

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA
FIRST YEAR
ILLUSTRATION****Time : 3 Hours****Maximum Marks : 75****PART - A****(5x5 = 25 Marks)****Answer any FIVE questions in 200 words.**

1. List any five applications of vector graphics.
2. Explain any five options in Brush palette from vector graphics software.
3. Write a short note on Anchor points.
4. Explain effects in vector graphic software.
5. Explain why vector graphics are preferred for web pages.
6. What is resolution and what is the difference in resolution between vector and raster graphics?
7. Write a short note about text wrap in vector graphic software.

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions in 500 words.**

8. Explain the step by step process in creating a banner using vector graphic software.
9. Explain in detail about arranging objects in vector graphics software.
10. Explain the functions of any five drawing and painting tools in vector graphic software.
11. Write in detail about layer and layer group in vector graphic software.
12. Explain the step by step process in creating and exporting a PDF file in vector graphic software.
13. Explain the interface parts of vector graphic software – Illustrator.
14. Explain the types of graphics. List the differences and applications between the types of graphics and list the software used to create the types of graphics

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****ILLUSTRATION****Time : 3 Hours****Maximum Marks : 70****PART - A****(3 x3 = 9 Marks)**

Answer any Three questions out of Five questions in 100 words
All questions carry equal marks

Write a short note on

1. Vector image
2. Colour models
3. Anchor Points
4. Clipping mask
5. Wave files

PART - B**(3 × 7 = 21 Marks)**

Answer any Three questions out of Five questions in 200 words
All questions carry equal marks

6. Write a short note on types of images.
7. What are Colour models?
8. What is text tool?
9. How to create a new layer? How are they classified for reference?
10. How are objects linked?

PART - C**(4 × 10 = 40 Marks)**

Answer any Four questions out of Seven questions in 500 words.
All questions carry equal marks.

11. Explain any 10 modifier tools in designing.
12. How are objects grouped and describe the tools used for grouping?
13. What are slices and how are they created?
14. What are filters and effects? Describe any 5 filters.
15. How are importing/exporting done? Explain the types of files that can be imported and exported?
16. What are tools, explain any 5 tools in detail.

17. What are palette and explain stroke, transparency and gradient palettes .

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****DESIGNING – VISUAL & GRAPHICS DESIGNING, LAYOUT DESIGNING****Time : 3 Hours****Maximum Marks : 75****PART - A****(5 ×5 = 25 Marks)****Answer any FIVE questions.**

1. Explain document presets in graphic designing software.
2. Write a short note on working with paths in graphic designing software.
3. Explain any five image adjustment menu options in graphic designing software.
4. Write a short note on clone tool.
5. How to create a work path for text in graphic designing software?
6. List the difference between raster and vector graphics.
7. List any five uses of graphic designing.

PART - B**(5×10 = 50 Marks)****Answer any FIVE questions.**

8. Explain in detail about the types of color modes.
9. Explain the functions of any five drawing & painting tools in graphic designing software.
10. Explain the step by step process in creating a graphic for web.
11. Explain the step by step process in creating a tri fold brochure.
12. Explain wrap text, character and paragraph panel functions in detail.
13. Explain the following layer style options in detail: Bevel & Emboss, Color Overlay, Gradient Overlay, Outer glow and Drop Shadow.
14. Explain the step by step process in creating animation using graphic designing software.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****DESIGNING-VISUAL & GRAPHIC DESIGNING, LAYOUT DESIGNING****Time: 3 Hours****Maximum Marks: 70****PART - A****(3 x 3 = 9 Marks)**

Answer any Three questions out of Five questions in 100 words
All questions carry equal marks

Write a short note on

1. Resolution
2. Brush tools
3. Retouching tools
4. Applying fills
5. Wrapping text

PART - B**(3 × 7 = 21 Marks)**

Answer any Three questions out of Five questions in 200 words
All questions carry equal marks

6. Write a short note channel mixer and colour balance.
7. What are custom shapes? Mention its uses?
8. What are smart filters?
9. How are objects organized?
10. How are texts formatting done?

PART - C**(4 × 10 = 40 Marks)**

Answer any Four questions out of Seven questions in 500 words.
All questions carry equal marks.

11. Write in detail on colour modes.
12. What is the significant role of visibility in layers are how are they used?
13. How are colour corrects done and what are the tools available for colour correction?
14. How are objects transformed and write on duplication of objects?
15. Write in detail on clone tool.
16. What are special effects? Explain any 5 special effects.
17. Write with description any 10 shortcuts used in image modifier.

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
FIRST YEAR
ANATOMY DRAWING

Time: 3 Hours

Maximum Marks: 75

PART – A

(5 × 5 = 25 Marks)

Answer any FIVE questions.

