

**FIFTH SEMESTER U.G. DEGREE (SPECIAL) EXAMINATION
NOVEMBER 2020**

(CUCBCSS—UG)

B.A. Multimedia

BMM 5D 01—FUNDAMENTALS OF MULTIMEDIA

(2017 Admissions)

Time : Two Hours

Maximum : 40 Marks

Section A

*All questions to be attended.
Answer all questions in one word*

- The intensity of colour is measured in :
 - Tesla.
 - Hue.
 - Saturation.
 - Chroma.
- The ratio of the width of an image to its height is called :
 - Width Ratio.
 - Scale Ratio.
 - Size Ratio.
 - Aspect Ratio.
- Expand JPEG :
 - Joint Pictures Experts Group.
 - Joint Pixel Experts Group.
 - Joint Pixel Experts Gang.
 - Joint Pictures Experts Gang.
- Adobe Illustrator is a _____ software.
 - Scalar.
 - Raster.
 - Vector.
 - Bitmap.
- Images made up of thousands of pixels are called :
 - Vector.
 - Bitmap.
 - Bit based.
 - Pixellogram.

6. The type of multimedia programmed to allow the user to control how or when the presentation's elements are presented is called :
- (a) Interactive Multimedia. (b) Interpretative Multimedia.
(c) Interpolar Multimedia. (d) Interscalar Multimedia.
7. The PDF file format stands For :
- (a) Picture Document Format. (b) Portable Data Format
(c) Picture Data Format. (d) Portable Document Format.
8. An example for a Raster Graphic software :
- (a) Adobe Illustrator. (b) Adobe Photoshop.
(c) Coreldraw. (d) MS Word.

(8 × 1 = 8 marks)

Section B

All questions can be attended and overall ceiling.

Write short answers on five of the following.

Each question carries 2 marks.

9. Explain the term Hypermedia.
10. What are Graphical User Interfaces ?
11. What are bitmap images ?
12. What is a GIF format ?
13. What is plug-in in multimedia ? Give two examples.
14. What is meant by shape and path animation ?
15. What is SMPTE time code ? explain the uses.

(5 × 2 = 10 marks)

Section C

All questions can be attended and overall ceiling.

Write a paragraph on any two of the following.

Each question carries 6 marks.

16. Write a note on 2D animation techniques.
17. Differentiate between vector and raster graphics.

18. Explain in detail the various communication protocols.
19. Explain the concept of Video in Multimedia.
20. Explain the various image file formats with their key features.

(2 × 6 = 12 marks)

Section D

All questions can be attended and overall ceiling.

Write essay on any one of the following.

The question carries 10 marks.

21. What is data compression ? Explain in detail the benefits offered by compression schemes in designing multimedia systems ?
22. Explain the role of multimedia in the entertainment sector

(1 × 10 = 10 marks)

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Turn over

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

B.A. Multimedia

BMM 5D 01—FUNDAMENTALS OF MULTIMEDIA

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A*Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

- | | |
|----------------------|----------------------|
| 1. Sound mixing. | 7. PNG. |
| 2. Hyper Media. | 8. Acoustics. |
| 3. Mixer brush tool. | 9. HUE. |
| 4. CMYK. | 10. Brightness. |
| 5. Slicing. | 11. TIFF. |
| 6. Text compression. | 12. Pinnacle Studio. |

(8 × 3 = 24 marks)

Section B*Answer at least five questions.**Each question carries 5 marks.**All questions can be attended.**Overall Ceiling 25.*

13. Differentiate between Contrast ratio and Aspect ratio.
14. What are the major characteristics of multimedia ?
15. Provide tips for using video more effectively in multimedia stories.
16. What are multimedia systems and applications ?
17. Types of compression.

18. Write a note on the multimedia I/O devices.
19. What is interactive multimedia ?

(5 × 5 = 25 marks)

Section C

Answer any one question.

The question carries 11 marks.

20. Draft an essay on the evolution of multimedia.
21. Make a note on editing and authoring tools.

(1 × 11 = 11 marks)

CHMK LIBRARY UNIVERSITY OF CALICUT

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021**(CBCSS—UG)****B.A. Multimedia****BMM 5B 15—ADVANCED WEB DESIGNING****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 15 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 15.
2. The candidate should check that the question paper supplied to him/her contains all the 15 questions in serial order.
3. Each question is provided with choices (A), (B), (C) and (D) having one correct answer. Choose the correct answer and enter it in the main answer-book.
4. The MCQ question paper will be supplied after the completion of the descriptive examination.

BMM 5B 15—ADVANCED WEB DESIGNING

(Multiple Choice Questions for SDE Candidates)

1. Search Engine Optimisation :

- (A) Frequency and priority of site in search.
- (B) Hosting content in search engine.
- (C) Developing a search Engine.
- (D) None of the above.

2. XML :

- (A) Extensible Markup Language.
- (B) Embedded Markup Language.
- (C) Electronic Markup Language.
- (D) None of the above.

3. IPR :

- (A) Intelligent Programme Recorder.
- (B) Intellectual Property Rights.
- (C) Independent Property Records.
- (D) Interactive Programme records.

4. Tim Berners Lee :

- (A) World Wide Web.
- (B) Arpanet.
- (C) Hypertext Editing System.
- (D) Personal Computer.

5. Cyber space :

- (A) Anything associated with Internet.
- (B) Space for web design.
- (C) Server space.
- (D) None of the above.

