

SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**(CBCSS—UG)****B.A. Multimedia****BMM 6B 21 (E)—TELEVISION AND MULTI CAMERA PRODUCTION****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 20 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 6B 21 (E)—TELEVISION AND MULTI CAMERA PRODUCTION

(Multiple Choice Questions for SDE Candidates)

1. Drama :

- (A) Narration of a subject. (B) A play.
(C) Serial story. (D) Live story.

2. Properties in production :

- (A) Location. (B) Materials.
(C) Real estate. (D) None of the above.

3. Qualitative research :

- (A) Primary exploratory research.
(B) Research on quality control.
(C) Research on Total quality management.
(D) None of the above.

4. Survey in research :

- (A) Research using questionnaire. (B) Exploratory research.
(C) Aerial survey. (D) None of the above.

5. Statistical analysis :

- (A) Static page analysis. (B) Data analysis.
(C) Research in Statics. (D) None of the above.

6. Pre-production :

- (A) Editing. (B) Story Board.
(C) Live recording. (D) None of the above.

7. Ambient sound :

- (A) Back ground sound. (B) Sound noise.
(C) Sound created by console. (D) None of the above.

8. CCU :
- (A) Charged Couple Unit.
 - (B) Camera Control Unit.
 - (C) Camera Condenser Unit.
 - (D) None of the above.
9. Character generator :
- (A) Generate titles.
 - (B) Generation loss controller.
 - (C) Character design software.
 - (D) None of the above.
10. Luminance :
- (A) Refers to Color.
 - (B) Refers to Brightness.
 - (C) Refers to sound.
 - (D) Refers to Light.
11. Codec :
- (A) Compress and decompress data.
 - (B) Video code.
 - (C) Video deck.
 - (D) None of the above.
12. Story board :
- (A) Pre-production.
 - (B) Production.
 - (C) Post Production.
13. Non-Narrative editing :
- (A) Story as its main motivation.
 - (B) Aesthetic of film that does not narrate.
 - (C) Silent movie.
 - (D) None of the above.
14. Cut in editing :
- (A) The instantaneous transition.
 - (B) Cut and paste.
 - (C) Removing the frame.
 - (D) None of the above.
15. dB :
- (A) Decibel.
 - (B) Digital book.
 - (C) Digital backup.
 - (D) Digital background.

SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022

(CBCSS—UG)

B.A. Multimedia

BMM 6B 21 (E)—TELEVISION AND MULTI CAMERA PRODUCTION

(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. Studio control room.
2. Docu drama.
3. Flat lighting.
4. SFX.
5. Floor manager.
6. Ex post facto research.
7. Multimedia communication.
8. Hum log.
9. Digital compositing.
10. Chroma Key.
11. Intercom system.
12. VTR.

(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. Prosthetic Makeup.
14. What do you mean by soap opera ?
15. What are the steps in content analysis ?
16. Explain types of documentaries.

Turn over

17. Describe 3 point lighting.
18. Write the qualities of an anchor person.
19. What are the camera mounting devices ?

(5 × 5 = 25 marks)

Section C

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

20. Critically analyze the development of TV news programmes in Indian channels.
21. Detail the three stages of television programme production.

(1 × 11 = 11 marks)

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**(CBCSS—UG)****B.A. Multimedia****BMM 6B 20 (E)—MULTIMEDIA DESIGNING AND AUTHORIZING****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022

(CBCSS—UG)

B.A. Multimedia

BMM 6B 20 (E)—MULTIMEDIA DESIGNING AND AUTHORIZING

(2019 Admissions)

(Multiple Choice Questions for SDE Candidates)

Time : 15 Minutes

Total No. of Questions : 15

Maximum : 20 Marks

INSTRUCTIONS TO THE CANDIDATE

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BMM 6B 20 (E)—MULTIMEDIA DESIGNING AND AUTHORING**(Multiple Choice Questions for SDE Candidates)**

1. What does SSL stand for ?
 - (A) Saving Sharing and Limits.
 - (B) Safe Secured and Locked.
 - (C) Secure Socket Limbs.
 - (D) Secure Socket Layers.

