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

BASIC COMPUTER SKILLS

Subject Code : AMT-101

M.Code : 14001

Date of Examination : 18-06-2025

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. **Answer briefly :**
 - a. Write about computer.
 - b. What are characteristics of computer?
 - c. Discuss types of printer.
 - d. What is use of storage unit?
 - e. Write about DVD.
 - f. Why we use scanners?
 - g. Write about computer mouse.
 - h. Discuss system software.
 - i. Write benefits of Internet.
 - j. Write any two applications of computer in Defence.

2. How the CPU interact with other components in a computer system?
3. Discuss various Memories available in computers.
4. What is significance of control unit?
5. Differentiate impact and non-impact printers?
6. Write the functioning of Hard disk?

SECTION - C

7. Discuss the impact of computer on society.
8. Define software. What are its types?
9. Write the role of computer in Management.



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Bachelor of Science (Multimedia) (Sem.-1)

PRINCIPLES OF ANIMATION

Subject Code : AMT-102

M.Code : 14002

Date of Examination : 16-06-2025

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. Write short notes on :

- a) Model Sheet
- b) Fade in
- c) Cleanups
- d) Squash
- e) Clay modeling
- f) Team work
- g) Secondary Action
- h) Importance of observation.
- i) Gestures
- j) Concept Piece

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SECTION - B

2. What is a Thaumatrope? Explain its working.
3. Explain the concept of "Pose-to-Pose" versus "Straight-Ahead" animation techniques.
4. What impact has animation had on popular culture?
5. Describe the different types of animation processes.
6. What is the purpose of "anticipation" in animation? How does it help to make an action more believable and engaging for the audience?

SECTION - C

7. Explain how "Follow Through and Overlapping Action" contribute to the realism of animated motion.
8. What is a storyboard? How does it simplify the production process?
9. Emphasize the difference between caricature, drama & humor.



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B.Sc. (Multimedia) (Sem.-1)
DESIGN AND COMMUNICATION

Subject Code : AMT-103

M.Code : 14003

Date of Examination : 03-07-2025

Max. Marks : 60

Time : 3 Hrs.

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) Focus points
- b) Visual weight
- c) Visual harmony
- d) Rhythm
- e) Importance of lines.
- f) Tone
- g) Volume
- h) Informal Balance
- i) Rhythm
- j) Steps of drawing

SECTION - B

2. Establish the complementary relationship between cognitive and instrumental.
3. Discuss the factors that help achieve emphasis in composition.
4. How do you create a sense of balance in graphic composition and what techniques can be used to achieve this?
5. What is the principle of unity and how can it be achieved in design composition?
6. What is the principle of contrast and how can it be used effectively in design?

SECTION - C

7. How does the overall style and aesthetic of a design impact graphic composition?
8. How does the principle of proportion play a role in design composition?
9. How does the use of space impact the overall composition of a design?



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

COMMUNICATION SKILL

Subject Code : AMT-201

M.Code : 14009

Date of Examination : 05-05-2025

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. **Write briefly:**
 - a. Importance of feedback in communication.
 - b. Qualities of effective communication.
 - c. Role of courtesy in communication.
 - d. Good writing skills versus 'bad' writing.
 - e. Qualities of a good speaker.
 - f. Importance of correct documentation.
 - g. Types of business letters.
 - h. Business reports
 - i. Significance of good public speaking skills.
 - j. Preparing effective business messages.

SECTION - B

2. How can communication at work place be most effective? Discuss.
3. Describe the components and process of communication.
4. How do efficient speaking skills and listening skills contribute towards success in profession and career?
5. Write a report on a conference organized by your department in your institution.
6. Discuss the process of job interviews. Also explain the do's and don'ts to be followed by candidates while appearing for interviews.

SECTION - C

7. Draft your resume and cover letter to resume.
8. Discuss in detail the strategies for improving oral presentation.
9. Describe the importance of 7 C's of effective communication in oral and written communication.



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B.Sc. (AMT) / (Multimedia) / B.AMT (Sem.-3)

WEB DESIGNING TECHNOLOGIES

Subject Code : AMT.301

M.Code : 14015

Date of Examination : 30-06-2025

Max. Marks : 60

Time : 3 Hrs.

INSTRUCTIONS TO CANDIDATES :

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

SECTION - A

1. Write briefly :

- Explain any four tags in <table> tag.
- What is the use of
 tag?
- Computer monitor works in which color space?
- What are Hyperlinks?
- What is slicing the page in photoshop?
- What is inline CSS?
- What is HTML Editor?
- What are the applications of internet?
- What is the difference between HTML and CSS?
- What are W3C standards?

SECTION - B

- Write the source code to create Web page using basic HTML Tags.
- How you can create hyperlink using HTML? Explain with example.
- What are the applications of text rollover?
- Discuss the linking of HTML documents with suitable example.
- Write a short note on composition and font selection in typography.

SECTION - C

7. What is the difference between the following :

- <tr> tag and <td> tag
- Ordered and Unordered Lists
- Cellspacing and Cellpadding
- Resizing and Resolution
- Paired and Unpaired tags
- What is CSS? Explain its types with suitable examples.
- Explain web related functions of Photoshop in detail.