1. Why anatomy drawing is important for animation?
2. Demonstrate the construction of hand in anatomy drawing.
3. Illustrate a female face in profile.
4. Illustrate basic form of crawling child anatomy.
5. Illustrate tail construction of any five animals.
6. What are the uses of perspective anatomy drawings?
7. Why understanding the balance of body is important for anatomy drawing?

PART - B

(5 × 10 = 50 Marks)

Answer any FIVE questions.

8. Explain the types of perspective drawing in detail with diagram.
9. Illustrate and explain the proportions of human face drawing.
10. Illustrate and explain the construction of human leg drawing.
11. Illustrate four different face expression drawings of infant.
12. Illustrate basic form of an animal of your choice in perspective.
13. Explain 8-head theory in detail with a diagram.
14. Illustrate basic forms of human anatomy in two different actions.

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
FIRST YEAR
ANATOMY DRAWING

Time: 3 Hours

Maximum Marks: 70

PART - A

(3 x 3 = 9 Marks)

Answer any Three questions.

Define the following:

1. Anatomy
2. Symmetry in anatomy
3. Proportion in anatomy
4. Volume in anatomy
5. Perspective in anatomy

PART - B

(3 x 7 = 21 Marks)

Answer any Three questions.

6. Write a short note on basic forms in anatomical drawing.
7. What are parts of head in anatomy?
8. What is symmetry in face?
9. What is line of action?
10. How are animal figure drawn in basic form?

PART - C

(4 x 10 = 40 Marks)

Answer any Four questions.

11. Write in detail on importance of anatomy in animation.
12. What is angle selection and how are they used?
13. How are face construction done in 3D?
14. How are feet proportions done?
15. Write in detail on creation of leg movement.
16. Show in steps how can movement for a object created.
17. Construct a 3D child and explain in drawing.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****AUDIO AND VIDEO EDITING****Time: 3 Hours****Maximum Marks: 75****PART- A****(5 × 5 = 25 Marks)****Answer any FIVE questions.**

1. Write short note on audio transition L-cut.
2. Write a short note on Indian video broadcast standards.
3. Write a short note on time code.
4. List the difference between source and program monitor.
5. Explain rough cuts.
6. Explain ripple edit.
7. What is data rate in editing tool?

PART - B**(5 ×10 = 50 Marks)****Answer any FIVE questions.**

8. Explain the six types of audio channels in detail.
9. Explain the two major video broadcast standards in detail.
10. Explain the step by step procedure of video capturing in detail.
11. Explain the limitations of merge clips in detail.
12. Illustrate a storyboard for one-minute video of your own story line.
13. Explain any five audio effects in detail.
14. Explain how to add, remove and move clip in sequence.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****AUDIO & VIDEO EDITING****Time: 3 Hours****Maximum Marks: 70****PART - A****(3×3 = 9 Marks)****Answer any Three questions**

1. Write a brief about the stereophonic sound.
2. How many options are there in importing files to the editing software?
3. How to fix the media offline error in editing?
4. What is the use of edit point?
5. Which is the simplest and basic video transition?

PART - B**(3×7 = 21 Marks)****Answer any Three questions**

6. Discuss about the process of audio panning and balancing.
7. Write a short note on any 7 of the video compositing techniques.
8. What is data rate and explain the clip properties?
9. What are the types of marker?
10. Explain the elements to be used in a story board.

PART - C**(4× 10 = 40 Marks)****Answer any Four questions**

11. What is audio sub mixing and how it works?
12. Discuss in detail about the two major video broadcast standards.
13. Elaborate any 10 most common tools in editing software and its operational functions.
14. What are the limitations of the merge clips?
15. Discuss in detail about the functions of ripple edit, slide edit and slip edit.
16. Discuss in detail about any 10 audio effects.
17. Draw a story board for one minute video of your own story line.

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
FIRST YEAR
2D ANIMATION AND BASIC SCRIPTING

Time: 3 Hours

Maximum Marks: 75

PART - A

(5X 5 = 25 Marks)

Answer any FIVE questions.

1. List and explain any five elements used in creating a 2D animation.
2. Explain the step by step process in creating a gradient background in 2D animation.
3. What is the use of onion skin tool in 2D animation software?
4. Explain the use of Ease In and Ease Out property in 2D animation with example.
5. Define data types and explain any three data types used in 2D animation programming language – Action Script.
6. Explain the functions of timeline in 2D line animation software.
7. What is animation and what are the phenomenon by which animation is possible?

PART - B

(5X10 = 50 Marks)

Answer any FIVE questions.

8. Explain the step by step process from opening a new document to creating a GIF using a 2D animation software.
9. Explain the function of properties panel for any five tools used in 2D animation.
10. Explain the function and uses of various 3D tools available in 2D animation software.
11. Define tweening and explain the step by step process in creating a 2D shape tween animation.
12. Explain the various types of looping statement with Action Script examples.

