

C-6194

Sub. Code

83513

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

First Semester

Media Technology

INTRODUCTION TO VISUAL COMMUNICATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. One of the essential functions of drama in society is _____.
(a) Uniting (b) lighting
(c) advertising (d) Propaganda
2. Through their experiences with drama students can develop their _____ and _____.
(a) Writing, reading
(b) Playing, quarrelling
(c) Imagination, confidence
(d) Singing, scolding
3. Which among the following is NOT a technique of drama?
(a) Improvisation (b) Choral speaking
(c) Role playing (d) Painting

4. People on stage presenting characters in dramatic action are called as _____
- (a) Audience (b) Director
(c) Musicians (d) Performers
5. Encouraging children to learn about comedy and how to perform it is the purpose of _____.
- (a) Pantomime (b) Music
(c) Dance (d) speaking
6. Which one among the following is NOT a creative drama?
- (a) Dramatic play
(b) Story enactment
(c) Imagination journey
(d) Bowling
7. Ritual dances are usually called as _____ dances because of their purpose
- (a) Folk (b) Religious
(c) Western (d) Classical
8. 4 Ps refers to People, Place, Plot and _____ in storytelling from the folks at Stillmotion.
- (a) Purpose (b) Product
(c) Performance (d) Persuasion
9. Japanese art of solely paper folding is called as _____.
- (a) Origami (b) Kirigami
(c) Ikigai (d) Ikebana
10. Mix and matching accessories can be used creatively in the _____.
- (a) Mask making (b) Shadow puppet
(c) String puppet (d) Marionette

Part B

(5 × 5 = 25)

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

11. (a) Explain the role of drama in society.

Or

- (b) Explain the values of creative playing with an example.

12. (a) Distinguish the theatre in education and drama in education.

Or

- (b) Interpret the production values in dramatic performances.

13. (a) Compare the scripted and non-scripted performance.

Or

- (b) Illustrate the creative dramatic with an example.

14. (a) Interpret the choral readings with an example.

Or

- (b) Distinguish the folk dance and ritual dance.

15. (a) Compare the shadow puppetry and hand puppetry.

Or

- (b) Explain the use of puppetry in education.

Part C

(5 × 8 = 40)

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

16. (a) Summarize the learning process through drama in education.

Or

- (b) Explain the role of play in education with an example.

17. (a) Explain the use of children's theatre in the digital age.

Or

- (b) Categorize the drama for different age groups.

18. (a) Explain the improvisation in theatre with an example.

Or

- (b) Illustrate the importance of role play in the creative drama.

19. (a) Explain the oral interpretation with an example.

Or

- (b) Illustrate the importance of folk dance in the digital age.

20. (a) Summarize the types of low budget puppets used in education.

Or

- (b) Evaluate the preparation and usage of techniques in puppetry.

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Sub. Code

83515

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

First Semester

Media technology

DESIGN FUNDAMENTALS

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Why is creativity considered essential in design fundamentals?
 - (a) helps designers strictly adhere to traditional practices
 - (b) fosters innovation and enables the creation of unique solutions
 - (c) limits the scope of experimentation in design
 - (d) eliminates the need for functionality in design

2. The following is NOT an element of design
 - (a) Line
 - (b) Texture
 - (c) Color
 - (d) Balance

3. The primary colors on the traditional color wheel is
 - (a) Red, Green, Blue
 - (b) Yellow, Green, Purple
 - (c) Red, Yellow, Blue
 - (d) Orange, Violet, Green

4. What are tertiary colors on the color wheel
 - (a) Colors formed by mixing primary and secondary colors
 - (b) Colors formed by mixing secondary colors
 - (c) Colors formed by mixing two primary colors
 - (d) Colors formed by mixing complementary colors

5. The following is NOT a typeface category
 - (a) Serif
 - (b) Script
 - (c) Gradient
 - (d) Sans Serif

6. "Image manipulation" typically involve
 - (a) Writing text for an image
 - (b) Editing or altering images to achieve a desired result
 - (c) Creating models
 - (d) Compressing images for storage

7. The type of layout adjusts dynamically based on screen size and resolution is
 - (a) Fixed layout
 - (b) Adaptive layout
 - (c) Responsive layout
 - (d) Symmetrical layout

8. The layout principle emphasizes guiding the viewer's eye through the design is
 - (a) Symmetry
 - (b) Hierarchy
 - (c) Alignment
 - (d) Repetition

9. The main purpose of using perspective in drawing to
 - (a) To enhance textures and colors in a drawing
 - (b) To distort proportions for artistic effects
 - (c) To achieve realistic depth and spatial representation
 - (d) To create abstract compositions

10. Which of the following best describes two-point perspective?
- (a) It uses one vanishing point to depict depth
 - (b) it uses two vanishing points for width and depth
 - (c) it creates bird's-eye or worm's-eye view
 - (d) it eliminates the use of vanishing points entirely.

Part B

(5 × 5 = 25)

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

11. (a) Explain the various analysing principles and elements in famous designs.

Or

- (b) Explain the role and importance of creativity, and its fundamentals.

12. (a) Bifurcate additive and subtractive model colour theories.

Or

- (b) Brief a note on colour wheel and colour harmony.

13. (a) Outline the role of typeface anatomy.

Or

- (b) Brief the importance of image manipulation.

14. (a) State the role of grids and layouts.

Or

- (b) Highlight the steps involved in brochure designing.

15. (a) Explain about the importance and types of perspective views.

Or

- (b) Compare and contrast over three-point Vs aerial perspective methods.

Part C

(5 × 8 = 40)

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

16. (a) List the various elements, characteristics, and principles of design.

Or

- (b) Visualizing and creativity a word as drawing. Justify the statement and enumerate its fundamentals

17. (a) Categorize the colour psychology, colour strategy and colours used in printing.

Or

- (b) Explain about usage of adobe kuler and attributes of colour.

18. (a) Explain about the role on typeface classifications and its families.

Or

- (b) Explain the role of graphics, importance, and its classifications.

19. (a) Brief a note on typography.

Or

- (b) Enumerate the role of various trends in digital design layout.

20. (a) Explain about the various linear perspective construction methods.

Or

- (b) Compare and contrast over linear and aerial perspective methods.

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83523

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Second Semester

Media Technology

WEB DESIGNING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following elements is NOT typically included when designing a landing page?
 - (a) Call to action button
 - (b) Navigation menu
 - (c) Footer with contact information
 - (d) Print margins

2. Which tool is commonly used to ensure shapes and elements are aligned properly in an image editing application?
 - (a) Paintbrush tool (b) Move tool
 - (c) Ruler and guides (d) Eraser tool

3. What is slicing in web design?
- (a) Dividing an image into smaller pieces for individual optimization
 - (b) Merging multiple images into one
 - (c) Changing the color scheme of an image
 - (d) Resizing an image with out changing its aspect ratio
4. What is the purpose of warping type layers in image editing?
- (a) To apply a filter to text
 - (b) To change the font of the text
 - (c) To distort or bend the text into different shapes
 - (d) To create a 3D effect on the text
5. Which HTML element is used to contain the main content of a webpage?
- (a) `<head>`
 - (b) `<body>`
 - (c) `<main>`
 - (d) `<footer>`
6. What is the primary purpose of the `<div>` element in HTML?
- (a) To create a hyperlink
 - (b) To create a paragraph
 - (c) To insert an image
 - (d) To define a division or section in a document

7. Which CSS property and value is commonly used to clear floated elements?
- (a) float: none; (b) clear: both;
(c) display: block; (d) position: absolute;
8. Which CSS property is often used to set the width of the main container of a webpage?
- (a) height (b) width
(c) margin (d) padding
9. Which HTML element is commonly used to create a navigation bar?
- (a) '<nav>' (b) '<footer>'
(c) '<section>' (d) '<aside>'
10. Which CSS property is used to remove the default list style from navigation menu items?
- (a) text-decoration (b) list-style-type
(c) display (d) font-style

Part B

(5 × 5 = 25)

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

11. (a) Explain the purpose of using a grid system in web design and how it contributes to creating a balanced and organized layout.

