

C-4651

Sub. Code

83213

B.Sc. DEGREE EXAMINATION, APRIL 2025

First Semester

Animation

FUNDAMENTALS OF ART

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is crucial for maintaining uniformity and coherence in a series of drawings?
 - (a) Subject Variety
 - (b) Consistency
 - (c) Develop Visual Perception
 - (d) Contour Drawing
2. Which unit focuses on enhancing the ability to interpret and represent various subjects?
 - (a) Contour Drawing
 - (b) Value and Shading
 - (c) Subject Variety
 - (d) Develop Visual Perception

3. Which aspect of perspective drawing deals with ensuring objects are drawn in correct relation to each other in terms of size?
 - (a) Creating Depth
 - (b) Overlapping and Placement
 - (c) Proportional Accuracy
 - (d) Converging Lines
4. What do converging lines in perspective drawing represent?
 - (a) Objects getting smaller with distance
 - (b) The horizon line
 - (c) Parallel lines receding into the distance
 - (d) Objects overlapping each other
5. What is the purpose of constructing the front view using basic shapes in figure drawing?
 - (a) To simplify complex poses
 - (b) To focus on facial expressions
 - (c) To emphasize clothing details
 - (d) To create abstract compositions
6. Which technique involves representing the human figure as a simple arrangement of lines and circles?
 - (a) Quick sketches
 - (b) Study from live figure
 - (c) Head study
 - (d) Stick figure

7. What does color temperature refer to in color theory?
- (a) The physical heat emitted by colors
 - (b) The warmth or coolness of a color
 - (c) The speed at which colors change
 - (d) The brightness of a color
8. Which color harmony involves using colors that are directly opposite each other on the color wheel?
- (a) Analogous (b) Triadic
 - (c) Complementary (d) Monochromatic
9. Which technique is essential for conveying depth and spatial relationships in environmental design?
- (a) Conceptual Depth
 - (b) Golden Ratio
 - (c) Understanding scale and proportion
 - (d) Perspective
10. What is the significance of studying different environments in environmental design?
- (a) Enhancing cultural awareness
 - (b) Promoting environmental conservation
 - (c) Exploring architectural styles
 - (d) Improving spatial planning skills

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the importance of value and shading in observational drawing.

Or

- (b) How does subject variety impact observational drawing?

12. (a) Discuss the concept of overlapping and its significance in perspective drawing.

Or

- (b) Explore the concept of converging lines in perspective drawing.

13. (a) Discuss the role of proportion in human figure drawing.

Or

- (b) Explore the concept of balance in figure drawing.

14. (a) Discuss the process of color mixing and its importance in creating a wide range of hues and tones.

Or

- (b) Explain the concept of color harmonies.

15. (a) Discuss the significance of the golden ratio in environmental design.

Or

- (b) Explore the study of different environments in environmental design.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Define observational drawing and explain its significance in developing visual perception.

Or

- (b) Discuss the techniques involved in achieving value and shading in observational drawing.

17. (a) Explain the concept of perspective drawing and its importance in creating depth in artworks.

Or

- (b) How does overlapping and placement enhance the illusion of depth in perspective drawing?

18. (a) Outline the basics of figure drawing and its importance in understanding human anatomy.

Or

- (b) Describe the process of simplifying body parts into 2D shapes in figure drawing. Provide examples to illustrate your explanation.

19. (a) Define the color wheel and explain its significance in understanding color relationship.

Or

- (b) Discuss the properties of color and their impact on visual perception and communication.

20. (a) Explain the concept of conceptual depth in environmental design and its importance in creating immersive spaces.

Or

- (b) How does perspective contribute to the realistic portrayal of scale and proportion in environmental design?
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Sub. Code

83215

B.Sc. DEGREE EXAMINATION, APRIL 2025

First Semester

Animation

INTRODUCTION TO VISUAL COMMUNICATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What are barriers to communication?
 - (a) Factors that prevent effective communication
 - (b) Techniques for improving communication
 - (c) Methods of encoding messages
 - (d) None of the above
2. What is the importance of visual communication?
 - (a) It enhances verbal communication
 - (b) It conveys messages through images
 - (c) It improves intrapersonal communication
 - (d) None of the above

3. Who developed the Two-step flow theory of communication?
 - (a) Harold Lasswell
 - (b) Wilbur Schramm
 - (c) Paul Lazarsfeld
 - (d) Shannon and Weaver
4. Which communication model views communication as a dynamic and ongoing process?
 - (a) Lasswell's Model
 - (b) Schramm's Circular Model
 - (c) Dance's Helical model
 - (d) Whites Gatekeeper theory
5. Visual communication often relies on which of the following to convey deeper meanings or emotions?
 - (a) Syntax (b) Phonetics
 - (c) Semantics (d) Typography
6. What is the term for an illusion that deceives the observer's visual perception?
 - (a) Optical Illusion
 - (b) Auditory Illusion
 - (c) Tactile Illusion
 - (d) Cognitive Illusion
7. Connotations in communication refer to
 - (a) Direct, explicit meanings
 - (b) Literal meanings
 - (c) Emotional or cultural associations
 - (d) Inferences drawn from context

8. What term refers to the process of conveying messages through signs and symbols?
- (a) Communication
 - (b) Encoding
 - (c) Decoding
 - (d) Semiotics
9. Public relations primarily focuses on
- (a) Selling products
 - (b) Managing relationships and image
 - (c) Generating revenue
 - (d) Broadcasting news
10. Which theory of mass media suggests that audiences actively seek out media content that gratifies their needs?
- (a) Cultivation theory
 - (b) Agenda-setting theory
 - (c) Uses and gratifications model
 - (d) Two-step flow model

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss the importance of visual communication in conveying messages effectively.