2. E-commerce is :
 - (A) Business-to-Business transactions and Business-to-Consumer transactions
 - (B) Getting money from your computer online.
 - (C) Selling your home on the Internet.
 - (D) A revolution in business practices.

3. What war inspired the United States to form a new way of communicating, now commonly known as the Internet ?
 - (A) The Gulf War.
 - (B) The Vietnam War.
 - (C) World War II.
 - (D) The Cold War.

4. Which of the following File Formats is a lossless File Format that was intended to replace GIF by adding extra features ?
 - (A) JPEG.
 - (B) GIF.
 - (C) PNG.
 - (D) TIFF.

5. What is a bitmap :
 - (A) An image comprised of colored pixels.
 - (B) An image drawn on paper and scanned.
 - (C) An image comprised by mathematical formulae.
 - (D) An image where all the lines are curved.

6. Which of the following file types is NOT an audio file :
 - (A) MPEG
 - (B) WAV.
 - (C) MP3.
 - (D) WMA.

7. The color inside a shape is the fill. The line around that fill is called the :
- (A) Stroke. (B) Outline.
(C) Vector line. (D) Out layer.
8. RGB Stands for :
- (A) Raster, Gray, Black. (B) Red, Green, Blue
(C) Black and White (D) None of the above.
9. A Digital Image is made up of thousands of :
- (A) Pixels. (B) Bitmap.
(C) Resolution. (D) Vector Images.
10. Contrast :
- (A) Balancing Pixels. (B) Dealing with Colour.
(C) Scaling Files. (D) Masking.
11. CCD :
- (A) Charge Coupled Device. (B) Computer core Device.
(C) Complementary color data. (D) Charge computer Digit.
12. Photoshop file format :
- (A) JPEG. (B) PSD.
(C) ODT. (D) DOC.
13. LCD :
- (A) Liquid Crystal Display. (B) Lens Camera Display.
(C) Light Control Device. (D) Linear Control Display.
14. To connect a digital video camera to a computer, we use this type of cable :
- (A) Firewire. (B) USB.
(C) Livewire. (D) S video.
15. The following affects the resolution of a video EXCEPT :
- (A) Bit depth. (B) Frame size.
(C) Aspect ratio. (D) None of these.

SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022

(CBCSS—UG)

B.A. Multimedia

BMM 6B 20 (E)—MULTIMEDIA DESIGNING AND AUTHORIZING

(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. Flash Builder. | 7. CD Rom. |
| 2. Object-oriented programming. | 8. Hyperlink. |
| 3. Interface. | 9. User application. |
| 4. Automation. | 10. Virtual reality. |
| 5. Flash-based websites. | 11. Interframe. |
| 6. Malware. | 12. JavaScript. |

(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 about at least five e-learning tools.
14. Characteristics of Adobe Flash.
15. What is audio mixing ?
16. Types of authoring tools.

Turn over

17. Write a note on the components of multimedia.
18. Describe the skills required for a Multimedia Programmer ?
19. What are the possible pre and post production problems in a multimedia production ?

(5 × 5 = 25 marks)

Section C

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

20. Write an essay on the stages of multimedia project development.
21. Critically analyze the scope and risks of career opportunities in multimedia.

(1 × 11 = 11 marks)

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**(CBCSS—UG)****B.A. Multimedia****BMM 6B 19—INTRODUCTION TO MOTION GRAPHICS****(2019 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

1. This Question Paper carries Multiple Choice Questions from 1 to 15.
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BMM 6B 19—INTRODUCTION TO MOTION GRAPHICS

(Multiple Choice Questions for SDE Candidates)

1. Tracking :

- (A) Track and trolley. (B) Locating a moving object.
(C) Tracking of a sequence in a script. (D) None of the above.

2. Functions of scale :

- (A) Makes a picture or an object, grow or shrink.
(B) To measure.
(C) To draw a grid.
(D) None of the above.

