C–7106	Sub. Code 83811

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

First Semester

Multimedia

INTRODUCTION TO COMMUNICATION

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. Which of the following is not a type of communication?
   (a) Verbal Communication
   (b) Nonverbal Communication
   (c) Transactional Communication
   (d) Geographical Communication

2. What is the primary barrier to effective communication?
   (a) Feedback (b) Noise
   (c) Encoding (d) Message

3. Who is considered the pioneer of cinema?
   (a) Charlie Chaplin
   (b) D.W. Griffith
   (c) Georges Méliès
   (d) Auguste Lumière

4. Which of the following is a key element of news values?

(a) Proximity (b) Animation

(c) Storytelling (d) Creativity

5. Which format is commonly used in FM radio broadcasting?

(a) AM (b) Shortwave

(c) Digital (d) FM

6. What is the main focus of public relations?

(a) Selling products

(b) Managing public perception

(c) Entertaining audiences

(d) Creating advertisements

7. What does audience measurement primarily assess?

(a) The number of channels available

(b) The popularity of a media platform

(c) The accuracy of a news report

(d) The budget of a television show

8. Which age group is most influenced by media representations?

(a) Infants (b) Adolescents

(c) Senior citizens (d) Middle-aged adults

9. What is E-Governance mainly used for?

(a) Playing online games

(b) Enhancing government transparency and efficiency

(c) Expanding the gaming industry

(d) Regulating film censorship

10. What is the main legal concern of the gaming industry?

(a) Taxation

(b) Intellectual Property Rights

(c) Advertising restrictions

(d) Film certification

Part B (5 × 5 = 25)

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

11. (a) Explain the different types of communication with suitable examples.

Or

(b) Discuss the barriers to effective communication and suggest solutions.

12. (a) Analyze the evolution of journalism and its impact on modern society.

Or

(b) Explain the role of cinema in shaping public perception.

13. (a) Discuss the development of radio and television as mass media.

Or

(b) Describe the impact of digital audio broadcasting on the radio industry.

14. (a) Explain the theories of media effects and media uses.

Or

(b) Analyze the role of mass media in influencing public opinion.

15. (a) Discuss the impact of the gaming industry on mass communication.

Or

(b) Evaluate the role of E-Commerce and E-Banking in modern society.

Part C

(5 × 8 = 40)

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

16. (a) Critically analyze Western and Indian. communication theories

Or

(b) Explain the different models of communication with examples.

17. (a) Discuss the history and evolution of Indian cinema.

Or

(b) Analyze the influence of regional cinema on cultural identity.

18. (a) Explain the ethical concerns in broadcasting and their implications.

Or

(b) Describe the role of folk and traditional media in mass communication.

19. (a) Discuss the representation of women in mass media and its societal impact.

Or

(b) Explain the effects of mass media on children. and adolescents.

20. (a) Evaluate the impact of information technology on mass communication.

Or

(b) Analyze the role of intellectual property rights in media and gaming.

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C–7107	Sub. Code 83812

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

First Semester

Multimedia

VISUAL PRESENTATION

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. Which of the following is a key characteristic of a good design?

   (a) Simplicity (b) Complexity

   (c) Disorganization (d) Noise

2. The additive color model is primarily used in:

   (a) Photography (b) Printing

   (c) Digital screens (d) Painting

3. In typography, what is the term for the space between lines of type?

   (a) Kerning (b) Tracking

   (c) Leading (d) Font size

4. Which of the following is a principle of design?

   (a) Contrast (b) Font

   (c) Typeface (d) Serif

5. Which color scheme involves the use of colors that are next to each other on the color wheel?

(a) Complementary

(b) Analogous

(c) Triadic

(d) Split-complementary

6. The subtracted color model is used in:

(a) Digital screens (b) Printing

(c) Painting (d) Stage lighting

7. Which font classification includes fonts with stroke variations such as "serifs"?

(a) Sans-serif (b) Serif

(c) Script (d) Display

8. The principle of alignment in design refers to:

(a) Organizing elements to have a visual connection

(b) Using contrasting colors

(c) Creating a pattern

(d) Using irregular shapes

9. Which of the following is NOT an example of a graphic design tool?

(a) Photoshop (b) Illustrator

(c) Word (d) InDesign

10. What is the main purpose of using grids in layout design?

(a) To create chaos

(b) To organize content effectively

(c) To hide content

(d) To add extra decorations

Part B (5 × 5 = 25)

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

11. (a) Explain the importance of creativity in design.

Or

(b) Describe the elements and principles of design with examples.

12. (a) How does color psychology influence design decisions?

Or

(b) Discuss the various color schemes and their applications in design.

13. (a) What are the key differences between serif and sans-serif typefaces?

Or

(b) Explain the importance of selecting appropriate fonts in graphic design.

14. (a) Discuss the role of grids in creating effective layouts.

Or

(b) Describe different types of page layouts and their applications in print design.

15. (a) How do storytelling techniques enhance a presentation?

Or

(b) Explain the role of audio and visuals in creating an effective presentation.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the role of creativity in design and its impact on the final output.

Or

(b) Explain the design thinking process and how it fosters innovation in design

17. (a) How can color theory be applied to create harmony in designs?

Or

(b) Describe the various attributes of color and how they affect visual communication.