Or

- (b) Describe the concept of intrapersonal communication and provide an example.

12. (a) Compare and contrast Lasswell's model with Schramm's Circular Model of Communication.

Or

- (b) Define the concept of communication levels and differentiate between technical, semantic, and pragmatic levels.

13. (a) Discuss the difference between denotations and connotations in semiotics.

Or

- (b) How does narrative representation contribute to the semiotic landscape?

14. (a) Discuss the impact of global media on developing countries with regards to multicultural content.

Or

- (b) How do semiotics contribute to understanding communication as a process within different cultural contexts?

15. (a) Explain the impact and influence of mass media on society.

Or

- (b) Discuss the role of public relations, publicity, and propaganda in mass media communication.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Define communication and explain why it is considered a process.

Or

- (b) Differentiate between verbal and non-verbal communication, providing examples of each.

17. (a) Describe the SMCR Model of communication and explain each component in detail.

Or

- (b) Discuss the significance of Dance's Helical Model in understanding the evolving nature of communication.

18. (a) Explain the concept of semiotics and its relevance in analyzing signs and symbols.

Or

- (b) Discuss the paradigmatic and syntagmatic aspects of signs, with examples from everyday life.

19. (a) Define public opinion and discuss its nature, meaning, and formation process.

Or

- (b) Evaluate the impact of global media on developing countries, considering both positive and negative aspects.

20. (a) Define mass media and discuss its functions in society, including persuasion, information dissemination, education, and entertainment.

Or

- (b) Explain the role of public relations, publicity, and propaganda in mass media communication.
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83223

B.Sc. DEGREE EXAMINATION, APRIL 2025

Second Semester

Animation

DESIGN STUDY

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ is the significance of design in human life
 - (a) Aesthetic appeal
 - (b) Functional utility
 - (c) Emotional impact
 - (d) All of the above
2. _____ characteristic is crucial for a designer's mind
 - (a) Rigidity
 - (b) Creativity
 - (c) Predictability
 - (d) Passivity
3. _____ is the primary attribute of color that defines its name
 - (a) Hue
 - (b) Saturation
 - (c) Value
 - (d) Brightness
4. The combination of one base color with its two adjacent colors on the color wheel is known as_____
 - (a) Monochromatic
 - (b) Analogous
 - (c) Complementary
 - (d) Triadic

5. _____ is used to describe the horizontal space between individual characters in typography
 (a) Leading (b) Tracking
 (c) Kerning (d) Spacing
6. _____ graphic format is most suitable for creating logos due to its scalability
 (a) Raster graphics (b) Vector graphics
 (c) Bitmap graphics (d) Pixel graphics
7. _____ is the purpose of using negative space in design.
 (a) To fill gaps (b) To enhance focus
 (c) To add color (d) To increase complexity
8. Symmetrical designs create a sense of _____
 (a) Chaos (b) Harmony
 (c) Movement (d) Contrast
9. The role of grids in layout design is to _____
 (a) Add color (b) Provide structure
 (c) Create chaos (d) Reduce readability
10. _____ is the golden mean in design
 (a) A color scheme (b) A type of font
 (c) A balance ratio (d) A grid system

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the purpose of design in everyday life.
 Or
 (b) Discuss the differences between creative and stereotypical design solutions.

12. (a) Describe the concept of color harmony and its importance in design.

Or

- (b) Explain the psychological impact of warm and cool colors.

13. (a) Outline the key components of typeface anatomy.

Or

- (b) Discuss the importance of image manipulation in graphic design.

14. (a) Explain the use of negative space in creating effective designs.

Or

- (b) Compare and contrast symmetrical and asymmetrical designs.

15. (a) Describe the stages of the design process in creating a layout.

Or

- (b) Discuss how incorporating the golden mean can enhance design aesthetics.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the significance and purpose of design in human life, providing examples of how design impacts various aspects of daily life.

Or

- (b) Analyze the role of target audience in the design process and how it influences design decisions.

17. (a) Evaluate the additive and subtractive color models and their applications in different design contexts.

Or

- (b) Discuss the role of color contrast in enhancing the visual appeal and readability of a design.
18. (a) Analyze the importance of selecting appropriate fonts in typography, providing examples of effective and ineffective font choices.

Or

- (b) Discuss the differences between vector and raster graphics and their respective uses in design projects.
19. (a) Examine the concept of balance in design, discussing how both symmetrical and asymmetrical balance can be used to create visually appealing designs.