6. A media presentation over Internet :
- (A) Webcasting. (B) Video Conference.
(C) Live television broadcast. (D) Offline presentation.
7. Online encyclopedia :
- (A) Wikipedia. (B) Mathrubhumi.com.
(C) University site. (D) None of the above.
8. DHTML :
- (A) Data HTML. (B) Dynamic HTML.
(C) Design HTML. (D) None of the above.
9. ENG :
- (A) Electronic News group.
(B) Editing of Non-linear.
(C) Electronic News Gathering.
(D) None of the above.
10. HTML :
- (A) Web. (B) Multimedia.
(C) Print media. (D) Game Programming.
11. Portals :
- (A) Gateway of Websites. (B) Portraits gallery.
(C) A static website. (D) None of the above.
12. File format is vector based :
- (A) JPEG. (B) TIFF.
(C) PSD. (D) DWG.
13. Which colour mode is used for digital Image ?
- (A) CMYK. (B) HSB.
(C) PANTONE. (D) RGB.

14. Difference in luminance :

(A) Harmony.

(B) Composition.

(C) Contrast.

(D) None of the above.

15. Image compression :

(A) Reduce the image data.

(B) Reduce height and width.

(C) Reduce physical size.

(D) None of the above.

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

B.A. Multimedia

BMM 5B 15—ADVANCED WEB DESIGNING

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A*Answer atleast eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

1. Dreamweaver.
2. Mobile Ticketing.
3. Navigation Bar.
4. CSS.
5. e-commerce websites.
6. Web server.
7. DOM.
8. Slicing.
9. Copyright disclaimer.
10. Source-code editor
11. Flash website design.
12. Ajax.

Section B

Answer atleast five questions.

Each question carries 5 marks.

All questions can be attended.

Overall Ceiling 25.

13. Make a note on the basics of JQuery.
14. Differentiate between SEO and SMM.
15. How to copyright a website in India ?
16. Describe requirements while planning the page layout.
17. What are the different types of web server ?
18. What are commonly used animations in JQuery ?
19. What is Web standards and W3C recommendations ?

(5 × 5 = 25 marks)

Section C

Answer any one questions.

Each question carries 11 marks.

20. What is m-commerce ? Explain its advantages and disadvantages.
21. How to launch a new website ? Explain the process.

(1 × 11 = 11 marks)

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021**(CBCSS—UG)****B.A. Multimedia****BMM 5B 14—INTRODUCTION TO 3D MODELING AND TEXTURING****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 15 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 15.
2. The candidate should check that the question paper supplied to him/her contains all the 15 questions in serial order.
3. Each question is provided with choices (A), (B), (C) and (D) having one correct answer. Choose the correct answer and enter it in the main answer-book.
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BMM 5B 14—INTRODUCTION TO 3D MODELING AND TEXTURING**(Multiple Choice Questions for SDE Candidates)****1. 3D Animation :**

- (A) Computer generated Animation scenes.
- (B) Cell Animation.
- (C) Flash Animation.
- (D) None of the above.

2. 3D Graphic software :

- (A) Indesign. (B) Page maker.
- (C) Maya. (D) Autocad.

3. Polygons :

- (A) Two-dimensional shape with multiple sides.
- (B) Three Dimensional shape with four sides.
- (C) Ellipse.
- (D) Circle.

4. Boolean operation :

- (A) Operating on one or more sets of polygons in computer graphics.
- (B) Rendering in 2D animation.
- (C) Editing of cell animation.
- (D) None of the above.

5. Nurbs modeling :

- (A) Creating 3D curves. (B) Creating cell animation.
- (C) Creating illustration. (D) None of the above.

6. Rendering :

- (A) Transferring 3D to 3D. (B) Process of generating an image from a 2D or 3D.
- (C) Story board making. (D) Cut out animation making.

7. Gun modeling :
- (A) Spray gun modeling.
 - (B) Weapon modeling.
 - (C) Modeling using spray gun
 - (D) None of the above.
8. Character Modeling :
- (A) Sketches for a character.
 - (B) Mathematical representation of a three-dimensional character.
 - (C) Polygon Modeling.
 - (D) None of the above.
9. Pictures loses clarity by scaling :
- (A) Pixel.
 - (B) Vector.
 - (C) Fonts.
 - (D) None of the above.
10. Forward Kinematics :
- (A) To determine the movements of jointed constructs.
 - (B) To determine the time of motion.
 - (C) To determine the movements of frames.
 - (D) None of the above.
11. Wire frame :
- (A) Final stage of Rendering.
 - (B) First stage of 3D before an object is rendered.
 - (C) Final output of a frame.
 - (D) Grid for drawing story board.
12. JPEG :
- (A) Compressed Bitmap file.
 - (B) Vector image file.
 - (C) Decompressed vector file.
 - (D) None of the above.
13. Fractals :
- (A) Abstract Image.
 - (B) Transparent back ground.
 - (C) Vector image.
 - (D) None of the above.

Turn over

14. Character Modeling :

- (A) 3D Max.
- (B) Dream weaver.
- (C) Page Maker.
- (D) None of the above.

15. View Port :

- (A) USB port.
- (B) Visible area.
- (C) Graphic card port.
- (D) None of the above.

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

B.A. Multimedia

BMM 5B 14—INTRODUCTION TO 3D MODELING AND TEXTURING

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A

*Answer at least eight questions.
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 24.*

- | | |
|-------------------------|----------------------|
| 1. CGI. | 7. Surface modeling. |
| 2. Tinkercad. | 8. UV mapping. |
| 3. Autodesk Softimage. | 9. Quads. |
| 4. Digital Sculpting. | 10. Houdini. |
| 5. Global Illumination. | 11. Unwrapping. |
| 6. Autodesk Maya. | 12. Twinning. |

(8 × 3 = 24 marks)

Section B

*Answer at least five questions.
Each question carries 5 marks.
All questions can be attended.
Overall Ceiling 25.*

13. How do you make a 3D texture in blender ?
14. Make a brief note on the some of the techniques used in 3D modeling.
15. What is the advantage of a 3D model ?
16. Describe the process of modeling a animation character.
17. What is Scripting Language and detail its characteristics ?
18. What is UV Editor blender ?
19. What are the different types of splines used in 3D modeling ?

