

**UG-752**

**BMA-01**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**Multimedia**

**ILLUSTRATION**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

1. Give an account of uses of Graph tools.
2. Write a short note on Raster Images.
3. What is the purpose of the eyedropper tool in Photoshop?
4. What is Warping Text? And list out its functions.
5. Describe Shock Wave files.
6. What is meant by a bitmap graphic?
7. What is the slice tool? How do you use the slice tool in Illustrator?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. What is Resolution in images? What is considered high resolution image?
  9. Explain swatches palette? List out its benefits.
  10. What is a key object in Illustrator? And how do you arrange layers in Illustrator?
  11. What are the main functions of a layer? Provide suitable examples.
  12. How the toolbox is useful in Photoshop software? Discuss in detail.
  13. Text Wrap — How it is used to enhance design? Explain.
  14. Why vector images do not lose their quality? Discuss.
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**UG-753**

**BMA-02**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**Visual Communication**

**DESIGNING – VISUAL AND GRAPHIC DESIGNING,  
LAYOUT DESIGNING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

1. Define : Hue and Saturation.
2. Write short note on History Brush tool.
3. Briefly explain role of Pen tools.
4. How do you crop pictures in Photoshop software?
5. Write short note on calligraphy.
6. Explain the functions of symbol library.
7. Describe gradient mesh.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. What is the difference between raster and vector image? Explain how do you convert a JPEG to a vector file?
9. Which colour mode is used for the Web and Print medium? Explain in detail.
10. Enumerate the selection tools available in Adobe softwares.
11. Describe the automation process in graphic design. Discuss in detail.
12. How do you setup web pages using Adobe software?
13. Explain the application of computer graphics. Provide suitable examples.
14. What is artistic and paragraph text in CorelDraw? Discuss.

**UG-754**

**BMA-03**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**ANATOMY OF DRAWING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

**Write short notes on the following:**

1. How to draw planes?
2. Parts of the head.
3. Drawing arms in different angles.
4. Feet study.
5. Line of action.
6. Hand study of female.
7. Chubbiness of a child.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. Explain the basic forms in anatomical drawing with examples.
  9. Discuss the importance of anatomy in animation.
  10. How do you understand a child's figure? Explain with illustrations.
  11. Explain the importance of understanding balance of the body in detail.
  12. Illustrate the drawing of animal figure in basic forms.
  13. Explain how to sketch the full figure of a man.
  14. Discuss about the perspective drawing with examples.
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**UG-755**

**BMA-04**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**Visual Communication**

**AUDIO AND VIDEO EDITING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

**Write short notes on the following :**

1. Cropping.
2. Transition.
3. Fixed effects.
4. Key frames.
5. Audio tracks.
6. Chroma key.
7. Equalizer.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. Explain the stages of video making with examples.
9. Discuss the video broadcast standards in detail.
10. Explain the parts and functions of an audio mixer console.
11. List and explain the types of audio and video file formats.
12. Illustrate and explain working with sequences.
13. Explain the types of clips and its functions.
14. Discuss the uses of Matte keys with examples.

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**UG-756**

**BMA-05**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**MULTIMEDIA 2D ANIMATION AND BASIC  
SCRIPTING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

1. What is workspace in 2D animation software?
2. Write a short note on the document properties.
3. Differentiate Symbols and Instances.
4. Define Key frames.
5. What is frame rate?
6. Define array.
7. Explain onion skin.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. Explain the production pipeline of clay animations.
  9. Why do we use rulers, guides and grids while working in flash? Explain.
  10. Write a detailed note on various types of animation.
  11. Enlist and explain various data types.
  12. What is tweening? Explain the various types of tweening available in flash.
  13. Enlist and explain the various tools available in flash.
  14. Write a detailed script for a short 2D animation video on your own interested theme.
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**UG-757**

**BMA-06**

**B.Sc. DEGREE EXAMINATION —  
JUNE, 2018.**

**First Year**

**Multimedia**

**E-PUBLISHING**

Time : 3 hours

Maximum marks : 75

**PART A — (5 × 5 = 25 marks)**

Answer any FIVE questions.

1. What is e-publishing? Explain.
2. Write a notes on rulers, guides and grids.
3. Explain the process of importing and placing graphics.
4. How do you wrap text around objects? Explain diagrammatically.
5. What is importing and exporting?
6. How do you add documents to the book? Explain.
7. How do you create and modify tables?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

8. How do you create, save, modify and open documents? Explain.
  9. Write short notes on (a) Character (b) Stroke and (c) Alignment with examples.
  10. What are the steps involved in creating an e-publication?
  11. What are the importances of color in layout and design? Explain.
  12. How do you work with graphics, tables and objects? Explain.
  13. Is interactivity an important feature of e-publishing? Substantiate.
  14. Write short notes on (a) Indexing (b) Style source and (c) Table of contents.
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