

C-7633

Sub. Code

82923

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Second Semester

Visual Effects

MOTION GRAPHICS

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The principle that is not part of the 12 principles of animation is _____
 - (a) Squash and Stretch
 - (b) Anticipation
 - (c) Image Mapping
 - (d) Timing

2. Typography for motion graphics primarily focuses on _____
 - (a) Image blending
 - (b) The movement and style of text
 - (c) Sound effects
 - (d) Masking

3. Kinetic Typography refers to _____
- (a) Static text graphics
 - (b) Adding sound to graphics
 - (c) Color correction of videos
 - (d) Animated movement of text
4. _____ application is commonly used for animating PSD and AI files in motion graphics projects.
- (a) Adobe After Effects
 - (b) Microsoft Word
 - (c) CorelDraw
 - (d) Blender
5. RotoScope technique is mainly used for _____
- (a) Modeling 3D objects
 - (b) Creating animated backgrounds
 - (c) Mixing audio tracks
 - (d) Tracing over motion picture footage
6. Keying is a crucial process for _____
- (a) Color grading
 - (b) Text animation
 - (c) Removing backgrounds from video
 - (d) Audio synthesis

7. The purpose of a Displacement Map in motion graphics is to _____
- (a) Alter the geometry of an image using grayscale values
 - (b) Track camera movement
 - (c) Animate text paths
 - (d) Merge multiple audio tracks
8. _____ is best for creating optical effects like lens flares.
- (a) Paint Tool
 - (b) Plug-in Optical Flare
 - (c) Displacement Map
 - (d) Shape Layer
9. The primary function of Element 3D in motion graphics is
- (a) Import and animate 3D objects within After Effects
 - (b) Audio editing
 - (c) Text color adjustment
 - (d) Tracking camera movement
10. Particle Replicator is mainly used to _____
- (a) Export video files
 - (b) Create text animations
 - (c) Track facial animation
 - (d) Generate multiple copies of 3D objects in a scene

Part B

(5 × 5 = 25)

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

11. (a) Write a brief note on any five principles of Animation.

Or

- (b) Write a short note on Graphic elements of Motion Graphics.

12. (a) Write short note on Kinetic Typography.

Or

- (b) Brief on the challenges and creative importance of character facial animation.

13. (a) State the importance of colour correction in motion graphics and compositing.

Or

- (b) Write a short note on Rotoscope.

14. (a) Mention the advantages of using 3D layers and lights in creating dynamic scenes.

Or

- (b) Explain the working and creative uses of displacement maps in motion graphics.

15. (a) List down the steps for importing and animating OBJ files in Element 3D.

Or

- (b) Discuss the significance of render setting for achieving high quality 3D title animation.

Part C

(5 × 8 = 40)

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

16. (a) Describe the evolution of motion graphics highlighting the key milestones.

Or

- (b) Examine the influence of image and video file formats on the workflow and final output quality in professional motion graphics.

17. (a) Explain the process of creating a complex infographic animation from concept through storyboard to final rendering.

Or

- (b) Write a detailed note on the integration of PSD and AI assets in After-effects for multilayered animation projects.

18. (a) Evaluate the importance and process of camera tracking and particle system usage.

Or

- (b) Explain how stabilizing tracking and combining multiple layers are used together in VEX production.

19. (a) Describe the use and creative potential of plug ins in Motion graphics.

Or

- (b) Explain the importance of Sound Fx in the context of motion graphics.

20. (a) Critique the challenges and solution of using particle replicators in Element 3D to create dynamics scenes with multiple interacting elements.

