

C-1632

Sub. Code

82923

B.Sc. DEGREE EXAMINATION, APRIL 2024

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** the questions.

1. Define motion graphics.
2. Define 3D.
3. What is meant by typography?
4. What is complementary color?
5. Define anticipation.
6. What is secondary action?
7. Define exaggeration.
8. What is editing?
9. What is aperture?
10. Write any three video editing software names.

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write about the different types of motion graphics.

Or

- (b) Differentiate 2 D and 3 D motion graphics.

12. (a) Write the elements of motion graphics.

Or

- (b) Write the importance of typography in motion graphics.

13. (a) Outline on creative typography.

Or

- (b) Discuss about the color theories.

14. (a) Write a short note on slow out and slow in.

Or

- (b) What are the different types of camera lens?

15. (a) Write in detail about editing and its attributes.

Or

- (b) How Camera is used in creating motion graphics?

Part C

(3 × 10 = 30)

Answer **all** the questions.

16. (a) Explain the history of motion graphics.

Or

- (b) Explain the importance of tetrad colours in motion graphics.

17. (a) How color psychology is important in motion graphics?

Or

- (b) Explain in detail about 2D motion graphics.

18. (a) Elaborate on the focal length and depth of field.

Or

- (b) Elaborate the following camera movements - Pan, tilt, dolly.

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Sub. Code

82942

B.Sc. DEGREE EXAMINATION, APRIL 2024.

Fourth Semester

Visual Effects

VFX PRODUCTION – I (COMPOSITING)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is clean plate?
2. Define Bit-depth.
3. State the usage of feather in Rotoscopy.
4. What is pixels?
5. What is stabilizing?
6. What is Grade?
7. What is HSV?
8. What is LUT?
9. How to import obj in nuke?
10. What is scan line render?

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Explain how to generate alpha in Rotoscopy.

Or

- (b) Explain about four point tracking.

12. (a) Explain about how do Rotoscopy using planar tracking.

Or

- (b) What is the difference between 2d tracking and planar tracking?

13. (a) What is Hue correct? Explain about it.

Or

- (b) Explain about any two keying tools.

14. (a) Explain briefly RGB and RYB colour modes.

Or

- (b) Explain the importance of color correction tools for keying.

15. (a) List out the basic nodes in 3d space in nuke and explain.

Or

- (b) Explain how to import, light and composite a 3d object in nuke.

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) What is compositing? List out the compositing techniques and explain.

Or

- (b) Explain the key color correction tools and their importance.

17. (a) Explain the interface of Nuke in Detail.

Or

- (b) Explain Key light process and Describe node tree structure.

18. (a) What are the advantages of camera projection in nuke?

Or

- (b) Describe the process of converting 2D image to 3D.
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Sub. Code

82943

B.Sc. DEGREE EXAMINATION, APRIL 2024

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. What is a Bump?
2. Describe X-ray mode.
3. What is IK Handle?
4. Explain Triangulate.
5. What is a Boolean?
6. What is a Channel box editor?
7. Write short notes on symmetry.
8. What is Passive Collider?
9. What is IPR Render?
10. Explain Hypershade.

Part B

(5 × 5 = 25)

Answer **all** questions.

11. (a) Difference between NURBs and Polygon Modelling.

Or

- (b) Maya default materials - Discuss.

12. (a) List out and explain the shortcut keys (number 0 to 7) in Maya software.

Or

- (b) Discuss the difference between Material and Texture.

13. (a) What are the use of Paint Weights?

Or

- (b) What is the process of Bake?

14. (a) How does playblast differ from render?

Or

- (b) What is Motion path?

15. (a) What do you mean by Setkey? Explain with uses.

Or

- (b) What is IOR? How does it affect on the materials?

Part C

(3 × 10 = 30)

Answer **all** questions.

16. (a) What are the main differences between using Parent objects and using Constraint objects? In what kind of situation will you use the Constraint method over Parent?

Or

- (b) List clearly all the steps involved in setting up a MAYA scene for Image Based Lighting.
17. (a) Explain
- (i) Bridge
 - (ii) Merge
 - (iii) Weld
 - (iv) Target weld.

Or

- (b) Explain the usage of render engines with atleast five top render engines used in the current industry standards.
18. (a) Model a Pistol (Ref: Image 1) and apply appropriate material and render in 3 camera angles.

Or

- (b) Explain how you will model a cartoon house and apply appropriate material and texture.
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Sub. Code

82913

B.Sc. DEGREE EXAMINATION, APRIL 2024.