Or

- (b) Explore the importance of understanding and utilizing white and non-white space in creating dynamic designs.
20. (a) Analyze the role of grid systems and templates in creating effective page layouts, providing examples of successful implementations.

Or

- (b) Discuss the concept of capturing the reader's attention in design and the strategies used to achieve this.

C-4654

Sub. Code

83225

B.Sc. DEGREE EXAMINATION, APRIL 2025

Second Semester

Animation

DIGITAL DESIGN TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary difference between bitmap and vector graphics?
 - (a) Bitmap uses mathematical equations; vector uses pixels
 - (b) Bitmap is resolution-independent; vector is resolution-dependent
 - (c) Bitmap uses pixels; vector uses mathematical equations
 - (d) Bitmap is used for vector illustrations; vector for bitmap images
2. What does “resolutions” refer to in digital illustration?
 - (a) The size of the software
 - (b) The clarity and detail of an image
 - (c) The file format type
 - (d) The type of hardware used

3. _____ is a method of digital image processing.
- (a) Color correction
 - (b) Bitrate reduction
 - (c) Layer blending
 - (d) Rasterizing
4. What is the purpose of sharpening in image processing?
- (a) To reduce noise
 - (b) To increase the contrast
 - (c) To enhance the edges
 - (d) To apply a filter
5. What does anti-aliasing help to achieve in digital tools?
- (a) Increase image resolution
 - (b) Smooth out jagged edges
 - (c) Change the color profile
 - (d) Merge multiple layers
6. Which software type is primarily used for vector illustrations?
- (a) Adobe Photoshop
 - (b) CorelDRAW
 - (c) Adobe Premiere Pro
 - (d) Final Cut Pro
7. _____ is a key characteristic of raster tools.
- (a) They are resolution-independent
 - (b) They are used for creating scalable images
 - (c) They work with pixel-based images
 - (d) They use mathematical paths

8. _____ is the advantage of using layers in digital illustration.
- (a) To flatten the image
 - (b) To enhance the image resolution
 - (c) To separate different elements for easier editing
 - (d) To increase file size
9. _____ is an advantage of digital painting over traditional painting.
- (a) It requires more physical materials
 - (b) It allows for easier correction and manipulation
 - (c) It does not support layering
 - (d) It is less time-efficient
10. _____ aspect is crucial for professional presentation of artwork.
- (a) Using a variety of colors
 - (b) Maintaining consistency in style
 - (c) Avoiding digital tools
 - (d) Including historical references

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain the importance of understanding file formats in digital illustration.

Or

- (b) Describe how resolution affects the quality of digital illustrations.

12. (a) What are the differences between analog and digital image processing?

Or

- (b) Discuss the role of bitrates in digital image processing.

13. (a) Compare and contrast raster tools and vector tools in terms of their usage and benefits.

Or

- (b) What is the significance of anti-aliasing in digital design?

14. (a) Describe the principles of composition and their importance in design illustration methods.

Or

- (b) Explain how sequential storytelling can be achieved through digital illustration.

15. (a) What are the key elements to include in a professional portfolio for digital artwork?

Or

- (b) Discuss the significance of time management in professional practice for digital artists.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the impact of digital tools on contemporary illustration.

Or

- (b) Analyze the advantages and limitations of using digital versus traditional media in illustration.
17. (a) Examine the role of digital image processing in enhancing image quality. Include a discussion on various techniques such as sharpening and restoration.

Or

- (b) Explore the concept of bitrate in digital image processing and its influence on image quality and file size.
18. (a) Discuss the importance of understanding different digital art styles and their application in professional design.

Or

- (b) Explain how layers are utilized in digital design and their benefits in managing complex illustrations.
19. (a) Analyze the principles of composition in digital illustration and their impact on visual storytelling.

Or

- (b) Evaluate the role of digital painting in contemporary art practices.

20. (a) Describe the process of creating and preparing art for commercial reproduction.

Or

- (b) Provide a brief history of animation and discuss its evolution from traditional to digital forms.
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Sub. Code

83233

B.Sc. DEGREE EXAMINATION, APRIL 2025

Third Semester

Animation

2D AND EXPERIMENTAL ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which early animation device used a spinning cylinder to create the illusion of motion?
(a) Zoetrope (b) Phenakistoscope
(c) Praxinoscope (d) Flip book
2. _____ created the first fully animated film, "Gertie the Dinosaur".
(a) Walt Disney (b) Max Fleischer
(c) Winsor McCay (d) Emile Cohl
3. _____ is the primary purpose of a storyboard in animation production.
(a) To design characters
(b) To plan the sequence of events
(c) To record sound effects
(d) To colorize frames

4. _____ type of animation involves manipulating real-world objects frame by frame.
- (a) Cell animation
 - (b) Stop-motion animation
 - (c) Roto animation
 - (d) Motion capture
5. _____ is the term for combining live-action footage with animated elements.
- (a) Motion capture (b) Compositing
 - (c) Claymation (d) Motion graphics
6. _____ is a key advantage of digital animation over traditional animation.
- (a) Requires more physical materials
 - (b) Easier to distribute digitally
 - (c) Less flexibility in editing
 - (d) More time-consuming
7. _____ animation technique uses transparent sheets on which objects are drawn or painted.
- (a) Cut-out animation
 - (b) Cell animation
 - (c) Flip book
 - (d) Roto animation

