 onwards)

Duration: 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. What is meant by Synopsis?
2. Why do we need Scheduling?
3. What is Shot?
4. What is POV?
5. What is the work of continuity in a movie?
6. Define Aesthetics.
7. What is meant by Aperture?
8. What is focus?
9. List any two uses of lenses.
10. Mention any four types of media formats.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Define Characters and explain its types.

Or

- (b) What is script? How will you write one line script?

12. (a) Highlight the various types of angles.

Or

- (b) Write the functions of camera movements with suitable examples.

13. (a) Differentiate 180 degree rule and rule of thirds.

Or

- (b) What is editing report?

14. (a) Why do we need filters? List its types.

Or

- (b) Write an essay on types of film camera.

15. (a) What is the difference between Visual Effects and Special Effects?

Or

- (b) Write the process of Previewing and Rendering.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Elaborately explain the process of idea to story board any Social awareness short film Script.

Or

- (b) What is production Budget? Discuss types of budget in film making.

17. (a) Mention types of camera movements. How do you describe the movement of a camera? Explain with examples.

Or

- (b) What are the types of Shots? How camera shots do affects the audience? Analyse.

18. (a) What is Final Editing? Explain the steps in adding visual effects.

Or

- (b) Why do we need lighting? Explain the various types of lighting.

C-7463

Sub. Code

83534

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Third Semester

Media Technology

2D GRAPHICS AND ANIMATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Write short note on Graphics.
2. What is appeal in animation?
3. Write short note on tweening.
4. Write short note on slug line.
5. What is medium long shot?
6. Write short note on camera transition.
7. What is onion skin in animation?
8. Write short note on jump animation.
9. List out any three audio editing softwares.
10. What is anime dialogue?

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write a brief note on straight ahead action and pose to pose action.

Or

- (b) Elaborate slow in and slow out in animation. Where do you use this method?

12. (a) List out the importance of script with brief explanation.

Or

- (b) Write a brief note on anatomy of screen play.

13. (a) Write a brief note on camera moves.

Or

- (b) What are the importance of story board in animation?

14. (a) How to create ball animation using classic motion guide? Explain in brief.

Or

- (b) Elaborate the process involved in mask animation. Explain in brief.

15. (a) Write a brief note on basic cartoon phonetics and vocalization.

Or

- (b) What is animation demo reel? Explain in brief.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Write detailed note on 2D animation concepts with suitable examples.

Or

- (b) Elaborate the camera transitions with detail explanation.
17. (a) How to Dissect the body parts into separate symbols in animation? What is the purpose of this procedure? Explain in detail.

Or

- (b) Give detailed explanation on the following techniques
- (i) Attitude Walk cycle
 - (ii) Run cycle
 - (iii) Ease in and Ease out.
18. (a) How to design a 2D background animation of any environment? Explain with suitable story board diagram.

Or

- (b) Write Detailed note on two character acting and lip sync animation.
-

C-6202

Sub. Code

83542

B.Sc. DEGREE EXAMINATION, APRIL 2022

Fourth Semester

Media Technology

NON LINEAR EDITING

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is online editing?
2. Define timeline.
3. What is transition?
4. Define editing interface.
5. What is non-destructive editing?
6. Define source folder.
7. What is trimming?
8. Write any four transition effect names.
9. Define term animation.
10. Define key frame.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) What is offline and online editing?

Or

(b) Write the basics of non-linear editing and its advantages.

12. (a) Discuss transition and cut.

Or

(b) 'Managing Hard Disk space is crucial' — Justify.

13. (a) Briefly explain about the history of Non linear editing.

Or

(b) Why noise reduction should be concentrated in editing process?

14. (a) Write the commands and interface in editing.

Or

(b) Describe in detail the two types of video formats.

15. (a) Discuss about the importance of transition.

Or

(b) Differentiate Recorder window and Timeline window.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain different audio formats and their uses.

