

B.SC DEGREE EXAMINATION - DECEMBER 2020
FIRST YEAR
DESIGNING – VISUALIZATION & GRAPHICS DESIGNING & LAYOUT
DESIGNING

Time : 3 Hours

Maximum Marks : 75

PART – A

(5x5=25 Marks)

Answer any **FIVE** questions in 200 words.

1. Are Image size and File size related? Explain.
2. Write a short note on brush settings in graphic designing software.
3. Explain the function of crop tool in graphic designing software.
4. Explain any five transform options in graphic designing software.
5. Explain the various options available on layers panel in graphic designing software.
6. Explain the various options available while creating a new graphic document.
7. List any five uses of graphic designing.

PART – B

(5x10=50 Marks)

Answer any **FIVE** questions in 500 words.

8. Explain the interface parts of graphic designing software – photoshop.
9. Explain the functions of any five drawing & painting tools in graphic designing software.
10. Explain the functions of any five retouching tools in graphic designing software.
11. Explain the step by step process in creating a poster.
12. Explain the step by step process in creating a logo with transparent background.
13. Explain in detail about filter gallery and any four filter effects in graphic designing software.
14. Explain the functions of any five selection tools in graphic designing software.

B.SC DEGREE EXAMINATION - DECEMBER 2020**FIRST YEAR
MULTIMEDIA
ANATOMY DRAWING****Time : 3 Hours****Maximum Marks : 75****PART- A****(5x5=25 Marks)**Answer any **FIVE** questions in 200 words.

1. What is anatomy drawing?
2. Illustrate a male face in profile.
3. Demonstrate the construction of feet in anatomy drawing.
4. Explain line of action in drawing.
5. Illustrate basic form of running horse anatomy.
6. Why perspective drawing is important for anatomy?
7. Illustrate human ear anatomy drawing in profile.

PART – B**(5x10=50 Marks)**Answer any **FIVE** questions in 500 words.

8. Explain 8-head theory in detail with a diagram.
9. Illustrate and explain the symmetry drawing of human head.
10. Illustrate and explain the construction of human arm and hand drawing.
11. Illustrate basic forms of infant anatomy in two different actions.
12. Illustrate basic forms of any two animals anatomy.
13. Explain the types of perspective drawing in detail with diagram.
14. Illustrate basic form of human anatomy in one point perspective.

B.SC DEGREE EXAMINATION DECEMBER 2020**FIRST YEAR
B.SC MULTIMEDIA
AUDIO & VIDEO EDITING****Time : 3 Hours****Maximum Marks : 75****PART – A****(5x5=25 Marks)****Answer any FIVE questions in 200 words.**

1. Write a short note on audio transition J- cut.
2. Explain the simplest transition in video editing.
3. Write a short note on batch capture.
4. What are the types of markers?
5. What are the components of a story board?
6. Write a short note on rolling trim.
7. How to export still images from a video editing software?

PART – B**(5x10=50 Marks)****Answer any FIVE questions in 500 words:**

8. What is audio mixing? Explain in detail how it works?
9. Explain any five video compositing techniques in detail.
10. Explain the functions of any five most commonly used tools in editing software.
11. Why some files would show as offline and explain how to fix the problem?
12. Explain in detail about the functions of slip edit, slide edit and ripple edit.
13. Explain in detail about the two major video broadcasting standards.
14. Draw a story board for one-minute video of your own story line.

B.SC DEGREE EXAMINATION -DECEMBER 2020**FIRST YEAR
B.SC MULTIMEDIA
2D ANIMATION AND BASIC SCRIPTING****Time : 3 Hours****Maximum Marks : 75****PART – A****(5x5=25 Marks)**Answer any **FIVE** questions in 200 words.

1. Name a 2D animation software and explain the various uses of 2D animation.
2. List the difference between pen and pencil tool used in 2D animation.
3. Define frame rate and what is the standard frame rate used in 2D animation.
4. Explain the step by step process in viewing and exporting a 2D animation output.
5. Write a short note about the 2D animation programming language – Action Script.
6. List the differences between 2D animation and 3D animation.
7. What is animation and what are the phenomenon by which animation is possible?

PART – B**(5x10=50 Marks)**

8. Explain the interface parts of 2D animation software – Adobe Animate / Flash.
9. Define masking and explain the step by step procedure in making a layer masking.
10. Explain the step by step process in creating frame-by-frame animation.
11. Define tweening and explain the step by step process in creating a 2D classic tween animation.
12. Define conditional statement and explain any three types of conditional statement with Action Script examples.
13. What are the different types of tweening? Explain the step by step process in creating a 2D shape tween animation.
14. Explain any five 2D animation techniques in detail.