8. _____ is the creator of the famous animation “Spirited Away”.
- (a) Walt Disney (b) John Lasseter
(c) Hayao Miyazaki (d) Tex Avery
9. _____ animation principle refers to the smooth transition between key poses.
- (a) Timing
(b) Follow through
(c) Slow in and slow out
(d) Secondary action
10. What does “appeal” in animation typically refer to?
- (a) The technical accuracy of the animation
(b) The entertainment value of the story
(c) The aesthetic attractiveness of the characters
(d) The realism of the movements

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss the mediums and platforms where animation is commonly applied.

Or

- (b) Describe the underlying skills necessary for a successful career in animation.

12. (a) Explain the process and techniques involved in claymation.

Or

- (b) Discuss the differences between motion graphics and traditional animation.
13. (a) Compare and contrast traditional storytelling methods and experimental storytelling methods in animation.

Or

- (b) How can the creative use of clichés enhance animated storytelling?
14. (a) Explain how body language and expressions contribute to character development in animation.

Or

- (b) Discuss the importance of acting skills for animators and how they influence character animation.
15. (a) Describe the principle of 'Arc' in animation with examples.

Or

- (b) Discuss the principle of 'Secondary Action' and its impact on creating more dynamic animations.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Analyze the impact of Walt Disney's contributions to the animation industry.

Or

- (b) Discuss the role of animation in modern media production and its future trends.

17. (a) Evaluate the advantages and disadvantages of 3D camera animation compared to traditional 2D animation.

Or

- (b) Discuss the technological advancements that have revolutionized animation in the last decade.

18. (a) Explain the process of generating story ideas and concepts for animated short films.

Or

- (b) Discuss how interest curves are used to maintain audience engagement in animated films.

19. (a) Analyze the challenges and techniques involved in developing anthropomorphic characters.

Or

- (b) Discuss the use of the Uncanny Valley in animation and its effect on audience perception.

20. (a) Conduct a case study on a notable animated film, focusing on the application of animation principles.

Or

- (b) Discuss the principle of 'Staging' in animation and how it is used to direct audience attention effectively.
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C-4656

Sub. Code

83234

B.Sc. DEGREE EXAMINATION, APRIL 2025

Third Semester

Animation

FILM LANGUAGE AND APPRECIATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What does neo formalism in film theory emphasize?
 - (a) Cultural identity
 - (b) Visual style and narrative structure
 - (c) Actor performance
 - (d) Audience reception
2. Which movement is known for its innovative use of montage editing?
 - (a) French Impressionism
 - (b) Soviet Montage
 - (c) Surrealism
 - (d) Italian Neorealism
3. In film terminology, what does the term “narrative unity” refer to?
 - (a) Cohesion of the storyline
 - (b) Visual consistency
 - (c) Actor continuity
 - (d) Sound synchronization

4. What is an essential aspect of mise-en-scène?
(a) Editing cuts (b) Character dialogue
(c) Lighting (d) Sound design
5. Which phase in filmmaking involves the actual shooting of the film?
(a) Pre-production (b) Production
(c) Post-production (d) distribution
6. What is the primary role of a cinematographer?
(a) Writing the screenplay
(b) Directing actors
(c) Managing lighting and camera work
(d) Editing the film
7. Which camera movement involves rotating the camera horizontally from a fixed position?
(a) Zoom (b) Tilt
(c) Pan (d) Dolly
8. What does the 180-degree rule help to maintain in film shooting?
(a) Continuity of screen direction
(b) Proper lighting
(c) Balanced sound
(d) Actor positioning
9. What is the final step in the post-production process?
(a) Rough cut (b) Color grading
(c) Mastering (d) Sound mixing
10. What is the function of non-linear editing in filmmaking?
(a) Linear scene arrangement
(b) Flexibility in editing sequence
(c) Enhanced lighting effects
(d) Actor placement

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss the significance of formalism and neo formalism in film theory.

Or

- (b) Explain the impact of the Classical Hollywood Cinema after the coming of sound.

12. (a) Describe the role of genre in determining the structure of a film.

Or

- (b) How do space and time function within the mise-en-scène of a film?

13. (a) Outline the key considerations in budgeting for a film production.

Or

- (b) Explain the process and importance of storyboarding in the pre-production phase.

14. (a) Compare and contrast the use of camera angles and camera movements in cinematography.

Or

- (b) Discuss the rule of thirds and its application in shot composition.

15. (a) Evaluate the importance of sound mixing in post-production.

Or

- (b) Describe the process of adding special effects and their impact on the final film.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Analyze the contributions of Soviet Montage to modern editing techniques.

Or

- (b) Discuss the influence of psychoanalysis on film interpretation, with specific references to key films.