Or

- (b) Explain about various editing environment tools.

17. (a) Explain in detail Transition linear offline and online edit.

Or

- (b) Describe about various types of editing.

18. (a) Discuss elaborately about trimming video concept.

Or

- (b) Explain about Non-linear formats and their uses.
-

C-6203

Sub. Code

83543

B.Sc. DEGREE EXAMINATION, APRIL 2022.

**Fourth Semester
Media Technology
ADVANCED ART
(2019 onwards)**

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Write a short notes on Line of Action.
2. Write a short note on fore shortening.
3. What are the details of facial feature?
4. Write about facial expression.
5. What is Originality in character design?
6. Define – Heavy Villainous character.
7. What is model sheet?
8. Write short note on under lays.
9. What is fly cycle?
10. Write short note on concept art.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) How to visualize body forms in flow line?

Or

- (b) Illustrate the process of drawing a dynamic action pose with brief explanation.

12. (a) What are the important guidelines one should remember while drawing female heads?

Or

- (b) How to draw hands and feet in various possible view?

13. (a) How challenging is it to draw a mad or weird character?

Or

- (b) Write a short note on exaggerated characteristics of character design.

14. (a) Explain the usage of overlays and underlays.

Or

- (b) Write down the importance of Art for Animation.

15. (a) How to illustrate a location in different lighting?

Or

- (b) Illustrate walkcycle drawing for four leg walks.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Write a detailed note on drawing figures in different perspectives.

Or

- (b) Explain the male body proportions in detail with suitable example.

17. (a) Write detail note on:

- (i) Details of facial features
- (ii) Costume/Draperies

Or

- (b) How to develop the following character types?

- (i) Pretty/Cute character
- (ii) Alien characters
- (iii) Ridiculous/Humorous character

18. (a) Strait ahead vs pose to pose methods of animation drawings – Explain in detail.

Or

- (b) Write a detailed note on drawing extremes Breakups and in between drawings.

C-7464

Sub. Code

83551

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

Media Technology

MOTION GRAPHICS

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define Graphics.
2. Write short note on Layer.
3. Write a short note on attribute scale.
4. What is animation preset?
5. Write short note on keying.
6. Write short note on 3d tracking.
7. Write short note on audio format.
8. Write about any two effects in motion graphics.
9. What is background in animation?
10. Write short note on animation composer.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write brief note on composting techniques.

Or

- (b) Write brief note on layers and properties.

12. (a) What do you mean by rendering and exporting in animation? Explain in brief.

Or

- (b) Write brief note on Expressions and automation in motion graphics.

13. (a) Write brief note on key light with diagram.

Or

- (b) Write brief note on stabilizing footage.

14. (a) How to use effects and presets in a effective way? Explain in brief.

Or

- (b) How to import audio file? List out the suitable audio formats that supports with any animation softwares.

15. (a) Write brief note on navigation animation composer menu.

Or

- (b) What is the role of particle world in motion graphics?

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Write detail note on creating project window with suitable diagram.

Or

- (b) Write detail note on :
(i) Text
(ii) Transparency
(iii) Effects.

17. (a) Write detail note on usage of Masking tools with suitable example.

Or

- (b) How will you create rain effect by using cc particle tools? Explain with diagram.

18. (a) Write detail note on creating backgrounds and 4 colour gradient with suitable example.

Or

- (b) How to use 2d tracking and track marker to create any animation? Explain with suitable example.

C-7465

Sub. Code

83552

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

Media Technology

DYNAMICS SIMULATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. What is object in dynamic simulation?
2. Write short note on surface emitter.
3. Define frequency.
4. Define volume axis.
5. What is passive key?
6. Write short note on soft body.
7. Write short note on multi streak.
8. What is ramp velocity?
9. What is hardware rendering?
10. What is flip book clap?

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write brief note on pre point emission rates.

Or

- (b) How to create emitter in dynamic simulation?
Explain in brief.