First Semester

Visual Effects

DESIGN AND PHOTOGRAPHY

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ element of design deals with the use of light and dark values in an artwork.
(a) Color (b) Texture
(c) Line (d) Value
2. Which principle of design focuses on creating a sense of movement and visual interest through repetition and variation?
(a) Emphasis (b) Proportion
(c) Unity (d) Rhythm
3. _____ mode is suitable for capturing a moving subject that is constantly changing its position?
(a) Single-point autofocus
(b) Multi-point autofocuses
(c) Continuous autofocus
(d) Manual focus

4. In photography, what effect does a wide-angle lens have on the image compared to a telephoto lens.
- (a) It narrows the field of view
 - (b) It magnifies distant objects
 - (c) It distorts perspective and exaggerates the sense of depth
 - (d) It reduces the depth of field
5. In color blending, what happens when you mix red and blue _____.
- (a) To get green
 - (b) To get orange
 - (c) To get yellow
 - (d) To get purple
6. _____ common psychological association with the color red.
- (a) Energy and Passion
 - (b) Sadness and melancholy passion
 - (c) Calmness and tranquillity
 - (d) Serenity and relaxation
7. The purpose of filtering in graphics editing is _____.
- (a) To reduce file size
 - (b) To add text to the image
 - (c) To adjust the image's resolution
 - (d) To apply various visual effects or corrections to an image
8. In working with raster graphics, what does the term "crop" refer to _____.
- (a) Changing the image's colors
 - (b) Trimming or cutting the image to a specific size or shape
 - (c) Adjusting the image's contrast
 - (d) Applying special effects to the image

9. The purpose of organizing layouts in design projects is _____.
- (a) To make them visually busy
 - (b) To improve user experience and readability
 - (c) To create confusion
 - (d) To reduce the use of color
10. _____ the common stages of the design process, typically followed by graphic designers.
- (a) Ideation, prototyping, testing
 - (b) Research, layout, critique
 - (c) Sketch, brainstorm, finalize
 - (d) Briefing, concept development, production

Part B (5 × 5 = 25)
Answer **all** questions.

11. (a) Summarize characteristics of a good design.
Or
(b) Outline the rhythm and proportion in design.
12. (a) Outline the ISO calculated photography.
Or
(b) Describe the importance of focusing system in photography.
13. (a) Summarize the colour wheel.
Or
(b) Outline the warm and cool colours.
14. (a) Write in detail about spacing and alignment in typography.
Or
(b) Describe vector and raster graphics.

15. (a) Summarize the role of layouts.

Or

(b) Describe the stages of design process.

Part C

(5 × 8 = 40)

Answer **all** questions.

16. (a) Explain in detail about various elements of design.

Or

(b) Elaborate on importance of creativity and developing of creativity.

17. (a) Explain in detail about exposure and shutter aperture in photography.

Or

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

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

Or

(b) Elaborate on analogous and complementary colours.

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

Or

(b) Describe the filtering and containers in photography.

20. (a) Elaborate on structure and grid system.

Or

(b) Explain in detail about demonstrations and guidelines of design process.

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Sub. Code

82923

B.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Visual Effects

MOTION GRAPHICS

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Section A

(10 × 1 = 10)

Answer **all** questions.

1. _____ file format is commonly used for high-quality image storage in motion graphics.
 - (a) MP4
 - (b) GIF
 - (c) PNG
 - (d) AVI

2. The purpose of typography in motion graphics is _____.
 - (a) To add background music
 - (b) To enhance visual appeal and convey messages
 - (c) To create 3D effects
 - (d) To apply color correction

3. Kinetic typography be defined as _____.
- (a) Static text animations
 - (b) Text animations synced with audio and visual elements
 - (c) 3D text effects
 - (d) Animated backgrounds
4. _____ tool is commonly used for character rigging in AfterEffects.
- (a) Puppet Tool (b) Brush Tool
 - (c) Pen Tool (d) Shape Tool
5. The purpose of color correction in post-production _____.
- (a) To add visual effects
 - (b) To adjust color balance and enhance visuals
 - (c) To create 3D effects
 - (d) To apply typography
6. _____ technique is used for removing backgrounds in live-action footage.
- (a) Keying (b) Rotoscoping
 - (c) Tracking (d) Compositing

7. The primary purpose of using Trap code Particular in motion graphics is _____.
- (a) Color correction
 - (b) Particle effects
 - (c) 3D modeling
 - (d) Audio editing
8. _____ of the following is NOT a common camera effect used in motion graphics.
- (a) Depth of field
 - (b) Motion blur
 - (c) Chromatic aberration
 - (d) Lens saturation
9. The primary function of Element 3D in After Effects is
- (a) Color grading
 - (b) 3D modeling and animation
 - (c) Text animation
 - (d) Audio editing
10. The feature of Element 3D that allows you to apply textures and materials to 3D objects is _____.
- (a) Particle Replicator
 - (b) Material Editor
 - (c) Animation Engine
 - (d) Render Settings

Section B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Explain the significance of typography in motion graphics.

Or

- (b) Analyze the impact of color theory on motion graphic design.

12. (a) Evaluate the effectiveness of kinetic typography in storytelling.

Or

- (b) Illustrate the process of animating a complex infographic chart.