17. (a) Examine the concept of non-narrative form and its application in contemporary cinema.

Or

- (b) Discuss how principles of film style, such as ambiguity and disunity, can be used to create a unique narrative experience.

18. (a) Assess the role of casting and character development in the storytelling process of a film.

Or

- (b) Explain the challenges and strategies involved in financing a film project, with examples from the industry.

19. (a) Analyze the aesthetic and narrative effects of different types of camera shots, such as close-up, mid-shot, and long shot.

Or

- (b) Discuss the significance of camera blocking and the 180-degree rule in maintaining narrative coherence.

20. (a) Evaluate the role of continuity editing in classical and contemporary films.

Or

- (b) Discuss the process of sound design in film production, focusing on the integration of dialogue, sound effects, and music.

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83236

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Third Semester

Animation

ADVANCE ART FOR ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ principle helps in preparing the audience for a major action that is about to happen.

(a) Follow-through (b) Timing
(c) Secondary action (d) Anticipation

2. In creating realistic motion, why is it important to observe how objects move in the real world.

(a) To replicate every detail exactly
(b) To understand the underlying physics and dynamics
(c) To create exaggerated and unrealistic animations
(d) To simplify the animation process

3. The importance of knowledge of human anatomy important in character design is _____.
- (a) To make characters look more colourful
 - (b) To ensure characters have realistic and believable proportions
 - (c) To simplify the animation process
 - (d) To create abstract and surrealistic characters
4. _____ is the primary focus when studying the anatomy of limbs for animation process.
- (a) The length and color of the limbs
 - (b) The external appearance of the limbs
 - (c) The skeletal structure and joint movement
 - (d) The symmetry of the limbs
5. _____ is technique often used by animators to plan out the key poses and expressions of a character.
- (a) Keyframing (b) Storyboarding
 - (c) Inbetweening (d) Rotoscoping
6. _____ is a key aspect of creating believable character expressions.
- (a) Color palette
 - (b) Costume design
 - (c) Character backstory
 - (d) Facial anatomy and muscle movement

7. _____ aspect of character design helps in conveying a character's personality quickly.
- (a) The character's name
 - (b) Detailed background story
 - (c) Facial expressions and body language
 - (d) Colour palette
8. _____ elements are crucial for making a character design appealing.
- (a) Complexity of the design
 - (b) Proportions, shapes, and silhouette
 - (c) The amount of detail in the costume
 - (d) The color of the character's eyes
9. In storyboarding _____ is the primary function of 'thumbnails'.
- (a) To add color to the scenes
 - (b) To finalize the animation sequence
 - (c) To quickly sketch out the key scenes and actions
 - (d) To create detailed drawings of each frame

10. The important to use “establishing shots” in storyboarding is_____.
- (a) To set up the context and location of the scene
 - (b) To introduce new characters
 - (c) To focus on minor details
 - (d) To reduce the number of scenes needed

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss important for animators to observe real-world movements.

Or

- (b) How do the principles of timing and spacing work together to create realistic motion in animation?

12. (a) Outline the important for animators to study human anatomy when designing characters.

Or

- (b) Discuss the skeletal structure in animating realistic movements for both humans and animals.

13. (a) How can a character’s posture convey their personality or mood?

Or

- (b) Outline the significance of exaggeration in gesture and expression for animation.

14. (a) How can color choices affect the perception of a character's personality?

Or

- (b) Explain the important to design characters that are easy to animate.

15. (a) Summarize the importance of composition in visual storytelling.

Or

- (b) Discuss how can color be used to enhance the narrative of an animated story.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Explain “spacing” in animation and its relationship with timing.

Or

- (b) Examine the importance of observing real-world movements in animation.

17. (a) Analyze the anatomical differences between humans and common quadruped animals (e.g., dogs, horses).

Or

- (b) Evaluate the impact of anatomical accuracy on the audience's perception of animated characters.

18. (a) Elaborate the role of facial expressions in animation.

Or

- (b) Describe how exaggeration in gestures and expressions can be used to enhance the clarity and impact of animated characters.
19. (a) Analyze how different animation styles (e.g., 2D, 3D, stop-motion) influence character design.

Or

- (b) Explain how cultural and contextual factors influence character design.
20. (a) Analyze the role of storyboarding in the animation production process.

Or

- (b) Elaborate on the impact of color theory in storytelling.
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Sub. Code

83243

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Fourth Semester

Animation

ADVANCED ANIMATION TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The primary purpose of rigging in animation is _____

- (a) To create detailed textures for models
- (b) To prepare the 3D model for animation by setting up bones and controls
- (c) To design the overall look of the character
- (d) To render the final animation sequence

2. Parenting refer to in rigging is _____

- (a) Linking one object to another so that the child object follows the parent object
- (b) Creating textures for a model
- (c) Adjusting the listing in a scene
- (d) Rendering the final animation

