C–2098	Sub. Code
	83822

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Multimedia

3D DESIGN TECHNIQUES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A $(10 \times 2 = 20)$

Answer **all** questions.

1. Define 3 dimensional.

2. What is view port?

3. Define perspective.

4. What is orthographic view in 3d?

5. What is NURBS?

6. What is Polygon in 3d?

7. What is Material?

8. What is extruding a model?

9. List the types of standard lights in 3d.

10. Define rendering.

Part B   (5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the fundamentals steps in creating a project folder for your 3d project in the software you using.

Or

(b) Explain the user interface with a basic diagram.

12. (a) Explain the difference between CURVES AND NURBS.

Or

(b) Describe the process a Boolean.

13. (a) Write the difference between material and shader.

Or

(b) Explain the process involved in texturing with example.

14. (a) What is rigging and explain the role plays in animation field.

Or

(b) Write a detail note on graphic editor.

15. (a) Write a detail note on light theory.

Or

(b) Explain the types of camera in the 3d software.

         C–2098

Answer **all** questions.

16. (a) Explain the process of importing a blueprint and modeling with editing tricks with suitable example.

Or

(b) Write a brief note on rigging process and importance of rigging in animation industry.

17. (a) Explain detail skinning process.

Or

(b) Write the traditional animation principles.

18. (a) Write detailed note on lighting and shadows.

Or

(b) How to use background in render and explain the steps in converting 3d output to 2d image.

_____

M.Sc. DEGREE EXAMINATION, APRIL 2024.

Second Semester

Multimedia

DIGITAL CINEMATOGRAPHY

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Close up shot.

2.   Define Lens speed.

3.   Key light.

4.   Point-of-view.

5.   What is tracking shot?

6.   What is Storyboard?

7.   30 degree rule.

8.   Visual Intensity.

9.   Complementary colors.

10.   What is 2kv light?

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a)   Write about Symmetrical Composition in a Still
           Photograph with an example.

                          Or

     (b)   Choose your favorite feature film. Rewrite the story
           of the film from the point-of-view of the antagonist.

12. (a)   Write in brief about at least two elements of visual
           design which can play a significant role in making
           the photographic composition interesting.

                          Or

     (b)   What are the different types of lens?

13. (a)   Write about the 5C's of Cinematography.

                          Or

     (b)   Write about the characteristic of lighting.

14. (a)   How will a story be effective in the aspect of using
           different types of shot. Explain sathyajit ray movies
           on shot description.

                          Or

     (b)   Describe depth of field with suitable examples.

15. (a)   Write   about   Manirathnam's   style   of
           cinematography.

                          Or

     (b)   What are the characteristics of transitions?

C–2100

Part C $(3 \times 10 = 30)$

Answer **all** questions.

16. (a) Explain about the salient features of Lighting.

                    Or

    (b) Write about the art of cinematography which you have watched recently.

17. (a) Highlight the best cinematographer you like the most with reason.

                    Or

    (b) Imagine a child begging on a street – Discuss this situation with respect to (i) lens (ii) focal length (iii) aperture (iv) shutter speed?

18. (a) Explain how will you capture a fast moving object in still photography.

                    Or

    (b) Discuss about filters lighting on the recent viewed movie.

—————

3   **C–2100**

M.Sc. DEGREE EXAMINATION, APRIL 2024

Fourth Semester

Multimedia

RESEARCH METHODOLOGY

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   Write the meaning of research.

2.   Define Research Approach.

3.   List the merits of Review of Related Literature.

4.   What is scientific method?

5.   Define Sample.

6.   Write a note on Hypothesis.

7.   What is Secondary Data?

8.   List the merits of Interview.

9.   What are the types of Questionnaire?

10. Write the meaning of Interpretation.

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Discuss the Characteristics of Research.

Or

(b) Highlight the importance of theoretical framework.

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

Or

(b) Discuss the need for Research Design.

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

Or

(b) Discuss about the steps in Sampling Design.

14. (a) Write briefly about Observation Method.

Or

(b) How will you collect Primary data?

15. (a) Discuss about the layout of the research report.

Or

(b) Highlight the types of evaluation from a focus perspective.

Part C $(3 \times 10 = 30)$

Answer **all** questions.

16. (a) Explain the types of research.

Or

(b) Elaborate on the significance of Review of Related Literature.

C–2101

17. (a) Explain the different types of hypothesis.

Or

(b) Elaborate on the types of sampling design.

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

Or

(b) Elaborate on the types of research report.

————————

C–2101

C–2102		Sub. Code
		83842

M.Sc. DEGREE EXAMINATION, APRIL 2024

Fourth Semester

Multimedia

ADVANCED COMPOSITING TECHNIQUES

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A $(10 \times 2 = 20)$

Answer **all** questions.

1. Define compositing.

2. Write a short note on 3D.

3. Expand HDRI.

4. List out few prominent software for compositing.

5. How is layer useful in compositing?

6. Comment on midtone.

7. What do you mean by texture?

8. What is navigation?

9. Give your views about environment lighting.

10. What is match moving?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Explain about 3D interface navigation.

    Or

    (b) Explain the different types of node graphs.

12. (a) What do you mean by keying and explain how does it help in compositing?

    Or

    (b) Compare between IBK gizmo and IBK color.