18. (a) Analyze the significance of typography in design and discuss the key factors to consider when choosing a typeface

Or

(b) Discuss the role of graphics in modern design and the impact of image manipulation on visual communication.

19. (a) Explain the structure of grids and layouts and their importance in page design.

Or

(b) Discuss the evolution of design layouts, with a focus on trends in digital design.

20. (a) Describe the process of planning a presentation and the tools that contribute to its effectiveness.

Or

(b) Discuss how text, graphics, and charts contribute to effective visual storytelling in presentations.

C–7108	Sub. Code 83813

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

First Semester

Multimedia

GRAPHIC DESIGNING

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. Which tool in vector applications is used to change the view of the artwork?

   (a) Zoom Tool

   (b) Hand Tool

   (c) View Tool

   (d) Perspective Tool

2. In logo designing, which feature is used to combine multiple objects into one?

   (a) Pathfinder

   (b) Shape Builder

   (c) Align

   (d) Gradient Fill

3. The pencil tool in digital illustration is used for:

(a) Drawing freehand lines

(b) Creating symbols

(c) Rasterizing images

(d) Applying gradients

4. Which of the following tools is used to create symbols in digital illustration?

(a) Mesh Tool

(b) Symbol Sprayer Tool

(c) Pencil Tool

(d) Text Tool

5. What is the purpose of the Transform Again command?

(a) To transform the artwork using a preset pattern

(b) To apply a transformation multiple times

(c) To create a duplicate of the object

(d) To reset transformations

6. What does the Clipping Mask do in advertisement designing?

(a) Hides parts of the artwork

(b) Changes the color of the artwork

(c) Rasters the image

(d) Alters the size of the artwork

7. Which of the following is the first step in converting text to outlines?

(a) Hides parts of the artwork

(b) Use the live paint tool

(c) Apply a gradient fill

(d) Change the font size

8. What feature allows you to change the units of measurement in vector applications?

(a) Live.Trace

(b) Appearance Attributes

(c) Preferences

(d) Type Tool

9. When designing a menu card, which of the following should be considered for layout?

(a) Alignment of text and images

(b) Use of gradients

(c) Typeface size

(d) All of the above

10. What is the main purpose of the Master Pages feature in pagination applications?

(a) To apply uniform formatting across multiple pages

(b) To add images to the document

(c) To apply paragraph styles

(d) To set page margins

Part B (5 × 5 = 25)

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

11. (a) Discuss the process of logo designing in vector applications.

Or

(b) Explain the significance of aligning objects and applying gradients in design work.

12. (a) How does the Pencil Tool enhance the process of digital illustration?

Or

(b) Discuss the role of symbols and the Mesh Tool in creating effective advertisements.

13. (a) Explain the concept of Converting Type to Outlines in design.

Or

(b) Describe the steps involved in designing a menu card and the importance of using Appearance attributes.

14. (a) Discuss the role of Master Pages in pagination applications and their impact on layout design

Or

(b) Describe how to apply paragraph styles in newsletter creation.

15. (a) Explain how automatic text flow works in pagination software.

Or

(b) Discuss the steps involved in exporting a document to PDF, including hyperlink creation.

Part C (5 × 8 = 40)

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

16. (a) Discuss the importance of using the Pathfinder feature in logo design.

Or

(b) Explain how gradients can be effectively applied to enhance the visual appeal of design work.

17. (a) Explain the concept of advertisement design using digital illustration tools.

Or

(b) Discuss the role of symbols and the Mesh tool in creating visually compelling advertisements.

18. (a) Discuss the significance of converting type to outlines in design workflows.

Or

(b) Explain the appearance attributes and Live Trace are used to refine design work.

19. (a) Discuss the process of creating a book layout in pagination application.

Or

(b) Explain how master pages and paragraph styles work together to streamline page formatting.

20. (a) Describe the process of creating a book file in pagination application.

Or

(b) Discuss how to set up automatic page numbering and synchronized book documents for consistency.

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C–7109

Sub. Code
83814

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

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 a key component of documentary-based story writing?

   (a) Character development

   (b) Narration

   (c) Plot twists

   (d) Action sequences

2. What is the primary purpose of storyboarding in film production?

   (a) To create a script

   (b) To plan visual scenes and transitions

   (c) To develop characters

   (d) To finalize casting

3. In screenplay writing, which of the following defines the structure of a story?

(a) The setting

(b) The scenes

(c) The three-act structure

(d) The dialogues

4. Which of the following is an essential element of a detailed script?

(a) Character sketches

(b) Scene breakdown

(c) Film budget

(d) Set location

5. What does a "slug line" in a screenplay typically indicate?

(a) The location and time of a scene

(b) The character's name

(c) The dialogue

(d) The films title

6. In film production, which of the following is considered an extreme shot type?

(a) Close-up

(b) Medium shot

(c) Extreme long shot

(d) Over-the-shoulder shot

7. What does the term “zoom in’ refer to in filmmaking?

(a) The camera moving closer to the subject

(b) The lens focusing on a specific object

(c) A transition between scenes

(d) A change in the camera angle

8. What is the primary function of “fade in’ and “fade out” transitions in films?

(a) To move the camera

(b) To create visual effects

(c) To signal the beginning or end of a scene

(d) To show character development

9. Which of the following elements is crucial when sketching backgrounds in film production?

(a) Props

(b) Camera angles

(c) Lighting and shadows

(d) Costumes

10. What is the role of staging techniques in filmmaking?

(a) To plan camera movements

(b) To position actors, props, and backgrounds for each shot

(c) To create special effects

(d) To script the dialogue

Part B (5 × 5 = 25)

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

11. (a) Discuss the process of product-based story writing and its significance in film production.

