

May-June-2023

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

B.Sc. (Multimedia) (Sem-1)

BASIC COMPUTER SKILLS

Subject Code : AMT-101

M.Code : 14001

Date of Examination: 17-05-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Explain the following :

- a) Differentiate between source code and object code.
- b) Explain the significance of binary number system.
- c) Differentiate between application software and system software.
- d) Differentiate between ROM and EROM.
- e) What is WWW?
- f) What are the features of Laser printers?
- g) Define Operating System.
- h) Differentiate between Analog and Digital system.
- i) Write a note on impact and non-impact printer.
- j) Compare CD-ROM and DVD.



SECTION-B

2. What are the various types of memories? Explain the usage of each of them.
3. Discuss the classification of Computers.
4. Discuss the various uses of the Internet in Indian railways.
5. How Virtual reality and Augmented reality are used in current applications?
6. What is language processor and its types?

SECTION-C

7. Define Computer. Explain the block diagram of computer.
8. Explain the different types of Operating system.
9. What are the various input devices available? Explain.

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B.Sc. (Animation & Multimedia Technology / Multimedia) (Sem.-1)

PRINCIPLES OF ANIMATION

Subject Code : AMT-102

M.Code : 14002

Date of Examination : 19-05-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Write short notes on :

- Stop Motion
- Zoetrope
- Tweening
- 3D Animation
- Importance of Visualization
- Listening
- Illusion of Life
- Anticipation
- Slow out
- Master background.

SECTION-B

2. When did computer-generated animation become popular?
3. Which animation studio do you believe has had the most significant impact on the industry, and why?
4. Can you name some popular examples of stop-motion animation?
5. Explain the principle of "squash and stretch" in animation. How is it used to create the illusion of weight and flexibility in animated characters?
6. Describe the importance of 'timing' in animation. How does it affect the overall pacing and rhythm of an animated sequence?

SECTION-C

7. How does motion graphics animation differ from traditional character animation?
8. Discuss the role of 'follow-through and overlapping action' in creating realistic movements for animated characters. Provide examples of how this principle can be applied in different types of animation?
9. Can you discuss a particularly challenging animation project you worked on and how you overcame any obstacles?

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B.Sc. (AMT/Multimedia) (Sem.-1)

DESIGN AND COMMUNICATION

Subject Code : AMT-103

M.Code : 14003

Date of Examination: 24-05-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

I. Write briefly :

- a) Line
- b) Value
- c) Texture
- d) Light
- e) Radial balance
- f) Artist as a Notator
- g) Movement
- h) Variety
- i) Center of Interest
- j) Shadow.



SECTION-B

2. What are the principles of graphic composition, and how can they be used to create a visually compelling design?
3. How do you balance negative and positive space in graphic composition, and what impact does this have on the overall design?
4. What is the importance of contrast in graphic composition, and how can it be used to guide the viewer's eye through a design?
5. What is the principle of balance in design composition, and how can it be achieved?
6. How can the use of lines in a design impact its composition?

SECTION-C

7. How does the use of color impact graphic composition, and what are some effective ways to create color harmony in a design?
8. How can the use of grids and other layout tools aid in graphic composition, and what are some best practices for incorporating them into a design?
9. What is the role of texture in design composition, and how can it be used to create visual interest?

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B.Sc. (AMT / Multimedia) (Sem-2)

COMMUNICATION SKILL

Subject Code : AMT-201

M.Code : 14009

Date of Examination: 30-05-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

I. Answer Briefly :

- a) What is communication?
- b) What are salient features of communication at work place?
- c) Write a note on speaking skills.
- d) What are features of a good resume?
- e) Define an effective message.
- f) Define what is a report?
- g) Differentiate between a long and a short report.
- h) What are physical barriers to communication?
- i) Briefly explain the role of grammar in writing.
- j) Discuss essential steps in writing process.

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SECTION-B

2. Discuss the process of preparing business messages
3. Elaborate salient features of speaking at public places.
4. Discuss in detail procedure involved in applying for jobs.
5. What are various reading skills?
6. Give in detail the process of communication.

SECTION-C

7. Discuss 7Cs of effective communication.
8. Write a business letter placing an order of certain items of furniture required by your company. Imagine details.
9. Draft an application along with resume for the post of an engineer in an organization. Invent relevant details.

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