13. (a) What is tracking? Mention few tracking techniques.

    Or

    (b) Explain about the role of rig removal method.

14. (a) Describe about camera projection techniques.

    Or

    (b) What do you mean by rendering and its role in compositing?

15. (a) Explain the different types of material nodes.

    Or

    (b) Write the role of VFX artist in compositing?

C–2102

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the various essential tools for advanced compositing.

Or

(b) Explain the four point tracking and manual tracking method.

17. (a) Discuss about the color correction process.

Or

(b) Demonstrate the process of advanced compositing with commonly used tools.

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

Or

(b) How will you create gold track point and manual 2D tracks?

———————

3 **C–2102**

M.Sc. DEGREE EXAMINATION, APRIL 2024.

First Semester

Multimedia

INTRODUCTION TO COMMUNICATION

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 1 = 10)

Answer **all** questions.

1.   What is the primary focus of "Introduction to communication theory"?

   (a)   The history of communication

   (b)   Understanding verbal communication

   (c)   The need for communication

   (d)   Types of mass communication

2.   Which communication model is specifically mentioned?

   (a)   Eastern models   (b)   African models

   (c)   Indigenous models (d)   Western models

3.   What is the focus of Unit II: "The Mass Media"?

   (a)   Development of cinema

   (b)   The history of journalism

   (c)   News and news values

   (d)   Barriers to communication

4. How does describe the impact of cinema on society?

   (a) It has no significant impact on society

   (b) It influences culture and societal values

   (c) It only entertains without any social implications

   (d) It promotes political propaganda

5. Which of the following is a key component of Indian broadcasting history?

   (a) Television formats and genres

   (b) Development of FM Radio

   (c) Early experiments in book publishing

   (d) All India Radio at Independence

6. In the context of ethics of broadcasting, what is discussed?

   (a) Moral principles related to broadcasting

   (b) Development of television as a mass medium

   (c) Audience measurement techniques

   (d) Representation of women in mass media

C–2595

7. What does the term "audience measurement" refer to in the context of media studies?

   (a) The development of Indian television

   (b) Theories of media effects

   (c) Methods used to determine the size and composition of media audiences

   (d) The representation of women in mass media

8. "Children and the Media" explores the influence of mass media on

   (a) Book publishing

   (b) The Indian family

   (c) The gaming industry

   (d) Young viewers

9. What is the focus of the unit on "E-Commerce, E-Banking, and E-Governance?

   (a) The impact of technology on financial and government sectors

   (b) The gaming industry

   (c) Mass media representation of women

   (d) Development of FM Radio

10. What technological advancement is explored in Unit V related to information technology?

   (a) Development of smartphones

   (b) The history of televisions

   (c) Introduction of the printing press

   (d) Information technology and the internet

C–2595

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Explain the need for communication in our daily lives and provide examples to illustrate its importance.

Or

(b) Compare and contrast Western models of communication with Indian communication theory.

12. (a) Describe the major theories of the press and media.

Or

(b) Explain the concept of news values and discuss their significance in journalism.

13. (a) Explain the evolution of radio as a mass medium.

Or

(b) Explore the role of advertising and public relations in mass media.

14. (a) Discuss the concept of the audience as a "market" and its implications for media producers.

Or

(b) Discuss theories of media effects and media uses.

15. (a) Examine the relationship between mass media, culture and development.

Or

(b) Explore the growth of the internet in India and its effects on social networks and communication.

C–2595

Part C   (5 × 8 = 40)

Answer **all** questions.

16. (a) Compare and contrast group communication, mass communication and interactive communication.

    Or

    (b) Analyze Western models of communication and Indian communication theories.

17. (a) Explain the theories of press/media and their significance in the field of journalism.

    Or

    (b) Discuss the ethical considerations surrounding censorship in the film industry.

18. (a) Describe the development of radio as a mass medium and its role in Indian broadcasting.

    Or

    (b) Explore the influence of music industry, book publishing, folk and traditional media in the context of mass communication.

19. (a) Explain the concept of the audience as a "market" and its significance in the media industry.

    Or

    (b) Discuss the portrayal of women in various media forms and its impact on gender roles and stereotypes.

5   C–2595

20. (a) Explain the role of mass media in culture and development, How does media influence cultural norms and societal values?

Or

(b) Discuss the significance of intellectual property rights in the gaming industry and other forms of mass media.

————————

C–2595

C–2596	Sub. Code
	83812

M.Sc. DEGREE EXAMINATION, APRIL 2024.

First Semester

Multimedia

VISUAL PRESENTATION

(2023 onwards)

Duration : 3 Hours　　　　　　　　Maximum : 75 Marks

Part A　　　　　　　(10 × 1 = 10)

Answer **all** questions.

1.　What are the two main components of design?

　(a)　Visualization and creativity

　(b)　Elements of design and typography

　(c)　Principles of design and grid layouts

　(d)　Characteristics of a good design and color theory.