3. The function of constraints in character rigging is _____
- (a) To apply textures to the character
 - (b) To render the animation sequence
 - (c) To control the movement and behavior of one object relative to another
 - (d) To create a detailed character model
4. The purpose of adding attributes in character rigging is _____
- (a) To change the character's color
 - (b) To delete the character's history
 - (c) To rename the joints
 - (d) To provide additional controls and customization options for animators
5. The primary function of the Graph Editor in Maya is _____
- (a) To apply textures to models
 - (b) To edit animation curves and control the interpolation of keyframes
 - (c) To render the final animation
 - (d) To adjust the lighting in a scene
6. _____ animation principle involves the use of exaggerated motion to emphasize actions and emotions.
- (a) Timing
 - (b) Exaggeration
 - (c) Staging
 - (d) Secondary Action

7. The important to understand the character rig before starting animation is _____
- (a) To know the limitations and capabilities of the rig for better animation control
 - (b) To create textures for the character
 - (c) To adjust the lighting in the scene
 - (d) To rename the joints
8. _____ aspect of character animation focuses on conveying a character's emotions through their face.
- (a) Walk cycle
 - (b) Posing and gestures
 - (c) Weight shifting
 - (d) Facial expressions
9. The primary purpose of lip-sync in animation is _____
- (a) To create realistic facial expressions
 - (b) To design the character's costume
 - (c) To synchronize mouth movements with spoken dialogue
 - (d) To adjust the lighting in the scene
10. _____ animation principle is crucial for creating lifelike movements and actions.
- (a) Anticipation
 - (b) Simplification
 - (c) Stiffness
 - (d) Uniform motion

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss the purpose of rigging in animation and computer graphics.

Or

- (b) Discuss the concept of “defamers” in rigging.

12. (a) Outline the significance of “Delete History” in character rigging workflows.

Or

- (b) Describe the purpose of the “IK Handle Tool” in character rigging.

13. (a) Summarize the animation UI tools and options available in Maya.

Or

- (b) Compare and contrast “straight ahead” and “pose to pose” animation techniques.

14. (a) Outline the importance of studying the character rig before beginning animation.

Or

- (b) Discuss the role of facial expressions in character animation.

15. (a) Summarize the importance of lip-sync in animation for realistic dialogue.

Or

- (b) Explain the role of fluid motion in storytelling through animation.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Explain the process of rigging for mechanical objects, such as vehicles or robots.

Or

- (b) Describe the role of “grouping” in rigging and its importance in managing complex scenes.

17. (a) Elaborate on importance of “Character Study” in character rigging.

Or

- (b) Explain the role of “Facial Rigging” in character animation.

18. (a) Analyze the Graph Editor in 3D animation and its functions.

Or

- (b) Describe the principles of “follow through and overlapping action” in animation.

19. (a) Analyze the concept of “weight shifting” and its significance in creating believable character movements.

Or

- (b) Explain the importance of thoroughly studying a character rig before animating.

20. (a) Discuss the process of achieving realistic lip-sync for dialogue in animation.

Or

- (b) Compare and contrast the techniques used for conveying emotions through movements in realistic and stylized animation.
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C-4659

Sub. Code

83244

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Fourth Semester

Animation

3D MODELLING AND TEXTURING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The three main stages of modelling in Maya are
 - (a) Texturing, Lighting, Rendering
 - (b) Rigging, Animating, Rendering
 - (c) Coloring, Shaping, Texturing
 - (d) Blocking, Shaping, Detailing
2. _____ tool in Maya is used to achieve complex shapes quickly.
 - (a) Texturing Tool
 - (b) IK Handle Tool
 - (c) Sculpt Geometry tool
 - (d) Render View
3. _____ important to arrange model sheets in the viewport in Maya.
 - (a) To apply textures more efficiently
 - (b) To optimize the rendering process
 - (c) To adjust the lighting
 - (d) To ensure that the models are correctly scaled

4. _____ understanding topology in deformation areas help achieve in character modelling.
- (a) Faster rendering times
 - (b) Better texturing results
 - (c) Smooth and natural deformations during animation
 - (d) More detailed background
5. The primary purpose of using bounce light in a scene is _____.
- (a) To create hard shadows
 - (b) To fill in shadows and soften lighting by reflecting light off a surface
 - (c) To increase the overall brightness of the scene
 - (d) To change the color of the light source
6. _____ type of light source is most likely to create hard, well-defined shadows.
- (a) Point light
 - (b) Diffused light
 - (c) Ambient light
 - (d) Soft box light
7. The primary purpose of UV unwrapping in 3D modelling is _____.
- (a) To adjust the lighting of the model
 - (b) To rig the model for animation
 - (c) To render the final image
 - (d) To create a 2D representation of a 3D model's surface for texture application
8. _____ map is used to simulate small surface details like scratches or wrinkles without adding extra geometry.
- (a) Diffuse map
 - (b) Specular map
 - (c) Bump map
 - (d) Normal map
9. The three main components of 3-point lighting are _____.
- (a) Ambient light, background light, fill light
 - (b) Key light, Fill light, Back light
 - (c) Point light, Spotlight, Directional light
 - (d) Interior light, Exterior light, Ambient light

10. _____ type of Maya light is best for simulating sunlight in an exterior scene.
- (a) Ambient light (b) Point light
(c) Directional light (d) Spotlight

