Name..

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SIXTH SEMESTER (CUCBCSS—UG) DEGREE [SPECIAL] EXAMINATION MARCH 2021

B.A. Multimedia

BMM 6B 16—ADVANCED 3D ANIMATION, VFX AND COMPOSITING

(2017 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A

Answer all questions.
Each question carries 1 mark.

1. In 3D animation, ————— is the location an object rotates around and is the position from which the other manipulators will move or scale the object.

2. A ————— deformer is a cage of vertices that envelops a denser geometric mesh and deforms that mesh in a smooth fashion, and is capable of deforming a single mesh or multiple meshes at one time.

3. Who invented the Multiplane Camera ?

4. The ————— camera view guide, in Maya, indicates the area of the camera's view that a real world camera would record on film.

5. Which is the current main scripting language in Nuke ?

6. In almost all 3D animation programs, animators use a tool called ————— to create and manipulate the interpolation between keyframes.

7. Name the animation technique that animators use to trace over motion picture footage, frame by frame, to produce realistic action.

8. ————— is the shortcut key for duplicating objects in Autodesk Maya ?

9. Name the book, that first introduced the Twelve Basic Principles of Animation to the world.

10. Who invented Sand Animation ?

(10 × 1 = 10 marks)

Section B

*Answer at least **five** questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 15.

11. Global Illumination.

12. Peg Bar.

13. Cut-out animation.

14. Path Animation.

Turn over

15. Slow Out and Slow In.

16. Exposure Sheet.

17. Squash and Stretch.

18. Cel Animation.

(5 × 3 = 15 marks)

Section C

Answer at least **three** *questions.*
Each question carries 7 marks.
All questions can be attended.
Overall Ceiling 21.

19. What is a pivot point ? Explain different ways to change the pivot point of an object, in Maya ?

20. What do you mean by Cyclic Animation ? What are the things to remember, if we plan creating an animation cycle in a 3D CGI animation software ?

21. Give an account on parenting in Maya.

22. What can the particle system of Nuke be used for ?

23. Briefly explain how can we make lights move with the character ?

(3 × 7 = 21 marks)

Section D

Answer any **one** *question.*
The question carries 14 marks.

24. Write in detail about following types of animation :

    (a) Pixilation.   (b) Timelapse Animation.

    (c) Silhouette Animation.   (d) CGI Animation.

25. Write in detail about the basics of VFX workflow.

26. Write an essay about any ten major types of constraints used in Maya.

(1 × 14 = 14 marks)

SIXTH SEMESTER (CUCBCSS—UG) DEGREE (SPECIAL) EXAMINATION MARCH 2021

B.A. Multimedia

BMM 6B 15—TELEVISION AND MULTI-CAMERA PRODUCTION

(2017 Admissions)

Time : Three Hours   Maximum : 60 Marks

Section A

Answer all questions.

Each question carries 1 mark.

1. The distance between the nearest and farthest objects in focus.

2. The popular serials sponsored by soap companies to attract women viewers.

3. Survey is always a ————— study.

4. Census reports are ————— data.

5. A member of the population in research is called —————.

6. ————— converts electrical energy or the audio signals into sound waves ?

7. Expand CCU.

8. ————— is a non-fictional motion picture intended to document some aspect of reality.

9. Expand PCR.

10. Fade In/Fade Out are examples of —————.

(10 × 1 = 10 marks)

Section B

Answer at least five questions.

Each question carries 3 marks.

All questions can be attended.

Overall Ceiling 15.

11. Write a short note on Documentary films.

12. What are Charge Coupled Devices ?

13. What is a ethnography ?

14. What is qualitative research method ?

15. What is the use of storyboard in production ?

16. What is Piece to Camera ?

17. What is pre-production phase ?

18. What is chroma keying ?

<div align="right">(5 × 3 = 15 marks)</div>

Section C

*Answer at least **three** questions.*

Each question carries 7 marks.

All questions can be attended.

Overall Ceiling 21.

19. Write in detail about the aspects of lighting in TV production.

20. What is the significance of research in TV production?

21. Write in detail about the duties of a TV director.

22. Write in detail about the aspects of multi-camera shooting.

23. Write in detail about the pre-production planning.

<div align="right">(3 × 7 = 21 marks)</div>

Section D

*Answer any **one** question.*

The question carries 14 marks.

24. Give an account of the different types of research methods employed for TV production.

25. Explain in detail the different programme formats in TV production.

26. Discuss in detail about the aspects of TV news production.

<div align="right">(1 × 14 = 14 marks)</div>

(Pages : 2)

SIXTH SEMESTER (CUCBCSS—UG) DEGREE [SPECIAL] EXAMINATION, MARCH 2021

B.A. Multimedia

BMM 6B 14—INTRODUCTION TO MOTION GRAPHICS

(2017 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A

Answer all questions.
Each question carries 1 mark.