2.　Which topic discusses the analysis of principles and elements in famous designs?

　(a)　Characteristics of a good design

　(b)　Exercises

　(c)　Elements of design

　(d)　Importance of creativity

3.　Which color model is associated with color blending using light?

　(a)　Color wheel model

　(b)　Color psychology model

　(c)　Additive model

　(d)　Subtractive model

4. In design, what does the term "color harmony' refer to?

   (a) The use of single color throughout a design

   (b) The pleasing arrangement of colors in a design

   (c) The contrast between two complementary colors

   (d) The use of black and white only in a design

5. What is the purpose of typeface anatomy in typography?

   (a) To select appropriate fonts

   (b) To analyze famous designs

   (c) To measure color contrast

   (d) To understand typeface classification

6. What is the major focus of the Graphics section?

   (a) Typography   (b) Image manipulation

   (c) Color theory   (d) Creativity

7. Which term refers to the arrangement of elements on a page in design?

   (a) Typography   (b) Grid system

   (c) Layout guidelines (d) Typeface anatomy

8. What are the two trends mentioned in Unit IV related to digital design layouts?

   (a) Additive and subtractive

   (b) Geometric and card layout

   (c) Typography and color theory

   (d) Image manipulationand color contrast

9. What is the main focus of storytelling in presentation planning?

   (a) Slide layout

   (b) Corporate presentation

   (c) Problem solving

   (d) Getting Audio and Visual working together

C–2596

10. Which element of a presentation is compared to "Text vs. Graphics"?
   (a) Slide layout   (b) Storytelling
   (c) Charts   (d) Animation

Part B   (5 × 5 = 25)

Answer **all** questions.

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

Or

   (b) Discuss the significance of creativity in design. How can one develop and enhance their creativity in the context of design?

12. (a) Describe the basics of color theory, including attributes, the color wheel, and color harmony.

Or

   (b) Discuss the psychology of color and its importance in design.

13. (a) Define typeface anatomy and typeface classifications.

Or

   (b) Select an appropriate font for a newspaper layout and justify your choice based on typeface anatomy and classification.

14. (a) Explain the different types of layouts in print and digital design.

Or

   (b) Describe the design process for creating a brochure.

15. (a) How can audio and visuals be effectively integrated in presentations?

Or

   (b) Explain the role of charts, animations, and fonts in presentations.

3   **C–2596**

Part C (5 × 8 = 40)

Answer **all** questions.

16. (a) Describe the principles of design and their importance in the creative process. How do these principles contribute to effective design?

Or

(b) Choose a famous design and analyze its elements and principles. How do these elements and principles contribute to the success of the design?

17. (a) Describe the concept of color harmony and various color schemes.

Or

(b) Discuss the usage of Adobe Kuler and the process of preparing swatches.

18. (a) Discuss the importance of graphics in design and major classifications of graphics.

Or

(b) Provide exercises that demonstrate the selection of appropriate fonts and effective use of graphics in design.

19. (a) Define the role of grids in design and their significance in creating structure.

Or

(b) Choose a specific design layout style (e.g., minimal/flat, geometric, card layout) and analyze its key features.

20. (a) Compare the use of text and graphics in presentations. Discuss the advantages and disadvantages of bullet points and simple pictures in conveying information.

Or

(b) Explain the role of charts and animation in presentations. How can fonts be used effectively to communicate a message?

—————————

4

C–2600		Sub. Code
		83813

M.Sc. DEGREE EXAMINATION, APRIL 2024.

First Semester

Multimedia

GRAPHICS DESIGNING

(2023 onwards)

Duration : 3 Hours　　　　　　　Maximum : 75 Marks

Part A　　　　　　　　($10 \times 1 = 10$)

Answer **all** questions.

1.　Which feature helps you change the view of the artwork in a Vector application?

　　(a)　Pathfinder feature

　　(b)　Shape tools

　　(c)　Applying a gradient fill

　　(d)　Changing the view

2.　In logo designing, what is commonly used to create shapes and objects?

　　(a)　Using the Mesh tool

　　(b)　Applying a gradient fill

　　(c)　Using the shape tools

　　(d)　Rasterization

3. Which tool is commonly used for digital illustration in Vector applications?

   (a) Clipping mask   (b) Pencil tool

   (c) Rasterization   (d) Opacity mask

4. Which command allows you to repeat a transformation multiple times in a Vector application?

   (a) Using the Transform Again command

   (b) Creating an Opacity mask

   (c) Applying a gradient fill

   (d) Using the pathfinder feature

5. What does "Converting Type to Outlines" mean in Vector design?

   (a) Using Appearance attributes

   (b) Changing text to editable text

   (c) Creating symbols

   (d) Using the live paint tool

6. What is a common application of the Live Paint tool in Vector design?

   (a) Creating symbols

   (b) Using the pathfinder feature

   (c) Menu card designing

   (d) Applying a gradient fill

C–2600

7. Which option allows to change page margin and column settings in a pagination application?

   (a) Creating and applying paragraph styles

   (b) About spread

   (c) Creating a book file

   (d) Changing the view of the art work

8. What is the purpose of Master pages in a pagination application?

   (a) Restoring default Preferences

   (b) Managing object attributes

   (c) Maintaining consistent layout elements across pages

   (d) Creating newsletter

9. What is the purpose of displaying and hiding master page items in a pagination application?

   (a) Placing images

   (b) Creating a book file

   (c) Maintaining consistent layout elements across pages

   (d) Adding hyperlinks

10. Which step is essential for exporting a document to PDF in a pagination application?

   (a) Rasterization

   (b) Adding hyperlinks

   (c) Using the Mesh tool

   (d) Restoring default Preferences

3

C–2600

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a)   How can you change the view of artwork in a Vector application?

