

C-8534

Sub. Code

82913

B.Sc. DEGREE EXAMINATION, APRIL 2023.

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 communication.
2. Write a short note on Intrapersonal communication.
3. Expand SMCR
4. List out the elements in two step flow theory.
5. How symbols are useful in communication?
6. Comment on optical illusion.
7. What do you mean by denotation?
8. Bring out any two benefits of semiotics?
9. Write any two advantages of mass media.
10. Write about propaganda.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain communication as a process of exchanging ideas.

Or

- (b) Explain the different types of Communication.

12. (a) What is Laswell model of communication?

Or

- (b) Compare between Two step flow theory and Gate keeping theory.

13. (a) What is semiotics? Mention the purpose of semiotics in visual communication.

Or

- (b) Compare denotation VS connotation.

14. (a) Describe the relationship between culture and communication.

Or

- (b) What do you mean by cross cultural communication and its role in communication?

15. (a) Write the different types of Mass media.

Or

- (b) What is the role of Public Relations Officer in communication?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the various barriers of communication with suitable examples.

Or

- (b) Explain any five theories in communication.
17. (a) Discuss the paradigmatic and syntagmatic aspects of signs with suitable examples.

Or

- (b) Demonstrate the process of communication in semiotics and discuss the aspects of signs and symbols with examples.
18. (a) Compare Traditional with the advent of New media with suitable examples.

Or

- (b) “Communication is a process of social change” — Comment your views from recent scenario.
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C-8535

Sub. Code

82914

B.Sc. DEGREE EXAMINATION, APRIL 2023

First Semester

Visual Effects

FUNDAMENTALS OF DESIGN AND PHOTOGRAPHY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What do you mean by visual composition?
2. Write about proportion.
3. What is Exposure in photography?
4. Write a short note on HDR.
5. What do you mean by Hue and Saturation?
6. What are complimentary colors?
7. What do you mean by typography?
8. Comment on silhouetting.
9. Write a short note on layout.
10. Tell about any designing softwares.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain about any three elements of design.

Or

- (b) What do you mean by texture and discuss its importance?

12. (a) What do you mean by composition in photography? Explain it with an example.

Or

- (b) Explain the role of lens in photography along with its types.

13. (a) Explain the color psychology with examples.

Or

- (b) Write a short note on (i) Cool colors (ii) Color blending.

14. (a) Describe about typeface classification.

Or

- (b) Explain vector graphics with an example.

15. (a) Explain the role of Grids and Layout.

Or

- (b) What are the stages of design process?

Part C

(3 × 10 = 30)

Answer **all** questions.

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

Or

(b) Discuss the types of photography with examples.

17. (a) Discuss the colour theory and how will you choose the right color for your design.

Or

(b) Examine the importance and role of typography in design.

18. (a) Demonstrate the process of designing a poster with illustrations.

Or

(b) “Food and Beverage companies use colours that induce the buyers” Comment your views.

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Sub. Code

82923

B.Sc. DEGREE EXAMINATION, APRIL 2023

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** questions.

1. What do you mean by typography?
2. Write a short note on motion capture.
3. Comment on color psychology.
4. What is complementary color?
5. Difference between slow in and slow out.
6. Write a brief note on staging.
7. What are the common video formats?
8. Write any two softwares used for motion graphics.
9. What is video editing?
10. Comment on focal length.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write a short note on 2D motion graphics.

Or

- (b) Write about serif and sans serif fonts.

12. (a) Differentiate between monochrome and color.

Or

- (b) How can color be useful in setting the pace for the film?

13. (a) Discuss the various kinds of 2D animation.

Or

- (b) Outline sound editing for motion graphics.

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

Or

- (b) What is the role of motion graphics in story telling?

15. (a) List out the types of camera lens and its importance.

Or

- (b) What are the kinds of stop motion used for motion graphics?

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Explain about the various types of motion graphics.

Or

- (b) Trace the history of motion graphics along with its elements and principles.

17. (a) Describe the various principles of animation.

Or

- (b) Explain softwares used for motion graphics along with their workspace area.

18. (a) Explain about various camera movement and illustrate with their meaning.

Or

- (b) “Indian film industry has started to use advanced film making techniques” — Comment.