B.SC DEGREE EXAMINATION - DECEMBER - 2020**MULTIMEDIA****FIRST YEAR****E- PUBLISHING****Time: 3 Hours****Maximum Marks: 75****PART – A****(5x5=25 Marks)**

Answer any **FIVE** questions in 200 words.

1. What is the use of liquid layouts in publishing software?
2. Write a short note on master page in publishing software.
3. Write a short note on swatch panel in publishing software.
4. Explain the steps involved in creating animation effects in publishing software.
5. What is preflight in publishing software?
6. How to create text on path using publishing software?
7. How to apply object styles in publishing software?

PART – B**(5x10=50 Marks)**

Answer any **FIVE** questions in 500 words.

8. What is a custom work space and explain in detail the step by step process in creating a custom workspace in publishing software?
9. Explain character formatting and paragraph formatting in publishing software in detail.
10. Explain the types of swatches in publishing software in detail.
11. Explain wrap text in publishing software in detail.

12. Explain the step by step process in creating and exporting a PDF file in publishing software.
13. Explain the step by step process in creating a Fashion e-magazine using publishing software.
14. Explain the interface parts of publishing software in detail.

UG-C-531

BMA-07

**B.Sc. DEGREE EXAMINATION – DECEMBER -
2020**

MULTIMEDIA

Second Year

WEB DESIGNING

Time: 3 Hours

Maximum Marks: 75

PART A (5 × 5 = 25 Marks)

Answer any FIVE questions.

1. Explain in detail about External image Editor given suitable example.
2. Discuss in using templates and page properties.
3. Distinguish between Definition Lists and Nested Lists.
4. What is create? Brief note validate forms given suitable example.
5. Define creating Templates? And explain modifying temples with example.

6. Explain in detail about insert shockwave given example.
7. Distinguish between synchronous and asynchronous.

PART B (5 × 10 = 50 Marks)

Answer any FIVE questions.

8. Explain in detail about Workspace Elements given suitable example.
9. Different between creating new page and creating a website with example.
10. Explain in detail about lists and given suitable example.
11. Explain in detail about Frames given suitable example.
12. Discuss in detail different Spry widgets and Spry effects.
13. Write brief note Flash text and Flash button given suitable example.
14. Discuss in detail about test website.

UG-C-534 BMA-08

B.Sc. DEGREE EXAMINATION —
DECEMBER - 2020

Second Year

ENTREPRENEURSHIP DEVELOPMENT I & II

Time: 3 Hours

Maximum Marks: 75

PART A ($5 \times 5 = 25$ Marks)

Answer any FIVE questions.

1. Why Entrepreneurs are important for economy? Discuss.
2. Define Term loans. Provide few advantages of term loans for business sectors.
3. What is the difference between custom and excise duty? Discuss in detail.
4. What is a Joint Venture? Explain its working nature.
5. How do you manage your stress levels in the workplace? Discuss.

6. What is market research for a business? Discuss its importance.
7. What do you mean by economic growth? And list out the factors that lead to economic growth.

PART B (5 × 10 = 50 Marks)

Answer ALL questions.

8. What are the main functions of an entrepreneur? Discuss in detail.
9. Major Motives Influencing an Entrepreneur — Explain each motivating factor with example.
10. Describe the importance of Entrepreneurship and Small Business growth.
11. Market Survey and Research — Explain the process and tools.
12. List out and explain the different Sources of Financing for an enterprise.
13. What are the advantages and disadvantages of owning a franchise? Discuss.
14. What is a joint venture company? And explain difference between a joint venture and a merger.

TAMIL NADU OPEN UNIVERSITY
B.Sc. DEGREE EXAMINATION-DECEMBER 2020
B.Sc. Multimedia

3D ANIMATION-MOTION GRAPHICS, MODELLING, CAMERA TEXTURE,
LIGHTING AND RENDERING

Time : 3 Hours

Maximum Marks : 75

PART - A

(5 × 3 = 15 Marks)

Answer any Five questions out of Eight questions in 100 words.

All questions carry equal marks.

1. What is 3Dimension?
2. What are standard primitives?
3. what is material editor?
4. What are type of cameras?
5. What are file formats of animated clips?
6. What is Vray?
7. What is dynamics?
8. Define video post

PART - B

(5 × 6 = 30 Marks)

Answer any Five questions out of Eight questions in 200 words.

All questions carry equal marks.

1. What are architectural tools?
2. What are lights and different types?

3. What are interface of material editor?
4. Define animating material
5. What are reflection and refraction
6. Explain still images and its types
7. What are the camera match?
8. what is rendering

PART - C

(3 × 10 = 30 marks)

Answer any Three questions out of Five questions in 500 words.

All questions carry equal marks.