(5 × 5 = 25 marks)

Section C

*Answer any one question.
The question carries 11 marks.*

20. Write an essay on the history of animation.
21. How to layout Uvs in Maya ?

(1 × 11 = 11 marks)

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021**(CBCSS—UG)****B.A. Multimedia****BMM 5B 13—TECHNIQUES OF POST PRODUCTION - SOUND RECORDING,
EDITING AND MASTERING****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 15 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 15.
2. The candidate should check that the question paper supplied to him/her contains all the 15 questions in serial order.
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BMM 5B 13—TECHNIQUES OF POST PRODUCTION - SOUND RECORDING,
EDITING AND MASTERING

(Multiple Choice Questions for SDE Candidates)

1. Synthesizer :

- (A) File format. (B) Audio software.
(C) Generates electronic signals. (D) Connector.

2. Psychoacoustics :

- (A) Physical acoustics. (B) Sound perception.
(C) Acoustics technology. (D) None of the above.

3. Digital audio :

- (A) Magnetic Tape. (B) Audio Cassette.
(C) MP3. (D) None of the above.

4. Sound measurement :

- (A) Decibel. (B) Frequency.
(C) Acoustics. (D) None of the above.

5. Cardioids :

- (A) Sphere shaped pattern. (B) Heart shaped pattern.
(C) Square shaped pattern. (D) Cube shaped pattern.

6. Audio input devices :

- (A) Speaker. (B) Woofer.
(C) Microphone. (D) None of the above.

7. Pro Tools :

- (A) Digital Video Work station. (B) Digital Audio work station.
(C) Design tool. (D) None of the above.

8. Frequency :
- (A) Periodic Vibration. (B) Schedule.
(C) Frequently asked questions. (D) None of the above.
9. Pitch :
- (A) Sensation of frequency. (B) Sound frequency.
(C) Sound notation. (D) None of the above.
10. Ultrasonic :
- (A) Audio frequencies which are too high to be heard by humans.
(B) Audio frequencies which are too low to be heard by humans.
(C) Audio frequencies which are compatible to natural sound.
(D) None of the above.
11. Surround sound :
- (A) Multi-channel audio playback systems.
(B) Sound from surroundings.
(C) Background music.
(D) None of the above.
12. Decibel :
- (A) Audio measurement unit. (B) Video measurement Unit.
(C) Audio editing console. (D) Audio programme.
13. Analog recording :
- (A) Stored as a physical texture in recorder.
(B) Stored in Digital Audio Tape.
(C) Stored in Non-linear editor.
(D) None of the above.

Turn over

14. Audio Post production :

- (A) Recording.
- (B) Composing.
- (C) Editing.
- (D) Shooting.

15. Human hearing dynamic range is :

- (A) 140 dB.
- (B) 500 dB.
- (C) 250 dB.
- (D) 1000 dB.

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17. Describe the various sound file extensions.
18. What is Digital Audio Tape (DAT) ?
19. How does a sound synthesizer work ?

(5 × 5 = 25 marks)

Section C

*Answer any one question.
The question carries 11 marks.*

20. What are sound effects and describe their types and characteristics ?
21. Creative use of soundtrack brings life to the movie — Substantiate the statement.

(1 × 11 = 11 marks)

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

B.A. Multimedia

**BMM 5B 13—TECHNIQUES OF POST PRODUCTION - SOUND RECORDING,
EDITING AND MASTERING**

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A*Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

- | | |
|------------------------------|----------------|
| 1. Psychoacoustics. | 7. Vorbis. |
| 2. Frequency Response graph. | 8. Pro tools. |
| 3. SVG. | 9. Cardioids. |
| 4. Gig. | 10. Ogg file. |
| 5. Sound card. | 11. Midi. |
| 6. Syncing audio. | 12. Audio Fus. |

(8 × 3 = 24 marks)

Section B*Answer at least five questions.**Each question carries 5 marks.**All questions can be attended.**Overall Ceiling 25.*

13. What are the types of audio recording ?
14. What is a microphone polar response/pattern ?
15. What are different audio formats ?
16. Differentiate between Stereo and Mono.

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

B.A. Multimedia

BMM 5B 12—TECHNIQUES OF POST PRODUCTION—VISUAL EDITING

(2019 Admissions)

(Multiple Choice Questions for SDE Candidates)

Time : 15 Minutes**Total No. of Questions : 15****Maximum : 15 Marks****INSTRUCTIONS TO THE CANDIDATE**

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BMM 5B 12—TECHNIQUES OF POST PRODUCTION—VISUAL EDITING**(Multiple Choice Questions for SDE Candidates)****1. PSNR :**

- (A) Peak signal-to-noise ratio.
- (B) Programmable system for non-linear recording.
- (C) Process system News Recording.
- (D) None of the above.

2. Digital video :

- (A) Encoded Digital data. (B) VHS.
- (C) SVHS. (D) Betacam.

3. Aspect ratio :

- (A) Width to height. (B) Circumference to radius.
- (C) Diagonal to height. (D) Width to Depth.

4. Rough cut :

- (A) Online Editing. (B) First process of editing.
- (C) Removing rough frames. (D) None of the above.

5. VTR :

- (A) Video tape recording.
- (B) Video transferring and Removing.
- (C) Vector tape recording.
- (D) None of the above.