C-8537

Sub. Code

82924

B.Sc. DEGREE EXAMINATION, APRIL 2023

Second Semester

Visual Effects

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

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define free hand drawing.
2. Write a short note on perspective.
3. What do you mean by Hue and Saturation?
4. List out two prominent software for image editing.
5. What do you mean by stick figure?
6. Comment on balance in drawing.
7. What do you mean by layers?
8. List out any two blending modes?
9. Give your views about texture.
10. Comment you views on matte painting.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Differentiate between geometrical and non geometrical forms.

Or

- (b) How will you create a three point perspective drawing? Give any two illustrations.

12. (a) List out any five image file formats along with their purpose of usage.

Or

- (b) Explain about gradient fill and how does it help in creating an appealing design.

13. (a) Mention any three essential elements for drawing a human figure.

Or

- (b) Explain about the role of drawing poses in a portrait.

14. (a) Describe about the three types of selection tool in Adobe Photoshop.

Or

- (b) What do you mean by transform tool in Adobe Photoshop?

15. (a) Explain the process of applying materials for 3D objects in Adobe Photoshop.

Or

- (b) “Adobe Photoshop is widely used for matte painting in the film industry”. Comment your views.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the various essential elements or sketching a still life.

Or

- (b) Explain the different kinds of perspectives in drawing with illustrations.

17. (a) Discuss about any eight prominent tools in Adobe Photoshop for image manipulation.

Or

- (b) Write a detailed note on (i) Proportion (ii) Overlapping (iii) Lighting.

18. (a) “Matte painting technique is used from small budget film to high budget movies?”— Comment your views.

Or

- (b) Discuss the process of creating any 3D object of your choice and explain the work flow process.

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82942

B.Sc. DEGREE EXAMINATION, APRIL 2023

Fourth Semester

Visual Effects

VFX PRODUCTION — I (COMPOSITING)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. What do you mean by compositing?
2. Define node.
3. Give examples for compositing software.
4. What is rotoscoping?
5. What do you mean by stabilization?
6. Write about tracking.
7. Write a note on keying.
8. What do you mean by color correction?
9. Give examples of any two movies that used compositing.
10. Which softwares support OpenEXR format?

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write a short note on (i) Workflow (ii) Timeline.

Or

- (b) Write about multiple node.

12. (a) List out the difference between layer based and node based software.

Or

- (b) How can rotoscopy help in compositing?

13. (a) Describe the process of adding and deleting track points.

Or

- (b) List out the purpose of tracking with examples.

14. (a) Write the recent advancements in compositing techniques.

Or

- (b) Discuss the role of color in compositing.

15. (a) Write the purpose of 3D camera tracking.

Or

- (b) “Tamil films widely use compositing in film making”
—Comment on this quote.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Explain the various types of compositing software sketch their workspace.

Or

- (b) Describe the process of compositing from beginning to end result.

17. (a) Describe about any five tools used for compositing with their icons.

Or

- (b) Explain the usage of IBK colors and Gizmo in nuke with reference from movies you have watched recently.

18. (a) Explain the process of applying texture in Nuke with illustrations.

Or

- (b) “Compositing has emerged as an art in film making”. Express your views with examples from any movies that you have watched recently.

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Sub. Code

82943

B.Sc. DEGREE EXAMINATION, APRIL 2023

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. Define modelling.
2. Write a short note on 3D.
3. What do you mean by materials?
4. What is exporting?
5. List out any two 3D softwares.
6. How lighting is useful in maya?
7. Expand HDRI.
8. What do you mean by rigging?
9. What is key frame?
10. Write a note on rendering.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain the 3D modeling and its primitive tools.

Or

- (b) Explain any three tools used in 3D modeling.

12. (a) Discuss about the transformational tools on UV.

Or

- (b) Compare between cut tools and sew tools.

13. (a) Compare Single point light with Spot light.

Or

- (b) Discuss the three point lighting.

14. (a) Describe the camera projection techniques.

Or

- (b) Differentiate between IK and FK.

15. (a) Write the different types of rendering engines in Maya.

Or

- (b) What do you mean by motion blur? Explain with illustrations.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the various essential tools for 3D modeling.

Or

- (b) Explain the role of materials in 3D texturing with suitable examples.

17. (a) Discuss the lighting process in a 3D environment.

Or

(b) Demonstrate the process of setting the camera. Explain with commonly used tools.

18. (a) What do you mean by rendering? Discuss the stage by stage process with illustrations.

Or

(b) “Animation offers a medium of story-telling and visual entertainment which can bring pleasure and information to people of all ages everywhere in the world” Comment on this quote.