Or

- (b) Outline the steps involved in creating a digital wireframe for a webpage. Why is wireframing an essential step in the design process?

12. (a) Discuss the importance of typography in graphic design.

Or

- (b) Describe how to apply a Smart Filter to a layer and how to adjust its settings after application.

13. (a) Discuss the importance of semantic HTML tags. Provide examples of semantic tags and their appropriate use.

Or

- (b) Outline the steps involved in creating a basic web page from scratch using HTML.

14. (a) Explain the role of the main container in a webpage layout.

Or

- (b) Describe the purpose and use cases of the `` tag in HTML. How does it differ from the `<div>` tag?

15. (a) Compare and contrast in-line styles, internal styles, and external stylesheets.

Or

- (b) Explain the concept of CSS sprites.

Part C

(5 × 8 = 40)

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

16. (a) Describe techniques for aligning shapes and elements in an image editing application to create a cohesive and visually appealing layout.

Or

- (b) Explain the importance of logo placement in web design. How does the position of the logo affect the overall design and user experience?

17. (a) Explain the process of using the Magic Wand Tool to create a selection. What settings can be adjusted to refine the selection?

Or

- (b) Explain how gradient fills can be used to create depth and dimension in a design.

18. (a) Explain the purpose of CSS in web development. How does CSS enhance the visual presentation of a webpage?

Or

- (b) Explain the importance of table layout in web design. How can CSS be used to improve the readability and accessibility of table data?

19. (a) Describe the importance of accessibility in web design. How can HTML and CSS be used to create accessible web content for users with disabilities?

Or

- (b) Discuss how the 'z-index' property works in conjunction with the 'position' property to control the stacking order of elements on a webpage.

20. (a) Explain the importance of using web fonts in web design. How do web fonts improve the appearance and readability of a web site?

Or

- (b) Explain the different values that can be used with the box-shadow property to create various shadow effects. Provide examples of each.
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83525

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Second Semester

Media Technology

DIGITAL PHOTOGRAPHY

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What does the term “megapixel” refer to in digital photography?
(a) Image resolution (b) Image file size
(c) Image color depth (d) Image aspect ratio
2. Which image format supports transparency and is commonly used for web graphics?
(a) JPEG (b) GIF
(c) PNG (d) TIFF
3. Which type of light temperature is associated with warmer colors such as red and yellow?
(a) Cool light (b) Warm light
(c) Neutral light (d) Daylight
4. Which type of symmetry divides an image into two mirrored halves?
(a) Horizontal symmetry
(b) Vertical symmetry
(c) Radial symmetry
(d) Asymmetrical

5. Which type of lens is best suited for capturing expansive landscapes or large groups of people?
(a) Wide-angle lens (b) Telephoto lens
(c) Zoom lens (d) Macro lens
6. Which aperture setting allows more light to enter the camera?
(a) f/2.8 (b) f/11
(c) f/16 (d) f/22
7. Which lighting technique involves illuminating the broad side of the subject's face or body in photography?
(a) Short Lighting (b) Broad Lighting
(c) Fill Light (d) Backlight
8. Which filter is used to create a dreamy, soft-focus effect in photography, often used for portraits and close-ups?
(a) Polarizing Filter (b) Soft Focus filter
(c) Star Filter (d) Fog Filter
9. Which adjustment tool in image editing software is used to fine-tune the tonal range and contrast of an image?
(a) Brightness/Contrast
(b) Black and White
(c) Exposure
(d) Curves/Levels
10. Which feature in image editing software is used to apply artistic effects or stylize images?
(a) Adjustment layers (b) Filters
(c) Curves/Levels (d) Bridge

Part B

(5 × 5 = 25)

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

11. (a) Discuss the contributions of Louis Daguerre and Joseph Nicephore Niepce to the early development of photography.

Or

(b) Discuss the role of image stabilization technology in modern cameras.

12. (a) Explain the Rule of Thirds in photography composition.

Or

(b) Describe the importance of backgrounds and foregrounds in photography composition.

13. (a) Explain the concept of the exposure triangle in photography.

Or

(b) Explain the creative effects of using different aperture types in photography.

14. (a) Explain the principles of still life photography.

Or

(b) Discuss the challenges and strategies for capturing compelling landscape photographs.

15. (a) Discuss the importance of typography and layout in CD or album design.

Or

(b) Describe the function of the Filters menu in image editing software.

Part C

(5 × 8 = 40)

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

16. (a) Explain the concept of exposure triangle in photography.

Or

(b) Discuss the role of digital image processing software in modern photography.

17. (a) Discuss the concept of balance in relation to positive and negative space.

Or

- (b) Explain the concept of framing in photography. How can photographers use natural or artificial elements to frame their subjects? Provide examples.
18. (a) Discuss the creative uses of different shutter speed types in photography. Provide examples of when each type of shutter speed would be most appropriate.

Or

- (b) Define ISO in digital photography. How does ISO sensitivity affect image quality, particularly in low-light conditions?
19. (a) Outline the key elements and techniques involved in fashion photography. How does fashion photography differ from other genres in terms of styling, lighting, and composition?

Or

- (b) Explain the concept of depth of field in photography. How can photographers manipulate depth of field to achieve desired effects in portraits, landscapes, and macro photography?
20. (a) Explain the purpose and effects of using the Brightness/Contrast adjustment tool in image editing software. How does it differ from using Curves or Levels adjustments?

Or

- (b) Discuss the role of the Hue/Saturation adjustment tool in image editing software. How can photographers use this tool to selectively enhance or modify colors in an image?
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83533

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Media Technology

INTERACTIVE ANIMATION TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. In interactive animation, which of these tools is most commonly used to create dynamic movement between states?
 - (a) Motion Tween
 - (b) Bone Tool
 - (c) Shape Builder
 - (d) Lasso Tool

2. What is the purpose of the properties panel in interactive animation software?
 - (a) To store imported assets
 - (b) To modify attributes of selected objects or tools
 - (c) To preview animations
 - (d) To create character rigs

3. In Adobe Animate, which tool would you use to create curved paths with adjustable anchor points?
 - (a) Pen Tool
 - (b) Eraser Tool
 - (c) Brush Tool
 - (d) Pencil Tool

4. The brush tool is most used for
 - (a) Editing motion paths
 - (b) Creating artistic, painterly effects
 - (c) Filling color gradients
 - (d) Drawing clean, vector-based

5. Term is commonly used to refer to in-between frames in traditional animation is called
 - (a) Tweens
 - (b) Extremes
 - (c) Layouts
 - (d) Breakdowns

6. The type of symbol is commonly used for interactivity, such as clickable areas is
 - (a) Graphic
 - (b) Button
 - (c) Movie Clip
 - (d) Shape

7. The type of blur filter creates a smooth, uniform blur in all directions is
- (a) Gaussian Blur
 - (b) Motion Blur
 - (c) Radial Blur
 - (d) Directional Blur
8. The panel in animation software is primarily used to manage and edit symbols is
- (a) Timeline Panel
 - (b) Library Panel
 - (c) Layers Panel
 - (d) Properties Panel
9. Can multiple frame labels be assigned to a single frame in animation tools?
- (a) Yes, but only in specific tools
 - (b) Yes, it is a standard feature in all tools
 - (c) No, each frame can have only one label
 - (d) No, labels are restricted to key frames only
10. What is the role of a property in scripting?
- (a) stores the color of an object
 - (b) defines characteristics or attributes of an object
 - (c) creates motion between two key frames
 - (d) loops the animation timeline

Part B

(5 × 5 = 25)

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

11. (a) Explain the importance of stage properties in interactive animation techniques

Or

- (b) Explain the significance of tool panel in interactive animation techniques.

12. (a) Explain the role and significance of fills, and shape contours.

Or

- (b) Discuss the importance and functionality of the sub selection, pen tools.

13. (a) Explain the concepts of keyframes in between frames.

Or

- (b) Explain the concepts of classic tween in interactive animation techniques.

14. (a) Explain the role and significance of graphic symbols.

Or

- (b) Explain the process of adding and animating captions in interactive animation techniques.

