

C-0188

Sub. Code

82932

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

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. What is a telefilm?
2. Define live sound.
3. What is genre?
4. What is meant by period of the genre?
5. Define plot.
6. What is meant by costumes?
7. What is flash back?
8. Define time travel.
9. Define movements of arrow.
10. What is meant by SFX for animatics?

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write short notes on documentary.

Or

- (b) Highlight CG with live action.

12. (a) Discuss the different types of genre.

Or

- (b) Write briefly about the location for genre.

13. (a) What is Situation Archetypes? Discuss briefly.

Or

- (b) Write short note on elements of a story.

14. (a) Differentiate between natural and Para normal conflicts.

Or

- (b) Discuss about the elements of screenwriting.

15. (a) Write briefly about fair story board.

Or

- (b) Discuss about location and scene.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Write in detail about the budget for the genre.

Or

- (b) Write in detail about the events in linear structure.

17. (a) Explain three dimensions of a character development in detail.

Or

(b) Explain the different stages of Hero's journey.

18. (a) Write a detail note on character movement and camera movement.

Or

(b) Explain in detail about visual edit with movement and audio.

C-0189

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B.Sc. DEGREE EXAMINATION, NOVEMBER 2023

Third Semester

Visual Effects

**DESIGN AND COMMUNICATION
(SEQUENCE ANIMATION)**

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define null object.
2. What is Sapphire?
3. Define frame rate.
4. Mention some the usage of lights.
5. Define cloning still.
6. What is meant by Rigging characters?
7. Define basic expression.
8. What is altering expression?
9. What is Maya?
10. What is animating 3D?

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) State the difference between 2D and 3D particle effects in motion graphic.

Or

- (b) Discuss the effects of adding various effects to motion graphics.

12. (a) Explain briefly the importing text and paths to element 3D.

Or

- (b) Write about usage of camera and usage of lights in element 3D.

13. (a) Write about the usage of stock footage to enhance the video.

Or

- (b) State the difference between FK and IK characters in element 3D.

14. (a) Write briefly about fast and super effective expression.

Or

- (b) Discuss about looping key frame.

15. (a) Discuss about animating 3D props in Maya.

Or

- (b) Write about the editing techniques for motion graphics.

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Explain in detail about Knoll light factory.

Or

- (b) Explain about the animating particle, randomness simulations and various effects in motion graphics.

17. (a) How to integrate 3D element with live footage?

Or

- (b) Explain using motion blur is after effects and usage depth of field in camera.

18. (a) Explain the motion graphics using Maya modelling.

Or

- (b) Write in detail about the custom creating animation presets, expression sliders and controllers.

C-1233

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82913

B.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

First Semester

Visual Effects

DESIGN AND PHOTOGRAPHY

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ is an element of design.
(a) Proportion (b) Unity
(c) Balance (d) Emphasis
2. _____ is the principle of design that refers to the distribution of visual weight.
(a) Contrast (b) Rhythm
(c) Proximity (d) Balance
3. The function of the aperture in a camera is _____
(a) Control the duration of light exposure
(b) To determine the camera's sensitivity to light
(c) To adjust the size of the lens opening
(d) To focus on the subject

4. _____ camera setting affects the depth of field in a photograph.
- (a) Shutter (b) ISO
(c) Aperture (d) Exposure compensation
5. _____ colors are generally considered “warm” colors in color theory.
- (a) Blue and green (b) Red and orange
(c) Yellow and purple (d) Black and white
6. The color wheel used for in color theory is
- (a) Mixing colors to create new ones
(b) Identifying complementary colors
(c) Organizing colors in a circular arrangement
(d) Describing the temperature of colors
7. What is the term for the study and classification of fonts and typefaces based on their characteristics?
- (a) Typology (b) Typography
(c) Topography (d) Typestyle
8. The following is NOT a part of typeface anatomy.
- (a) Serif (b) Stem
(c) Kerning (d) Ascender
9. _____ is the primary role of a grid in design and layout.
- (a) Adding visual complexity
(b) Restricting creativity
(c) Providing structure and organization
(d) Increasing color saturation
10. The following is NOT typically a part of a layout in graphic design.
- (a) Typography (b) Gridlines
(c) Images (d) White space

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Discuss about elements of design.
Or
(b) Outline the importance of creativity.
12. (a) Write in details about types of photography.
Or
(b) Describe the importance of focusing system in photography.
13. (a) Summarize the basics of color theory.
Or
(b) Outline the triads and tetrads in colour theory.
14. (a) Discuss about typeface classifications.
Or
(b) Outline the steps for image manipulation.
15. (a) Summarize the grid systems and templates.
Or
(b) Describe the organizing layouts.

Part C

(5 × 8 = 40)

Answer **all** questions.

16. (a) Explain in detail about principles of design.
Or
(b) Elaborate on importance of creativity and developing creativity.

17. (a) Summarize the camera operations and fundamentals of light in design photography.

Or

(b) Explain in detail about visual design elements and principles lenses.

18. (a) Discuss in detail about colour harmony and colour schemes.

Or

(b) Organize colour blending and colour contrast.

19. (a) Briefly explain importance and types of graphics.

Or

(b) Describe the silhouetting and colour manipulation.

20. (a) Elaborate on important parts of a page layout and factors influencing the page layout.

Or

(b) Explain in detail about different stages of design process.