**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 : CY 2019

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 change the brush size and patterns
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 paint tools
4. Explain arranging objects

**Part – B (2x3=60 Marks)**

**Answer and two questions given below in 1000 words earch**

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

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

Programme Name : B.Sc (Multimedia)

Batch : CY 2019

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 earch**

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

Programme Code : BMA 03 – Anatomy Drawing

Programme Name : B.Sc (Multimedia)

Batch : CY 2019

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 animaton
2. What are Basic forms of anatomy drawing
3. What are drawing planes
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 feet
3. Explain working on animal anatomy

Programme Code : BMA 04 – Audio and Video Editing

Programme Name : B.Sc (Multimedia)

Batch : CY 2019

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 audiobalance
4. What is unlinking 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 earch**

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

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

Programme Name : B.Sc (Multimedia)

Batch : CY 2019

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 earch**

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

Programme Code : BMA 06 – BMA-06 E-Publishing

Programme Name : B.Sc (Multimedia)

Batch : CY 2019

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 workspace
2. What are layouts
3. How to delete pages
4. How are numbering done

**Part – B (2x3=60 Marks)**

**Answer and two questions given below in 1000 words each**

1. What is rulers and guides, how are they used?
2. How to create text styles
3. Explain inserting special characters in layout