Part B (5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Describe the stages of modeling in Maya.
Or
(b) Outline the importance of maintaining uniform span flow important in 3D modeling in Maya.
12. (a) Outline the process of character modeling in Maya.
Or
(b) Describe the key steps in applying textures to a 3D model in Maya.
13. (a) Summarize the fundamental concepts of lighting in 3D modeling.
Or
(b) Discuss the relationship between light and color in 3D modeling.
14. (a) Outline the UV layout optimization, and why is it important in texture mapping.
Or
(b) Explain the purpose of shader development in Hyper shade.
15. (a) Summarize the three types of lights available in Maya and their primary attributes.
Or
(b) Compare and contrast the approaches to lighting and rendering for interior and exterior scenes in Maya.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the various techniques used to achieve complex shapes Maya.

Or

- (b) Explain the different types of deformers available and how they can be used to manipulate and animate models.

17. (a) Elaborate on modular modeling techniques in Maya.

Or

- (b) Explain the topology in the context of 3D modeling.

18. (a) Discuss the use of the sun and sky system in Maya, and how different times of the day affect lighting and shadows.

Or

- (b) Discuss the principles of reflectivity, refraction, and surface texture, and how they are simulated in Maya.

19. (a) Elaborate on workflow for applying image-based textures to a 3D model in Maya.

Or

- (b) Explain the importance of generating essential maps in the texturing process.

20. (a) Explain the concept of 3-point lighting in digital rendering.

Or

- (b) Explain render global setting in Maya. How do these settings impact the final rendered output?

C-4660

Sub. Code

83246

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Fourth Semester

Animation

MEDIA PRODUCTION TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ camera setting controls the amount of light that enters the lens.
 - (a) Shutter speed
 - (b) ISO
 - (c) Aperture
 - (d) White balance

2. _____ is the primary function of a camera's white balance setting.
 - (a) To control the depth of field
 - (b) To ensure colors are rendered accurately under different lighting conditions
 - (c) To adjust the exposure
 - (d) To increase the frame rate

3. _____ type of microphone is typically best for recording voiceovers due to its ability to capture detailed sound.
- (a) Dynamic microphone
 - (b) Condenser microphone
 - (c) Lavalier microphone
 - (d) Ribbon microphone
4. When recording voiceovers, why is it important to use a pop filter?
- (a) To reduce the recording time
 - (b) To amplify the voice
 - (c) To prevent plosive sounds from being captured
 - (d) To change the voice tone
5. The primary goal of scriptwriting in media production is_____.
- (a) To design the visual aspects of the production
 - (b) To create detailed technical specifications
 - (c) To develop a compelling narrative and structured blueprint for a film
 - (d) To edit the final video
6. _____ element is essential for developing well-rounded characters in a script.
- (a) Character backstories, motivations, and arcs
 - (b) Extensive scene descriptions
 - (c) Complex technical jargon
 - (d) Detailed background music

7. _____ principle of graphic design focuses on the visual weight of elements to create balance in a composition.
- (a) Balance (b) Contrast
(c) Alignment (d) Proximity
8. _____ graphic design principle involves creating a focal point to draw the viewer's attention.
- (a) Repetition
(b) Hierarchy
(c) Contrast
(d) Proximity
9. The primary goal of Search Engine Optimization (SEO) in digital marketing is _____.
- (a) To design visually appealing websites
(b) To develop mobile apps
(c) To create paid advertising campaigns
(d) To improve website's visibility
10. _____ social media platform is best known for its focus on visual content, such as photos and videos.
- (a) LinkedIn
(b) Instagram
(c) Twitter
(d) Reddit

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Describe three fundamental aspects of using a camera in video production.

Or

- (b) Outline the significance of adjusting white balance in video production.

12. (a) Describe three factors to consider when selecting a microphone for audio recording.

Or

- (b) Outline three essential audio editing techniques used in post-production.

13. (a) Summarize three key elements of a well-structured script.

Or

- (b) Explain the importance of storyboarding in visual media production.

14. (a) Outline the three fundamental principles of graphic design.

Or

- (b) Discuss the role of typography in graphic design.

15. (a) Summarize the key benefits of using social media platforms for promoting media content.

Or

- (b) Discuss the role of analytics in digital marketing.

Part C

(5 × 8 = 40)

Answer **all** questions, choosing either (a) or (b).

16. (a) Discuss the importance of framing and composition in video production.

Or

- (b) Explain the role of camera movement in video production. Describe at least three types of camera movements.
17. (a) Compare and contrast condenser and dynamic microphones, including their respective strengths and weaknesses.

Or

- (b) Discuss the role and significance of sound effects in audio production.
18. (a) Explain the process of developing compelling characters in scriptwriting.

Or

- (b) Describe the challenges and considerations involved in adapting a script for various media formats.
19. (a) Compare and contrast Adobe Photoshop and Illustrator, focusing on their key features and capabilities.

Or

- (b) Explain the importance of color theory in graphic design.

20. (a) Elaborate role of social media marketing in promoting and sharing media content online.