13. (a) Compare and contrast roto-scoping and keying techniques.

Or

- (b) Explain the importance of color correction visual effects.

14. (a) Analyze the impact of camera movements on motion graphic design.

Or

- (b) Evaluate the use of advanced plugins like Trapcode Particular.

15. (a) Compare traditional 3D modeling with Element 3D capabilities.

Or

- (b) Discuss the importance of render setting for 3D motion graphics.

Section C

(5 × 8 = 40)

Answer **all** the questions.

16. (a) Compare and contrast different types of motion graphics.

Or

- (b) Discuss the Principles of Animation in motion graphics.

17. (a) Critically analyze the use of path animation in motion graphics.

Or

- (b) Describe the steps involved in creating a character walk cycle.

18. (a) Discuss the process of camera tracking in motion graphics.

Or

- (b) Evaluate the role of particle systems in creating dynamic effects.

19. (a) Explain the significance of sound design in motion graphics.

Or

- (b) Discuss the role of lights and camera effects in enhancing visuals.

20. (a) Explain the process of applying materials and textures in Element 3D.

Or

- (b) Evaluate the impact of particle effects on Element 3D animations.
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C-2372

Sub. Code

82925

B.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Visual Effects

VISUALIZATION FOR PRODUCTION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The freehand practice in art is _____.
 - (a) To create precise and detailed drawings
 - (b) To develop observational skills and drawing confidence
 - (c) To use rulers and templates for accuracy
 - (d) To avoid mistakes while drawing

2. In light and shade studies, the term “chiaroscuro” refer to _____.
 - (a) The use of bright colors in paintings
 - (b) The balance of light and dark in an artwork
 - (c) The technique of blending colors smoothly
 - (d) The use of textures to create depth

3. The studying of proportions in figure drawing is _____
- (a) To create abstract art pieces
 - (b) To accurately depict human anatomy
 - (c) To use exaggerated proportions for effect
 - (d) To avoid drawing hands and feet
4. The “line of action” represent _____ in figure drawing.
- (a) The outline of the entire figure
 - (b) The movement or flow of the pose
 - (c) The placement of hands and feet
 - (d) The shading techniques used in drawings
5. The purpose of a story’s theme is _____
- (a) To entertain the audience
 - (b) To convey a message or moral
 - (c) To create suspense
 - (d) To introduce characters
6. In screenwriting, the function of the three-act structure is _____.
- (a) To introduce multiple storylines
 - (b) To develop complex characters
 - (c) To create tension and conflict
 - (d) To organize the narrative into setup, confrontation, and resolution

7. Thumbnails in storyboarding are created _____.
- (a) To finalize the scene's details
 - (b) To understand camera movements
 - (c) To add sound effects
 - (d) To animate characters
8. Sound contribute to animatics _____.
- (a) By adding visual effects
 - (b) By providing dialogue and narration
 - (c) By changing the scene's colors
 - (d) By creating 3D effects
9. The primary purpose of using brushes in Photoshop is _____.
- (a) To apply filters
 - (b) To create digital paintings
 - (c) To resize images
 - (d) To add text to images
10. _____ tool in Photoshop is used for precise selections based on shapes.
- (a) Brush Tool (b) Lasso Tool
 - (c) Magic Wand Tool (d) Pen Tool

Part B

(5 × 5 = 25)

Answer **all** the questions.

11. (a) Write a brief note on Geometrical and non geometrical forms with examples and illustration.

Or

- (b) Analyse the importance of perspective in drawing.

12. (a) Explain the various elements of composition in art.

Or

- (b) Write a short note on Gesture drawing and its benefits.

13. (a) Give an brief account on three Act Structure.

Or

- (b) Write a short note on different stages of Hero's journey.

14. (a) Analyse the importance of different sounds in Animatics.

Or

- (b) Analyze the role of movements in conveying narrative and character emotions.

15. (a) Explain the basics of Photoshop tools and their applications in digital art.

Or

- (b) Analyze the different image file formats and their suitability for various purposes.

Part C

(5 × 8 = 40)

Answer **all** the questions.

16. (a) Discuss the significance of light and shade in creating realistic drawings.

Or

- (b) Explain the principles of composition and how they contribute to effective visual communication.

17. (a) Analyze the importance of gesture and proportion in figure drawing.

Or

- (b) Critically analyze the elements of a compelling story and their impact on audience engagement.

18. (a) Compare and contrast different narrative structures, focusing on their strengths and weaknesses.

Or

- (b) Evaluate the role of storyboards and animatics in the pre-production phase of visual storytelling.

19. (a) Discuss the techniques used in creating dynamic movement and camera shots in animatics.

Or

- (b) Explain the principles of typography hierarchy and its application in effective communication.
20. (a) Assess the versatility and creative possibilities of using Photoshop for image manipulation and design.

Or

- (b) Explain the process of integrating 3D elements into Photoshop projects and their impact on visual storytelling.
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