Or

- (b) Elucidate the optimization and fine tuning of render setting to achieve cinematic quality for large scale 3D animation project.
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C-7634

Sub. Code

82925

B.Sc. DEGREE EXAMINATION, APRIL 2026

Second Semester

Visual Effects

VISUALIZATION FOR PRODUCTION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The main purpose of using light and shadow in a visual composition _____
 - (a) To add color
 - (b) To create emphasis
 - (c) To suggest form and depth
 - (d) To reduce contrast
2. 'The drawing that is best for rapidly capturing a dynamic pose is _____
 - (a) Still life
 - (b) Quick sketch
 - (c) Perspective study
 - (d) Shading exercise
3. The primary guideline for drawing human proportions is _____
 - (a) Rule of Two
 - (b) Stick Figure
 - (c) Line of Action
 - (d) Head Count
4. Foreshortening in figure drawing is _____
 - (a) Distorting form to show depth
 - (b) Coloring a figure
 - (c) Drawing overlapping objects
 - (d) Sketching background

5. _____ is a cliché in storytelling.
- (a) An original idea
 - (b) A commonly used plot device
 - (c) A twist ending
 - (d) A new genre
6. The element that drives conflict in a story is _____
- (a) Harmony
 - (b) Setup
 - (c) Mentor
 - (d) Antagonist
7. Reference thumbnails are primarily used to _____
- (a) Finalize audio
 - (b) Guide detailed sketches
 - (c) Record director's instructions
 - (d) Edit music
8. _____ element is not typically part of a neat storyboard panel.
- (a) Shot details
 - (b) Character movement description
 - (c) Final animation color
 - (d) Camera directions
9. _____ is the standard file format for high-quality lossless images in Photoshop.
- (a) JPFPG
 - (b) PNG
 - (c) PSD
 - (d) TIFF
10. In Photoshop, greyscale environment painting helps artists focus on _____
- (a) Light and shadow
 - (b) Bright colors
 - (c) Texture details
 - (d) Saturation

Part B

(5 × 5 = 25)

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

11. (a) Outline the steps involved in creating an effective storyboard for a short commercial.

Or

- (b) Differentiate between one-point and two-point perspectives in environmental sketching.

12. (a) Define gesture drawing and explain its significance in animation and figure study.

Or

- (b) Analyse the importance of line of action in figure drawing for animators.

13. (a) Write a note on the phases of the Hero's Journey, providing brief definitions for each.

Or

- (b) Brief on the various elements needed for effective screenwriting.

14. (a) Define thumbnail sketch and explain its importance in storyboarding.

Or

- (b) Describe how animatics improve the animation pre-production process.

15. (a) Brief on Photo Manipulation techniques.

Or

- (b) Explain how image resolution affects quality and file size.

Part C (5 × 8 = 40)

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

16. (a) Explain the difference between geometrical and non-geometrical forms in freehand drawing. Give examples with simple sketches.

Or

- (b) Evaluate the impact of scale, proportion, and composition in figure drawing for motion graphics.

17. (a) Illustrate and describe the step-by-step study of a human head both male and female including major features.

Or

- (b) Write a detailed note on the techniques and characteristics of different types of contour drawing.

18. (a) Compare and contrast the Three-Act Structure with alternative storytelling structures.

Or

- (b) Explain the process of transforming a story idea into a full synopsis and screenplay.

19. (a) Discuss the integration of sound elements into animatics and its impact on storytelling.

Or

- (b) Evaluate the challenges of translating storyboards into animatics and suggest solutions.

20. (a) Elaborate on the Photoshop 3D workspace and its basic functions.

Or

- (b) Elaborate on different color correction tools available in Photoshop and their application.

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82944

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fourth Semester

Visual Effects

VFX PRODUCTION III (FX FOR VFX)

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ is an essential element in Lighting. Camera, Rendering
(a) Fracture (b) Lighting
(c) Grains (d) Rendering
2. The main computational node for procedural network in Houdini is _____
(a) VOP (b) POP
(c) Ocean (d) Hair
3. _____ focused on fire and smoke simulation.
(a) Flip (b) VEX
(c) Axis (d) Pyrosolver
4. System for simulating flames and combustion is _____
(a) Fire (b) Volume
(c) Shape (d) Camera