3. Motion sketch :

- (A) Record key frames in real time. (B) Modify a picture part.
(C) Delete all the actions. (D) None of the above.

4. File extension for Adobe After Effects projects :

- (A) aep. (B) pgd.
(C) Psd. (D) Dop.

5. Delete the previous time frame from the time frame panel :

- (A) Clicking red button+ the delete button.
(B) Clicking yellow button+ the delete button.
(C) Clicking blue button+ the delete button.
(D) Clicking black button+ the delete button.

6. Different axis rotate the image :

- (A) XY and Z. (B) AB and C.
(C) PQ and R. (D) MN and O.

7. What is a composition ?
- (A) Creative arrangement. (B) Writing a thesis.
(C) Blending two frames. (D) Overlapping two frames.
8. What is a bitmap ?
- (A) An image comprised of colored pixels.
(B) An image drawn on paper and scanned.
(C) An image comprised by mathematical formulae.
(D) An image where all the lines are curved.
9. Color printing is done in this format :
- (A) RGB. (B) RYB.
(C) CMYK. (D) CMBK.
10. Interactive controlled structure :
- (A) Navigation Controlled by the code.
(B) Navigation Controlled by timer.
(C) Navigation Controlled by the user.
(D) None of the above.
11. CCD :
- (A) Charge Coupled Device. (B) Computer Core Device.
(C) Complementary color data. (D) Charge Computer Digit.
12. Key board short cut to open the render scene dialogue is :
- (A) Control P. (B) F10.
(C) F11. (D) R.
13. Short key for show segments :
- (A) F3. (B) F2.
(C) F4. (D) F5.

14. FPS stands for :

- (A) Fragment pose per second. (B) Frame per second.
(C) Film postproduction stage (D) None of the above.

15. Computer monitors display in this color format :

- (A) RGB. (B) RYB.
(C) CMYK. (D) CMBK.

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022

(CBCSS—UG)

B.A. Multimedia

BMM 6B 19—INTRODUCTION TO MOTION GRAPHICS

(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. Linear Editing.
2. Layer Mask.
3. Video footage.
4. Alpha compositing.
5. Clone stamp tool.
6. Key frame.
7. After effects Control window.
8. Hyperlink.
9. Nesting.
10. Blending modes.
11. Time frame.
12. Graph editor.

(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. Explain Rotoscoping.
14. Explain stop motion animation.
15. What do you mean third party plug-ins ?
16. Explain the features of FCP.

Turn over

17. In after effects which format converts empty in to alpha channel ?
18. Explain restoring in after effects.
19. Explain the colour correction techniques.

(5 × 5 = 25 marks)

Section C

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

20. Briefly explain the features and applications of Adobe after effects.
21. Explain the history and development of Motion graphics.

(1 × 11 = 11 marks)

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**(CBCSS—UG)****B.A. Multimedia****BMM 6B 18—ADVANCED 3D ANIMATION, VFX AND COMPOSTING****(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 6B 18—ADVANCED 3D ANIMATION, VFX AND COMPOSTING

(Multiple Choice Questions for SDE Candidates)

1. 2D Animation :

- (A) Flash. (B) 3D max.
(C) Maya. (D) Photoshop.

2. Cut out Animation :

- (A) A technique in 3D. (B) A Technique in 2D.
(C) Cell animation. (D) Using properties.

3. Animation hierarchies :

- (A) Official hierarchies. (B) Parent child relationship.
(C) Generation of Software. (D) None of the above.

4. Motion capture :

- (A) Recording movements of objects. (B) Video shooting of an event.
(C) A motion picture. (D) None of the above.

5. NURBS :

- (A) Null Universal Rational Basic Splines.
(B) Non-Uniform Rational B-Splines.
(C) Next Universal Rated Basic space.
(D) None of the above.

6. Rigging :

- (A) Process of creating skin. (B) Process of creating a Skelton.
(C) Process of creating costumes. (D) Process of creating face.

7. Short key of timeline :

- (A) CTRL + ALT - L. (B) CTRL + ALT - T.
(C) CTRL + L. (D) CTRL + D.