1. By default, After Effects displays time in ———— timecode.

2. ———— sampling is the method that Adobe After Effects traditionally used when scaling a layer.

3. ———— is the process of tracking one or more features in a piece of video in a specific time period.

4. Most probably, ———— would be the first one who coined the term 'motion graphics', while founding his company called Motion Graphics Inc. in 1960.

5. In After Effects, ———— tools turn raster and vector images into virtual marionettes by deforming parts of an image based on the positions of pins that we place and animate.

6. ———— is the file extension of the latest version of Final Cut Pro and Final Cut Pro X.

7. The default easing of After Effects is ————.

8. ———— was the company that first developed the Final Cut Pro.

9. What is the short cut key in AE for previewing our composition/work ?

10. ———— is the combination of matchmove and animation and refers to the process of manual frame-by-frame or keyframe matching a track.

(10 × 1 = 10 marks)

Section B

*Answer at least **five** questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 15.

11. Precomposing.

12. RT Extreme.

13. Garbage Mattes.

14. SA Color Finesse 3.

Turn over

15. Saul Bass.   16. MOGRTS.

17. Camera Projection.   18. TARGA.

<div align="right">(5 × 3 = 15 marks)</div>

Section C

*Answer at least **three** questions.*
Each question carries 7 marks.
All questions can be attended.
Overall Ceiling 21.

19. How can you customize an After Effects workspace ?

20. Discuss in detail about the masks in Adobe After Effects.

21. What are expressions in Adobe After Effects.

22. How do you remap time in After Effects ?

23. What do you mean by a 'footage item' in Adobe After Effects ? Briefly explain.

<div align="right">(3 × 7 = 21 marks)</div>

Section D

*Answer any **one** question.*
The question carries 14 marks.

24. What is Color Correcting and how to color correct videos ?

25. Write a paragraph about each of the following :

      (a) Data-Driven Animation.   (b) Warp Stabilizer VFX.

      (c) Text Animator Groups.   (d) Null Objects.

26. What is Motion Graphics and how was its origin ? Explain how it differs from other styles of animation.

<div align="right">(1 × 14 = 14 marks)</div>

SIXTH SEMESTER (CUCBCSS—UG) DEGREE [SPECIAL] EXAMINATION, MARCH 2021

B.A. Multimedia

BMM 6B 13—MULTIMEDIA DESIGNING AND AUTHORING

(2017 Admissions)

Time : Three Hours   Maximum : 60 Marks

Section A

Answer all questions.
Each question carries 1 mark.

1. A project is packaged and delivered to the end user in the ———— stage.

2. In a multimedia project with a ———— structure, users navigate sequentially from one frame to another.

3. Expand MPEG.

4. What is a CODEC ?

5. ———— is an example for a icon based authoring tool.

6. Expand EPS.

7. What is non-linear multimedia ?

8. What is AVI format ?

9. ———— is a standard page-description language for describing text fonts, illustrations and other elements of the printed page.

10. In Adobe Edge Animate, ———— allow you to add highly expressive motion to elements which follow along a custom curved path.

(10 × 1 = 10 marks)

Section B

*Answer at least **five** questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 15.

11. What is meant by multimedia authoring ?

12. Explain the term Hypermedia.

13. Write a short note on the role of multimedia project manager.

14. What is the significance of storyboard ?

15. Write a brief note on page based authoring.

16. Write a note on Adobe Edge Animate.

17. What are the features of a good multimedia authoring tool ?

18. Write a short note on Adobe Flash.

                                                    (5 × 3 = 15 marks)

Section C

Answer at least **three** *questions.*
Each question carries 7 marks.
All questions can be attended.
Overall Ceiling 21.

19. Explain in detail the applications of multimedia in business sector.

20. Explain the significance of Multimedia in online communication.

21. Write a detailed note on different types of authoring tools.

22. What are the features of Flash Builder ?

23. Write a detailed note on the significance of idea and concept creation in a multimedia production with a suitable example.

                                                    (3 × 7 = 21 marks)

Section D

Answer any **one** *question.*
The question carries 14 marks.

24. Write an essay on the applications of multimedia in today's world.

25. Discuss in detail about the various production and delivery strategies of a multimedia production.

26. Explain the various problems encounter in the pre-production, production and post-production phases in a multimedia production.

                                                    (1 × 14 = 14 marks)