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INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
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SECTION-A

1. Answer briefly:

- The Elephant Whisperers
- What is the significance of the film RRR (2022) on the global stage?
- Which contemporary Indian filmmaker is known for blending mythology with modern storytelling in films like Tumbbad?
- Pather Panchali.
- Mughal-e-Azam.
- What is the "silent era" of cinema and when did it roughly take place?
- What role did Hollywood play in the development of the film industry?
- How did technology influence the growth of animation in India during the 1990s?
- What are some popular Indian mythological animations produced for children?
- What role did the Film Division of India play in promoting animation?

SECTION-B

2. Discuss the role of German Expressionist cinema and its influence on later film movements.
3. Describe the emergence of independent cinema and its significance in the 20th century.
4. Describe the evolution of storytelling in Indian cinema from silent films to modern digital filmmaking.
5. Analyze the role of regional cinema in shaping Indian film culture.
6. How has technological advancement, including CGI and VFX transformed the visual storytelling in Indian films? Give examples from contemporary movies.

SECTION-C

7. Trace the evolution of the motion picture industry from its inception in the late 19th century to the modern digital age.
8. Analyze the role of technological advancements, such as sound, color and CGI, in shaping the film industry.
9. Discuss the influence of international cinema (such as French New Wave, Italian Neorealism, and Japanese cinema) on Bollywood.



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B.Sc. (Multimedia) (Sem.-5)

MEDIA THEORY

Subject Code : AMT-503

M.Code : 14029

Date of Examination : 17-06-2025

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. Write briefly :

- a. Subtext
- b. Adaptations
- c. Film criticism
- d. Masala Film
- e. Ideology
- f. Formalist Film Theory
- g. Dark Comedy
- h. Continuity
- i. Censorship
- j. Auteur

SECTION - B

2. How do personal preferences and tastes affect the consumption of media content?
3. In what ways has feminist film theory influenced contemporary film and television narratives?
4. How has the digital age transformed the way we consume and produce media and what implications does this have for media theory?
5. Discuss the concept of narrative structure in film.
6. Discuss the postmodern elements in contemporary cinema.

SECTION - C

7. How do you feel about the way, use of VFX has evolved over time?
8. How has feminist film theory shaped the way we interpret and analyze the representation of women in popular media?
9. What role do government policies play in regulating the production and consumption of media content?



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**B.Sc. (Multimedia) (Sem.-5)
FUNDAMENTALS OF AESTHETICS**

Subject Code : AMT-501

M.Code : 14027

Date of Examination : 05-07-2025

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 briefly :

- a. Natyashastra
- b. Joy
- c. Peace
- d. Disgust
- e. Unruffled feeling
- f. Servent-Master attitude
- g. Love-beloved feeling
- h. Symbolism
- i. Visual appeals
- j. Golden ratio.

SECTION - B

2. According to Aristotle, what role does Catharsis play in the experience of aesthetics in art and drama?
3. Discuss the rasa of wonder that you feel when witnessing a breathtaking natural landscape.
4. Share your thoughts on the rasa of anger in a powerful political speech.
5. How does the concept of aesthetics extend beyond visual art to other forms of creative expression such as music, literature or architecture?
6. Compare and contrast "Rasa" and "Bhava" in the context of music.

SECTION - C

7. How does the choice of color palettes in a film influence the emotional audience?
8. Differentiate between applied and traditional media aesthetics.
9. Do you agree with Plato's view that beauty is an objective and inherent objects or do you think it's entirely subjective? Discuss.



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**B.Sc (Multimedia) (Sem.-6)
PUBLICITY DESIGNING AND MEDIA LAWS**

Subject Code : AMT-601

M.Code : 14033

Date of Examination: 05-05-2025

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 briefly:

- a. Online Media
- b. Trade Fairs
- c. IPR
- d. Libel
- e. Cutouts
- f. Social media influencers
- g. Dangleers
- h. Slogan
- i. Leaflets
- j. DTP.

SECTION - B

2. What are the principles of online advertisements?
3. Discuss the importance of copyright act.
4. Write a note on the Defamation with suitable examples.
5. How media laws are useful for media industry?
6. Explain the different methods of Print Media advertisements.

SECTION - C

7. Discuss the role and functions of internet in various medium of publicity.
8. How can you manage the publicity for Radio, Television and Digital Media?
9. What is contempt of court? Write about the criminal contempt.



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B.Sc. (Multimedia) / B.Arch. (Sem.-8)

ESSENTIALS OF EXECUTION & POST PRODUCTION

Subject Code : AMT-401

M.Code : 14021

Date of Examination : 06-05-2025

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 briefly:

- How does inverse kinematics (IK) differ from forward kinematics (FK)?
- Define motion capture and its role in 3D animation.
- What are the advantages of using procedural animation?
- What is the difference between real-time and pre-rendered animation?
- What is blocking in animation?
- Explain the importance of animation curves in 3D animation.
- How does lighting contribute to the realism of a 3D scene?
- How does UV mapping help in applying textures to 3D models?
- What is rotoscoping in post-production?
- How does motion blur affect the realism of 3D animation?

SECTION - B

2. What are the key stages of a 3D animation workflow? Briefly explain each stage.
3. What is rigging in 3D animation and why is it essential for character animation?
4. Explain the significance of physics-based simulations in 3D animation.
5. What is color grading and how does it affect the Visual appeal of 3D Animation?
6. How do 3D animators use chroma keying (green screen) in post-production?

SECTION - C

7. Explain different types of lighting techniques (key, fill, rim).
8. Explain how post-production enhances the final output.
9. Explain how simulations improve animation realism and complexity.



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