8. Audio file formats :

- (A) CMYK.
- (B) RGB.
- (C) WAV.
- (D) FLV.

9. Sound editing software :

- (A) Photoshop.
- (B) Sound forge.
- (C) Dream weaver.
- (D) Sound Elements.

10. 3D Object :

- (A) Anything with a position in 3D space.
- (B) Object in story board.
- (C) Property.
- (D) None of the above.

11. Alpha Channel :

- (A) Audio Channel.
- (B) Video Channel.
- (C) Multimedia Channel.
- (D) A mask specifies the transparency of each pixel.

12. Angle of incidence :

- (A) The relative angle between a lit surface and the light source.
- (B) Angle in Y-axis.
- (C) Angle in X-Axis.
- (D) Angle in mid point.

13. Nuke :

- (A) Node based Digital compositing.
- (B) Natural user key.
- (C) Name of an application software.
- (D) None of the above.

14. Anti-aliasing :

- (A) Removing.
- (B) Aligning.
- (C) Kerning.
- (D) Blending harsh contours.

Turn over

15. Array :

- (A) Frames per second.
- (B) A Set of elements put together into a single entity.
- (C) Frames of a 3D animation.
- (D) Elements of animation composition.

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SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022

(CBCSS—UG)

B.A. Multimedia

BMM 6B 18—ADVANCED 3D ANIMATION, VFX AND COMPOSTING

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. Character Animation.
2. Three point Lighting.
3. Inverse Kinematics.
4. Motion Capture.
5. Stage.
6. Particle systems.
7. Morphing.
8. Key Light.
9. Claymation.
10. Cut-out Animation.
11. Rendering.
12. VFX.

(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. Explain normal mapping and its use.
14. Explain working of Blend shapes.
15. What is skinning process ?
16. Explain lighting and light theory.
17. Explain the use of graph editor.
18. Explain How to create particle system in Maya.
19. Write difference between polygon modelling and NURBS modelling.

(5 × 5 = 25 marks)

Turn over

Part C

*Answer any **one** question.*

The question carries 11 marks.

20. Briefly explain the different types of Animation.
21. What do you mean by Special effects ? Explain various styles and applications ?

(1 × 11 = 11 marks)

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**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION
MARCH 2022****B.A.—Multimedia****BMM 6B 16—ADVANCED 3D ANIMATION, VFX AND COMPOSITING****(2017 to 2018 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 20 Marks****INSTRUCTIONS TO THE CANDIDATE**

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BMM 6B 16—ADVANCED 3D ANIMATION, VFX AND COMPOSITING

(Multiple Choice Questions for SDE Candidates)

1. Stop motion :

- (A) Technique of physically manipulates an object.
- (B) Computer generated.
- (C) Cell animation.
- (D) None of the above.

2. 3D Animation :

- (A) Flash.
- (B) Page maker.
- (C) Maya.
- (D) None of the above.

3. Cut out Animation :

- (A) A technique in 3D.
- (B) A technique in 2D.
- (C) Cell animation.
- (D) Using properties.

4. Animation hierarchies :

- (A) Official hierarchies.
- (B) Parent child relationship.
- (C) Generation of Software.
- (D) None of the above.

5. Morphing :

- (A) Picture enhancing technique.
- (B) Picture manipulation.
- (C) Transformation from one image to other.
- (D) None of the above.

6. NURBS :

- (A) Null Universal Rational Basic Splines.
- (B) Non-Uniform Rational B-Splines.
- (C) Next Universal Rated Basic space.
- (D) None of the above.

7. Rigging :

- (A) Process of creating skin.
- (B) Process of creating a Skelton.
- (C) Process of creating costumes.
- (D) Process of creating face.

8. Short key of timeline :

- (A) CTRL+ALT-L.
- (B) CTRL+ALT-T.
- (C) CTRL+L.
- (D) CTRL+D.

9. Audio file formats :

- (A) CMYK.
- (B) RGB.
- (C) WAV.
- (D) FLV.