Or

(b) Explain the importance of budget planning and scheduling in filmmaking.

12. (a) Describe the anatomy of a screenplay and how it helps in structuring a story.

Or

(b) Explain the significance of breaking a story into scenes and how it aids in scriptwriting.

13. (a) What are the different types of shots used in filmmaking, and how do they contribute to the storytelling process?

Or

(b) Discuss the importance of transitions like cuts, fades, and dissolves in filmmaking.

14. (a) Explain the process of sketching character personalities and costumes in film production.

Or

(b) Discuss how background sketches help in creating the atmosphere of a scene.

15. (a) Describe how shot panels are drawn and their role in ensuring continuity in a film.

Or

(b) Discuss the importance of indicating camera movements and transitions on shot panels

Part C

(5 × 8 = 40)

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

16. (a) Discuss the role of scriptwriting in film production, focusing on one-line scripts and screenplays.

Or

(b) Explain the significance of storyboard drawing in visualizing the entire film.

17. (a) Describe how identifying a suitable story concept contributes to the development of a screenplay.

Or

(b) Discuss the significance of the Beginning, Middle, and End structure in screenwriting.

18. (a) Explain the different types of shots (e.g., extreme long shot, close-up) and how they impact the visual storytelling of a film.

Or

(b) Discuss how camera movements like zoom and pan enhance the dynamic feel of a scene.

19. (a) Describe the process of sketching props and accessories, and how they contribute to the theme of a film.

Or

(b) Explain how sketching interiors and exteriors can enhance the visual depth and realism of a scene.

20. (a) Discuss the importance of staging techniques in filmmaking and how they ensure a cohesive visual flow in a scene.

Or

(b) Explain how shot descriptions and dialogues are used in shot panels to communicate the director's vision.

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C–7110	Sub. Code 83821

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Second Semester

Multimedia

2D DIGITAL ANIMATION TECHNIQUES

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. Flow lines in figure drawing are used to
   (a) Define the color scheme
   (b) Indicate the direction of light
   (c) Illustrate the movement and posture
   (d) Show the texture of the clothing

2. What is the final step in finishing a full-body character drawing?
   (a) Establishing the basic pose
   (b) Adding detailed clothing
   (c) Applying final shading and color
   (d) Refining the anatomical proportions

3. The principle of "Stretch and Squash" is used to
   (a) Enhance character movement
   (b) Create exaggerated reactions and emphasize weight
   (c) Define background elements
   (d) Maintain constant proportions

4. In traditional animation, how many frames per second are typically used to create smooth motion?

(a) 12 fps (b) 24 fps

(c) 30 fps (d) 60 fps

5. In computer animation, what is the primary function of the timeline?

(a) To organize the color palette

(b) To manage the sequence and timing of animations

(c) To adjust the opacity of layers

(d) To add sound effects to the animation

6. What is the purpose of using symbols in computer animation software?

(a) To create multiple layers for back ground images

(b) To change - the frame rate of the animation

(c) To reuse and manage animated elements efficiently

(d) To add textures to the animation

7. What is the effect of applying “ease in” and “ease out” in an animation?

(a) To create sudden starts and stops in movement

(b) To gradually accelerate at the beginning and decelerate at the end of a motion

(c) To make all movements uniform and constant

(d) To synchronize animations with background music

8. What is the function of the onion skin feature in animation software?

(a) To apply visual effects to a sequence

(b) To add sound effects to the animation

(c) To set pivot points for symbols

(d) To view multiple frames simultaneously and help in creating smooth transitions

9. In cartoon animation, what are basic phonetics and vocalization used for?

(a) Designing background elements

(b) Creating sound effects

(c) Mimicking speech sounds for accurate lip syncing and character expressions

(d) Editing visual effects

10. What is the primary goal of lip syncing in animation?

(a) To synchronize characters' mouth movements with spoken dialogue

(b) To adjust the background music

(c) To create visual transitions between scenes

(d) To enhance character design

Part B

$(5 \times 5 = 25)$

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

11. (a) Discuss the role of props and set design in character creation.

Or

(b) Explain how to design a ridiculous or humorous character.

12. (a) Explain the concept of secondary action in animation.

Or

(b) Discuss the role of exaggeration in animation.

13. (a) What is the principle of "slow in and out," and how does it affect the smoothness and naturalness of animation?

Or

(b) Compare the techniques of "straight ahead action" and "pose to pose action."

14. (a) Explain the process of creating a run cycle animation.

Or

(b) What is an attitude walk cycle, and how does it differ from a standard walk cycle?

15. (a) What are the unique characteristics of anime dialogue that animators must consider when creating lip sync animations?

Or

(b) Discuss essential tips for recording high-quality sound for animation projects.

Part C

(5 × 8 = 40)

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

16. (a) Describe the design elements that typically define a heavy villainous character. How do these elements contribute to the character's presence and impact in a story?