13. What are the different types of tweening? Explain the step by step process in creating a 2D motion tween animation.
14. Explain any five types of 2D animation in detail.

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
FIRST YEAR
2D ANIMATION AND BASIC SCRIPTING

Time: 3 Hours

Maximum Marks: 70

PART - A

(3×3 = 9 Marks)

Answer any THREE questions

1. Explain any 3 selection tools used in 2D animation.
2. How to group objects using 2D animation software?
3. What is the use of onion skin in 2D animation software?
4. Explain any 3 layer filters available in 2D animation software.
5. What is the output of the following Action Script?

```
var a:int = 5;a++; a++;  
trace(a%3);
```

PART - B

(3×7 = 21 Marks)

Answer any THREE questions

6. Explain the steps involved in creating a new document in 2D animation software.
7. Explain the different brush modes available in 2D animation software.
8. Explain the different types of text used for 2D animation.
9. What is masking? Explain the steps to create masking animation.
10. Explain the types of Action Script data types with examples.

PART - C

(4× 10 = 40 Marks)

Answer any FOUR questions

11. Explain 2D animation software workspace.
12. Explain the function of any 10 drawing & painting tools available in 2D animation software.
13. What is frame rate? What is the standard frame rate? What is frame-by-frame animation? How to create frame-by-frame animation?
14. Explain the steps involved in creating a 2D motion tween animation.
15. Write the Action Script to get two input numbers from users and display the sum of two numbers.
16. What is looping statement? Explain the types of looping statements with Action Script examples.
17. Explain the step by step process in creating frame-by-frame animation.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA
FIRST YEAR
E-PUBLISHING****Time: 3 Hours****Maximum Marks: 75****PART - A****(5X 5 = 25 Marks)****Answer any FIVE questions.**

1. How to add numbering and sectioning in a page in publishing software?
2. How to thread text in publishing software?
3. What is linking and how to link an image in publishing software?
4. How to create a table in publishing software?
5. Explain preflight in publishing software.
6. List any five uses of publishing software.
7. Write a short note on e-publishing.

PART - B**(5X10 = 50****Marks)****Answer any FIVE questions.**

8. Explain the interface parts of publishing software in detail.
9. Explain character formatting and paragraph formatting in publishing software in detail.
10. Explain how to import and place image into flow in publishing software.
11. Explain the types of effects in publishing software.
12. Explain the step by step process in exporting an e-book in publishing software.

13. Explain the step by step process in creating a printable magazine in publishing software.
14. Explain the steps involved in creating table of contents in publishing software.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****FIRST YEAR****E-PUBLISHING****Time: 3 Hours****Maximum Marks: 70****PART - A****(3×3 = 9 Marks)****Answer any THREE questions.**

1. What are three master page color layout?
2. What is the use of library in publishing software?
3. How to apply object styles in publishing software?
4. List any six animation effects used in publishing software.
5. How to add page numbers in publishing software?

PART - B**(3×7 = 21 Marks)****Answer any THREE questions**

6. What is the use of liquid layouts in publishing software?
7. How to thread text in publishing software?
8. Write a short note on swatch panel in publishing software.
9. How to create a table in publishing software?
10. Explain preflight in publishing software.

PART - C**(4× 10 = 40 Marks)****Answer any FOUR questions**

11. Explain the interface parts of publishing software in details.
12. Explain character formatting and paragraph formatting in publishing software in detail.
13. Explain how to import and place image into text flow in publishing software.
14. Explain wrap text in publishing software in detail.
15. Explain the step-by-step process in exporting an e-book in publishing software.
16. Explain the step-by-step process in creating a Fashion e-magazine using publishing software.
17. Explain the step involved in creating table of contents in publishing software.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA
SECOND YEAR
WEB DESIGNING****Time : 3 Hours****Maximum Marks : 75****PART - A****(5x5 = 25 Marks)****Answer any FIVE questions**

1. Explain website with an example.
2. What is a webpage?
3. Explain principles of web design.
4. Usage of browsers to preview the Webpage.
5. Application of Java in Web design.
6. Explain Flash text and flash button.
7. What does CSS stand for?

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions**

8. Explain Template and its usage in web design.
9. Explain the linking process for a specific place in a document.
10. How will you create a webpage in tables?
11. Explain role of database in web application.
12. Important tools in web designing.
13. How will you Photoshop in designing?
14. How will you test the website before launching?