15. (a) Explain the concept and usage of the “Goto and Play’ action and frame labels.

Or

- (b) Explain the concept of masking and the role of action script.

Part C

(5 × 8 = 40)

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

16. (a) Explain the role of the timeline, properties inspector in interactive animation techniques.

Or

- (b) Explain the process of previewing and publishing a movie.

17. (a) Summarize the role and significance of shapes and strokes.

Or

- (b) Discuss the importance and functionality of the brush, pencil, and free transformation tools.

18. (a) Explain the concepts of animation and its importance.

Or

- (b) Brief the role of shape tweening.

19. (a) Discuss the role of symbols and its advantages in interactive animation techniques.

Or

- (b) Explain the role and significance of the blur filter.

20. (a) Explain the role of scripting technology in interactive animation techniques.

Or

- (b) Discuss the key components, design considerations, and animation techniques required to make the recipe book engaging and user-friendly.
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Sub. Code

83534

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Media Technology

2D GRAPHICS AND ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What does “anticipation” in animation help to achieve?
 - (a) Smooth transitions between scenes
 - (b) A sense of gravity in objects
 - (c) Preparing the audience for an action
 - (d) Adding exaggerated movements

2. Which principle emphasizes the smoothness of entering or leaving a motion?
 - (a) Timing
 - (b) Slow in and out
 - (c) Secondary action
 - (d) Exaggeration

3. Which component is NOT part of a screenplay?
 - (a) Slug line
 - (b) Dialogue
 - (c) Tweening
 - (d) Action

4. Symbols in 2D animation are used for
 - (a) Adding text to scenes
 - (b) Creating reusable graphics and animations
 - (c) Improving sound quality
 - (d) Adding realistic lighting effects

5. Which shot captures the subject from a very far distance, often showing the surroundings?
 - (a) Close-up shot
 - (b) Extreme long shot
 - (c) Mid long short
 - (d) Noddy shot

6. The zoom in/zoom out technique is used for
 - (a) Changing the background color
 - (b) Adjusting camera focus
 - (c) Moving closer to or farther from a subject
 - (d) Transitioning between scenes

7. Which tool is used to distribute body parts into separate layers?
 - (a) Tweening tool
 - (b) Rigging tool
 - (c) Mask animation tool
 - (d) Symbol creation tool

8. A four-leg walk cycle is used to animate
 - (a) Humans
 - (b) Vehicles
 - (c) Animals
 - (d) Background objects

9. Which of the following is a vowel sound used in lip-sync animation?
 - (a) F
 - (b) A
 - (c) T
 - (d) P

10. Which software is commonly used for external audio editing?
- (a) Photoshop (b) After effects
(c) Audacity (d) Illustrator

Part B

(5 × 5 = 25)

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

11. (a) Explain the traditional animation process with an example.
- Or
- (b) How does solid drawing contribute to the quality of animation?
12. (a) Discuss the anatomy of a screenplay with examples.
- Or
- (b) How do easing techniques influence animation flow?
13. (a) Explain the process of creating a storyboard for an animated scene.
- Or
- (b) Illustrate the importance of camera shots in effective storytelling.
14. (a) Explain the process of preparing a character for animation.
- Or
- (b) Describe the techniques for creating a four-legged walk cycle.
15. (a) Discuss the importance of lip-syncing in animation.
- Or
- (b) How are vowels and consonants synchronized with animated dialogue?

Part C

(5 × 8 = 40)

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

16. (a) Describe the twelve principles of animation with examples.

Or

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

17. (a) Describe the process of creating a 2D animation using symbols, timelines and tweening.

Or

- (b) Explain the concept of easing and its impact on animation fluidity.

18. (a) How does storyboarding help in planning an animation project? Discuss with examples.

Or

- (b) Describe the role of camera transitions in creating a seamless animated sequence.

19. (a) Describe the animation process from character preparation to final output.

Or

- (b) How are special effects and mask animations integrated into animated sequences?

20. (a) Describe the role of audio in enhancing animated scenes.

Or

- (b) Discuss the integration of audio and visual elements in a complete animation project.

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Sub. Code

83536

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Third Semester

Media Technology

PRE PRODUCTION AND SHOOTING TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the purpose of a storyboard?
 - (a) To record audio
 - (b) To visualize the story scene by scene
 - (c) To schedule production tasks
 - (d) To define character traits

2. Which of the following is a type of character?
 - (a) Hero
 - (b) Villain
 - (c) Supporting
 - (d) All of the above

3. What is the term for a shot that captures a subject from head to toe?
 - (a) Close up
 - (b) Long shot
 - (c) Extreme close-up
 - (d) Mid long

4. In a “close-up” shot, what is primarily focused?
 - (a) The entire environment
 - (b) A subject’s facial features
 - (c) The full body of a character
 - (d) Background objects

5. What is the primary function of the clapboard?
 - (a) To monitor lighting
 - (b) To synchronize sound and video
 - (c) To create smooth transitions
 - (d) To position the camera

6. What does the preview monitor display?
 - (a) Edited frames only
 - (b) Lighting effects
 - (c) Real-time camera output
 - (d) Audio tracks

7. What does aperture control in a camera?
- (a) Image color balance
 - (b) Amount of light entering the lens
 - (c) Frame rate of the video
 - (d) Depth of field clarity
8. What does “shutter speed” affect?
- (a) Color saturation
 - (b) Motion blur
 - (c) Frame composition
 - (d) Audio quality
9. What is the process of adding sound effects called?
- (a) Mixing
 - (b) Dubbing
 - (c) Re-recording
 - (d) Sound design
10. What does “previewing the final output” help identify?
- (a) Missing costumes
 - (b) Lighting mismatches
 - (c) Errors or inconsistencies
 - (d) Camera angles

Part B

(5 × 5 = 25)

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

11. (a) Define the term “synopsis” and explain its importance in story writing.

Or

- (b) Explain the significance of defining characters in a story.

12. (a) Define the terms “low angle” and “high angle” shots and their impact on storytelling.

Or

- (b) Describe the purpose of mid-long shots and extreme long shots in visual storytelling.

13. (a) Explain the rule of thirds and its application in shot composition.

Or

- (b) What are the components of three-point lighting, and how do they work together?

14. (a) What is the purpose of a wide-angle lens, and when is it commonly used?

Or

- (b) Differentiate between DSLR and film cameras.

15. (a) Define “dubbing” and its role in the filmmaking process.

Or

- (b) What are special effects, and how do they contribute to storytelling?.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the process of writing a one-line script and breaking it into scenes and shot split-ups.

Or

- (b) Explain the steps involved in scheduling a film production and the role of costumes in it.

17. (a) Explain the role of camera angles in creating mood and perspective in a film. Provide examples of different angles.

Or

- (b) Analyze how tilt-up and tilt-down movements are used to emphasize emotions or actions.

18. (a) Describe the process of camera blocking and its role in achieving smooth storytelling.

Or

- (b) Discuss the role of lighting in creating mood and atmosphere in film.

19. (a) Discuss the relationship between camera aperture, shutter speed, and exposure in achieving the desired look.

Or

- (b) Compare and contrast telephoto lenses and wide-angle lenses, highlighting their uses in storytelling.
20. (a) Explain the process of combining visual and audio effects during post-production.