Or

(b)   Explain the process of aligning objects and why it is crucial in logo designing.

12. (a)   Discuss the concept of Symbols and how they are created and employed in design projects.

Or

(b)   In what ways can the Transform Again command be useful, and where would you typically apply it in advertisement and poster designing?

13. (a)   Describe the process of converting type to outlines and its advantages in design.

Or

(b)   Discuss the functionalities of Live Trace and Live Paint tools.

14. (a)   What are the key components of the pagination application work area, and why is it important to understand them?

Or

(b)   Explain the concept of Master Pages and their role in maintaining consistency in design projects.

15. (a)   Describe the process of placing images and flowing text automatically in pagination applications.

Or

(b)   Explain the steps involved in exporting a document to PDF, adding hyperlinks, and creating a book file.

4

C–2600

Part C (5 × 8 = 40)

Answer **all** questions.

16. (a) Explain the key elements of the workspace in a vector application and how they contribute to efficient design work.

Or

(b) Describe the process of logo designing in a vector application. What are the key principles to consider when creating a logo?

17. (a) Explain the role of the pencil tool in digital illustration. Provide examples of situations where the pencil tool is preferred over other drawing tools.

Or

(b) Explore the concept of rasterization in vector design. When and why would you need to rasterize vector elements in a design project?

18. (a) How can you convert type to outlines in a vector application, and what are the advantages of doing so in a design project?

Or

(b) Describe the functionality and purpose of the Live Trace and Live Paint tools in vector design.

19. (a) Explore the components of the pagination application work area.

Or

(b) Explain the steps involved in creating a newsletter in a pagination application.

C–2600

20. (a) Describe the purpose of master page items and how they can be displayed or hidden in a document. What advantages do master page items offer in document design?

Or

(b) Provide a step-by-step guide to exporting a document to PDF format from a pagination application.

————————

6

C–2600

M.Sc. DEGREE EXAMINATION, APRIL 2024.

First Semester

Multimedia

SCRIPTING AND STORYBOARDING

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 1 = 10)

Answer **all** questions.

1. Which of the following is NOT a common goal when creating a concept for a product or project?

    (a) Raising brand awareness

    (b) Maximizing production scheduling

    (c) Educating the audience

    (d) Increasing sales

2. What role does market research play in concept creation?

    (a) It's irrelevant; concept creation is entirely based on creativity.

    (b) Market research helps determine the target audience and their needs.

    (c) Market research is mainly for post-production scheduling

    (d) Market research is only relevant in script writing

3. What is the primary function of slug lines in a screenplay?

   (a) To describe the character's appearance

   (b) To introduce a new scene or location.

   (c) To list the cast and crew credits

   (d) To provide stage directions for the actors.

4. What is the purpose of a montage in a screenplay?

   (a) To create suspense and tension

   (b) To summarize a series of related scenes or events.

   (c) To present a single, extended dialogue exchange.

   (d) To list the names of the main characters.

5. What is the purpose of using an "Extreme Long Shot" in film making?

   (a) To reveal intricate details of a character's costume.

   (b) To intensify emotional engagement with a character

   (c) To provide a sense of scale and context for the narrative.

   (d) To focus on the subtle facial expressions of the protagonist.

6. What is the primary characteristic of an "Extreme Long Shot" in cinematography?

   (a) It focuses on a single characters facial expression.

   (b) It provides a detailed view of an important prop or object.

   (c) It captures an expansive view of the entire setting or landscape.

   (d) It shows a close-up of a character's emotions.

C–2607

7. Why is it important to give a character a backstory and history when sketching their personality?

    (a) It helps the audience visualize the character's physical appearance.

    (b) It deepens the character's complexity and provides reasons for their behavior.

    (c) It defines the character's immediate goals and objectives

    (d) It determines the character's role within the story's plot.

8. In character sketching, what is meant by "internal conflict"?

    (a) Physical struggles between characters

    (b) Disagreements among the character's friends

    (c) A character's inner struggles, such as doubts or moral dilemma

    (d) Competition for resources or power within the story's world

9. Which camera movement arrow indicates a horizontal shift of the camera from left to right, or vice versa, while keeping the subject in focus?

    (a) Zoom in arrow   (b) Dolly left arrow

    (c) Pan right arrow   (d) Tilt up arrow

10. In a storyboard for a film, when you see an arrow pointing away from the subject, what does it usually indicate?

    (a) The camera is stationary.

    (b) The camera is zooming in for a close-up.

    (c) The camera is panning or titling away from the subject.

    (d) The camera is moving closer to the subject.

3

C–2607

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) How does commercial-based story writing differ from other types of storytelling, and why is it essential in advertising?

Or

(b) Discuss the role of tone and style in narration and how it influences the audience's perception of a story.

12. (a) Describe the importance of the beginning, middle, and end in a screenplay.

Or

(b) Why is it essential to break up the selected concept into individual scenes when planning a screenplay?

13. (a) What is the visual effect achieved through a "fade in" transition in filmmaking?

Or

(b) What is a "zip pan" and how does it add energy and dynamics to a scene?