10. Full form of SWF :

- (A) Sequential wave form.
- (B) Shockwave file.
- (C) Shake wave flash.
- (D) Shake wave flash.

11. Sound editing software :

- (A) Photoshop.
- (B) Sound forge.
- (C) Dream weaver.
- (D) Sound Elements.

12. Shortcut of inserting blank key frame is ?

- (A) f3.
- (B) f6.
- (C) f4.
- (D) f7.

13. 3D Shutter Glasses :

- (A) Electronic liquid crystal shutters.
- (B) Shutter of Camera.
- (C) Shutter of animated frame.
- (D) None of the above.

14. Ambient Light :

- (A) Illuminating uniformly from all sides.
- (B) Back light.
- (C) Spot Light.
- (D) Three point light.

15. Angle of incidence :

- (A) The relative angle between a lit surface and the light source.
- (B) Angle in Y axis.
- (C) Angle in X Axis.
- (D) Angle in mid point.

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**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION
MARCH 2022**

B.A.—Multimedia

BMM 6B 16—ADVANCED 3D ANIMATION, VFX AND COMPOSITING
(2017 to 2018 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A

Answer all questions in one word or sentence.

Each question carries 1 mark.

1. SWF is expanded as _____.
2. _____ is the process of getting the final assembled animation scenes or pieces out of the computer in the format of a sequence of individual frames.
3. _____ are very complex pictures generated by a computer from a single formula using iterations.
4. An Animation depends on _____ frames per second.
5. Expand MEL.
6. _____ is a node-based digital compositing and visual effects application first developed by Digital Domain, and used for television and film post-production.
7. The hotkey in Maya, for 2D Zoom is _____.
8. Audition, the comprehensive sound editor is developed by _____.
9. _____ is a series of frames or illustrations drawn in sequence that loop to create an animation of a walking character.
10. In Maya, _____ deformer surrounds an object with a box-like wireframe structure.

(10 × 1 = 10 marks)

Turn over

Section B

Write short answers on six of the following.

Each question carries 2 mark.

11. Cut-out animation.
12. Forward kinematics.
13. Path animation.
14. Use of graph editor.
15. 3 Point lighting.
16. Key frames.
17. Rendering.
18. Motion tracking.

(6 × 2 = 12 marks)

Section C

Write a paragraph on any three of the following.

Each question carries 6 marks.

19. Explain the principles of animation.
20. Write brief notes on 2D and 3D animation.
21. Explain the process of motion capturing.
22. Discuss about lighting in Maya.
23. Explain the use of particle systems in animation

(3 × 6 = 18 marks)

Section D

Write essay on any two of the following.

Each question carries 10 marks.

24. Discuss in detail about different types of animation.
25. Write in detail about camera animation in Maya.
26. What are the features of Nuke? Also discuss about visual effects of Nuke.

(2 × 10 = 20 marks)

SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022**B.A. Multimedia****BMM 6B 15—TELEVISION AND MULTI CAMERA PRODUCTION****(2017—2018 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 6B 15—TELEVISION AND MULTI CAMERA PRODUCTION**(Multiple Choice Questions for SDE Candidates)****1. Drama :**

- (A) Narration of a subject. (B) A play.
(C) Serial story. (D) Live story.

2. Soap opera :

- (A) Television serial. (B) Opera Dance.
(C) Live Quiz. (D) None of the above.

3. Media research :

- (A) Innovation in media technology.
(B) Study of effects of Different media.
(C) Interactive Media.
(D) None of the above.

4. Quantitative research :

- (A) Method dealing with numbers. (B) Exploratory research.
(C) Quantity of research. (D) None of the above.

5. Survey in research :

- (A) Research using questionnaire. (B) Exploratory research.
(C) Aerial survey. (D) None of the above.

6. Character generator :

- (A) Generate titles. (B) Generation loss controller.
(C) Character design software. (D) None of the above.

7. Chrominance :

- (A) Refers to Color. (B) Refers to Brightness.
(C) Refers to sound. (D) Refers to Light.