1. Explain editing splines?
2. Explain editable mesh and editable poly
3. How to camera parameters and effects
4. Write about shiness and specular high lights
5. What is dynamic objects and its uses

UG-C-536

BMA-10

**B.Sc. DEGREE EXAMINATION —
DECEMBER 2020**

Second Year

Multimedia

VISUAL EFFECTS

Time : 3 hours

Maximum marks : 75

PART A — (5 × 5 = 25 marks)

Answer any FIVE questions.

1. What is compositing? Explain.
2. What is animation? Explain with examples.
3. What is color keying? Elaborate.
4. What is motion stabilization? Explain.
5. How do you convert 2D layer into 3D?
6. Explain rendering process.
7. Explain text animation in detail.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. What are the basics of Illustrator and Photoshop?
 9. Explain the concepts of animating and compositing.
 10. Explain the concept of masking. How do you create a mask with pen tool?
 11. What is motion capturing? Explain.
 12. Explain the concept of Time remapping and Time wrapping.
 13. What is the importance of visual effects in a production?
 14. What are the various tools present in visual effects software? Explain.
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UG DEGREE EXAMINATION – DECEMBER - 2020**Visual Communication****Third Year****CHARACTER ANIMATION**

Time: 3 Hours

Maximum Marks: 75

PART - A (5 × 3 = 15 Marks)

Answer any Five questions out of Eight questions in 100 words.

All questions carry equal marks.

1. What is modelling?
2. How can you edit polygon editing?
3. What are NURBS?
4. What is Deformers?
5. How can change the workspace?
6. How can create loft?
7. What is the walk through?
8. What is the editing animation process?

PART - B (5 × 6 = 30 Marks)

Answer any Five questions out of Eight questions in 200 words.

All questions carry equal marks

9. What is basics of animation?
10. What is a hyper shades?
11. What is graph editor?
12. What is animation in maya time line?

13. What is key frame animation ?
14. What is snap keys?
15. What is the poses for run cycle?
16. What is rendering with metal ray?

PART - C (3 × 10 = 30 Marks)

Answer any Three questions out of Five questions in 500 words.

All questions carry equal marks.

17. What is modifying and adjusting object.
18. What is primitive and its types.
19. What is deformer and how are they used
20. What is range slider and its uses?
21. Explain graphic editor and animate keys?

B.Sc DEGREE EXAMINATION – DECEMBER – 2020**MULTIMEDIA****Third Year****PAINT EFFECTS & DYNAMICS**

Time: 3 Hours

Maximum Marks: 75

PART A (5 × 3 = 15 Marks)

Answer any Five questions out of Eight questions in 100 words.

All questions carry equal marks.

1. What is paint effects?
2. How can you painting canvas?
3. How to work with brushes?
4. What is illumination?
5. How can create outline?
6. How ncloth?
7. What is polygon for Mayafur?
8. What is the hair character?

PART B (5 × 6 = 30 Marks)

Answer any Five questions out of Eight questions in 200 words.

All questions carry equal marks

1. What is the default brush strokes?
2. What is a spirial bend?
3. What is cartoon fills and outlines?
4. What is maya dynamics?
5. What is ncloth node ?
6. What is preparing May Fur?

7. What is the human hair creation?
8. What is displacement and spiral bend?

PART C (3 × 10 = 30 Marks)

Answer any Three questions out of Five questions in 500 words.

All questions carry equal marks.

1. What is blending brushes .
2. What is animating strokes and where are they used
3. What is Making the surface sticky
4. What is converting strokes to geometry?
5. Explain cartoon fills and outlines?

B.Sc. DEGREE EXAMINATION-DECEMBER-2020**Visual Communication****THIRD YEAR****REALISTIC FEATURES AND RIGGING****Time: 3 Hours****Maximum Marks: 75****PART- A****(5 x 3 = 15 Marks)****Answer any Five questions out of Eight questions in 100 words.****All questions carry equal marks.**

1. What is rigging?
2. How is inverse kinematics?
3. How hair overview?
4. What hair modification?
5. How is fur created?
6. How naming joints?
7. What is hair creation?
8. What is advanced fur?

PART - B**(5 × 6 = 30 Marks)****Answer any Five questions out of Eight questions in 200 words.****All questions carry equal marks**

1. What is mirror joints?
2. What is skinning geometry?
3. What is hair preset?

4. What is cretion of hair curves?
5. What is type of hair constraints ?
6. How to detach fur?
7. What is shadding effect?
8. What are constraints?

PART - C

(3 × 10 = 30 Marks)

Answer any Three questions out of Five questions in 500 words.

All questions carry equal marks.

1. What is connecting and disconnecting joints .
2. What is Maya muscle system.
3. What is hair workflow
4. What is making hair colloide?
5. Explain advanced fur system modification?