5. The natural movement of particles in fluids is called _____
- (a) Lighting (b) Vellum
(c) Advection (d) Constraints
6. The default Houdini particle solver is _____
- (a) Constraints (b) Trails
(c) Procedural (d) POP
7. _____ simulates granular materials like sand.
- (a) VOP (b) Grains
(c) Fire (d) Hair
8. A process for breaking objects into smaller pieces _____
- (a) Fracture (b) Fluid
(c) Camera (d) Brush
9. A simulation for open water environments is _____
- (a) Flip (b) Volume
(c) Ocean (d) Lighting
10. Standard tank setup for fluid effects in Houdini?
- (a) Camera (b) Flip
(c) Brush (d) VEX

Part B

(5 × 5 = 25)

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

11. (a) Write a short note on the process of grouping attributes in Houdini

Or

- (b) Brief on material networks and their role in procedural modeling.

12. (a) Explain SDF Volume and its uses in smoke simulation.

Or

- (b) Explain the workflow for adding sparks using Pyro Burst Source.

13. (a) Illustrate the setup of custom particle forces in the POP network.

Or

- (b) Mention the process of activating grains during a simulation.

14. (a) Brief the steps involved in setting up basic RBD simulation.

Or

- (b) Write a short note on the use of vellum brush in simulating cloth effects.

15. (a) Mention the procedure for meshing fluid in Flip simulation.

Or

- (b) Discuss creating a realistic ocean using Flip Tank setup.

Part C

(5 × 8 = 40)

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

16. (a) Explain procedural workflow in Houdini focusing on integrating lighting and camera techniques.

Or

- (b) Write a detailed note on programming basics in Houdini with a focus on VEX's application in effects design.

17. (a) Describe the simulation and rendering process for clouds with fog volume using pyrosolver.

Or

- (b) Explain the creation and rendering of detailed explosion effects in Houdini.

18. (a) Evaluate particle simulation techniques for complex force interactions in Houdini's POP network.

Or

- (b) Discuss the workflow for rendering soft body grains and optimizing their physical behavior.

19. (a) Compare Boolean Fracture and RBD Cluster approaches for destruction effects including constraint management

Or

- (b) Elaborate on the practical integration of vellum pressure constraints in layered cloth and hair simulations

20. (a) Explain the process of integrating force fields with viscosity settings.

Or

- (b) Explain the systematic steps involved in creating a storm-driven ocean scene using Houdini's simulation and rendering tools.

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82946

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fourth Semester

Visual Effects

**VFX PRODUCTION IV (MATCHMOVE/ ROTOMATION &
CG COMPOSITING)**

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The software widely used for matchmoving in VFX is _____
(a) Maya (b) Equalizer
(c) Houdini (d) Nuke
2. The primary goal of object tracking is to generate accurate _____
(a) Points (b) Geometry
(c) Scene (d) Texture
3. Manual tracking commonly uses _____ data for accuracy.
(a) Graph (b) Error
(c) Point (d) Pass
4. For correcting camera movement in tracking _____ tool is essential.
(a) Render (b) Viewer
(c) Export (d) Correction

5. Rotomation offers animation based on adjusting _____
- (a) Texture (b) Keyframe
(c) Pose (d) Reflection
6. Geometry tracking cleanup is necessary to avoid errors in _____
- (a) Export (b) Animation
(c) Lighting (d) Normals
7. CG compositing often applies _____ type of pass for shadows.
- (a) EXR (b) AOV
(c) Shadow (d) Render
8. Multi-pass rendering can improve quality using _____ format.
- (a) BMP (b) JPEG
(c) PNG (d) EXR
9. Z Depth rendering is used mainly for simulating _____
- (a) Depth (b) Normal
(c) Color (d) Pose
10. Projection techniques in Houdini help improve _____
- (a) Pass (b) Fog
(c) Render (d) Brush

Part B

(5 × 5 = 25)

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

11. (a) Mention the function of menu tabs and viewer tools in 3D Equalizer.

Or

- (b) Analyse the integration of Maya with 3D Equalizer for facilitating tracking workflows.

12. (a) Describe the step-by-step approach to manual tracking using error graphs.

Or

- (b) Write a short note on object tracking in VFX compositing.

13. (a) Outline the key steps in rotomation from pose adjustment to export.