Or

(b) Discuss the balance between aesthetic appeal and functionality in character design. How can a character's design be both visually appealing and suitable for its intended purpose?

17. (a) Describe the concepts of "follow through" and "overlapping action." How do these principles enhance the realism of animated movements? Provide examples of both principles in action.

Or

(b) Compare the techniques of "straight ahead action" and "pose to pose action." Discuss the advantages and disadvantages of each approach in animation production.

18. (a) Discuss the importance of symbols in computer animation. How does dissecting a character in to separate symbols and setting pivot points assist in rigging and animating the character effectively?

Or

(b) Explain the principle of staging in animation. How does effective staging contribute to the clarity and impact of a scene? Provide examples of how staging can direct the audience's focus.

19. (a) Explain the rule of classic motion guides in animating a ball. How do motion guides help in creating realistic and controlled paths for the ball's movement? Discuss the impact of using motion guides on the animation's accuracy.

Or

(b) Describe how tweening is used to create loop animations for cartoonish vehicles. What are the key benefits of using tweening for this purpose, and how does it ensure smooth and continuous motion?

20. (a) Explain the process of creating and importing audio into an animation application. What are the key considerations to ensure that the audio integrates well with the animation?

Or

(b) Describe the process of editing audio for an animation project. What tools and techniques are commonly used to clean up, adjust, and synchronize audio to ensure a seamless integration with the animation?

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C–7111

Sub. Code
83822

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Second Semester

Multimedia

ADVANCED 3D DESIGN AND VISUALIZATION METHODS

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is the result of attaching two curves together in 3D modeling software?

   (a) The curves will overlap and cancel each other out

   (b) The curves will remain separate but highlighted

   (c) The curves will form a single, continuous curve

   (d) The curves will be deleted

2. Which view provides a real-life representation of how the scene will look when rendered?

   (a) Orthographic view

   (b) Top view

   (c) Side view

   (d) Perspective view

3. What effect does the Polygon Smooth Tool have on a mesh?

(a) Increases the complexity of the mesh by adding more polygons

(b) Reduces the number of polygons in the mesh

(c) Changes the color of the mesh

(d) Combines multiple meshes into one

4. What does the 'rebuild surfaces' function typically do in 3D modeling software?

(a) Changes the color of a surface

(b) Converts a surface into a mesh

(c) Adjusts the number of control points and spans of a surface

(d) Applies a texture to the surface

5. What is the purpose of the hyper Shade tool in 3D modeling software?

(a) To create and edit complex materials and textures

(b) To model 3D objects

(c) To animate 3D characters

(d) To set up lighting and cameras

6. When modeling a robot using polygons, which technique is commonly used to create symmetrical parts?

(a) Using the smooth tool

(b) Applying textures

(c) Using the mirror geometry tool

(d) Applying subdivision surfaces

7. What is the process of binding a model's geometry to its skeleton called?

(a) Texturing (b) Skinning

(c) Shading (d) Rigging

8. What does the wave principle refer to in traditional animation?

(a) The use of sound waves in animation

(b) The overlapping action that creates a fluid and natural movement

(c) The method of applying textures

(d) The technique for setting key frames

9. Which of the following is NOT a basic property of light in 3D rendering?

(a) Intensity

(b) Color

(c) Angle of Incidence

(d) Texture

10. Which type of light emits light uniformly in all directions from a single point?

(a) Ambient Light (b) Spot Light

(c) Point Light (d) Directional Light

Part B (5 × 5 = 25)

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

11. (a) Discuss the significance of reversing the direction of a curve.

Or

(b) Describe the methods for attaching and detaching curves in a 3D modeling software.

12. (a) How is the Cut Face Tool used in polygon modeling?

Or

(b) Explain the concept of subdivision surfaces. How do they differ from traditional polygon meshes, and what are their primary uses?

13. (a) Outline a detailed workflow for texturing a robot model.

Or

(b) Describe different modeling techniques for creating basic tabletop props.

14. (a) Explain the role of breakdowns in animation.

Or

(b) Describe the tools and techniques for moving, scaling, cutting, copying and deleting key frames.

15. (a) Describe the process and advantages of batch rendering in 3D software.

Or

(b) Discuss the role of the render view in the process of converting 3D scenes to 2D images.

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

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

16. (a) Explain the process of creating curves in a 3D modeling software. What are the different types of curves, and how are they used in 3D modeling?

Or

(b) Describe the different types of views available in a 3D modeling software and their specific uses. How does each view contribute to the modeling process?

17. (a) Describe the techniques for adding detailed features to a 3D model using both NURBS and polygon tools. How do these techniques enhance the final model?

Or

(b) Explain the process of extruding polygon faces and edges. How does extrusion contribute to the creation of complex 3D shapes?

18. (a) Explain the techniques used to texture exterior elements, such as buildings or terrain. What role do different texture maps play in this process?

Or

(b) Describe the process of texturing a polygonal robot model. How do you ensure that the textures are applied seamlessly across different parts of the model?

19. (a) Explain the process of editing the timing of keyframes. How can this be used to adjust the pacing and flow of an animation?

Or

(b) Discuss the importance of setting the playback speed in animation. How does adjusting playback speed affect the preview and final output of an animation?