8. Panoramic :

- (A) Close up. (B) Wide view.
(C) Mid shot. (D) Detail of scene.

9. Codec :

- (A) Compress and decompress data. (B) Video code.
(C) Video deck. (D) None of the above.

10. Condenser microphone :

- (A) Using a battery to maintain a charge across two plates.
(B) Omni directional.
(C) Bi directional.
(D) None of the above.

11. Commercials :

- (A) Trade and commerce. (B) Advertisement.
(C) Anchoring. (D) Finance programmers.

12. Non Narrative editing :

- (A) Story as its main motivation. (B) Aesthetic of film that does not narrate.
(C) Silent movie. (D) None of the above.

13. Cut in editing :

- (A) The instantaneous transition. (B) Cut and paste.
(C) Removing the frame. (D) None of the above.

14. Cyclorama :

- (A) Seamless background. (B) Special effects.
(C) Editing software. (D) None of the above.

15. dB :

- (A) Decibel. (B) Digital book.
(C) Digital backup. (D) Digital background.

SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022

B.A. Multimedia

BMM 6B 15—TELEVISION AND MULTI CAMERA PRODUCTION

(2017—2018 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions in one word or sentence.*

1. _____ is the common name used to refer personal employed in production.
2. In _____ research, the researcher examines past events to draw conclusions.
3. Production planning involves in the _____ stage of production.
4. CCU stands for _____.
5. _____ is the term used to denote background sound.
6. First Television channel in Kerala was _____.
7. _____ is a post-production technique for compositing (layering) two images or video streams together.
8. _____ is a hardware- or software-based process that compresses and decompresses large amounts of data.
9. _____ shot in filmmaking and television production sets up, or establishes, the context for a scene by showing the relationship between its important figures and objects.
10. _____ are cards with words written on them that help actors and speakers remember what they have to say during television production.

(10 × 1 = 10 marks)

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

11. What are Infomercials ?
12. What is a Wide-angle lens ?
13. What is a Condenser microphone ?
14. What is Exploratory research ?

Turn over

15. What is a Montage ?
16. What is ENG ?
17. For what purpose, a Cyclorama is used ?
18. What is a Gimbal ?

(6 × 2 = 12 marks)

Section C

*Write a paragraph on any **three** of the following.*

19. Write in detail about the different types of TV interviews.
20. Explain the qualities of a good TV anchor.
21. Discuss about the responsibilities of a studio floor manager.
22. Distinguish between qualitative and quantitative research.
23. Discuss about the different types of microphones used for studio production.

(3 × 6 = 18 marks)

Section D

*Write essay on any **two** of the following.*

24. Critically analyse the significance of media research.
25. Attempt an essay on the different stages of Television production.
26. Discuss in detail about the various in-door and out-door lighting methods.

(2 × 10 = 20 marks)

SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022**B.A. Multimedia****BMM 6B 14—INTRODUCTION TO MOTION GRAPHICS****(2017—2018 Admissions)****(Multiple Choice Questions for SDE Candidates)****Time : 15 Minutes****Total No. of Questions : 15****Maximum : 20 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 6B 14—INTRODUCTION TO MOTION GRAPHICS

(Multiple Choice Questions for SDE Candidates)

1. FCP :

- (A) Film Clip for Printing. (B) Final clip for projection.
(C) None of the above. (D) Final cut pro.

2. Format Sequences :

- (A) Combine standard and HD sequence in frame.
(B) Order of sequence.
(C) Format enhancing.
(D) None of the above.

3. DI coloring :

- (A) Enhancing color of a still picture.
(B) Enhancing color of a monitor picture.
(C) Enhancing color of a motion picture.
(D) Enhancing color of a still frame.

4. NLE stands for :

- (A) Non-Linear Editing. (B) Narrow Linear Editing.
(C) Non-Line Editing. (D) None of these.

5. Ease out :

- (A) Slowing down the speed of moving picture.
(B) Boost speed of a movie picture.
(C) To freeze a moving picture.
(D) Bring it back to its original speed.