Or

- (b) Discuss techniques for cleaning up geometry before rotomation export.

14. (a) Enumerate major AOVs used in CG compositing and their significance.

Or

- (b) Brief on the reflections and multi-pass EXR management in CG grading.

15. (a) Write a typical workflow for rendering Z Depth and ID Passes in Houdini.

Or

- (b) Explain the uses of atmospheric fog and projection techniques for advanced rendering.

Part C (5 × 8 = 40)

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

16. (a) Discuss matchmoving fundamentals, including UI navigation and properties bin use, in 3D Equalizer for VFX integration.

Or

- (b) Describe software bridges and data transfer involved in tracking across different 3D applications.

17. (a) Explain in detail the process and challenges of manual tracking.

Or

- (b) Write a detailed note on comprehensive approach to camera graph analysis.

18. (a) Illustrate the entire rotomation pipeline, from animation to geometry tracking and export.

Or

- (b) Analyze the significance of keyframe animation and pose techniques in successful rotomation production.

19. (a) Critically analyze multi-pass compositing techniques for realism in CG rendering.

Or

- (b) Describe the use of channel manipulation and image reconstruction for advanced CG grading processes.

20. (a) Explain Houdini-based rendering with Z Depth, CG Imperfections, and Projection Techniques for photorealistic outputs.

Or

- (b) Discuss best practices for rendering workflows involving ID Passes and Atmospheric Fog management.

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Sub. Code

82951

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fifth Semester

Visual Effects

BUSINESS OF MEDIA

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The major disadvantage of a corporation is _____
 - (a) Limited liability
 - (b) Ability to raise capital
 - (c) Double taxation
 - (d) Easy transfer of ownership

2. The simplest and most common form of business ownership is _____
 - (a) Corporation
 - (b) Sole Proprietorship
 - (c) Partnership
 - (d) Cooperative

3. The organizational structure most commonly used in media companies that manage multiple products or services across different regions is _____
 - (a) Functional Structure
 - (b) Matrix Structure
 - (c) Hierarchical Structure
 - (d) Divisional Structure

4. If a fashion company has different divisions for men's wear, women's wear, and kids' it uses _____
 - (a) Product-based structure
 - (b) Functional structure
 - (c) Hierarchical structure
 - (d) Matrix structure
5. The stakeholder mainly responsible for making strategic business decisions is _____
 - (a) Customers
 - (b) Employees
 - (c) Suppliers
 - (d) Managers
6. A company experiencing difficulty hiring skilled employees for new technological roles faces
 - (a) Workforce pressure
 - (b) Environmental pressure
 - (c) Economic pressure
 - (d) Social pressure
7. The sector of the economy concerned with the extraction of natural resources is _____
 - (a) Primary sector
 - (b) Secondary sector
 - (c) Tertiary sector
 - (d) Quaternary sector
8. _____ is NOT part of the marketing mix.
 - (a) Product
 - (b) Price
 - (c) Profit
 - (d) Promotion
9. An example of non-verbal communication is _____
 - (a) A company memo
 - (b) A handshake during a business meeting
 - (c) A sales report
 - (d) A telephone conversation
10. _____ to communication occurs when employees do not trust management.
 - (a) Semantic barrier
 - (b) Physical barrier
 - (c) Technological barrier
 - (d) Psychological barrier

Part B

(5 × 5 = 25)

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

11. (a) Explain the role of the public sector in economic development.

Or

- (b) Discuss the advantages and disadvantages of sole proprietorship as a form of private sector business.

12. (a) Write short notes on the advantages and disadvantages of a hierarchical organizational structure.

Or

- (b) Discuss how a geographic organizational structure help multinational companies operate effectively.

13. (a) Explain how economic pressures impact business operations and decision-making.

Or

- (b) Define stakeholders and explain the difference between internal and external stakeholders with examples.

14. (a) Explain the steps involved in conducting effective market research.

Or

- (b) Explain the concept of price elasticity of demand and its impact on business strategies.

15. (a) Differentiate between formal and informal business communication with suitable examples.