14. (a) Explain the importance of creating detailed prop sketches in filmmaking.

Or

(b) Provide examples of films where sketching played a crucial role in reinforcing the thematic content of the narrative.

4

C–2607

15. (a) How does maintaining continuity enhance the viewing experience and immersion for the audience?

Or

(b) Why is it important to add shot descriptions to shot panels in a storyboard?

Part C (5 × 8 = 40)

Answer **all** questions.

16. (a) Explore the role of script writing in storytelling, both in terms of screenplay and dialogue.

Or

(b) Analyse the importance of one-line script writing in screenplay and dialogue creation.

17. (a) Discuss the narrative structure of a film, focusing on the beginning, middle, and end.

Or

(b) Examine the components of an individual scene in a screenplay, including the slug line, action, and dialogue.

18. (a) Discuss dynamic camera techniques, including the over-the-shoulder shot, zoom out, trucking out, and zip pan.

Or

(b) Explore the concept of the point-of-view (POV) shot and its influence on audience immersion.

5 **C–2607**

19. (a) Explore the role of prop sketches in filmmaking, including accessories, weapons, and vehicles.

Or

(b) Discuss the concept of improvising sketches to align with the theme of a film.

20. (a) Discuss the role of shot descriptions in a storyboard and how they contribute to conveying the intended visual and narrative elements of a shot.

Or

(b) Discuss the use of camera movement arrows, transitions, and special effects indicators in a storyboard.

———————

C–2607

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Multimedia

2D DIGITAL ANIMATION TECHNIQUES

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 1 = 10)

Answer **all** questions.

1.   What is the first step in constructing stick figures for animation?

   (a)   Developing with geometric blocks

   (b)   Visualizing body forms in flow lines

   (c)   Human anatomy

   (d)   Line of Action

2.   In character designing, what does "aesthetic appeal" refer to?

   (a)   Visualizing body forms in flaw lines

   (b)   Developing with geometric blocks

   (c)   Essential character features

   (d)   Creating an attractive and visually pleasing design

3. What is the traditional process of animation often referred to as?

   (a) 3D Animation   (b) Stop Motion

   (c) Cel Animation   (d) Motion Graphics

4. Which principle of animation involves the gradual acceleration and deceleration of motion to create a more realistic and natural movement?

   (a) Anticipation   (b) Slow In and Out

   (c) Follow Through   (d) Stretch and Squash

5. In computer animation, what does "tweening' refer to?

   (a) The timeline   (b) Easing in and out

   (c) Hinging symbols   (d) In-betweening frames

6. What is the purpose of "easing in and out" in computer animation?

   (a) Creating symbols

   (b) Setting pivot points

   (c) Achieving smoother transitions between frames

   (d) Rigging characters

7. In frame-by-frame animation, what is the purpose of the "onion skin' feature?

   (a) Creating walk cycles

   (b) Adding ease in and ease out

   (c) Visualizing previous and upcoming frames

   (d) Rigging characters

8. What technique involves creating loop animations for cartoonish vehicles using tweens?

   (a) Sack animation   (b) Classic motion guide

   (c) Onion skin   (d) Tweening

C–2608

9. What is the process of preparing the timeline for audio in 2D digital animation known as?

   (a) Lip sync hing

   (b) Importing audio elements

   (c) Sound recording tips

   (d) Timeline synchronization

10. When importing audio elements into an animation application, what aspect is crucial for maintaining synchronization with the visuals?

    (a) Basic cartoon phonetics

    (b) Vocalization

    (c) Managing audio files

    (d) Editing audio

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Explore the steps involved in creating full-body finish and action poses in 2D digital animation, emphasizing the importance of dynamic and expressive character movements.

Or

(b) Discuss the essentials of character designing, covering aspects such as aesthetic appeal, functionality, distinct personality, and originality, and how these contribute to effective character portrayal.

3 C–2608

12. (a) Explore the different types of animation, providing brief descriptions and highlighting key characteristics that distinguish each type.

Or

(b) Discuss the traditional process of animation, covering the steps involved in cel animation and its significance in the history of animation.

13. (a) Discuss the concept of the timeline in computer animation, explaining its role in organizing and sequencing animation frames.

Or

(b) Explore the technique of tweening in computer animation, providing examples of how it is used to create smooth and fluid motion between keyframes.

14. (a) Discuss the animation process, focusing on the frame-by-frame technique and its application in creating detailed and nuanced animations.

Or

(b) Explore the use of onion skin in animation, explaining its significance in visualizing and maintaining consistency between frames in frame-by-frame animations.

15. (a) Discuss the process of creating and importing audio into a 2D digital animation application, covering the steps involved in integrating sound elements with visuals.

Or

(b) Explore sound recording tips for animation, providing recommendations on how to capture and record audio elements effectively for synchronization with animated visuals.

4 C–2608

Part C   (5 × 8 = 40)

Answer **all** questions.

16. (a) Provide an in-depth analysis of the human anatomy and its role in 2D digital animation, discussing how a solid understanding of anatomy contributes to character movement and expression.

Or

(b) Discuss the considerations and principles involved in character designing for animation, emphasizing the importance of purpose, target audience, and 3D visualization in creating memorable characters.

17. (a) Provide an in-depth analysis of the Straight Ahead Action and Pose to Pose Action techniques in animation, comparing their strengths and applications in different animation scenarios.