6. Shot logging :
- (A) Start and end time codes. (B) Log in.
(C) Log out. (D) None of the above.
7. Meta data :
- (A) Information about other data. (B) Data of Shooting materials.
(C) Property date. (D) Expenses data.
8. FCP :
- (A) Final Cut Pro. (B) Financially costly project.
(C) Final Cost preparation. (D) None of the above.
9. Editing continuity :
- (A) Smooth transition of time and space.
(B) Continuous editing.
(C) AB Roll editing.
(D) High band editing.
10. Key frames :
- (A) Beginning or ending frame of transition.
(B) In between frame.
(C) Title cards.
(D) None of the above.
11. Narration track :
- (A) Audio description. (B) Video Description.
(C) Animation. (D) None of the above.

12. Video format standard of India :

- (A) NTSC.
- (B) Betacam.
- (C) PAL.
- (D) Indiform.

13. Video :

- (A) 25 frames per second.
- (B) 24 frames per second.
- (C) 16 frames per second.
- (D) 26 frames per second.

14. Colour temperature :

- (A) Characteristic of visible light.
- (B) Warm and cool color temperature.
- (C) Heat reflecting from color surface.
- (D) None of the above.

15. Plug-ins :

- (A) Software adds a special feature.
- (B) Input-output system.
- (C) USB connection point.
- (D) None of the above.

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17. How to Use the Kuleshov Effect in Film ?
18. What is a continuity error in movies ?
19. What are the features of Adobe Premiere Pro ?

(5 × 5 = 25 marks)

Section C

*Answer any one question.
The question carries 11 marks.*

20. Explain the basic editing principles for film-makers.
21. What are Filters ? Explain audio filters, color correction filters and animating filters.

(1 × 11 = 11 marks)

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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021**(CBCSS—UG)****B.A. Multimedia****BMM 5B 12—TECHNIQUES OF POST PRODUCTION—VISUAL EDITING****(2019 Admissions)****Time : Two Hours****Maximum : 60 Marks****Section A***Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

- | | |
|-----------------------|--------------------------|
| 1. PAL. | 2. Line editor. |
| 3. Edwin Porter. | 4. VFX. |
| 5. Dissolve. | 6. Digital video signal. |
| 7. Audio mixer. | 8. Timeline panel. |
| 9. Cutting on action. | 10. Leitmotif. |
| 11. EDL. | 12. FCP. |

(8 × 3 = 24 marks)**Section B***Answer at least five questions.**Each question carries 5 marks.**All questions can be attended.**Overall Ceiling 25.*

13. Write the importance of Lumiere Brothers.
14. Make a brief profile of DW Griffith.
15. Explain crosscutting
16. What is VESA resolution ?

Turn over

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.A. Multimedia

BMM 5D 01—FUNDAMENTALS OF MULTIMEDIA

(2017 Admissions)

Time : Two Hours

Maximum : 40 Marks

Section A*Answer all the questions.**Each question carries 1 mark.*

1. Expand the term MIDI
2. The more sound waves a sound produces ; the higher will be the _____.
3. Which company developed the AVI format ?
4. Expand the term TARGA
5. 1 kB = _____ bits.
6. A sound of one frequency is called a _____.
7. Expand the term DIB.
8. WebP format was developed by _____.

(8 × 1 = 8 marks)

Section B*Write short notes on any five of the following questions.**Each question carries 2 marks.*

9. Acoustics.
10. PNG.
11. Multimedia.
12. SECAM.

Turn over

13. Codec.
14. Bitmap.
15. Contrast Ratio.

(5 × 2 = 10 marks)

Section C

*Answer any two questions.
Each question carries 6 marks.*

16. Write an account on CMYK color model.
17. What do you mean by Hypermedia ?
18. How do sound wave characteristics affect what you hear ?
19. What are the 12 hues on the color wheel ?
20. What do you mean by digital file compression and decompression ?

(2 × 6 = 12 marks)

Section D

*Write essay on any one questions.
The question carries 10 marks.*

21. Write in detail about any five characteristics of sound.
22. Write an essay about major multimedia file formats.

(1 × 10 = 10 marks)

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021**(CUCBCSS—UG)****B.A. Multimedia****BMM 5B 11—ADVANCED WEB DESIGNING****(2017 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 20****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 20.
2. The candidate should check that the question paper supplied to him/her contains all the 20 questions in serial order.
3. Each question is provided with choices (A), (B), (C) and (D) having one correct answer. Choose the correct answer and enter it in the main answer-book.
4. The MCQ question paper will be supplied after the completion of the descriptive examination.

BMM 5B 11—ADVANCED WEB DESIGNING
(Multiple Choice Questions for SDE Candidates)

1. Search Engine Optimisation :
 - (A) Frequency and priority of site in search.
 - (B) Hosting content in search engine.
 - (C) Developing a search Engine.
 - (D) None of the above.
2. XML :
 - (A) Extensible Markup Language.
 - (B) Embedded Markup language.
 - (C) Electronic Markup Language.
 - (D) None of the above.
3. IPR :
 - (A) Intelligent Programme Recorder.
 - (B) Intellectual Property Rights.
 - (C) Independent Property Records.
 - (D) Interactive Programme records.
4. Arpanet :
 - (A) Network by European commission.
 - (B) Network for World Wide Web.
 - (C) Local area Network for Education.
 - (D) First Packet Switched Network
5. Tim Berners Lee :
 - (A) World Wide Web.
 - (B) Arpanet.
 - (C) Hypertext Editing System.
 - (D) Personal Computer.
6. Cyber space :
 - (A) Anything associated with Internet.
 - (B) Space for web design.
 - (C) Server space.
 - (D) None of the above.