20. (a) Explain the importance of focal length in camera settings. How does adjusting the focal length affect the composition and perspective of a rendered image?

Or

(b) Explain how area lights function in 3D rendering. What advantages do they offer over other types of lights, particularly in terms of soft shadows and realistic illumination?

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C–7112	Sub. Code 83823

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Second Semester

Multimedia

EXPLAINER VIDEO PRODUCTION

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is the primary function of the project window in motion graphics?

   (a) Layer organization

   (b) Timeline management

   (c) Importing assets

   (d) Rendering projects

2. Which tool is crucial for navigating layers in motion graphics software?

   (a) Paint brush (b) Layers panel

   (c) Text tool (d) Timeline

3. What aspect is vital for creating effective text animations?

   (a) Font size (b) Keyframes

   (c) Brush tool (d) Layer opacity

4. Which feature is used to automate repetitive tasks in animation?

(a) Keyframes (b) Presets

(c) Expressions (d) Masks

5. What is the purpose of using spline control in rotoscoping?

(a) Audio synchronization

(b) Precise masking

(c) Layer adjustment

(d) Text animation

6. Which method is used for stabilizing shaky video footage?

(a) Keyframing (b) Layering

(c) Tracking (d) Masking

7. What should be considered when rendering a video?

(a) Resolution (b) Audio quality

(c) File format (d) All of the above

8. What is the key benefit of using 3D text in motion graphics?

(a) Simplicity (b) Realism

(c) Cost-effectiveness (d) Speed

9. What element adds dynamic visuals to animations?

(a) Text layers (b) Particle effects

(c) Audio tracks (d) Masks

10. What is the function of the rendering queue in motion graphics?

(a) Layer editing

(b) Animation preview

(c) Final output processing

(d) Audio enhancement

Part B (5 × 5 = 25)

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

11. (a) Describe the importance of interface navigation in the workflow of motion graphics projects.

Or

(b) Explain the role of color in creating effective animations.

12. (a) Discuss how typography animation can be effectively utilized in motion graphics.

Or

(b) Explain the significance of transparency in compositing layers.

13. (a) Describe the use of keying tools and their impact on motion graphics.

Or

(b) Explain the process of 2D tracking and its importance in animation.

14. (a) Discuss the importance of understanding video formats in motion graphics projects.

Or

(b) Explain the process of creating a corporate presentation with motion graphics.

15. (a) Describe how animation composer aids in the development of motion graphics.

Or

(b) Explain the role of the rendering queue in finalizing a motion graphics project.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the techniques involved in compositing and their importance in motion graphics.

Or

(b) Explain the process of creating complex animations using keyframes and layers.

17. (a) Analyze the use of effects and animation presets in streamlining the animation process.

Or

(b) Explain how expressions can enhance the efficiency of creating animations.

18. (a) Discuss the importance of masking and keying in achieving seamless animations.

Or

(b) Explain the steps involved in 3D tracking and its application in motion graphics.

19. (a) Describe how audio integration enhances the impact of motion graphics presentations.

Or

(b) Analyze the use of 3D text and particle effects in creating engaging animations.

20. (a) Discuss the role of animation composer in developing dynamic animations.

Or

(b) Explain the significance of color gradients in enhancing visual storytelling.

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C–7113	Sub. Code
	83824

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Second Semester

Multimedia

VIDEO AND AUDIO EDITING

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is interlaced video primarily used for?
   (a) Enhancing audio quality
   (b) Creating motion blur
   (c) Reducing bandwidth
   (d) Improving resolution

2. Which component displays clips in the editing timeline?
   (a) Source view (b) Program view
   (c) Monitor view (d) Timeline view

3. What does the action safe zone ensure?
   (a) Action is clear and visible
   (b) Action fits within the screen area
   (c) Action is animated smoothly
   (d) Action has appropriate speed

4. What does overlay edit do?
   (a) Replaces existing footage
   (b) Adds text over video
   (c) Inserts audio track
   (d) Adjusts color balance

5. What is the main advantage of using keyframes?

(a) Automatic transitions

(b) Detailed control over effects

(c) Quick clip arrangement

(d) Simplified audio editing

6. Which software feature helps in previewing titles?

(a) Render menu (b) Title panel

(c) Source monitor (d) Effects control

7. What does the term 'codec" refer to?

(a) Color grading tool

(b) Compression/decompression technology

(c) Audio mixing interface

(d) Video playback software

8. Which effect is used to alter audio pitch?

(a) Delay (b) Reverb

(c) Pitch shift (d) Amplitude

9. What determines the quality of an audio file?

(a) File format (b) Sample rate

(c) Track length (d) Bit depth

10. What is the purpose of amplitude adjustment?

(a) Synchronizing tracks

(b) Increasing volume

(c) Adding effects

(d) Balancing frequency

Part B (5 × 5 = 25)

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

11. (a) Explain the difference between interlaced and progressive scan video.

Or

(b) Discuss the role of editing time base in video projects.

12. (a) Describe how slip and slide edits contribute to video storytelling.

Or

(b) Explain the significance of title safe zones in video editing.

13. (a) Discuss how video effects are applied and managed using keyframes.

Or

(b) Explain the process of showing or hiding the keyframe area in editing software.

14. (a) Describe the process of customizing rendering formats for different outputs.

Or

(b) Explain the role of the audio mixer window in video editing projects.