6. Functions of graph editor :

- (A) Changing the rotation speed and the degree of rotation.
- (B) Fading out.
- (C) Wiping our.
- (D) Fade in.

7. What is a mask in Adobe After effects :

- (A) Modify a picture part.
- (B) Delete all the actions.
- (C) Record key frame.
- (D) None of the above.

8. Function of key frames in After Effects :

- (A) Set parameters for visual effects.
- (B) Open a new frame.
- (C) Overlapping two frames.
- (D) Blending two images.

9. Delete the previous time frame from the time frame panel :

- (A) Clicking red button + the delete button.
- (B) Clicking yellow button + the delete button.
- (C) Clicking blue button + the delete button.
- (D) Clicking black button + the delete button.

10. Different axis rotate the image :

- (A) XY and Z.
- (B) AB and C.
- (C) PQ and R.
- (D) MN and O.

11. What is a composition ?

- (A) Creative arrangement.
- (B) Writing a thesis.
- (C) Blending two frames.
- (D) Overlapping two frames.

12. Converts shape in to Image :

- (A) F8. (B) F7.
(C) F9. (D) F1.

13. Short cut for scaling :

- (A) Q. (B) E.
(C) W. (D) R.

14. What is a bitmap :

- (A) An image comprised of colored pixels.
(B) An image drawn on paper and scanned.
(C) An image comprised by mathematical formulae.
(D) An image where all the lines are curved.

15. Computer monitors display in this color format :

- (A) RGB. (B) RYB.
(C) CMYK. (D) CMBK.

SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022

B.A. Multimedia

BMM 6B 14—INTRODUCTION TO MOTION GRAPHICS

(2017—2018 Admissions)

Time : Three Hours

Maximum : 60 Marks

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

1. _____ layer is a type of layer that's used to apply effects to multiple layers beneath it at once.
2. _____ is the file extension of Adobe After Effects projects.
3. For setting parameters for visual effects _____ is used in Adobe After Effects
4. To blend or overlap to images _____ mode is used in Adobe After Effects.
5. _____ is an image composed by coloured pixels.
6. _____ a type of a presentation that is designed to be presented in a sequential manner.
7. _____ is the father of animated cartoons.
8. FPS is _____.
9. The process of combining an image with graphics is called _____ compositing.
10. The vertical movement of camera is _____.

(10 × 1 = 10 marks)

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

11. DI Colouring.
12. Motion Sketch.
13. Adobe Character Animator.
14. Alpha Channel.

Turn over

15. Keyframe animation.
16. Chroma Key Compositing.
17. Postvis.
18. Non Linear Editing.

(6 × 2 = 12 marks)

Section C

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

19. Explain the use of blending modes in Adobe After Effects with examples ?
20. Explain the applications of colour correction.
21. Briefly explain the stop motion animation technique.
22. Discuss about Rotoscoping.
23. Explain the use of 3D cameras tracker in Adobe After Effects.

(3 × 6 = 18 marks)

Section D

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

24. Trace the history of Motion Graphics.
25. Discuss in detail about the different kinds of interpolations in Adobe After Effects ?
26. Give a detailed description on advanced colour correction effects in Adobe After Effects.

(2 × 10 = 20 marks)

SIXTH SEMESTER (CUCBCSS-UG) DEGREE EXAMINATION, MARCH 2022**B.A.—Multimedia****BMM 6B 13—MULTIMEDIA DESIGNING AND AUTHORIZING****(2017—2018 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 6B 13—MULTIMEDIA DESIGNING AND AUTHORIZING**(Multiple Choice Questions for SDE Candidates)**

1. What are presentations ?
 - (A) A sequence of slides that usually incorporate text, sound, graphics, and animation.
 - (B) A speech.
 - (C) Information presented using more text than graphics and animation.
 - (D) A television interview or news report.

2. What does SSL stand for?
 - (A) Saving Sharing and Limits.
 - (B) Safe Secured and Locked.
 - (C) Secure Socket Limbs.
 - (D) Secure Socket Layers.