15. Which one of the following is a web design tool ?
- (A) Page maker. (B) MS Power point.
(C) Dream weaver. (D) MS word.
16. Image compression :
- (A) Reduce the image data. (B) Reduce hight and width.
(C) Reduce physical size. (D) None of the above.
17. Image resolution :
- (A) Height X Width. (B) Dot per inch.
(C) Contrast. (D) None of the above.
18. Image manipulation :
- (A) Image Exchange. (B) Image Editing.
(C) Image Exporting. (D) None of the above.
19. Vector graphics :
- (A) Geometric primitives. (B) Pixels.
(C) Colour Dots. (D) None of the above.
20. A quality of Digital Image is measured by :
- (A) Physical size. (B) Height and width.
(C) DPI. (D) None of the above.

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.A. Multimedia

BMM 5B 11—ADVANCED WEB DESIGNING

(2017 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions in one word.**Each question carries 1 mark.*

1. The expansion of CSS is _____.
2. AVI stands for _____.
3. In animation, a _____ is a frame in which the artwork differs from that of the previous frame.
4. Extension of Adobe Flash authoring file is _____.
5. What is the correct CSS syntax for making all the elements bold ?
6. Which CSS property controls the text size ?
7. SWF stands for :
8. Expand SWF.
9. Which built-in method combines the text of two strings and returns a new string ?
10. Name any 2D authoring software

(10 × 1 = 10 marks)

Section B*Write short answers on six of the following.**Each question carries 2 marks.*

11. What are CSS?
12. What is a web application ?
13. What is meant by web safe colours ?
14. What you mean by Tags ?

15. Explain the steps to insert logos to the header div tag.
16. What are the different types of Links in web design ?
17. What is a global variable ?
18. What is JQuery ?

(6 × 2 = 12 marks)

Section C

Write a paragraph on any three of the following.

Each question carries 6 marks.

19. What are the major elements of Web Designing ?
20. What do you mean by action script, what are the various applications of action scripts ?
21. Write a brief note about jQuery Syntax with examples.
22. How can we embed flash in html ? Give the procedural steps.
23. Write in detail about any two leading web browsers and their features.

(3 × 6 = 18 marks)

Section D

Write essay on any two of the following.

Each question carries 10 marks.

24. What is CSS ? Detail the features and advantages.
25. Discuss in detail the steps involved in website development.
26. What is meant by multimedia authoring ? Explain the 2D authoring techniques.

(2 × 10 = 20 marks)

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021**(CUCBCSS—UG)****B.A. Multimedia****BMM 5B 10—INTRODUCTION TO 3D MODELING AND TEXTURING****(2017 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 20****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 20.
2. The candidate should check that the question paper supplied to him/her contains all the 20 questions in serial order.
3. Each question is provided with choices (A), (B), (C) and (D) having one correct answer. Choose the correct answer and enter it in the main answer-book.
4. The MCQ question paper will be supplied after the completion of the descriptive examination.

BMM 5B 10—INTRODUCTION TO 3D MODELING AND TEXTURING

(Multiple Choice Questions for SDE Candidates)

1. 3D Modeling :
 - (A) Mathematical representation of a three-dimensional surface.
 - (B) Animation story board modeling.
 - (C) Creating sketches for a 3D model.
 - (D) None of the above.
2. Autodesk :
 - (A) 2D Software.
 - (B) 3D Software.
 - (C) Publication Software.
 - (D) None of the above.
3. Polygons :
 - (A) Two-dimensional shape with multiple sides.
 - (B) Three Dimensional shape with four sides.
 - (C) Ellipse.
 - (D) Circle
4. Subdivision surface :
 - (A) Method of representing a smooth surfaces.
 - (B) Division of Surface.
 - (C) Texture of surface.
 - (D) None of the above.
5. Model with minimized ambiguous representation :
 - (A) Solid Modeling.
 - (B) Surface modeling.
 - (C) Wire frame modeling.
 - (D) None of the above.
6. Spline shapes :
 - (A) 2D and 3D lines as components of objects.
 - (B) Vector shapes.
 - (C) Wire frame modeling.
 - (D) Solid Modeling.

7. Rendering :

- (A) Transferring 3D to 3D.
- (B) Process of generating an image from a 2D or 3D.
- (C) Story board making.
- (D) Cut out animation making.

8. Gun modeling :

- (A) Spray gun modeling.
- (B) Weapon modeling.
- (C) Modeling using spray gun.
- (D) None of the above.

9. Character Modeling :

- (A) Sketches for a character.
- (B) Mathematical representation of a three-dimensional character.
- (C) Polygon Modeling.
- (D) None of the above.

10. Pictures loses clarity by scaling :

- (A) Pixel.
- (B) Vector.
- (C) Fonts.
- (D) None of the above.

11. MPEG :

- (A) Compressed Bitmap File.
- (B) Vector image file.
- (C) Decompressed Vector File.
- (D) None of the above.

12. Forward Kinematics :

- (A) To determine the movements of jointed constructs.
- (B) To determine the time of motion.
- (C) To determine the movements of frames.
- (D) None of the above.

Turn over



13. Wire frame :
- (A) Final stage of Rendering.
 - (B) First stage of 3D before an object is rendered.
 - (C) Final output of a frame.
 - (D) Grid for drawing story board.
14. CEL :
- (A) Pixel cells.
 - (B) Transparent paper for drawing.
 - (C) Frame cell of an animation frame.
 - (D) None of the above.
15. Interactive Media :
- (A) Linear.
 - (B) Non-Linear.
 - (C) Morphing.
 - (D) Merging of layers.
16. Fractals :
- (A) Abstract Image.
 - (B) Transparent background.
 - (C) Vector Image.
 - (D) None of the above.
17. Web animation format :
- (A) Pixel.
 - (B) Fractals.
 - (C) GIF.
 - (D) TIFF.
18. Character Modeling :
- (A) 3D Max.
 - (B) Dream Weaver.
 - (C) Page Maker.
 - (D) None of the above.
19. UV Texture Editor :
- (A) Maya.
 - (B) Flash.
 - (C) Photoshop.
 - (D) Indesign.
20. UV layout tools :
- (A) Unfold 3D.
 - (B) Photoshop.
 - (C) Dream weaver.
 - (D) None of the above.