Or

- (b) Analyze the challenges and solutions in mixing various audio tracks to create a seamless final output.
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C-6201

Sub. Code

83543

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fourth Semester

Media Technology

NON LINEAR EDITING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. In video editing, what is the function of the program view?
 - (a) To import video files
 - (b) To edit audio tracks
 - (c) To preview the final edited sequence
 - (d) To add visual effects

2. What is the primary purpose of non-linear editing in video production?
 - (a) To edit video in a linear sequence from start to finish
 - (b) To edit video without affecting the original source files
 - (c) To edit videos in real-time
 - (d) To edit videos with analog equipment

3. What does three-point editing involve in video editing?
 - (a) Editing three different video clips simultaneously
 - (b) Editing a clip by defining its start and end points
 - (c) Editing a clip using three separate tracks
 - (d) Editing a clip with three different audio tracks

4. What is the purpose of overlay and insert edits in video editing?
 - (a) To add transitions between clips
 - (b) To replace one clip with another
 - (c) To adjust the volume of audio tracks
 - (d) To resize video clips

5. What is the purpose of using workspaces in video editing software?
 - (a) To organize and customize the layout of editing tools
 - (b) To import media files
 - (c) To export final video projects
 - (d) To adjust audio levels

6. How do you apply and control standard effects in video editing?
 - (a) By importing effect files
 - (b) By adjusting video resolution
 - (c) By dragging effects onto clips
 - (d) By adjusting playback speed

7. How do you typically show or hide the keyframe are in video editing software?
 - (a) By pressing “K”
 - (b) By right-clicking on the timeline
 - (c) By selecting the clip and pressing “V”
 - (d) By adjusting the workspace layout

8. What does showing or hiding the timeline beyond a clip’s in and out point allow in video editing?
 - (a) Adjusting clip handles
 - (b) Trimming the clip’s duration
 - (c) Viewing additional frames
 - (d) Exporting the clip

9. How does video codec selection impact file size and quality in video editing?
 - (a) Adjusting playback speed
 - (b) Importing audio tracks
 - (c) Choosing compression methods
 - (d) Applying visual effects

10. How does the audio mixer window assist in video editing?
 - (a) Adjusting volume levels and audio effects
 - (b) Importing video clips
 - (c) Exporting video projects
 - (d) Creating visual transitions

Part B

(5 × 5 = 25)

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

11. (a) Explain the concept of non-linear editing (NLE) in video production.

Or

- (b) Describe the importance of timecode in video editing.

12. (a) Explain the process of splitting a clip in video editing.

Or

- (b) Describe the concept of title safe and action safe zones in video editing.

13. (a) Discuss the importance of using workspaces in video editing.

Or

- (b) Explain the process of applying and controlling standard effects in video editing.

14. (a) Discuss the techniques for applying and controlling video effects in video editing.

Or

- (b) Explain the creative implications of changing effects over time using keyframes in video editing.

15. (a) Explain the significance of file export settings in video editing.

Or

- (b) Discuss the process of exporting video in different formats from video editing software.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the significance of in and out points in video editing.

Or

- (b) Discuss the functions and purposes of the source view in video editing software.

17. (a) Discuss the methods used for previewing titles on an external monitor in video editing.

Or

- (b) Explain the concept of three-point editing in video editing.

18. (a) Describe the method for removing multiple effects applied to a clip in video editing.

Or

- (b) Discuss the techniques and benefits of animating effects in video editing.

19. (a) Describe the steps for removing all keyframes of an effect from a clip in video editing.

Or

- (b) Discuss the impact of accurate audio playback in video editing.

20. (a) Describe the concept of compression in video editing.

Or

(b) Discuss the functionalities of the audio mixer window in video editing.

C-6202

Sub. Code

83544

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fourth Semester

Media Technology

3D DESIGN

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the purpose of attaching and detaching curves in 3D design?
 - (a) Controlling animation paths
 - (b) Adjusting lighting conditions
 - (c) Importing texture files
 - (d) Exporting 3D models

2. What does editing curves involve in 3D design software?
 - (a) Adjusting camera angles
 - (b) Modifying object shapes
 - (c) Adding sound effects
 - (d) Exporting video files

3. What does “stitching surfaces” refer to in 3D modeling?
 - (a) Merging separate surfaces into a single entity
 - (b) Adding texture seams
 - (c) Adjusting lighting effects
 - (d) Combining animation frames

4. What is the purpose of the “append polygon tools” in 3D modeling software?
 - (a) Modifying existing polygons
 - (b) Adding new polygonal shapes
 - (c) Adjusting lighting
 - (d) Importing textures

5. What is involved in “Modeling an Exterior shot” in 3D modeling?
 - (a) Creating interior room layouts
 - (b) Designing outdoor environments
 - (c) Adjusting object reflections
 - (d) Importing texture files

6. What does “hyper shade” refer to in 3D modeling software?
 - (a) Applying realistic shaders and materials
 - (b) Adjusting lighting effects
 - (c) Creating animation sequences
 - (d) Modifying polygon shapes

7. What does IK stand for in the context of rigging?
 - (a) Internal Kinetics
 - (b) Inverse Kinematics
 - (c) Initial Keyframe
 - (d) Interactive Keying

8. What is the primary purpose of rigging in 3D animation?
 - (a) Adding textures to models
 - (b) Creating a skeletal structure for models
 - (c) Adjusting lighting in a scene
 - (d) Rendering final animations

9. In 3D rendering, what does “Batch Rendering” allow you to do?
 - (a) Render multiple frames or scenes automatically
 - (b) Adjust lighting settings
 - (c) Create 3D models
 - (d) Edit textures

10. What is the function of the “resolution gate” in a 3D camera?
 - (a) To change the focal length
 - (b) To show the final render resolution area
 - (c) To add textures to models
 - (d) To control the playback speed

Part B

(5 × 5 = 25)

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

11. (a) Explain the components typically found in the user interface of 3D design software.

Or

- (b) Describe the differences between working in perspective and orthographic views in 3D design software.

12. (a) Explain the process of editing NURBS surfaces in 3D modeling.

Or

- (b) Discuss the importance of rebuilding surfaces in 3D modeling.

13. (a) Explain the importance of texture resolution in 3D modeling.

Or

- (b) Describe the process of creating a texture map for a complex polygonal model.

14. (a) Explain the differences between IK and FK in the context of rigging joints and their respective use cases in animation.

Or

- (b) Describe the process of creating a spline IK and its applications in character animation.

15. (a) Explain the principles of light theory and how they apply to creating realistic lighting in a 3D scene.

Or

- (b) Discuss the artistic theories of lighting and how they influence the mood and atmosphere of a scene. Provide examples.

Part C

(5 × 8 = 40)

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

16. (a) Describe the functions and advantages of using perspective and orthographic windows in 3D design software.

Or

- (b) Describe the process of attaching and detaching curves in 3D design. How does attaching curves influence object behavior and animation paths within a project?

17. (a) Describe the technique of creating surface fillets in 3D modeling. How do surface fillets enhance the visual appearance and functionality of 3D models?

Or

- (b) Explain the steps involved in stitching surfaces together in 3D modeling.

18. (a) Explain the advantages and challenges of using NURBS curves for creating 3D models.

Or

- (b) Discuss the importance of creating basic table top props in 3D modeling.

19. (a) Discuss the various types of constraints used in rigging. Provide examples of when each type might be used.

Or

- (b) Explain the skinning process in 3D animation. What are the main challenges of skinning and how can they be addressed?
20. (a) Describe the common attributes of ambient lights and their role in 3D lighting. How do they differ from other light types?

Or

- (b) Explain the use and characteristics of area lights and volume lights in creating realistic lighting effects in 3D animation.
-

C-6203

Sub. Code

83546

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fourth Semester

Media Technology

ADVANCED ART

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which geometric shape is most commonly used to represent the head in stick figure drawing?
 - (a) Square
 - (b) Triangle
 - (c) Circle
 - (d) Rectangle

2. What is 'foreshortening' in drawing?
 - (a) Drawing objects smaller than they are
 - (b) Drawing objects larger than they are
 - (c) Creating the illusion of depth by shortening lines
 - (d) Using bright colors to create highlights

3. When drawing a head in a three-quarter view, which facial feature is most likely to appear asymmetrical?
- (a) Nose
 - (b) Eyes
 - (c) Ears
 - (d) Mouth
4. What is the primary function of the rectus abdominis muscle, often visible in the torso?
- (a) Extending the spine
 - (b) Rotating the torso
 - (c) Flexing the spine
 - (d) Stabilizing the shoulders
5. Which of the following is NOT a typical characteristic of a 'Heavy villainous character'?
- (a) Strong and imposing physique
 - (b) Dark and muted color scheme
 - (c) Soft and rounded features
 - (d) Sharp and angular design elements
6. Which aspect of character design ensures the character is easily recognizable and unique?
- (a) Aesthetic appeal
 - (b) Functional design
 - (c) Distinctiveness
 - (d) Exaggerated characteristics

7. Which technique is used to create the illusion of movement through a background in animation?
- (a) Static background
 - (b) Panning background
 - (c) Overlay background
 - (d) Underlay background
8. What is crucial when drawing a location in different angles and different lightings?
- (a) Keeping the color palette the same
 - (b) Changing the size of objects randomly
 - (c) Maintaining consistency in perspective and shadows
 - (d) Using only one light source
9. Which of the following is typically included in concept art?
- (a) Detailed character dialogues
 - (b) Preliminary sketches and visual representations of ideas
 - (c) Finalized animation frames
 - (d) Voice actor scripts
10. What are 'extremes' in animation drawing?
- (a) The most detailed frames
 - (b) The first and last frames of an action
 - (c) The frames with the most exaggerated movements
 - (d) The frames with the least movement

Part B

(5 × 5 = 25)

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

11. (a) Describe the challenges and techniques involved in drawing figures in complex action poses.