Or

(b) Explore the principles of Follow Through and Overlapping Action, discussing their role in creating realistic and fluid character movements in animation.

18. (a) Provide an in-depth analysis of the concept of symbols in computer animation, covering their role in creating reusable and efficient elements within the animation process.

Or

(b) Explore the process of preparing a character for animation, discussing techniques such as dissecting body parts into separate symbols and setting pivot points for optimal animation control.

5   **C–2608**

19. (a) Provide an in-depth analysis of sack animation using the frame-by-frame technique, discussing its applications, challenges, and creative possibilities.

Or

(b) Explore the process of ball animation using a classic motion guide, discussing how the motion path guides the movement and contributes to the overall animation quality.

20. (a) Provide an in-depth analysis of the steps involved in preparing the timeline for audio in 2D digital animation, discussing how proper synchronization contributes to the overall effectiveness of the animation.

Or

(b) Explore the technique of lip sync hing in animation, discussing its importance in conveying realistic character dialogues and expression.

———————

6 **C–2608**

C–2609	Sub. Code 83822

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Multimedia

ADVANCED 3D DESIGN AND VISUALIZATION METHODS

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A $(10 \times 1 = 10)$

Answer **all** questions.

1. In a 3D workspace, what term refers to the user's visuals representation of the environment?

   (a) Perspective window

   (b) Orthographic window

   (c) Views

   (d) User interface

2. What is the primary function of orthographic windows in a 3D workspace?

   (a) Creating curves

   (b) Inserting knots

   (c) Viewing objects from different angles

   (d) Manipulating and moving objects

3. What tool is commonly used to refine and adjust NURBS surfaces in 3D modeling?

   (a) Surface filets   (b) Rebuilding surfaces

   (c) Polygon booleans (d) Mirror geometry

4. Which action involves joining multiple surfaces together to create a seamless surface in 3D modeling?

   (a) Surface filets   (b) Combining surfaces

   (c) Stitching surfaces (d) Polygon smooth tool

5. What tool is commonly used in creating basic tabletop props in NURBS modeling?

   (a) Polygon Booleans (b) Hypershade

   (c) Surface Filets   (d) NURBS Curves

6. In the context of modeling an exterior shot, what tool is useful for creating realistic textures?

   (a) Polygon Smooth Tool

   (b) Materials and Textures

   (c) Combine

   (d) Polygon Booleans

7. In the context of rigging, what do "IK" and "FK" stand for?

   (a) Inverse Kinematics and Forward Kinematics

   (b) Joint Kinematics and Forward Kinematics

   (c) Inverse Kinematics and Front Kinematics

   (d) Joint Kinematics and Front Kinematics

C–2609

8. Which type of constraint is commonly used in rigging to limit the rotation or movement of joints?

    (a) Skin Constraint   (b) Spline IK

    (c) Primitive Rig   (d) Constraints

9. Which type of light provides a uniform illumination throughout the scene?

    (a) Spot lights   (b) Directional lights

    (c) Ambient lights   (d) Point lights

10. What theory of light explores the psychological and emotional effects of lighting in visual arts?

    (a) Light theory

    (b) Artistic theories

    (c) Depth map shadows

    (d) Ray traced shadows

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Discuss the components of the user interface in a 3D modeling application, explaining how each element contributes to the artist's workflow.

Or

    (b) Explore the concept of working in 3D, covering fundamental techniques for creating, manipulating, and moving objects within the 3D workspace.

12. (a) Discuss the process of editing NURBS surfaces in 3D modeling, covering the tools and techniques involved in refining and modifying surfaces.

Or

    (b) Explore the concept of rebuilding surfaces in 3D modeling, explaining when and how artists might use this technique for surface manipulation.

3   C–2609

13. (a) Discuss the process of using NURBS curves to create a 3D model, outlining the key steps and considerations in NURBS modeling.

Or

(b) Explore the techniques and tools involved in creating basic tabletop props in 3D modeling, providing insights into the workflow and creative decisions.

14. (a) Discuss the fundamentals of rigging, focusing on the tools and techniques associated with joints, IK, and FK in the animation process.

Or

(b) Explore the different types of constraints used in rigging, providing examples and explaining how each type influences joint movements and limitations.

15. (a) Discuss the principles of light theory and how they are applied in 3D animation, considering factors such as color, intensity, and direction of light sources.

Or

(b) Explore the different types of lights used in 3D animation, including spot lights, point lights, directional lights, and area lights, discussing their characteristics and applications.

4   **C–2609**

Part C $(5 \times 8 = 40)$

Answer **all** questions.

16. (a) Analyze the importance of different views in a 3D workspace, discussing how artists can leverage perspective and orthographic windows to achieve accurate and dynamic designs.

Or

(b) Explore the techniques of attaching and detaching curves in 3D modeling, discussing how these actions impact the overall structure and flexibility of the model.

17. (a) Analyze the significance of creating polygons in 3D modeling, discussing the versatility and applications of polygonal structures in the design process.

Or

(b) Discuss the various tools and techniques involved in using polygon booleans in 3D modeling, exploring how they influence the creation and manipulation of complex shapes.

18. (a) Analyze the importance of materials and textures in 3D modeling, discussing their role in enhancing the realism and visual appeal of a model.