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.A. Multimedia

BMM 5B 10—INTRODUCTION TO 3D MODELING AND TEXTURING

(2017 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions in one word.**Each question carries 1 mark.*

1. In 3D environment, the modelling space is called _____.
2. NURBS stands for _____.
3. The method for adding detail, surface texture or colour to a 3D model is called as _____.
4. In animation, _____ is used to accent an action.
5. Polygonal modelling can only approximate _____ surfaces.
6. _____ axis makes 3D unique.
7. Tweening is a _____ form of morphing.
8. _____ lights have defined positions, direction, and a hotspot angle.
9. The combining of visual elements from separate sources into single images is _____.
10. Graphics and image processing technique used to produce a transformation of one object into another is called _____.

(10 × 1 = 10 marks)

Section B*Write short answers on six of the following.**Each question carries 2 marks.*

11. What is surface modelling ?
12. Write a note on 3D animation.
13. What is meant by projection ? What are the types of projection ?
14. Define Motion blur.
15. What is the process of rendering in animation ?
16. What is meant by rigging ?

17. What is tweening ?
18. What is meant by rasterisation ?

(6 × 2 = 12 marks)

Section C

*Write a paragraph on any three of the following.
Each question carries 6 marks.*

19. What are the major elements of Animation ?
20. Write in detail about the texture mapping process.
21. Explain the properties of B spline. How it is differ from Bezier ?
22. Define Boolean operation and functions.
23. Discuss about the characteristics and features of Autodesk MAYA.

(3 × 6 = 18 marks)

Section D

*Write essay on any two of the following.
Each question carries 10 marks.*

24. Explain the advanced Lighting and Camera options in Autodesk MAYA.
25. What are the various types of 3D models used in film industry.
26. Explain in detail the applications of CGI in modern education.

(2 × 10 = 20 marks)

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021**(CUCBCSS—UG)****B.A. Multimedia****BMM 5B 09—TECHNIQUES OF POST PRODUCTION—SOUND RECORDING, EDITING
AND MASTERING****(2017 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 20****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 20.
2. The candidate should check that the question paper supplied to him/her contains all the 20 questions in serial order.
3. Each question is provided with choices (A), (B), (C), (D) and (E) having one correct answer. Choose the correct answer and enter it in the main answer-book.
4. The MCQ question paper will be supplied after the completion of the descriptive examination.

**BMM 5B 09—TECHNIQUES OF POST PRODUCTION—SOUND RECORDING, EDITING
AND MASTERING****(Multiple Choice Questions for SDE Candidates)**

1. Synthesizer :
- (A) File format. (B) Audio Software.
(C) Generates electronic signals. (D) Connector.
2. Signal ratio :
- (A) Editing techniques. (B) Ratio of Signal power to noise power.
(C) Aspect ratio. (D) File format ratio.
3. Frequency :
- (A) Property of sound. (B) Technology of Sound.
(C) Ratio of Sound. (D) None of the above.
4. Analog :
- (A) Cassette tapes. (B) Digital cables .
(C) Integrated Chips. (D) Audio software.
5. Science of Sound :
- (A) A sound recording equipment. (B) Music equipment.
(C) Acoustics. (D) None of the above.
(E) Live sound recording.
6. Omni directional :
- (A) Two dimension. (B) Three Dimension.
(C) Single Dimension. (D) None of the above.
7. Noise :
- (A) Audio distortion. (B) High level sound.
(C) Sound disturbance. (D) Residual low-level sound.

8. Pro Tools :
- (A) Digital Video Work Station. (B) Digital Audio Workstation.
(C) Design Tool. (D) None of the above.
9. Audio Signal Processing :
- (A) Processing Sound for Transmission.
(B) Mobile Communication.
(C) Music Generation.
(D) None of the above.
10. Frequency :
- (A) Periodic Vibration. (B) Schedule.
(C) Frequently asked questions. (D) None of the above.
11. Pitch :
- (A) Sensation of frequency. (B) Sound frequency.
(C) Sound notation. (D) None of the above.
12. Hz :
- (A) Short for Hertz. (B) Brand Name of Audio equipment.
(C) Number of recording console. (D) None of the above.
13. Wave number :
- (A) Number of wave per unit. (B) Number of recording console.
(C) Number sound intensity. (D) None of the above.
14. Graphic EQ :
- (A) Graphic Equalizer. (B) Graphic Design.
(C) Graphical picture of sound wave. (D) None of the above.

15. RFI :
- (A) Radio-frequency interference.
 - (B) Radio Frequency-International.
 - (C) Radio Frequency-India.
 - (D) None of the above.
16. Decibel :
- (A) Audio measurement unit.
 - (B) Video measurement Unit.
 - (C) Audio editing console.
 - (D) Audio programme.
17. Analog recording :
- (A) Stored as a physical texture in recorder.
 - (B) Stored in Digital Audio Tape.
 - (C) Stored in Non-linear editor.
 - (D) None of the above.
18. Audio file formats :
- (A) MPEG-3.
 - (B) TIFF.
 - (C) JPEG.
 - (D) GIF.
19. Magnetic tape :
- (A) Digital storage device.
 - (B) A magnet.
 - (C) A metal tape.
 - (D) None of the above.
20. Human hearing dynamic range is :
- (A) 140 dB.
 - (B) 500 dB.
 - (C) 250 dB.
 - (D) 1000 dB.