Or

- (b) Explain how understanding human anatomy can assist in drawing realistic animal poses.

12. (a) Explain the techniques used to capture subtle facial expressions in portrait drawings.

Or

- (b) Explain how different types of fabric behave when draped over the body.

13. (a) Discuss the importance of aesthetic appeal in character design.

Or

- (b) Explain how functionality plays a role in character design.

14. (a) Discuss how different times of day and weather conditions can be represented in background art.

Or

- (b) Describe the steps involved in creating a proportional character turnaround.

15. (a) Explain the differences between a walk cycle and a run cycle in terms of mechanics and visual representation.

Or

- (b) Compare and contrast the straight ahead and pose-to-pose methods of animation.

Part C

(5 × 8 = 40)

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

16. (a) Discuss how the principles of human anatomy and proportion can be applied to drawing anthropomorphic characters.

Or

- (b) Discuss the key features to focus on when drawing a bird. How do the structure and proportions of a bird's wings and body impact the drawing process?

17. (a) Explain the importance of understanding the anatomy of facial features such as the eyes, nose, and mouth.

Or

- (b) Describe the anatomy of the foot and discuss the techniques used to draw feet in different positions.

18. (a) Describe the process of developing a character's personality through their visual design.

Or

- (b) Describe the importance of 3D visualization in character design.

19. (a) Discuss the importance of developing a comprehensive character sheet and model sheet for complex animations.

Or

- (b) Explain the role of color theory in developing backgrounds for different lighting conditions.

20. (a) Discuss the challenges and techniques involved in creating a realistic fly cycle for an animated character.

Or

- (b) Explain the importance of understanding animal anatomy when animating four-legged creatures.
-

C-6204

Sub. Code

83551

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fifth Semester

Media Technology

MOTION GRAPHICS

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary purpose of compositing in motion graphics?
 - (a) Editing audio files
 - (b) Combining visual elements into a single scene
 - (c) Applying video filters
 - (d) Exporting animations

2. Which workspace component previews your animation in real time?
 - (a) Timeline
 - (b) Preview panel
 - (c) Color panel
 - (d) Composition viewer

3. Which tool is primarily used for creating paths in motion graphics?
 - (a) Brush tool
 - (b) Pen tool
 - (c) Text tool
 - (d) Clone tool

4. What is the purpose of rendering in motion graphics?
 - (a) To finalize the video output
 - (b) To apply effects
 - (c) To create animation presets
 - (d) To track layers
5. Masking tools are used to:
 - (a) Add visual effects
 - (b) Adjust audio levels
 - (c) Automate animation
 - (d) Create selective visibility for layers
6. Which keying technique is commonly used for removing green screen backgrounds?
 - (a) Color correction
 - (b) Blending
 - (c) Key light
 - (d) Rotoscopy
7. Which file format is commonly used for importing audio into motion graphics projects?
 - (a) .mpv
 - (b) .wav
 - (c) .jpeg
 - (d) .gif
8. Navigating 3D text in motion graphics requires
 - (a) Keying tools
 - (b) Opacity adjustments
 - (c) Camera controls
 - (d) Layer masking
9. What does “CC Particle World” primarily help in creating?
 - (a) Text animations
 - (b) Keyframe automation
 - (c) Masking tools
 - (d) Particle-based visual effects

10. What does the term “expression” refer to in rendering?
- (a) Hand-drawn animations
 - (b) Script-based automation for animations
 - (c) Preset gradient effects
 - (d) Layer masking options

Part B

(5 × 5 = 25)

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

11. (a) Explain the key features of workspace and workflow in motion graphics.

Or

- (b) What are the steps involved in layer-based compositing?

12. (a) Describe the process of creating and editing paths for animations.

Or

- (b) How do markers and automation enhance workflow in animation projects?

13. (a) Describe the process and significance of masking in motion graphics.

Or

- (b) How is 2D tracking different from 3D tracking? Provide examples of their applications.

14. (a) Explain the steps involved in creating a text layer and its role in motion graphics.

Or

- (b) What are the different types of video formats used in motion graphics, and how are they selected?

15. (a) Explain the significance of the four color gradient in creating dynamic backgrounds.

Or

- (b) Describe the purpose of the rendering queue and its role in finalizing motion graphics projects.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the process of navigating the interface and organizing layers in a compositing work flow.

Or

- (b) How are color and previews managed in motion graphics projects? Provide examples.

17. (a) Explain the role of expressions in automating animation workflows, providing examples.

Or

- (b) Evaluate the use of painting and drawing tools in creating detailed animations.

18. (a) Explain the use of masking tools and spline controls in creating selective visual effects.

Or

- (b) Elaborate on the process of match moving and its importance in integrating visual elements.

19. (a) Discuss the process of creating a motion graphics project, from importing assets to final rendering.

Or

- (b) Evaluate the importance of understanding different video formats in exporting motion graphics projects.

20. (a) Explain the concept of animation composer and its role in enhancing productivity in motion graphics.

Or

- (b) Analyze the significance of physics-based settings in creating realistic particle effects.

C-6205

Sub. Code

83552

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Fifth Semester

Media Technology

DYNAMICS SIMULATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

- Which emitter type emits particles in a specific direction?
 - Omni
 - Surface
 - Directional
 - Volume
- What does “Pre Point Emission Rate” determine?
 - Particle lifespan
 - Rate of particle emission per frame
 - Collision behavior
 - Emitter position
- Which field simulates gravitational pull?
 - Drag a
 - Air
 - Gravity
 - Vortex
- Which field creates a swirling effect on particles?
 - Radial
 - Vortex
 - Uniform
 - Turbulence

5. Which constraint creates a rotating joint?
 - (a) Nail
 - (b) Pin
 - (c) Hinge
 - (d) Spring
6. What does “Set Active Key” do in rigid body simulation?
 - (a) Stops simulation
 - (b) Activates the body rigidity
 - (c) Breaks connections
 - (d) Deforms soft bodies
7. Which particle type represents individual points?
 - (a) Multipoint
 - (b) Points
 - (c) Spring
 - (d) Multi-streak
8. Which container type is used for creating 3D fluid simulations?
 - (a) Fluid 2D Container
 - (b) Fluid 3D Container
 - (c) Particle sprites
 - (d) Multi-streak
9. Which rendering method is used for particles like Bloppy surfaces?
 - (a) Hardware rendering
 - (b) software rendering
 - (c) Flipbook rendering
 - (d) Tube rendering
10. What is the purpose of the Flipbook Clap option?
 - (a) To adjust animation speed
 - (b) To clear the Flipbook sequence
 - (c) To render particles
 - (d) To set up cameras

Part B

(5 × 5 = 25)

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

11. (a) What is the process to create an emitter and emit particles from an object?

Or

- (b) Compare “Instance (Replacement)” and “Sprite Wizard” in particle customization.

12. (a) Differentiate between Gravity and Newton fields with examples.

Or

- (b) Describe the uses of Drag and Air fields in particle simulations.

13. (a) Explain the role of constraints in rigid body simulation.

Or

- (b) Describe the process of creating a spring constraint.

14. (a) Explain the differences between Multipoint and Multi-streak particle types.