Or

- (b) Explain the different methods of promoting media content online, including organic and paid strategies.
-

C-4662

Sub. Code

83243

B.Sc. DEGREE EXAMINATION, APRIL 2025

Fourth Semester

Animation

ADVANCED ANIMATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define rigging and give its example.
2. What are parenting and grouping?
3. Give a note on control parent and constrains.
4. How does painting skin weights work?
5. Mention the types of tools used in animation UI.
6. Define anticipation in animation.
7. List out the tools used for character animation.
8. Write a note on the study of the rig in animation.
9. Specify the camera tools in camera animation.
10. What is interactive shading?

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) List out the mechanical objects used for rigging.

Or

- (b) Discuss the vehicle rigging with its example.

12. (a) What is the character study in rigging?

Or

- (b) Write a brief note on the expression editor with its example.

13. (a) Briefly discuss the study of animation squash and stretch.

Or

- (b) How does the exaggeration of using a bouncing ball work with an appropriate example?

14. (a) Give a brief note on weight shifting and body mechanics.

Or

- (b) List out the types of facial expressions with their examples.

15. (a) Write an example for crane shots/boom shots.

Or

- (b) What are the settings in Maya used for camera animation?

Part C

(3 × 10 = 30)

Answer **all** questions, choosing either (a) or (b).

16. (a) What are the tools and techniques used in rigging?

Or

- (b) Write a detailed note on adding expressions and adding attributes with examples.

17. (a) How do the straight-ahead and pose-to-pose work with an example?

Or

- (b) Give an appropriate example of walk cycles, run cycles and action cycles in animation.

18. (a) Explain in detail about using the model as a camera in camera animation.

Or

- (b) Illustrate the leg setup, spine setup and neck/head setup in character rigging.

C-4663

Sub. Code

82851/82951

83051/83251

83351

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Fifth Semester

BUSINESS OF MEDIA

(Common for B.Sc. Animation/GAD/GD/Photography/VE)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define “Franchise”
2. Write a short note on types of Business organization.
3. Discuss Stakeholders
4. Differentiate Owners and Shareholders
5. Explain the role of media in Marketing.
6. What is meant by product hierarchy?
7. How Research is important for the success of Business?
8. What is Macro Economics?
9. Write types of Communication.
10. Define Target Audience.

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Discuss the role of effective business communication within the organization?

Or

- (b) List down the challenges faced by Co-operatives.

12. (a) Explain the roles and responsibilities of the Managing Director in Private Business Organization.

Or

- (b) Write a short note on various types of Business organization structure.

13. (a) Analyse the strategies to handle pressure in Business.

Or

- (b) Comment on characteristic of Stakeholders.

14. (a) Explain 4 Ps in Marketing Mix.

Or

- (b) List out the essential elements of a Marketing Campaign.

15. (a) Differentiate Formal and informal Communication.

Or

- (b) Explain the characteristic of Entrepreneurs.

Part C

(3 × 10 = 30)

Answer **all** questions, choosing either (a) or (b).

16. (a) Differentiate the working structure of private and public sector business organization.

Or

- (b) How are budgets related to organizational strategies?

17. (a) Enumerate various types of Stakeholders.

Or

- (b) Explain the importance of Finance and Accounting Department in Business Organization.

18. (a) Elucidate Theories of Entrepreneurship.

Or

- (b) Relate the concept of Social Responsibility and Businessman. How it helps for successful business?

C-4664

Sub. Code

**82852/82952/
83052/83252/
83352**

B.Sc. DEGREE EXAMINATION, APRIL 2025.

Fifth Semester

PORTFOLIO AND PRESENTATION

(Common for B.Sc. Animation/GAD/GD/Photography/VE)

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define "Portfolio".
2. Explain five parts of portfolio.
3. Discuss social media.
4. What is Document?
5. Expand and Explain PPT.
6. Write a short note on Canva.
7. What is Blog?
8. Discuss importance of Business cards.
9. Explain Video Conferencing.
10. Define Target Audience.

Part B

(5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) List out the techniques to develop portfolio.

Or

- (b) Explain elements of Portfolio.

12. (a) Differentiate the characteristic of conventional and digital portfolio.

Or

- (b) Write down the steps for preparing best and effective portfolio.

13. (a) Discuss the strategies to prepare for Television Presentation.

Or

- (b) How do you write a presentation description?

14. (a) What are 7Ps in Marketing?

Or

- (b) Write a short note on contemporary social apps for a start-up business.

15. (a) What are the five parts of portfolio?

Or

- (b) Write a short note on components of Portfolio.

Part C

(3 × 10 = 30)

Answer **all** questions, choosing either (a) or (b).

16. (a) Elucidate Do's and Don'ts while preparing Portfolio.

Or

- (b) Enumerate the different stages of digital media according to their specialization.

17. (a) How to structure and present portfolio presentation for a job interview?

Or

- (b) Differentiate Web Design and Web Development.

18. (a) Describe the components of portfolio.

Or

- (b) List out the approaches for Portfolio Budgeting.