Or

- (b) Explain how communication barriers can affect the effectiveness of communication channels in a business.

Part C

(5 × 8 = 40)

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

16. (a) Analyze the impact of co-operatives on rural development and poverty reduction.

Or

- (b) Discuss the legal and contractual aspects of franchising agreements.

17. (a) Explain how multinational corporations ensure brand consistency while managing diverse product lines across various regions.

Or

- (b) Analyze the impact of centralized and decentralized organizational structures on decision-making.

18. (a) Explain the impact of shareholder activism on corporate governance in detail.

Or

- (b) Discuss the impact of changing customer preferences and market trends on business strategies.

19. (a) Discuss the differences between job production, batch production, and mass production. How do businesses choose the right method?

Or

- (b) How does the digital era impact the traditional marketing mix? Discuss the role of e-commerce and social media marketing.

20. (a) Analyze the role of technology in modern business communication. How has it changed traditional communication methods?

Or

- (b) Explain the significance of feedback in business communication and how it enhances organizational performance.

C-7641

Sub. Code

82952

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fifth Semester

Visual Effects

PORTFOLIO AND PRESENTATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The primary purpose of a portfolio is _____
 - (a) To showcase personal interests
 - (b) To highlight professional skills and accomplishments
 - (c) To store random documents
 - (d) To replace a resume

2. _____ should be avoided in a PowerPoint presentation.
 - (a) Bullet points for clarity
 - (b) High-quality images and graphs
 - (c) Too much text on a single slide
 - (d) A clear conclusion

3. The role of SEO in a digital portfolio is _____
- (a) To Enhance visibility and attract employers or clients
 - (b) To make the portfolio less accessible
 - (c) To create complex coding within the website
 - (d) To limit the reach of the portfolio
4. The best video resolution for a professional digital portfolio is _____
- (a) 144p
 - (b) 240p
 - (c) 480p
 - (d) 720p or higher
5. The recommended duration for an effective professional presentation _____
- (a) 15-20 minutes
 - (b) 5-10 minutes
 - (c) 45-60 minutes with no breaks
 - (d) More than 90 minutes
6. Audience analysis is important before a presentation because _____
- (a) It helps tailor content to their needs and expectations
 - (b) It is not important, as every presentation is the same
 - (c) It only matters for formal business presentations
 - (d) It is only useful if presenting to experts

7. The marketing strategy that focuses on creating valuable and relevant content to attract customers is _____
- (a) Traditional Marketing
 - (b) Telemarketing
 - (c) Cold Calling
 - (d) Content marketing
8. _____ relies on word-of-mouth and customer recommendations
- (a) Influencer Marketing
 - (b) Viral Marketing
 - (c) Guerrilla Marketing
 - (d) Referral Marketing
9. We should _____ outdated projects in a portfolio.
- (a) Remove them completely
 - (b) Update or replace them with newer, more relevant work
 - (c) Keep all old projects for historical reference
 - (d) Hide them in an archive section without making updates
10. _____ should be included in a portfolio budget.
- (a) Only printing costs
 - (b) Only design software costs
 - (c) Costs for design, printing, hosting, and software
 - (d) No budget is needed for a portfolio

Part B

(5 × 5 = 25)

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

11. (a) Explain the importance of a professional portfolio and how it helps in career growth.

Or

- (b) Why are recommendation letters and testimonials important in a portfolio? Provide examples.

12. (a) Explain the key stages involved in the design and development of digital media.

Or

- (b) Discuss the importance of documentation in digital media projects.

13. (a) Compare and contrast verbal, visual, and multimedia presentations.

Or

- (b) Discuss the importance of technical requirements in a professional presentation.

14. (a) Compare the advantages and disadvantages of digital business cards with traditional printed business cards.

Or

- (b) Discuss the key differences between a blog and a webpage in terms of content, purpose, and audience engagement.

15. (a) Mention the key factors to be considered before publishing a portfolio.

Or

- (b) Discuss how feedback from mentors, peers, or industry professionals can help improve a portfolio.