Or

- (b) Describe the process of creating a Fluid 3D Container and setting its basic attributes.

15. (a) Differentiate between Blobby surface and Cloud rendering types.

Or

- (b) Explain the purpose of the Flipbook rendering options.

Part C

(5 × 8 = 40)

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

16. (a) Explain the differences among Omni, Surface, Volume, Curve, and Directional emitters with suitable examples.
Or
(b) Explain the role of the Particle Collision Event Editor with an example of a particle collision setup.
17. (a) Discuss the types of fields and their application in particle simulations with examples.
Or
(b) Compare the effects of Vortex, Radial, and Uniform fields on particle.
18. (a) Explain the steps to create active and passive rigid bodies with examples.
Or
(b) Elaborate on soft body simulations, including weight painting and deformation.
19. (a) Explain the process of creating and customizing a Fluid 2D Container and its collision with particles.
Or
(b) How do Ramp Position, Ramp Acceleration, and World Velocity attributes work together in fluid simulations?
20. (a) Compare the attributes and applications of Software Rendering and Hardware Rendering.
Or
(b) Describe the steps to setup the Scale V Buffer and its impact on rendering quality.

C-6206

Sub. Code

83553A

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fifth Semester

Media Technology

CONCEPT ART

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary purpose of concept art?
 - (a) Entertainment
 - (b) Aesthetic appeal
 - (c) Visualizing ideas for production
 - (d) Improving drawing techniques

2. Which of the following is NOT an essential skill for concept artists?
 - (a) Drawing and sketching
 - (b) Coding knowledge
 - (c) Digital tools proficiency
 - (d) Color theory understanding

3. What is the significance of silhouette recognition in character design?
 - (a) To enhance color schemes
 - (b) To create memorable characters
 - (c) To simplify anatomy
 - (d) To improve perspective

4. Character turnarounds are used for :
 - (a) Dynamic pose exploration
 - (b) Anatomy studies
 - (c) Multiple-angle character views
 - (d) Costume color testing

5. Which element is crucial for establishing mood and atmosphere in world-building?
 - (a) Lighting and color palette
 - (b) Perspective grid
 - (c) Technical drawing
 - (d) Character placement

6. Sequential storytelling primarily involves :
 - (a) Randomized sketches
 - (b) Consistent mood depiction
 - (c) Scene transitions and visual narration
 - (d) Isolated character studies

7. What defines futuristic technologies in prop design?
 - (a) Realistic textures
 - (b) Innovative and imaginative concepts
 - (c) Use of traditional tools
 - (d) Incorporation of classical motifs

8. Which of these is a key consideration in weapon design?
- (a) Cultural elements
 - (b) Object turn arounds
 - (c) Functionality and narrative context
 - (d) Environmental placement
9. What is the primary goal of a concept art portfolio?
- (a) Highlight personal achievements
 - (b) Showcase tailored artwork for a specific industry
 - (c) Display completed projects
 - (d) Provide a diverse art collection
10. Online presence in concept art is important for :
- (a) Selling artwork
 - (b) Networking and job opportunities
 - (c) Following trends
 - (d) Learning new software

Part B

(5 × 5 = 25)

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

11. (a) Explain the evolution of concept art and its role in various industries.

Or

- (b) Describe the ideation and brainstorming process in concept art.

12. (a) Discuss the importance of anatomy and proportions in character design.

Or

- (b) Explain how personality and backstory enhance character development.

13. (a) How does mood and atmosphere impact world-building?

Or

- (b) Describe the process of storyboarding for environments.

14. (a) What is the significance of texture and material definition in prop design?

Or

- (b) Explain the importance of consistency with world-building in prop design.

15. (a) How can a concept artist effectively tailor their portfolio for job applications?

Or

- (b) Explain the role of collaboration and communication when working with art directors.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the essential skills and tools required for a concept artist to succeed.

Or

- (b) Explain the process of refinement and finalization in concept art.

17. (a) Analyze the role of expressions, gestures, and dynamic poses in character design.

Or

- (b) Discuss the steps involved in creating iconic features and costume design.

18. (a) How does incorporating cultural influences enhance world-building?

Or

- (b) Discuss the techniques involved in visual narration and scene transitions.

19. (a) Explain the process of designing imaginative weaponry with futuristic technology.

Or

- (b) How does 3D representation contribute to the detailing of props?

20. (a) Describe the importance of meeting deadlines and milestones in concept art projects.

Or

- (b) Discuss the strategies for building a strong online presence as a concept artist.
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C-6207

Sub. Code

83553B

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Fifth Semester

Media Technology

MATTE PAINTING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary role of matte painting in visual effects (VFX)?
 - (a) To create character animations
 - (b) To build realistic and fantastical environments
 - (c) To enhance audio effects
 - (d) To add special lighting effects

2. Which software is commonly used for matte painting?
 - (a) Microsoft Word
 - (b) Adobe Photoshop
 - (c) AutoCAD
 - (d) Blender

3. What does “photo manipulation” in matte painting involve?
 - (a) Adjusting brush sizes
 - (b) Integrating and blending photographic elements
 - (c) Painting entirely by hand
 - (d) Altering 3D models
4. Which is NOT part of the matte painting workflow?
 - (a) Refining sketches
 - (b) Storyboarding
 - (c) Planning composition
 - (d) Coding animations
5. What is crucial in storytelling through environments?
 - (a) Realistic character poses
 - (b) Enhancing the narrative visually
 - (c) Using only black-and-white tones
 - (d) Avoiding lighting adjustments
6. Which design principle helps create the illusion of depth?
 - (a) Scale
 - (b) Texture
 - (c) Saturation
 - (d) Pattern repetition

7. What is the purpose of integrating 3D elements in matte painting?
 - (a) Adding depth and realism
 - (b) Simplifying sketches
 - (c) Creating abstract art
 - (d) Replacing 2D textures
8. Which atmospheric effect creates the illusion of distance?
 - (a) Shadows
 - (b) Fog or haze
 - (c) Saturation
 - (d) Bright highlights
9. Why is it important to study industry case studies?
 - (a) To replicate successful projects exactly
 - (b) To understand best practices and trends
 - (c) To avoid collaboration
 - (d) To learn coding techniques
10. A strong matte painting portfolio should:
 - (a) Include personal sketches only
 - (b) Showcase a range of skills and styles
 - (c) Focus only on digital paintings
 - (d) Avoid collaboration-based works.

Part B

(5 × 5 = 25)

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

11. (a) Explain the evolution of matte painting and its role in the entertainment industry.

Or

- (b) Discuss the significance of industry tools like Adobe Photoshop in matte painting.

12. (a) Describe the importance of color theory and composition in matte painting.

Or

- (b) Explain the techniques for blending photographic elements into digital paintings.

13. (a) How do design principles like lighting and perspective enhance environmental concepts?

Or

- (b) Discuss how storytelling is incorporated into environmental matte paintings.

14. (a) Explain the role of 3D integration in achieving realism in matte paintings.

Or

- (b) Describe the importance of atmospheric effects in creating depth and mood.

15. (a) How can a concept artist build a strong matte painting portfolio?

Or

- (b) Discuss the importance of understanding client briefs in professional practices.

Part C (5 × 8 = 40)

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

16. (a) Analyze the role of matte painting in creating realistic environments for film and VFX.

Or

- (b) Discuss the history and evolution of matte painting as an art form.

17. (a) Explain the complete workflow for planning, sketching, and refining a matte painting

Or

- (b) How does photo manipulation contribute to the effectiveness of matte paintings?

18. (a) Discuss techniques for brainstorming and sketching environment concepts for storytelling.

Or

- (b) Analyze the importance of scale, perspective, and lighting in creating compelling environments.

19. (a) Explain the process of creating entirely digital environments using 3D elements and atmospheric effects.

Or

- (b) How do fog, haze, and depth of field contribute to realism in matte paintings?

20. (a) Discuss the key components of building a professional matte painting portfolio

Or

(b) Analyze how collaboration with other VFX professionals impacts matte painting production.