15. (a) Discuss how different types of audio mikes impact sound quality.

Or

(b) Explain the process of noise reduction in audio editing.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the functions of non-linear editing systems and their advantages over traditional editing.

Or

(b) Explain how time codes assist in precise editing.

17. (a) Analyze the impact of transitions on the visual flow of a video project.

Or

(b) Explain the process of using the trim window for precise editing adjustments.

18. (a) Discuss the importance of keyframes in creating dynamic video effects.

Or

(b) Explain how to manage keyframes for audio synchronization.

19. (a) Describe the steps involved in creating a storyboard for video production.

Or

(b) Analyze the impact of video codecs on file size and quality.

20. (a) Discuss the benefits of different audio file formats for various applications.

Or

(b) Explain the process of mixing voice and music to enhance a video presentation.

C–7114

Sub. Code
83831

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Multimedia

MODELING AND TEXTURING

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is the primary purpose of the perspective and orthographic windows in 3D software?

   (a) To create polygons

   (b) To manipulate textures

   (c) To view objects in different dimensions

   (d) To apply lighting

2. Which of the following tools is used to edit and rebuild surfaces in 3D modeling?

   (a) Polygon smooth tool

   (b) Curve editing tool

   (c) Extrude tool

   (d) NURBS editing tool

3. When creating a character in 3D modeling, what is the role of topology?

(a) To create textures

(b) To manage lighting

(c) To define the flow of the mesh

(d) To manipulate the workspace

4. Which of the following is a technique used for manipulating textures in 3D applications?

(a) Baking Normal map

(b) Polygon Boolean

(c) Extrude polygon faces

(d) Reversing curve direction

5. What is the function of the polygon smooth tool in 3D modeling?

(a) To extrude edges

(b) To merge vertices

(c) To make the surface of a polygon smoother

(d) To create detailed texture maps

6. In character sculpting, which of the following methods helps add details symmetrically?

(a) Sculpting 1 brushes

(b) Symmetric sculpting

(c) Baking normal maps

(d) Retopologizing

7. What does the process of unwrapping refer to in 3D texturing?

(a) Adjusting lighting settings

(b) Organizing the object's polygons for texturing

(c) Editing the object's curves

(d) Adding shadows

8. What is the purpose of baking a normal map in 3D modeling?

(a) To improve the texture quality

(b) To create shadows

(c) To store surface detail information for texturing

(d) To define the light sources

9. Which lighting type in 3D applications is used to simulate sunlight?

(a) Point light

(b) Area light

(c) Directional light

(d) Volume light

10. In 3D rendering, what is the purpose of a Z-depth pass?

(a) To control the intensity of shadows

(b) To create a wireframe of the object

(c) To simulate lighting effects

(d) To provide information about the distance between objects

Part B (5 × 5 = 25)

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

11. (a) Explain the process of creating and manipulating objects in 3D software.

Or

(b) Discuss the role of perspective and orthographic windows in 3D modeling.

12. (a) Describe the character modeling basics and the importance of topology.

Or

(b) Explain the process of applying materials and textures to a 3D object like an office chair.

13. (a) What is symmetric sculpting, and how does it benefit character modeling?

Or

(b) Discuss the tools and techniques used in creating detailed sculpting and texture maps for characters.

14. (a) Explain the importance of unwrapping polygon parts before texturing.

Or

(b) Describe the process of baking normal maps and its impact on 3D texturing.

15. (a) Discuss the various types of lights used in 3D rendering and their common attributes.

Or

(b) Explain how depth map shadows and ray-traced shadows are used in 3D lighting.

Part C

(5 × 8 = 40)

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

16. (a) Explain the process of creating and manipulating curves in 3D software, and their role in building objects.

Or

(b) Discuss the significance of extruding polygon faces and edges in modeling objects like an office chair.

17. (a) Discuss the key features of character sculpting, including tools like sculpting brushes and alpha textures.

Or

(b) Explain how sculpting details and creating texture maps contribute to character modeling.

18. (a) Describe the role of hyper shade and materials in 3D texturing.

Or

(b) Explain how photograph manipulation is used in texturing, and its impact on the final render.

19. (a) Discuss the role of lighting in 3D rendering, focusing on types like point lights and directional lights.

Or

(b) Explain how global illumination and HDRI are used in 3D rendering to enhance the scene's realism

20. (a) Discuss the advanced rendering techniques used in 3D rendering, including rendering passes like diffuse, specular, and shadow passes.

Or

(b) Explain the function of render layers and the role of rendering engines like Mental Ray and Vray in producing high-quality outputs.

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C–7115	Sub. Code 83832

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Third Semester

Multimedia

ADVANCED RIGGING AND ANIMATION

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is the primary purpose ol constraints in rigging?