12. (a) Write brief note on Newton field.

Or

- (b) Write brief note on Radial field.

13. (a) Write brief note on rigid body simulation in 3d application.

Or

- (b) How to create pin constrain?

14. (a) Explain about fluid 3d container in brief.

Or

- (b) Write brief note on any two particle types.

15. (a) How to render alpha sequence frame from hardware render?

Or

- (b) What are the uses of blobby surface in dynamic simulation?

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Illustrate the process of creating any example scenario by using particle and emitters.

Or

- (b) How to create different types of fields in dynamic Simulation? Explain with suitable examples.

17. (a) Explain the different types of axis control.

Or

- (b) Illustrate the process of creating any example using passive rigid body.

18. (a) List out the difference between software rendering and hardware rendering with detail explanation.

Or

- (b) Explain the role and importance of dynamic simulation in animation field.

C-7466

Sub. Code

83555A

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

Media Technology

ADVANCED MODELING AND TEXTURING

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Write short note on smooth option.
2. What is organic character?
3. What is UV snap shot?
4. Write short note on planar mapping.
5. What is hypershade?
6. Write short note on Bump mapping.
7. Write short note on resolution.
8. What is IPR render?
9. Define UV mapping.
10. Define Texture.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write brief note on basic shapes with suitable diagram.

Or

- (b) How to convert subdivision surface to polygon?

12. (a) Illustrate the process of exporting UV for texturing.

Or

- (b) Write brief note on auto mapping.

13. (a) What are the uses of 2d Texturing map?

Or

- (b) Explain the following in Brief

(i) Lambert

(ii) Specular shading

(iii) Transparency map.

14. (a) Write brief note on image resolution settings.

Or

- (b) How important it is to choose the right rendering Camera? Explain in brief.

15. (a) Write brief note on Displacement Map. What is the need of Displacement Map?

Or

- (b) Elaborate the Painting tools with brief explanation.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) How efficiently one can use the basic shapes in 3d modelling? Explain with any suitable model that can be modelled by using basic shapes.

Or

- (b) List out the need of different mapping in texturing. Explain in detail.
17. (a) Discuss about the efficient usage of texturing in any well known 3d animation movie. Explain with suitable example.

Or

- (b) Illustrate the process involved in 3d texturing map designing and the usage of 3d texturing map. Explain in detail
18. (a) Write detail note on basic sculpting concepts with suitable examples.

Or

- (b) How to create stencil? Explain the process of stencil image importing and manipulating in detail.
-

C-5156

Sub. Code

83555C

B.Sc. DEGREE EXAMINATION, NOVEMBER 2022

Fifth Semester

Media Technology

ADVANCED COMPOSITING TECHNIQUES

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Node indicator
2. Channel
3. Merging image
4. Interface
5. Node mastering
6. Keying method
7. Key light
8. Shader
9. 3D Camera attributes
10. Texture node.

Part B

(5 × 5 = 25)

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

11. (a) Write about interface and different view ports.

Or

- (b) How will you create different type of node tree structure?

12. (a) Discuss about Bezier Node drawing.

Or

- (b) State the principle of keying method.

13. (a) Outline on roto shape creating fallow focus depth.

Or

- (b) Write about rig removal method.

14. (a) Highlight the importance of Camera Projection techniques.

Or

- (b) Write bout spherical projection method.

15. (a) How will you apply texture to the planner?

Or

- (b) How will you use live footage multiple 2D tracking?

Part C

(3 × 10 = 30)

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

16. (a) Explain about selecting mask, tracing channel and merging image.

Or

- (b) Elaborate on keying different method using IBK Gizmo and IBK color.

17. (a) Explain one point and four point tracking method.

Or

(b) Elaborate on manual tracking method and clone method.

18. (a) Elaborate on creating the multiple cameras set up using compositing software.

Or

(b) Explain creating manual 2D tracks and exporting track point to 3D application.

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.
-

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.