C-6208

Sub. Code

83553C

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Fifth Semester

Media Technology

VISUAL STORYTELLING FOR FILM AND GAMES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the main purpose of storyboarding in visual storytelling?
 - (a) To create character designs
 - (b) To visualize and plan narrative sequences
 - (c) To generate sound effects
 - (d) To animate 3D models

2. Which of the following is a key component of the three-act structure?
 - (a) Rising action
 - (b) Scene transitions
 - (c) Character animations
 - (d) Audio integration

3. What is a “character arc”?
 - (a) The physical shape of a character
 - (b) The progression and development of a character in the narrative
 - (c) The storyline of the protagonist
 - (d) The overall theme of the story

4. Which archetype often acts as a mentor to the hero?
(a) The villain (b) The caregiver
(c) The mentor (d) The antihero

5. Which element is most important in environmental storytelling?
(a) Detailed character arcs
(b) Using the setting to convey narrative elements
(c) Complex sound effects
(d) Long dialogue sequences

6. What does game level design focus on?
(a) Creating 3D characters
(b) Applying visual storytelling principles to environments
(c) Writing scripts for dialogues
(d) Designing soundtracks

7. What is the purpose of dynamic camera movement?
(a) To add sound effects
(b) To evoke emotion and guide attention
(c) To focus solely on background details
(d) To reduce storytelling effort

8. Which cinematic technique involves moving the camera on a fixed track?
(a) Dolly shot (b) Aerial shot
(c) Tracking shot (d) Handheld shot

9. Why is collaboration important in film and game production?
(a) To reduce production time
(b) To integrate the roles of team members for cohesive output
(c) To focus only on the director's vision
(d) To work without external feedback

10. What does audio-visual integration help achieve in storytelling?
- (a) Reduce reliance on visuals
 - (b) Enhance immersion and engagement
 - (c) Simplify narrative arcs
 - (d) Avoid sound editing

Part B

(5 × 5 = 25)

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

11. (a) Explain the importance of the three-act structure in storytelling.

Or

- (b) How do camera angles and framing influence visual storytelling?

12. (a) Discuss the significance of character archetypes in storytelling.

Or

- (b) Explain the role of visual design in creating memorable characters.

13. (a) How does environmental storytelling enhance a narrative?

Or

- (b) Discuss the importance of cultural and historical details in world-building.

14. (a) Explain the role of dynamic camera movements in cinematic storytelling.

Or

- (b) Discuss how cinematic techniques are applied to game cutscenes.

15. (a) What are the key aspects of collaboration in film or game production?

Or

- (b) How does sound design contribute to immersive visual storytelling?

Part C

(5 × 8 = 40)

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

16. (a) Discuss the role of storyboarding in planning and visualizing narrative sequences.

Or

- (b) Explain the three-act structure with examples from film or game narratives.

17. (a) Analyze how character development and arcs impact the storytelling experience.

Or

- (b) How do visual character design and archetypes work together to create compelling stories?

18. (a) Explain how visual storytelling principles are applied to game level design.

Or

- (b) Discuss techniques for developing a cohesive and immersive narrative world.

19. (a) Analyze the impact of advanced cinematic techniques on storytelling in film.

Or

- (b) How can dynamic camera movements guide the audience's attention and evoke emotion?

20. (a) Discuss the process of integrating audio and visual elements for an immersive narrative experience.

Or

- (b) Explain the steps involved in creating a final visual storytelling project.
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C-6209

Sub. Code

83554A

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Fifth Semester

Media Technology

ADVANCED 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 using the Extrude tool in 3D modeling?
 - (a) To add texture to the model
 - (b) To create basic shapes
 - (c) To push or pull geometry along a face normal
 - (d) To smooth out edges

2. Which option in UV mapping allows you to move the selected edges and stitch them together?
 - (a) Relax UVs
 - (b) Move and Sew UV Edges
 - (c) Flip UVs
 - (d) Split UVs

3. Which material type in hypershade is best for simulating reflective surfaces?
 - (a) Lambert
 - (b) Blinn
 - (c) Anisotropic
 - (d) Phong

4. What is the primary function of Bump mapping in texturing?
 - (a) To change the color of a surface
 - (b) To add depth to a surface without altering its geometry
 - (c) To simulate shadows on the model
 - (d) To create reflections on the surface

5. In the 3D rendering process, which setting controls the resolution of the final image output?
 - (a) Frame padding
 - (b) Image resolution setting
 - (c) Render view
 - (d) Channel output

6. What does the “Smooth” option do in polygon modeling?
 - (a) It increases the texture detail
 - (b) It softens edges and curves of a polygon mesh
 - (c) It merges vertices into one
 - (d) It converts polygons into NURBS

7. In sculpting, what is the purpose of a Normal map?
 - (a) To control the surface texture detail
 - (b) To simulate surface depth by altering light reflection
 - (c) To define the shape of a 3D model
 - (d) To apply color to a texture map

8. Which UV mapping technique is best suited for spherical objects?
- (a) Planar mapping
 - (b) Spherical mapping
 - (c) Auto mapping
 - (d) Cylindrical mapping
9. What is the main use of the “Merge Edge Tool” in polygon modeling?
- (a) To combine multiple faces into one
 - (b) To remove unwanted edges
 - (c) To join two edges that are close to each other
 - (d) To smooth the edges
10. What is the function of a “Stencil Image” in sculpting?
- (a) To add depth to the model’s surface
 - (b) To apply a pattern or detail on the surface
 - (c) To create the final model output
 - (d) To remove excess geometry

Part B

(5 × 5 = 25)

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

11. (a) Explain how you would create a basic organic character using the Extrude tool.

Or

- (b) Describe the process of creating a new layer and using the Merge Edge option in polygon modeling.

12. (a) Discuss the steps involved in using Auto mapping and Unfold UVs for efficient texturing.

Or

- (b) Explain the significance of using the Relax UV tool and its effects on UV layout.

13. (a) Describe the differences between Blinn and Phong materials in the context of 3D texturing.

Or

- (b) Explain how bump mapping enhances surface detail and how it is applied in texturing.

14. (a) Discuss the procedure for rendering a frame using IPR render and setting appropriate quality.

Or

- (b) Explain the process of rendering with different types of channels and the use of frame region rendering.

15. (a) Describe the basic sculpting concepts and the process of importing objects into a sculpting program.

Or

- (b) Explain the role of displacement maps in creating realistic textures and how they can be exported for final rendering.

Part C

(5 × 8 = 40)

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

16. (a) Discuss in detail the steps for creating an organic character in 3D modeling, emphasizing the use of tools like Extrude and Split Polygon.

Or

- (b) Explain the concept of reference proportions and the importance of the Merge Edge tool in the final model corrections.

17. (a) Explain the entire UV mapping process, from planar mapping to final layout, and the importance of techniques like Move and Sew UV Edges.

Or

- (b) Discuss the role of UV snapshot and exporting UVs for texturing, including how these techniques affect the overall texturing process.

18. (a) Analyze the different types of shaders in hypershade and discuss their applications in realistic texturing.

Or

- (b) Discuss the process of applying surface shaders and 2D/3D texturing maps to achieve specific surface characteristics.

19. (a) Explain the rendering process in 3D, including the differences between IPR rendering, frame padding, and image resolution settings.

Or

- (b) Discuss how you would choose a rendering camera, output the image, and manage rendering test outputs for different types of scenes.

20. (a) Discuss the role of normal maps and displacement maps in sculpting and how they contribute to the final texture output.

Or

- (b) Describe the steps involved in generating a normal map and its application in 3D sculpting for realistic surface detailing.
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C-6210

Sub. Code

83554B

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025.

Fifth Semester

Media Technology

VR AND AR MODELING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following is a key difference between virtual reality (VR) and augmented reality (AR)?
 - (a) VR immerses the user in a completely virtual environment, while AR overlays virtual elements on the real world.
 - (b) VR is used for game development, while AR is not.
 - (c) VR requires a smartphone, while AR requires a headset.
 - (d) VR and AR are the same technology.