Or

(b) Explore the process of texturing a 3D robot model, discussing the techniques and considerations in applying textures to different parts of the model.

5   **C–2609**

19. (a) Provide a step-by-step guide to setting up a primitive rig for a character, covering the key components and considerations in the rigging process.

Or

(b) Analyze the differences between Inverse Kinematics (IK) and Forward Kinematics (FK) in rigging, discussing their applications and advantages in different animation scenarios.

20. (a) Provide a comprehensive guide to adding lights in a 3D scene, covering the steps involved in placing and configuring different types of lights to achieve desired lighting effects.

Or

(b) Discuss the principles of light theory and their practical applications in 3D animation, exploring how factors such as color temperature, intensity, and direction influence the visual impact of a scene.

————————

C–2609

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Multimedia

EXPLAINER VIDEO PRODUCTION

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 1 = 10)

Answer **all** questions.

1. In motion graphics, what is the primary function of the project window?

    (a) Interface navigation

    (b) Composting techniques

    (c) Creating layers

    (d) Importing footages

2. Which composting technique involves combining visual elements from different sources to create a seamless composition?

    (a) Layer-based composting

    (b) Motion graphics

    (c) Workspace and workflow

    (d) Layer properties

3. In graphic design, what is commonly used to create shapes, lines, and curves?

    (a) Transparency and composting

    (b) Effects and animation presets

    (c) Drawing, painting, and paths

    (d) Understanding of composting

4. What feature is often utilized for adding visual elements such as titles, captions, or descriptions in graphic design?

   (a) Markers

   (b) Expression and automation

   (c) Text

   (d) Rendering and exporting

5. What technique involves manually tracing over live-action footage frame by frame to create realistic animations?

   (a) 3D tracking   (b) Rotoscopy

   (c) Keying   (d) Stabilizing footage

6. Which process is used for isolating and manipulating specific areas of an image or video in post-production?

   (a) 2D tracking and track marker

   (b) Stabilizing footage

   (c) Masking

   (d) Keylight

7. What is motion graphics primarily concerned with?

   (a) Creating realistic 3D models

   (b) Static image manipulation

   (c) Dynamic visual elements and animation

   (d) Audio editing and mixing

8. Which step involves setting up the workspace to begin a motion graphics project?

   (a) Creating a text layer

   (b) Importing an audio file

   (c) Understanding the different types of video format

   (d) Creating a project window

C–2610

9. In motion graphics, what is the primary purpose of creating a project window?

   (a) Navigating 3D text

   (b) Adjusting particle options

   (c) Importing audio files

   (d) Creating a text layer

10. What tool is commonly used for creating a background with a four-color gradient in motion graphics?

   (a) CC Particle World

   (b) Animation Composer

   (c) Creating a project window

   (d) Adjusting particle options

Part B $(5 \times 5 = 25)$

Answer **all** questions

11. (a) Discuss the fundamentals of motion graphics, covering its introduction, key concepts, and its role in visual storytelling.

   Or

   (b) Explore the various composting techniques used in motion graphics, providing examples and explaining how they contribute to creating visually appealing compositions.

12. (a) Discuss the fundamental principles of drawing, painting, and paths in graphic design, providing examples and explaining their applications in creating visual elements.

   Or

   (b) Explore the role of text in graphic design, covering various techniques for incorporating and manipulating text elements within a design.

3   C–2610

13. (a) Discuss the process of rotoscoping in visual effects and animation, explaining its applications, challenges, and how it contributes to creating realistic animations.

Or

(b) Explore the different types of spline control used in rotoscoping, providing examples and discussing how they enhance precision and efficiency in the animation process.

14. (a) Explain the concept of motion graphics information, enhancing visual storytelling, and creating engaging content.

Or

(b) Provide a step-by-step guide to creating a project window in motion graphics software, covering the setup process and essential settings for starting a new project.

15. (a) Discuss the process of creating a text layer in motion graphics, covering the steps involved and the key settings that contribute to the visual appearance of the text.

Or

(b) Explore the options and settings available in CC Particle World for creating backgrounds, discussing how to achieve a four-color gradient and the impact of different parameters.

Part C (5 × 8 = 40)

Answer **all** questions

16. (a) Analyze the workspace and workflow in motion graphics, discussing the arrangement of tools, panels, and assets to optimize the efficiency of the creative process.

Or

(b) Discuss the importance of creating a project window in motion graphics, covering the steps involved, and how it contributes to the organization and management of visual assets.

4

C–2610

17. (a) Analyze the importance of markers in graphic design, discussing their role in workflow organization and communication within a project.

Or

(b) Explore the concepts of expression and automation in graphic design, providing examples and discussing how these features streamline the design process.

18. (a) Analyze the significance of 2D tracking and track markers in post-production, discussing how these tools are utilized to match movement and integrate visual elements seamlessly into live-action footage.

Or

(b) Explore the process of stabilizing footage in post-production, covering the techniques and tools used to remove unwanted camera movements and create smooth, stable shots.

19. (a) Analyze the render process in motion graphics, covering the steps involved in rendering a final composition, optimizing settings for output, and exporting the finished project.

Or

(b) Provide a comprehensive tutorial on navigating 3D text from 3D software in motion graphics, discussing how to import, manipulate, and animate 3D text elements within a composition.