Part C

(5 × 8 = 40)

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

16. (a) Explain the role of digital tools and platforms in enhancing portfolio presentation.

Or

- (b) Analyze the differences between an academic, creative, and business portfolio.

17. (a) Discuss the essential dos and don'ts of creating a professional digital portfolio.

Or

- (b) Analyze the significance of the pre-production stage in digital media and how do they influence the final product?

18. (a) Explain the common challenges faced during professional presentations, and how can they be overcome. Provide practical strategies.

Or

- (b) Discuss the role of animation, transitions, and multimedia integration in presentation software.

19. (a) How can businesses incorporate QR codes and other interactive elements into business card designs to enhance engagement? Discuss.

Or

- (b) Evaluate the impact of data analytics and performance metrics in optimizing marketing medium selection.
20. (a) Explain the importance of portfolio maintenance and discuss the key steps involved in keeping a portfolio updated and relevant.

Or

- (b) Analyze the key design principles involved in creating a visually appealing and user-friendly portfolio.
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C-7642

Sub. Code

82961

B.Sc. DEGREE EXAMINATION, APRIL 2026

Sixth Semester

Visual Effects

PROJECT MANAGEMENT

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The main goal of project management is _____
 - (a) Ignoring deadlines
 - (b) Increasing payroll
 - (c) Limiting staff involvement
 - (d) Achieving project objectives
2. _____ phase begins a project life cycle.
 - (a) Monitoring
 - (b) Execution
 - (c) Initiation
 - (d) Closure
3. A Gantt chart is used to _____
 - (a) Schedule project tasks
 - (b) Record attendance
 - (c) Mix sound effects
 - (d) Track expenses only

4. Critical Path Method helps in
 - (a) Audio synchronization
 - (b) Identifying essential tasks
 - (c) Color correction
 - (d) Random task removal

5. The execution phase focuses on _____
 - (a) Delivering project outputs
 - (b) Drafting proposals
 - (c) Reviewing contracts
 - (d) Preparing invoices

6. A project manager ensures _____
 - (a) Costume fittings
 - (b) Acting rehearsals
 - (c) Coordination among teams
 - (d) Studio lighting

7. Earned Value Analysis is used to _____
 - (a) Measure project performance
 - (b) Enhance image quality
 - (c) Apply grading filters
 - (d) Track voice recordings

8. Project scope creep occurs when _____
- (a) Communication improves
 - (b) Budgets remain fixed
 - (c) Deadlines are met early
 - (d) Uncontrolled changes are introduced
9. The closure phase ensures _____
- (a) Formal completion of the project
 - (b) Beginning of new tasks
 - (c) Resource expansion
 - (d) Budget extension
10. A key output of closure is _____
- (a) First client meeting
 - (b) Initial contract draft
 - (c) Final project report
 - (d) Rough storyboard

Part B

(5 × 5 = 25)

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

11. (a) Brief the significance of project management in media and entertainment industries.

Or

- (b) Write a short note on the phases of the project life cycle.

12. (a) Mention the tools and techniques are commonly used for effective scheduling.

Or

- (b) Analyse the role of Work Breakdown Structure in project management.

13. (a) Discuss the major challenges faced during project execution.

Or

- (b) Write a short note on Key Performance Indicators in project monitoring.

14. (a) Analyze the importance of risk management in project success.

Or

- (b) Explain the relationship between quality management and customer satisfaction in project management.

15. (a) “Proper documentation essential at project closure stage”-Discuss.

Or

- (b) Evaluate the importance of post-project evaluation.

Part C

(5 × 8 = 40)

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

16. (a) Analyze the unique challenges and adaptations of the project life cycle phases in creative and media design projects compared to traditional industries.

Or

- (b) Discuss the roles and responsibilities of project team members and the importance of project management in creative projects.

17. (a) Explain in detail about the application and importance Gantt charts for design and media projects.

Or

- (b) Explain the resource estimation and allocation strategies for successful project initiation.

18. (a) Discuss the implementation of project plans in creative projects and the role of stakeholder management and communication.