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.A. Multimedia

**BMM 5B 09—TECHNIQUES OF POST PRODUCTION—SOUND RECORDING, EDITING
AND MASTERING**

(2017 Admissions)

Time : Three Hours


Maximum : 60 Marks

Section A*Answer all questions in one word.*

1. _____ is the frequency of a sound as perceived by human ear.
2. DAT stands for _____.
3. VST stands for _____.
4. Process of altering the _____ is EQ.
5. Expand VO.
6. What is shortcut for trimmer tool ?
7. Decay time is also known as _____ time.
8. The final tape or disc recording is known as _____.
9. Expand RFI.
10. The unit of sound.

(10 × 1 = 10 marks)

Section B*Write short answers on six of the following.*

11. What is Psychoacoustics ?
 12. Define frequency of sound.
 13. What is mono sound ?
 14. Define audio mixing.
- 

15. What is WAVE file ?
16. Write is surround sound ?
17. What is Equalization ?
18. What are synthesisers ?

(6 × 2 = 12 marks)

Section C

Write a paragraph on any three of the following.

19. What is sound mastering ? Explain any *one* technique used in mastering.
20. What is Echo ? Explain with example.
21. Discuss any *two* audio plug-ins.
22. Write a short note on mono-stereo conversations.
23. Write down any *three* features of microphones.

(3 × 6 = 18 marks)

Section D

Write essay on any two of the following.

24. Explain the role of sound editing in a film.
25. Analyse the impact of digital technology in audio production and editing.
26. What are the major elements and applications of Multi Task Recording.

(2 × 10 = 20 marks)

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021**(CUCBCSS—UG)****B.A. Multimedia****BMM 5B 06—TECHNIQUES OF POST PRODUCTION-VISUAL EDITING****(2017 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 30****Maximum : 30 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 20
2. The candidate should check that the question paper supplied to him/her contains all the 30 questions in serial order
3. Each question is provided with choices (A), (B), (C) and (D) having one correct answer. Choose the correct answer and enter it in the main answer-book.
4. The MCQ question paper will be supplied after the completion of the descriptive examination

BMM 5B 08—TECHNIQUES OF POST PRODUCTION-VISUAL EDITING**(Multiple Choice Questions for SDE Candidates)**

1. PSNR :
- (A) Peak signal-to-noise ratio. (B) Programmable system for non-linear recording
(C) Process system News Recording. (D) None of the above.
2. Digital video :
- (A) Encoded Digital data. (B) VHS.
(C) SVHS. (D) Betacam.
3. Multimedia :
- (A) Text, Audio, Images. (B) Print media.
(C) Cassette media. (D) None of the above.
4. Video Formats :
- (A) MPEG. (B) RGB.
(C) CMYK. (D) PDF.
5. Cross cutting :
- (A) Parallel editing. (B) Diagonally cutting.
(C) Removing frames. (D) None of the above.
6. Dramatic continuity :
- (A) Logical coherence between shots. (B) Scripts of a drama.
(C) Continuity of Drama episodes. (D) None of the above.
7. Analogue recording :
- (A) Video tape. (B) Digital tape.
(C) Hard Disc. (D) Computer.

8. Linear editing :
- (A) Ordered Sequence. (B) Interactive.
(C) Dynamic. (D) None of the above.
9. Time line :
- (A) Chronological sequence. (B) Line tools.
(C) Image format. (D) Video format.
10. Batch capturing :
- (A) Multiple clips. (B) Batch of property.
(C) Capturing a group of people. (D) None of the above.
11. Transitions :
- (A) Editing effects. (B) Transferring to Digital.
(C) Graphic design. (D) Static Image.
12. Audio mixer :
- (A) Console. (B) Mixing machine.
(C) Broadcasting equipment. (D) None of the above.
13. MPEG :
- (A) Broadcasting. (B) Video Compression.
(C) Image Compression. (D) None of the above.
14. Video format standard of India :
- (A) NTSC. (B) Betacam.
(C) PAL. (D) Indiform.
15. Video :
- (A) 25 frames per second. (B) 24 frames per second.
(C) 16 frames per second. (D) 26 frames per second.

Turn over

16. Reverse Telecine :

- (A) Transfer of Movie to video. (B) Transfer of Video to Movie.
(C) Transfer of Video to Hard disc. (D) Transfer of Video to CD.

17. Wire frame :

- (A) Final stage of Rendering. (B) First stage of 3D before an object is rendered.
(C) Final out put of a frame. (D) Grid for drawing story board.

18. Colour temperature :

- (A) Characteristic of visible light. (B) Warm and cool color temperature.
(C) Heat reflecting from color surface. (D) None of the above.

19. Plug-ins :

- (A) Software adds a special feature. (B) Input output system.
(C) USB connection point. (D) None of the above.

20. Optical illusion :

- (A) See something which does not exist.
(B) Science of video frame movement.
(C) Science of Film frame rate.
(D) None of the above.

FIFTH SEMESTER B.A./B.Sc. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.A. Multimedia

BMM 5B 08—TECHNIQUES OF POST PRODUCTION-VISUAL EDITING

(2017 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions in one word.*

1. VTR are used for _____.
2. Expand AAF.
3. _____ is the process by which shoot metadata is captured during a video shoot.
4. Expand NTSC
5. _____ is a technique used for combining two frames or images by replacing a colour.
6. What is frame rate used for PAL ?
7. Name a video editing software.
8. Superimposing multiple layers of video or images is known as _____.
9. HD stands for
10. POV stands for

(10 × 1 = 10 marks)

Section B*Write short answers on six of the following.*

11. How trimming is done in editing ?
12. What are Filters ?
13. What is Alpha Compositing ?
14. What is meant by structuring a scene ?

15. What is key light ?
16. What is non-linear editing ?
17. What are key-frames ?
18. What is Sampling ?

(6 × 2 = 12 marks)

Section C

Write a paragraph on any three of the following.