3. What is computer-based training ?
 - (A) Video game.
 - (B) Method of training a computer to reject viruses.
 - (C) method of education that allows people to learn at their own pace, using specially designed interactive software.
 - (D) A method of training the computer to perform routine tasks.

4. What does ISP stand for ?
 - (A) International Service Protocol.
 - (B) Internal Services and Protection.
 - (C) Internet Service Provider.
 - (D) Internet Search Program.

5. What war inspired the United States to form a new way of communicating, now commonly known as the Internet ?
 - (A) The Gulf War.
 - (B) The Vietnam War.
 - (C) World War II.
 - (D) The Cold War.

6. A linear presentation plays without user intervention, but this type of presentation DOES require user intervention to function :
 - (A) Intermediary.
 - (B) Interactive.
 - (C) Interplayable.
 - (D) Interlinear.

7. What is a bitmap :
- (A) An image comprised of colored pixels.
 - (B) An image drawn on paper and scanned.
 - (C) An image comprised by mathematical formulae.
 - (D) An image where all the lines are curved.
8. Which of the following file types is NOT an audio file :
- (A) MPEG.
 - (B) WAV.
 - (C) MP3.
 - (D) WMA.
9. To bring external files into both Flash and Premiere, you would perform this function :
- (A) Import.
 - (B) Insert.
 - (C) Locate.
 - (D) Capture.
10. What is the ideal resolution of an image for Printing ?
- (A) 72 dpi.
 - (B) 300 dpi.
 - (C) 100 dpi.
 - (D) 250 dpi.
11. Bitmap images are made of :
- (A) Picture.
 - (B) Pixels.
 - (C) Lines and curves.
 - (D) None of the above.
12. A multimedia authoring software.
- (A) PageMaker.
 - (B) Director.
 - (C) Excel
 - (D) None of the above.
13. Contrast :
- (A) Balancing Pixels.
 - (B) Dealing with Colour.
 - (C) Scaling Files.
 - (D) Masking.

14. GUI :

- (A) Graphics User interface
- (B) Graphics Universal Institution.
- (C) Graphical units of India.
- (D) General User Interface.

15. Magic wand tool :

- (A) To select colored area.
- (B) To clone image.
- (C) Editing documents.
- (D) To make image sharper.

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SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022

B.A. Multimedia

BMM 6B 13—MULTIMEDIA DESIGNING AND AUTHORIZING

(2017—2018 Admissions)

Time : Three Hours

Maximum : 60 Marks

Section A*Answer all questions in one word or sentence.*

1. Rigging artist involves in _____ stage of a multimedia production.
2. _____ and _____ are two Internet Service Providers of India.
3. _____ is an image comprised by mathematical formula.
4. _____ is an example for an event driven authoring tool.
5. Resolution is usually expressed in _____.
6. The primary colors in light are red, _____ and blue.
7. _____ type of cable is used to connect a digital video camera to a computer.
8. _____ is an example for an icon based authoring tool.
9. DAB stands for _____.
10. _____ method of animation is used to create the in-between frames when you create the start point and end point.

(10 × 1 = 10 marks)

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

11. What is a rapid authoring tool ?
12. What is analog video ?
13. Write a short note on Anti-aliasing.
14. What is cell animation ?
15. Write a brief note on digital images.
16. What is the purpose of an authoring tool ?

Turn over

17. Differentiate between WMV and MP4.
18. What is VFX pipeline ?

(6 × 2 = 12 marks)

Section C

*Write a paragraph on any **three** of the following.*

19. What are the major characteristics of multimedia presentations ?
20. Explain the use of multimedia in E-Commerce sector.
21. Write a detailed note on multimedia authoring.
22. What are the three stages in multimedia production ?
23. What are the different file compression methods in Multimedia ?

(3 × 6 = 18 marks)

Section D

*Write essay on any **two** of the following.*

24. Write an essay on the different stages of a multimedia production.
25. Critically analyse the various design issues related to multimedia authoring.
26. Write in detail about the applications of Multimedia in educational technology sector.

(2 × 10 = 20 marks)