

Tamil Nadu Open University

Chennai-15

SCHOOL OF JOURNALISM AND NEW MEDIA STUDIES

Assignment

Programme Code : BMA 01 – Illustrations

Programme Name : B.Sc (Multimedia)

Batch : AY 2018-19

No.of Assignments : 2

Assignment: 1

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. How to edit images
2. What are the major resolutions used in storing images
3. How to choose foreground and background colours
4. What are Raster images

Part – B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain masking and how are they used
2. How are pen and path erase tools used
3. Explain working with colours and tools available for colours

Assignment: 2

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What are grouping objects
2. What are stroke colours
3. Write a note on gradient palette

4. Explain arranging objects

Part - B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain layer and how to organize layers
2. What are filter, explain any 5 filters
3. What are slices and how are they created and used

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Assignment

Programme Code : BMA 02 – Visualization & Graphic Designing& Layout Designing

Programme Name : B.Sc (Multimedia)

Batch : AY 2018-19

No.of Assignments : 2

Assignment: 1

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. How to bring the scanned image in workspace
2. What are colour modes available
3. How to create new layers and adjust layers
4. What is colour balance

Part – B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain smart filters
2. How are brush tools used and explain how to load brushes and mention its types
3. Explain working with pen tools

Assignment: 2

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. How to duplicate objects
2. How to transform objects
3. What is calligraphy

4. Explain formatting texts

Part - B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. What is calligraphy
2. What are gradient fills and how to apply them and explain its uses
3. What is mesh and gradient mesh

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Assignment

Programme Code : BMA 03 – Anatomy Drawing

Programme Name : B.Sc (Multimedia)

Batch : AY 2018-19

No.of Assignments : 1

Assignment: 1

Part - A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What is the importance of anatomy in animation
2. What are Basic forms of anatomy drawing
3. What is proportion of human body
4. What is perspective drawing

Part - B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain proportion of constructing a body
2. How to construct legs
3. Explain working on animal anatomy

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Assignment

Programme Code : BMA 04 – Audio and Video Editing

Programme Name : B.Sc (Multimedia)

Batch : AY 2018-19

No.of Assignments : 2

Assignment: 1

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What is an audio channel
2. What is panning
3. What is balancing of audio
4. What is liking of audio

Part – B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. What is audio transition and editing
2. How to audio transitions used
3. Explain audio effects and its uses

Assignment: 2

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What are video capturing
2. What are time codes
3. Write a note offline files
4. Explain batch capturing

Part - B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain clips and techniques to modify clips
2. What are History panel and how are they used
3. What are markers and how are they used

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Assignment

Programme Code : BMA 05 – 2D Animation and basic scripting

Programme Name : B.Sc (Multimedia)

Batch : AY 2018-19

No.of Assignments : 2

Assignment: 1

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What is panel
2. What are objects
3. What is gradient
4. What is grouping

Part – B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. What is creating and naming layers
2. How to create patterns in animation
3. Explain eraser tool and pen tool

Assignment: 2

Part – A (4x10=40 Marks)

Answer the following in 200 words each. Each question carries 10 marks

1. What are 3D Spaces
2. What are time codes
3. Write the purpose of timeline
4. Explain Shape tweening

Part - B (2x3=60 Marks)

Answer and two questions given below in 1000 words each

1. Explain motion editor
2. What are ease in and ease out
3. What are masking



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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Web Designing**

**COURSE CODE
BVC 07**

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are the page properties
2. Define nest, nested lists and draw a standard layout
3. What is pho Modifying Tables Table Styling photoshop integration



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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Entrepreneurship development I
&II**

COURSE CODE

BVC 08

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are the modes of colour balance?
2. How to use pen tools and work path tool.
3. How to create animation with Photoshop?

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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
3D Animation - Modeling,
Camera, Texture, Lighting and
Rendering**

COURSE CODE

BVC 09

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are the Qualities of Entrepreneur?
2. How to develop Entrepreneurship training.
3. How to create Source of ideas?



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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Visual Effects**

**COURSE CODE
BVC 10**

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are 3D transformation ?
2. Write in detail on lights parameters and positioning lights?
3. How is camera view created and what are the controls of camera?



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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Advanced Modeling &
Character Animation**

COURSE CODE

BVC 01

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are polygon modelling and write on polygon basics
2. What is Nurbs modelling, loft and extrude
3. What is key frame animation in MAYA



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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Paint Effects & Dynamics**

**COURSE CODE
BVC 02**

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are rendering paint effects?
2. How is cloth created for characters.
3. How to hair and fur effects created?

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SPOT ASSIGNMENT

**COURSE - B.Sc., Multimedia
Realistic Features and Rigging**

COURSE CODE

BVC 02

Time: 1 Hour

Total Marks: 25

Write an essay on any two of the following:

1. What are element of rigging ?
2. Write in detail on forward kinematics?
3. How is hair styling done for characters?