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
SECOND YEAR
ENTREPRENEURSHIP DEVELOPMENT I & II

Time : 3 Hours

Maximum Marks : 75

PART - A

(5x5 = 25 Marks)

Answer any FIVE questions

1. Define Entrepreneur and types of Entrepreneurs.
2. What are the Characteristics of Entrepreneurship?
3. How will you decide you whether can take entrepreneurship as your profession?
4. Explain about Project Report.
5. List some best Government subsidy for small scale business in India.
6. What are difference between Entrepreneur and Entrepreneurship.
7. Write about any business idea to start and execute it in any field.

PART - B

(5 x 10 = 50 Marks)

Answer any FIVE questions

8. Explain the role and responsibility of an entrepreneur.
9. Explain the stages in Entrepreneurship Development.
10. How will you convert ideas into business? Explain with an example.
11. Explain the procedures and processing steps to start a business firm.
12. Role of Government in entrepreneurial growth.
13. Distinguish the types of Entrepreneurs.
14. Write a case study about any successful entrepreneur who implemented innovative Ideas in his business.

U.G. DEGREE EXAMINATION - JUNE 2021
MULTIMEDIA
SECOND YEAR

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

Time: 3 Hours

Maximum Marks: 75

PART - A

(5 x 5 = 25 Marks)

Answer any FIVE questions.

1. Explain 3 Animation
2. Use of animation in media
3. Use of camera in Multimedia
4. What is modeling
5. Explain texturing in animation
6. Explain the usage of material in Animation
7. Usage of tool bar buttons

PART - B

(5 x 10 = 50 Marks)

Answer any FIVE questions.

8. Concept and types of lights
9. Explain the elements of 3D
10. Take a movie as an example and explain the technical aspects of animation used .
11. Different types of cameras used in animation
12. Procedures to save the work file
13. Explain rendering and its techniques
14. Usage of Dummy image and dynamic image in Animation

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA
SECOND YEAR
VISUAL EFFECTS****Time: 3 Hours****Maximum Marks: 75****PART - A****(5x5 = 25 Marks)****Answer any FIVE questions.**

1. Explain about visual effects and its usage.
2. Explain the technical term "Importing the Footage".
3. What are the basic effects?
4. Explain the keying techniques.
5. Usage of Visual effects in Television Advertisements film.
6. Explain the term opacity.
7. How will you create a composition?

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions.**

8. Differentiate– CG VFX, Live VFX by explaining them.
9. Write the Technical procedures in adding effects.
10. How will apply the keying techniques?
11. Explain the techniques of motion stabilization.
12. Explain the procedures of converting 2D to 3D layer.
13. How will you create and edit Mask?
14. How will you export file to different out media?

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****THIRD YEAR****CHARACTER ANIMATION****Time : 3 Hours****Maximum Marks : 75****PART - A****(5 x 5 = 25 Marks)****Answer any FIVE questions**

1. Define Time line.
2. Define Blend shape and Cluster.
3. Define stretch and squash.
4. Write any five principles of animation.
5. What is Boolean?
6. Define key frame.
7. Explain the types of animation.

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions**

8. Elaborate the types of modeling in Maya.
9. What is Boolean? Explain its types.
10. Differentiate between 2d animation and 3d animation.
11. Explain how to create cylinder in Maya.
12. Explain the tools panel in Maya.
13. Define key frame .Explain its uses in animation.
14. Draw and explain about Polygon Primitives.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****THIRD YEAR****PAINT EFFECTS AND DYNAMICS****Time : 3 Hours****Maximum Marks : 75****PART - A****(5x5 = 25 Marks)****Answer any FIVE questions.**

1. Write the types of strokes in paint effects.
2. Define 2D paint effects.
3. Explain 2d paint tool.
4. Explain sculpt paint tool.
5. What is dynamics?
6. Define particles.
7. Explain how to load Maya paint effects.

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions.**

8. Define emitters. Explain the types of emitters.
9. Explain the paint affects tools.
10. Elaborate how to prepare paint effects.
11. Explain how to set up the canvas.
12. Explain how to from erase brush strokes the canvas.
13. Elaborate how to create seamless repeating textures.
14. Explain how to paint on existing images and textures.

U.G. DEGREE EXAMINATION - JUNE 2021**MULTIMEDIA****THIRD YEAR****REALISTIC FEATURES & RIGGING****Time: 3 Hours****Maximum Marks: 75****PART - A****(5 x 5 = 25 Marks)****Answer any FIVE questions**

1. Define rigging
2. Explain gimbal lock
3. Define IK
4. Explain parenting
5. What is skinning
6. Define joints
7. Explain driven keys

PART - B**(5 x 10 = 50 Marks)****Answer any FIVE questions**

8. Explain the elements of rigging.
9. Explain how to create joints.
10. Elaborate how to naming the joints.
11. Explain IK handlers and solvers.
12. Explain how to make curve dynamics.
13. Elaborate forward kinematics and inverse kinematics.
14. Explain types of hair constraints.