   (a) To control the motion of objects

   (b) To create deformations in the model

   (c) To connect multiple attributes

   (d) To control the skinning process

2. Which of the following is used to connect multiple attributes in a rigging setup?

   (a) Deformers

   (b) Constraints

   (c) Set driven key

   (d) Custom attributes

3. What is the role of a spline IK system in character rigging?

(a) To control facial movements

(b) To animate the spine with more flexibility

(c) To create eye movements

(d) To control the knee joint

4. In character rigging, which control system allows for more flexibility in adjusting the body's movement?

(a) FK control system

(b) IK control system

(c) Spline IK system

(d) Set driven key

5. What does skinning refer to in character rigging?

(a) Creating facial controls

(b) Adjusting the joint positions

(c) Attaching the model's mesh to the skeleton

(d) Creating the character's textures

6. Which of the following animation tools is used to manage layers and variations in 3D animation?

(a) Animation graph editor

(b) Animation layers

(c) Camera rig

(d) Keyframe editor

7. What does the term 'blocking the talking poses" refer to in animation?

(a) Setting the initial keyframes for animation

(b) Fine-tuning the final animation

(c) Refining eye and eyebrow movements

(d) Creating exaggerated motion for dramatic effect

8. What is the purpose of using motion capture (Mo-cap) data in animation?

(a) To create realistic facial expressions

(b) To retarget animation data to a custom rig

(c) To animate the skeleton system

(d) To create animation layers

9. What is the role of facial controls in animation?

(a) To control the overall movement of the character

(b) To adjust the bone structure

(c) To animate the character's facial expressions

(d) To control the character's clothing

10. What is the function of fine-tuning retargeted animation in Mo-cap data?

(a) To apply different motion styles

(b) To solve issues related to orientation and movement

(c) To add additional facial controls

(d) To refine the rigging process

Part B (5 × 5 = 25)

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

11. (a) Explain the process of connecting multiple attributes in rigging.

Or

(b) Discuss the use of set driven keys in character rigging.

12. (a) Describe the process of constructing the spine joints and adding controls in character rigging.

Or

(b) Explain the difference between FK and IK control systems in character rigging.

13. (a) What are the key elements in constructing finger joints and controls in character rigging?

Or

(b) Discuss the importance of constructing neck and head bones and their respective controls.

14. (a) Describe the process of skinning and adjusting paint weights in character rigging.

Or

(b) Explain how mirroring weights helps in finalizing character weights.

15. (a) Discuss the principle of animation and how it applies to animating simple objects like a ball with a tail.

Or

(b) Explain how animation layers help in creating variations and refining animations.

Part C (5 × 8 = 40)

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

16. (a) Discuss the various elements of rigging tools and their functions in creating a complex prop rig.

Or

(b) Explain the workflow of constrained objects and how they contribute to efficient rigging setups.

17. (a) Describe the process of adding knee and elbow controls in character rigging, and explain their significance in creating realistic movement.

Or

(b) Discuss the role of facial controls and how they contribute to character animation.

18. (a) Explain how motion capture (Mo-cap) data is used in animating characters, including the process of retargeting and solving issues.

Or

(b) Describe the process of preparing source data for Mo-cap animation and how it is integrated into the custom rig.

19. (a) Explain the role of animation tools and editors in creating a ball with leg walk movement animation.

Or

(b) Describe how principles of animation, such as timing and spacing, are applied in a ball with a tail motion animation.

20. (a) Discuss the process of creating a character walk cycle and the challenges of animating different walking styles.

Or

(b) Explain the importance of using animation layers to refine and finalize character actions with props.

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C–7116	Sub. Code 83833

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Multimedia

ADVANCED LIGHTING AND RENDERING

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. Which of the following is NOT a primary function of light in 3D production?

   (a) Illuminating the scene

   (b) Enhancing textures

   (c) Creating shadows

   (d) Color mixing

2. What is the role of the Key Light in a Three Point Lighting setup?

   (a) To soften the shadows

   (b) To fill the dark areas of the scene

   (c) To provide the main light source

   (d) To illuminate the background

3. Which of the following lighting types is best suited for creating highlights on a shiny surface?

(a) Fill Light

(b) Key Light

(c) Back Light

(d) Specular Light

4. What is the purpose of using Diffuse and Specular light properties in lighting?

(a) To create different color temperatures

(b) To simulate surface reflections and light scattering

(c) To control the brightness of the scene

(d) To define light source positions

5. What does the term 'Attenuation" refer to in light properties?

(a) The light's ability to create shadows

(b) The reduction of light intensity over distance

(c) The softness of the light

(d) The light's color temperature

6. What is the key characteristic of soft light in 3D rendering?

(a) Sharp shadows

(b) High intensity

(c) Smooth, diffused shadows

(d) Strong specular highlights

7. Which technique is used to reduce shadows in 3D rendering?

(a) Using more fill lights

(b) Decreasing light intensity

(c) Using hard light

(d) Lowering ambient light

8. What is the effect of using Raytraced Reflections in rendering?

(a) Simulating depth of field

(b) Enhancing color contrast

(c) Creating realistic reflective surfaces

(d) Reducing shadow intensity

9. What is the main function of global illumination in 3D rendering?

(a) To create reflections

(b) To simulate realistic lighting by calculating light bounces

(c) To adjust camera exposure

(d) To create soft shadows

10. What is the purpose of rendering passes such as Beauty Pass, Shadow Pass, and Reflection Pass?

(a) To manage the exposure of the scene

(b) To separate different lighting effects for post-production composting

(c) To create a color temperature effect

(d) To control the animation of lights

Part B (5 × 5 = 25)

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

11. (a) Explain the process of adding and testing light sources in a 3D production environment.

Or

(b) Discuss the different types of light used in 3D rendering and their primary functions.