2. Which of the following is commonly used for VR and AR modeling?
 - (a) Microsoft Excel
 - (b) Unreal Engine
 - (c) Adobe Photoshop
 - (d) Microsoft PowerPoint

3. What is the primary function of UV mapping in 3D modeling?
 - (a) To create textures for a 3D model
 - (b) To animate a 3D model
 - (c) To create the wireframe for a 3D model
 - (d) To enhance the lighting of a 3D model

4. Which of the following is a common technique for optimizing 3D models for realtime rendering in VR and AR?
 - (a) Using high-resolution textures
 - (b) Simplifying geometry and reducing polygon count
 - (c) Adding more textures to the model
 - (d) Increasing the number of vertices

5. What does the principle of hand tracking help with in VR and AR environments?
 - (a) Enhancing the graphics quality
 - (b) Allowing users to interact with virtual objects through hand gestures
 - (c) Improving audio quality
 - (d) Creating more realistic animations

6. What is the purpose of UI/UX design in VR and AR environments?
 - (a) To focus on the technical aspects of VR hardware
 - (b) To design the visuals and functionalities of the user interface to enhance user experience
 - (c) To enhance the physical interactions between users and the system
 - (d) To optimize rendering techniques

7. What is the first step in the rigging process for character animation?
 - (a) Applying textures to the character
 - (b) Creating a skeleton for the character
 - (c) Designing the character's appearance
 - (d) Adding lighting to the scene

8. Which animation principle involves exaggerating movements to create a more dynamic and believable animation?
 - (a) Squash and stretch
 - (b) Timing
 - (c) Anticipation
 - (d) Follow through

9. In which of the following areas is spatial audio most commonly used?
 - (a) Video editing
 - (b) Virtual reality and augmented reality environments
 - (c) Web development
 - (d) Image processing

10. What is the main objective of the final project in VR and AR courses?
 - (a) To learn the basic concepts of 3D modeling
 - (b) To integrate advanced techniques such as spatial audio and interaction design into a VR or AR project
 - (c) To focus on theoretical concepts
 - (d) To work on game development only

Part B

(5 × 5 = 25)

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

11. (a) Explain the differences between virtual reality (VR) and augmented reality (AR) and describe their applications.

Or

- (b) Discuss the evolution and current trends in VR and AR technologies, focusing on industry applications.

12. (a) Describe the process of UV mapping and texturing in 3D modeling.

Or

- (b) Explain the importance of optimization techniques in 3D modeling for real-time rendering in VR and AR.

13. (a) How does hand tracking and gestures enhance user interaction in virtual and augmented environments?

Or

- (b) Discuss the role of UI/UX design in improving the user experience in immersive VR and AR applications.

14. (a) Explain the basic principles of rigging and how they contribute to character animation in VR and AR environments.

Or

- (b) Discuss the principles of animation that help create lifelike movements in virtual environments.

15. (a) Describe the advanced modeling techniques such as sculpting and photogrammetry used in VR and AR projects.

Or

- (b) Explain the process of integrating spatial audio into VR and AR projects and its impact on user experience.

Part C

(5 × 8 = 40)

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

16. (a) Describe the technological principles, applications and user experience of Virtual Reality (VR) and Augmented Reality (AR).

Or

- (b) Explain the evolution of VR and AR technologies, focusing on current trends.

17. (a) Describe the process of 3D modeling in VR and AR, including polygonal modeling, texture mapping, and optimization techniques.

Or

- (b) Explain the importance of UV mapping and texturing in creating realistic and immersive 3D environments for VR and AR applications.

18. (a) Discuss the principles of user interaction in VR and AR, particularly the use of hand tracking, gestures, and UI/UX design.

Or

- (b) Explain how user interfaces are designed for immersive experiences in VR and AR, focusing on enhancing overall interaction and user satisfaction.

19. (a) Describe the rigging process and animation principles used to create lifelike movements in VR and AR environments.

Or

- (b) Discuss the importance of implementing interactivity in animated VR and AR scenes and its effect on user engagement.
20. (a) Explain the role of advanced modeling techniques in VR and AR, such as procedural generation and sculpting, and their impact on the creation of realistic environments.

Or

- (b) Discuss how spatial audio integration enhances the immersive experience in VR and AR, and its applications in different industries.
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C-6211

Sub. Code

83554C

B.Sc. DEGREE EXAMINATION, NOVEMBER 2025

Fifth Semester

Media Technology

DIGITAL SCULPTING AND TEXTURING TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which of the following software is commonly used for digital sculpting in the industry?
 - (a) Photoshop
 - (b) Z Brush
 - (c) Blender
 - (d) Autodesk Maya

2. What is the primary use of digital sculpting in 3D modeling?
 - (a) Texturing models
 - (b) Creating realistic character models
 - (c) Rendering final images
 - (d) Rigging models

3. Which anatomical study is crucial for creating realistic 3D character models?
 - (a) Human anatomy
 - (b) Physics of motion
 - (c) Light and shading
 - (d) Cloud formations

4. What is the purpose of concept art in digital sculpting?
 - (a) To design 3D environments
 - (b) To create textures for models
 - (c) To visualize the character or environment before sculpting
 - (d) To animate models

5. Which method is used to create textures directly onto 3D models in UV mapping?
 - (a) UV wrapping
 - (b) Texture painting
 - (c) PBR materials
 - (d) Sculpting brushes

6. What is the main benefit of procedural texturing?
 - (a) Increased render time
 - (b) Manual texture painting
 - (c) Efficient and realistic texture creation
 - (d) Detailed sculpting

7. What does PBR stand for in 3D modeling?
 - (a) Photorealistic Bump Rendering
 - (b) Physically-Based Rendering
 - (c) Procedural Base Rendering
 - (d) Polygon-Based Rendering

8. In PBR workflow, which component is key to achieving realistic rendering?
 - (a) Shaders
 - (b) Texture maps
 - (c) Polygon count
 - (d) Lighting conditions

9. Which of the following sculpting features allows for refinement at different resolutions?
 - (a) Symmetry
 - (b) Multi-resolution sculpting
 - (c) Dynamic topology
 - (d) Layered textures

10. What is the purpose of Substance Painter in digital sculpting?
 - (a) Rigging models
 - (b) Enhancing texturing and material refinement
 - (c) Adding animations
 - (d) Generating concept art

Part B

(5 × 5 = 25)

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

11. (a) Discuss the importance of digital sculpting in 3D modeling and how it impacts the creation of realistic characters.

Or

- (b) Explain the basic sculpting tools in industry-standard software like ZBrush and how they are used in the modeling process.

12. (a) How does studying anatomy enhance the creation of realistic 3D character models in digital sculpting?

Or

- (b) Describe how concept art is integrated into the 3D sculpting process and its significance in model creation.

13. (a) What are the fundamental techniques of texture painting and how do they contribute to realistic textures in 3D models?

Or

- (b) Discuss the role of procedural texturing in digital sculpting and its advantages over manual painting.

14. (a) Explain the importance of PBR materials in achieving realistic rendering in 3D models.

Or

- (b) How do shaders enhance the visual quality of digital sculptures and contribute to the overall realism of 3D models?

15. (a) What are the advanced sculpting techniques, such as dynamic topology, and how do they enhance the detailing of 3D models?

Or

- (b) Discuss the process of portfolio development in digital sculpting and how it helps showcase a range of sculpting and texturing skills.

Part C

(5 × 8 = 40)

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

16. (a) Explain the role of digital sculpting in modern 3D animation, particularly in character and creature design.

Or

- (b) Discuss the integration of anatomy studies in digital sculpting and how they contribute to more accurate and realistic character design.

17. (a) Evaluate the significance of UV mapping in 3D modeling.

Or

- (b) Describe the process of texture painting and procedural texturing.

18. (a) Analyze the impact of PBR workflow on digital sculpting.

Or

- (b) Discuss the application of shaders in the PBR workflow.

19. (a) Discuss advanced sculpting techniques such as dynamic topology and multi-resolution sculpting.

Or

- (b) Explain how tools like Substance Painter can be integrated into the sculpting process to refine materials and textures, enhancing the final look of the 3D model.

20. (a) Assess the importance of building a strong portfolio in digital sculpting.

Or

- (b) Discuss the process of creating a detailed and realistic digital sculpture.
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