Or

- (b) Explain risk identification, assessment, mitigation, and quality control in project execution and performance monitoring.

19. (a) Explain how are project management software and collaboration tools used in creative projects.

Or

- (b) Explain time management and team collaboration techniques for effective project execution in design and media.

20. (a) How can project success and failures be measured, and what is the role of lessons learned in future project planning.

Or

- (b) Evaluate modern approaches to project closure documentation in the context of digital design and media projects.
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C-7643

Sub. Code

82962

B.Sc. DEGREE EXAMINATION, APRIL 2026

Sixth Semester

Visual Effects

EMERGING TECHNOLOGIES AND TRENDS IN VFX

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The technology used for automatic character rigging is _____
 - (a) Python
 - (b) Blender
 - (c) Machine Learning
 - (d) Maya

2. AI is primarily used in VFX for environment creation, it automates at _____ stage.
 - (a) Editing
 - (b) Texturing
 - (c) Rotoscoping
 - (d) Lighting

3. _____ is most widely used for real-time rendering in VFX.
- (a) Unreal Engine (b) Unity Engine
- (c) CryEngine (d) Frostbite Engine
4. _____ type of wall is commonly used in virtual production workflows.
- (a) LED (b) Glass
- (c) Green Screen (d) Metal
5. VR training simulations are primarily used for creating _____
- (a) Characters (b) Assets
- (c) Scenes (d) Virtual Sets
6. The technology that allows blending virtual and real environments is _____
- (a) AR (b) VR
- (c) CGI (d) HDR
7. Cloud-based rendering helps to improve _____ aspect of VFX workflow.
- (a) Collaboration (b) Speed
- (c) Cost (d) Scalability

8. _____ is increasingly used for advanced VFX manipulation.
- (a) Motion Tracking
 - (b) Voice Recognition
 - (c) Touch
 - (d) Brain-Computer Interface
9. Deepfakes are primarily created using _____ technology
- (a) Audio synthesis
 - (b) AI
 - (c) CGI
 - (d) Data Augmentation
10. Ethical concerns in VFX production most often arise due to _____
- (a) Misinformation
 - (b) Copyright Infringement
 - (c) Layout Design
 - (d) Trends

Part B

(5 × 5 = 25)

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

11. (a) Explain how AI-powered tools have transformed rotoscoping and tracking in VFX workflows.

Or

- (b) Discuss the use of collaborative platforms in cloud-based VFX production.

12. (a) Write a short note on advances in real-time rendering technologies beyond Unreal Engine.

Or

- (b) Analyze the impact of LED volume stages on virtual production methods.

13. (a) Describe the role of VR in immersive training settings for VFX artists.

Or

- (b) Explain applications of AR in interactive VFX storytelling.

14. (a) Explain the benefits and challenges of integrating generative AI In VFX content creation.

Or

- (b) Discuss how brain-computer interfaces could change future VFX manipulations.

15. (a) Evaluate the ethical implications of deepfake technology In media and entertainment.

Or

- (b) Discuss emerging futuristic VFX technologies like neural rendering and their creative possibilities.

Part C

(5 × 8 = 40)

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

16. (a) Analyze AI and machine learning's impact on automating labor-intensive VFX tasks, providing examples.

Or

- (b) Explain detailed workflows involved in AI-assisted character animation, citing recent VFX productions.

17. (a) Discuss cutting-edge real-time rendering workflows with examples of their use in the 2025 film industry.

Or

- (b) Explain the technology behind motion capture and its evolving role in creating realistic VFX.

18. (a) Describe the steps involved in designing VR-based VFX training modules and their industry applications.

Or

- (b) Analyze how augmented reality techniques are enhancing narrative storytelling through VFX.

19. (a) Explain how cloud computing supports collaborative VFX workflows across multi-location studios.

Or

- (b) Discuss advances in AI-driven character creation, focusing on photorealism and behavioral realism.

20. (a) Examine major ethical challenges driven by deepfake proliferation and suggest mitigation strategies.

Or

- (b) Evaluate key emerging trends and future advancements likely to shape the VFX industry in the next decade.
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