12. (a) Describe the concept of Three Point Lighting and how each light source (Key, Fill, and Back Light) contributes to the scene.

Or

(b) Discuss the visual function of shadows and how they reveal different angles of a scene.

13. (a) What is the importance of light animation in a 3D scene, and how are light parameters such as color and intensity animated?

Or

(b) Discuss the process of color mixing in 3D lighting, and explain how warm and cool colors impact the mood of a scene.

14. (a) Explain the concept of Exposure in 3D rendering and common exposure problems that occur.

Or

(b) Describe the differences between High and Low Contrast in lighting and how to handle these issues in 3D rendering.

15. (a) What is Photon Mapping, and how is it used in Global Illumination for realistic rendering?

Or

(b) Discuss the rendering layers and passes used in a production pipeline, such as Beauty Pass and Shadow Pass, and their use in compositing.

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

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

16. (a) Discuss the workflow involved in lighting production, from adding light sources to integrating geometry and shading.

Or

(b) Explain the importance of isolating and linking lights in complex lighting setups, and how these techniques improve workflow.

17. (a) Explain how the Three Point Lighting technique can be adapted to various types of 3D scenes.

Or

(b) Discuss the relationship between key light, fill light, and back light, and how their ratio affects the mood of a scene.

18. (a) Describe the process of rendering soft light, and explain how intensity and attenuation are applied in achieving realistic results.

Or

(b) Explain the challenges and techniques involved in faking shadows in 3D modeling using 3D models.

19. (a) Discuss the significance of rendering techniques like Raytracing and its impact on the realism of reflections and shadows.

Or

(b) Explain the concept of Shading Models, such as Anisotropic Highlights, and how they are applied in 3D rendering.

20. (a) Explain how camera parameters like aperture, F-stops, and depth of field are simulated in 3D rendering to mimic real-life cameras.

Or

(b) Discuss the role of motion blur in 3D animation and how shutter speed affects its visual outcome.

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C–7117

Sub. Code
83834

M.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Multimedia

DIGITAL CINEMATOGRAPHY

(2023 onwards)

Duration : 3 Hours Maximum : 75 Marks

Part A (10 × 1 = 10)

Answer **all** questions.

1. What is the Rule of Thirds in digital cinematography?

   (a) Dividing the frame into three equal parts horizontally

   (b) Placing the subject in the center of the frame

   (c) Dividing the frame into three vertical sections

   (d) Placing the subject off-center

2. What is the main function of a photographic lens?

   (a) To control the light intensity

   (b) To focus light on the camera sensor

   (c) To reduce the field of view

   (d) To increase the depth of field

3. Which camera type is commonly used for professional film production?

(a) GoPro

(b) RED

(c) Canon DSLR

(d) Sony Handycam

4. What does the aperture of a camera control?

(a) The depth of field

(b) The shutter speed

(c) The lens sharpness

(d) The lens distortion

5. Which of the following shot types is used to show an entire scene, often in an establishing shot'?

(a) Close Up (b) Medium Shot

(c) Long Slot (d) Extreme Close Up

6. What is the purpose of a storyboard in cinematography?

(a) To determine the lighting setup

(b) To plan the sequence of shots

(c) To choose the camera lenses

(d) To finalize the color grading

7. What is the effect of a high angle shot in cinematography?

(a) To make the subject appear larger

(b) To make the subject appear smaller and powerless

(c) To create an intimate connection with the subject

(d) To show the subject from the ground level

8. Which type of lighting is primarily used to reduce shadows on the subject's face?

(a) Key light (b) Fill light

(c) Back light (d) Spotlight

9. What is the purpose of a fluid head tripod in cinematography?

(a) To stabilize the camera during motion

(b) To prevent lens distortion

(c) To filter light

(d) To control exposure

10. Which accessory is used to modify the light in cinematography?

(a) Matte box (b) Fluid head tripod

(c) Crane (d) Green cloth

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

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

11. (a) Explain the rule of thirds and its application in framing a shot.

Or

(b) Discuss the significance of perspective in digital cinematography.

12. (a) Describe the factors to consider when choosing a lens for cinematography.

Or

(b) Explain the concept of depth and perspective in lens types.

13. (a) What is the effect of camera height on shot composition?

Or

(b) Discuss the impact of different shot types in storytelling.

14. (a) Explain the three-point lighting setup and its use in cinematography.

Or

(b) How does lighting affect the mood of a scene in film production?

15. (a) Discuss the role of camera accessories in film production.

Or

(b) Explain how different types of filters impact the final image.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the importance of framing and composition in digital cinematography.

Or

(b) Explain the different perspectives used in cinematography and their effects on the audience.

17. (a) Describe the main functions of a lens and how lens choice impacts the narrative of a film.

Or

(b) Discuss how lens distortion and sharpness affect the storytelling process.

18. (a) Examine the importance of shot size and camera distance in the visual storytelling process.

Or

(b) Explain the different camera angles and their use in conveying meaning in a scene.

19. (a) Discuss the technical and creative uses of lighting in film production.

Or

(b) Explain how the three-point lighting setup can be used to enhance the visual appeal of a scene.

20. (a) Describe the role of camera accessories and how they contribute to the cinematic process.

Or

(b) Explain how filters and other camera tools can be used to achieve desired effects in film making.

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