

C-8784

Sub. Code

83821

M.Sc. DEGREE EXAMINATION, APRIL 2023

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 Line of Action?
2. Define 3D Visualization.
3. How animation is useful?
4. What is solid drawing?
5. What is tweening?
6. Write a note on rigging.
7. Define Onion Skin.
8. List the merits of Mask animation.
9. What is lip synching?
10. List the uses of background Panning.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss the steps in full body finish.

Or

- (b) Outline about female body proportions.

12. (a) Write a short note on Stretch and Squash.

Or

- (b) Write about pose to pose action.

13. (a) Describe easing in and out with example.

Or

- (b) Outline the uses of timeline.

14. (a) Write briefly about Cartoonish vehicles loop animations using tween.

Or

- (b) Outline about jump animation.

15. (a) How will you prepare the timeline for audio?

Or

- (b) Discuss about Anime dialogue.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the essentials of character designing.

Or

- (b) Elaborate on the types of character.

17. (a) Explain ball animation using classic motion guide.

Or

(b) Explain about attitude walk cycle and run cycle.

18. (a) Explain two character acting and lip sync animation.

Or

(b) Explain the Principles of animation.

C-8785

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83822

M.Sc. DEGREE EXAMINATION, APRIL 2023

Second Semester

Multimedia

3D DESIGN TECHNIQUES

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is User Interface?
2. Define Workspace.
3. How will you create curves?
4. What is editing nurbs?
5. What is wave principle?
6. Write a note on editing key frames.
7. Define Skinning.
8. List the uses of animation.
9. Write the role of Graph Editor?
10. What is Batch Rendering?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) How will you attach and detach curves?

Or

- (b) Outline about inserting knots and reverse curve direction.

12. (a) Write a short note Polygon smooth tool.

Or

- (b) Write about mirror geometry.

13. (a) Describe texturing Robot.

Or

- (b) Outline about Polygon Robot modeling.

14. (a) Write briefly about ik-Fk-Spline ik.

Or

- (b) Outline about auto key and key frame options.

15. (a) How will you navigate and keep images in render view?

Or

- (b) Discuss about point light and ambient light.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) How will you create, manipulate and move objects in 3D?

Or

- (b) Elaborate on using Nurbs curves to create a model.

17. (a) Explain the types of animation.

Or

- (b) Explain Rigging and Primitive Rig in detail.

18. (a) Explain the different types of light.

Or

- (b) Elaborate on types of camera.
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83823

M.Sc. DEGREE EXAMINATION, APRIL 2023

Second Semester

Multimedia

MOTION GRAPHICS

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is motion graphic?
2. Define Compositing.
3. What do you mean by typography animation?
4. Write a note on Masking.
5. What is Key light?
6. How will you stabilize footage?
7. List the different types of video format.
8. Comment on Rendering Queue.
9. Write a note on animation composer.
10. How to import audio file?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss Layer based compositing.

Or

- (b) Write a note on workspace and workflow.

12. (a) Outline on transparency and compositing.

Or

- (b) Write about effects and animation presets.

13. (a) Describe the importance of Rotoscopy.

Or

- (b) Point out the different types of Spline control.

14. (a) How will you create Project window.

Or

- (b) Give a short note on creating a text layer.

15. (a) Briefly explain adjusting particle option producers.

Or

- (b) Give a short note on navigating animation composer menu.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Elaborate on integrating drawing and painting in Compositing.

Or

- (b) Elaborate on Masking tools.

17. (a) Explain 3D tracking and match moving.

Or

- (b) Explain in detail about 2D tracking and track marker.

18. (a) How to navigate the 3D text from 3D software?

Or

- (b) Elaborate on Corporate presentation.
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83827

M.Sc. DEGREE EXAMINATION, APRIL 2023

Second Semester

Multimedia

DIGITAL CINEMATOGRAPHY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is Digital Cinematography?
2. Define Head Room.
3. How Story board is useful?
4. What is a lens?
5. What is Camera Shutter Speed?
6. Write a note on Push-In Shot.
7. Define Medium Shot.
8. List the merits of Key Light.
9. What is Visual Intensity?
10. List the uses of Satin Cloth.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss the importance of rule of third.

Or

- (b) Highlight the different Camera Names.

12. (a) Write a short note on functions of Photographic Lens.

Or

- (b) How will you choose a lens?

13. (a) Discuss about Third Person Restricted Viewpoint with example.

Or

- (b) Write about 30 degree rule.

14. (a) Write briefly about Contrast and affinity.

Or

- (b) Outline the use of LED soft box and DVR Box.

15. (a) Write briefly about types of ND Filters.

Or

- (b) Discuss about the uses of Fluid head Tripod and Monopod.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain one point and two point perspective.

Or

- (b) Elaborate on Lens Speed, Field of View, Sharpness and Camera Aperture.

17. (a) Explain Tilt shot, Tracking shot, handheld shot, Aerial shot and Crane shot.

Or

- (b) How does light help tell a story?

18. (a) Explain three point lighting in detail.

Or

- (b) Elaborate on Camera Accessories.
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83841

M.Sc. DEGREE EXAMINATION, APRIL 2023

Fourth Semester

Multimedia

RESEARCH METHODOLOGY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is a research proposal?
2. Define Research.
3. List the uses of Review of Related Literature.
4. What is Variable?
5. Define Sample.
6. Write a note on Null Hypothesis.
7. What is Primary Data?
8. List the merits of Case Study.
9. What are the types of Questionnaire?
10. Write the uses of Statistics in Research.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss the Objectives of Research.

Or

- (b) Highlight the importance of Conceptual framework.

12. (a) How will you select a research problem?

Or

- (b) Discuss the formats of research proposal.

13. (a) Write about the functions of hypothesis.

Or

- (b) Discuss about the implications of Sampling Design.

14. (a) Write briefly about Interview Method.

Or

- (b) How will you collect secondary data?

15. (a) Discuss about the technique of Interpretation.

Or

- (b) Highlight the significance of report writing.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the criteria of a good research.

Or

(b) Elaborate on Research methods vs Methodology.

17. (a) Explain the different research design.

Or

(b) Elaborate on the types of sampling design.

18. (a) Explain the different methods of data collection.

Or

(b) Elaborate on different steps in writing report.

C-8789

Sub. Code

83842

M.Sc. DEGREE EXAMINATION, APRIL 2023

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 compositing?
2. Define node.
3. Give examples for compositing software.
4. What do you mean by keylight?
5. Comment on manual tracking method.
6. Write a brief note on key frame.
7. What is color grading?
8. What do you mean by color correction?
9. Give examples of any two movies that used compositing.
10. List the uses of animation.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Write a short note on 3D interface navigation.

Or

- (b) Explain about the importance of Camera control.

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

Or

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

13. (a) Discuss four point tracking method.

Or

- (b) How will you create 3D environment lights?

14. (a) Outline on Spherical Projection method.

Or

- (b) How will you apply texture to the planner?

15. (a) Write briefly about creating gold trackpoint.

Or

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

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the different types of node graphs and connections.

Or

- (b) Explain the One point tracking and manual tracking method.

17. (a) Discuss about creating clean plate using clone method.

Or

- (b) Elaborate on creating planar projection and cylindrical projection.

18. (a) What do you mean by multi cameras setup? How does it help in compositing?

Or

- (b) Explain the different types of material node.
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