19. What is video transition ? Explain any two transitions ?
20. What is importance of nonlinear editing ?
21. How time manipulation is used in editing.
22. Explain any two video effects with example.
23. Explain any two timeline controls in AVID ?

(3 × 6 = 18 marks)

Section D

Write essay on any two of the following.

24. What is a key frame ? Explain in detail how key frames are used in video and audio editing ?
25. Detail the steps involved in video editing process ?
26. Write in detail about the features and applications of Visual Editing.

(2 × 10 = 20 marks)

17. Explain jQuery syntax.
18. What is front-end design tool ?

(6 × 2 = 12 marks)

Section C

*Answer any three questions.
Each question carries 6 marks.*

19. What is web development ?
20. How to use Dreamweaver in website design ?
21. How to write the JavaScript elements in the head section of the document and show how to call a function when a button is clicked ?
22. Explain JavaScript display possibilities.
23. Explain the features of jQuery library.

(3 × 6 = 18 marks)

Section D

*Write essay on any two questions.
Each question carries 10 marks.*

24. Explain the steps and procedures for creating a new website for a personal portfolio.
25. List and explain any 20 html tags.
26. Give an account of the significance of web technology in the education sector.

(2 × 10 = 20 marks)

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS-UG)

B.M.M.C.

BMM 5B 11—ADVANCED WEB DESIGNING

(2014 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A

*Answer all the questions.
Each question carries 1 mark.*

1. What does HTML stands for ?
2. What is the HTML element for the largest heading ?
3. What is the correct HTML code for adding a background color ?
4. What is the correct HTML for referring to an external style sheet ?
5. What is the correct HTML element to define important text ?
6. What does CSS stands for?
7. In an HTML document, where would you add an external style sheet ?
8. Which is the correct CSS syntax for changing paragraph font ?
9. Which HTML tag is used to define an internal style sheet ?
10. What keyword is used to define JavaScript functions ?

(10 × 1 = 10 marks)

Section B

*Answer any six questions.
Each question carries 2 marks.*

11. What is the basic structure of a web page ? Draw and label each section.
12. What are the different tags and attributes available while using video in webpage ? Write a code statement to add video.
13. List the different types of CSS in web design and explain its usage.
14. What is JavaScript ?
15. How to do image slicing in Photoshop for web designing ?
16. Explain how to add an image in HTML page and its attributes.

Turn over

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS-UG)

BMMC

**BMM 5B 09—TECHNIQUES OF POST PRODUCTION
– SOUND RECORDING, EDITING AND MASTERING**

(2014 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions.
Each question carries 1 mark.*

1. Which is the characteristic of sound wave related with pitch of the sound ?
2. What is the frequency range of human perception ?
3. RIFF stands for _____.
4. What is the function of edit window in Pro Tools ?
5. What is sound ?
6. Expand MIDI.
7. What is the unit of frequency is called ?
8. What type of mic is a Lavalier ?
9. What is 'Slip Mode' in Pro Tools ?
10. What is a high pass filter ?

(10 × 1 = 10 marks)

Section B*Answer any six questions.
Each question carries 2 marks.*

11. Write a short note on DOLBY and DTS.
12. Explain dynamic range of hearing.
13. What is the function of make up gain in a compressor?
14. What is the function of mix window in Pro Tools?
15. Explain the function of pre roll and post roll.

16. Explain sample rate and bit depth.
17. Briefly explain different types of headphones and their usage.
18. What is meant by monophonic and stereophonic sounds ?

(6 × 2 = 12 marks)

Section C

*Answer any three questions.
Each question carries 6 marks.*

19. Explain working principle of Dynamic Microphones with simple diagram.
20. Explain is the difference between reverb and delay.
21. Explain the techniques of mastering.
22. Write about different components of sound track in movies and television.
23. Write about different track format in Pro Tools.

(3 × 6 = 18 marks)

Section D

*Write essay on any two questions.
Each question carries 10 marks.*

24. Explain different types of audio equalizers.
25. Explain the nature and characteristics of sound wave.
26. Explain the different polar patterns of the microphones with diagrams.

(2 × 10 = 20 marks)

FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.M.M.C.

BMM 5B 08—TECHNIQUES OF POST PRODUCTION—VISUAL EDITING

(2014 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A

*Answer all the questions.
Each question carries 1 mark.*

1. Write a basic transition.
2. What is the common frame rate of a movie ?
3. What is the resolution of FHD ?
4. What is the full form of CU shot ?
5. Write the name of a video codec.
6. Write the name of an audio format.
7. Write the name of any non-linear video editing software.
8. What are the standard aspect ratios of movies ?
9. What is the full form of EDL ?
10. Write the name of any *two* digital storage devices.

(10 × 1 = 10 marks)

Section B

*Answer any six questions.
Each question carries 2 marks.*

11. What is Pan Shot ?
12. What is Metadata ?
13. What is Match Cutting ?

14. What is Tilt shot ?
15. Name and explain any *two* components of a digital camera.
16. Name and explain any *two* components of a CRT TV.
17. What do you mean by the resolution of a video ?
18. What is frame rate ?

(6 × 2 = 12 marks)

Section C

*Answer any three questions.
Each question carries 6 marks.*

19. What is the role of timeline in Avid ?
20. What is the role of XML in post-production ?
21. Write step by step process of importing video into Avid and creating a new sequence.
22. Explain Compositing.
23. What is colour grading and why is it important in film and television ?

(3 × 6 = 18 marks)

Section D

*Write essay on any two questions.
Each question carries 10 marks.*

24. Write a complete workflow of video editing in Final Cut Pro.
25. What are the differences between linear and non-linear editing ?
26. What is Continuity ? Explain.

(2 × 10 = 20 marks)