5

C–2610

20. (a) Analyze the process of adjusting particle options in CC Particle World, discussing the functions of producers, physics, and shading in controlling the behavior and appearance of particles.

Or

(b) Discuss the concept of navigating 3D text in motion graphics, covering the tools and techniques for manipulating and animating text in a three-dimensional space.

––––––––––––––

6

C–2610

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Multimedia

VIDEO AND AUDIO EDITING

(2023 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 1 = 10)

Answer **all** questions.

1.   In video editing, what does the term "time code" refer to?

   (a)   Video resolution

   (b)   Editing commands

   (c)   Editing time base

   (d)   A system for uniquely identifying frames in a video

2.   What is the primary feature of non-linear editing systems (NLE) that sets them apart from linear editing?

   (a)   Editing time base

   (b)   Online editing

   (c)   Non-destructive editing

   (d)   Time code

3. What editing technique involves removing a section from the middle of a clip without affecting its duration?

    (a) Splitting a clip

    (b) Overlay edits

    (c) Slip edits

    (d) Three-point editing

4. What is the purpose of the "Title Sale and Action Safe Zone" in video editing?

    (a) Splitting a clip

    (b) Ensuring text is visible on various screens

    (c) Using the trim window

    (d) Overlay edits

5. In video editing how can you show or hide the keyframe area for a specific clip?

    (a) Changing filter effects and settings

    (b) Playing audio in a selected clip

    (c) Applying video effects

    (d) Showing or hiding keyframe area

6. What function allows you to play audio within a selected clip in video editing?

    (a) Changing filter effects and settings

    (b) Applying video effects

    (c) Showing or hiding the keyframe area

    (d) Playing audio in a selected clip

C–2619

7. In video editing, what involves tailoring the format in which the final video will be exported?

   (a) Working with the audio mixer window

   (b) Customizing the rendering format

   (c) Creating a storyboard

   (d) Understanding the render menus

8. What is the primary function of the audio mixer window in video editing?

   (a) Exporting different video formats

   (b) Working with the audio mixer window

   (c) Creating a storyboard

   (d) Audio editing

9. What is the primary function of a sound acoustic setup in audio software?

   (a) Understanding the audio software interface

   (b) Types of audio mikes

   (c) Adding multiple sound tracks

   (d) Creating a spatial environment for recording or playback

10. In audio software, what term refers to the individual tracks that carry distinct audio information?

   (a) Understanding channels

   (b) Sample rate

   (c) Effects

   (d) Delay/Echo

3

C–2619

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Discuss the fundamental principles of online editing, highlighting its importance in the video editing process and how it differs from offline editing.

Or

(b) Explore the concept of non-destructive editing in video editing systems, explaining its advantages and how it contributes to the flexibility of the editing workflow.

12. (a) Discuss the process of splitting a clip in video editing, explaining the steps involved and the scenarios where this technique is commonly used.

Or

(b) Explore the principles of title design in video editing, covering the understanding of title safe and action safe zones and how they ensure the visibility of text on various screens.

13. (a) Discuss the steps involved in showing or hiding the keyframe area for a specific clip in video editing, highlighting its significance in the editing process.

Or

(b) Explore the process of playing audio within a selected clip in video editing, covering the steps, settings, and considerations for effective audio playback.

4

C–2619

14. (a) Discuss the process of customizing the rendering format in video editing, covering the key considerations, settings, and formats commonly used for exporting final videos.

Or

(b) Explore the functionality of the audio mixer window in video editing, explaining its tools, features, and how it contributes to achieving optimal audio balance in a project.

15. (a) Discuss the elements of the audio software interface, covering key features and tools that aid in audio editing and manipulation.

Or

(b) Explore the concept of a sound acoustic setup, explaining its significance in creating a realistic and immersive audio environment for recording or playback.

Part C (5 × 8 = 40)

Answer **all** questions.

16. (a) Analyze the elements, commands, and interface of a typical video editing system, discussing how these components contribute to the overall editing process.

Or

(b) Provide a step-by-step tutorial on setting in and out points in video editing, covering the techniques for selecting specific portions of a clip for editing.

5

C–2619

17. (a) Analyze the principles of three-point editing in video editing, providing insights into how it streamlines the process of placing clips in a sequence.

Or

(b) Discuss the importance of previewing titles on an external monitor in video editing, covering the considerations and advantages of checking title visibility on different screens.

18. (a) Analyze the importance of keyframe management in video editing, covering the functions of showing or hiding the keyframe area and its impact on the animation of visual elements.

Or

(b) Discuss the principles of playing audio in a selected clip in video editing, providing insights into the settings, tools, and techniques for achieving optimal audio playback.

19. (a) Analyze the render menus in video editing software, discussing the key options and settings available for customizing the rendering process to meet specific project requirements.

Or

(b) Discuss the importance of file export settings in video editing, providing a comprehensive guide on the various settings and parameters that influence the final output.

C–2619

20. (a) Analyze the concept of channels in audio editing, discussing how understanding channels is crucial for managing and manipulating different audio elements within a project.

Or

(b) Explore the principles of sample rate in audio editing, explaining its role in determining the quality and fidelity of recorded audio.

_____

　　　　　　C–2619