

Roll No.

Total No. of Questions : 09

Total No. of Pages : 02

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

Subject Code : AMT-103

M.Code : 14003

Date of Examination: 20-12-2024

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. Space
 - b. Tone
 - c. Volume
 - d. Shade
 - e. Informal Balance
 - f. Artist as a Notator
 - g. Rhythm
 - h. Steps of drawing
 - i. Focus point
 - j. Repetition

SECTION-B

2. How do you create a sense of balance in graphic composition, and what techniques can be used to achieve this?
3. How can the principles of symmetry and asymmetry be used to create visual interest and dynamic compositions in graphic design?
4. What is the principle of emphasis, and how can it be used to draw attention to certain elements in a design?
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 and what are some key considerations when choosing a style for a project?
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.-1)

Subject Code : AMT-101

Date of Examination: 18-12-2024

Max. Marks : 60

5. Discuss the features of following types of operating system:

5. Discuss the features of following types of operating system:

1. Write briefly :

- ## SECTION-C

7. What are Input and Output devices? Discuss any three input and output devices.
8.
 - a) Draw and explain the Block Diagram of Computer.
 - b) Explain the generations of computer.
9. Discuss the applications of IT in defence, sports and commerce fields.

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

PRINCIPLES OF ANIMATION

Subject Code : AMT-102

M.Code : 14002

Date of Examination: 16-12-2024

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. Photo Animation
- b. Thaumatrope
- c. 2D Animation
- d. Importance of observation
- e. Gestures
- f. Innovation
- g. Pose to pose timing
- h. Slow in
- i. Storyboard
- j. Concept Piece

SECTION-B

2. What impact has animation had on popular culture?
3. What is traditional animation, and how is it different from computer-generated animation?
4. How do you ensure that your animations are in sync with the overall mood and tone of a project?
5. What is the purpose of "anticipation" in animation? How does it help to make an action more believable and engaging for the audience?
6. 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?

SECTION-C

7. How does the principle of "exaggeration" contribute to the visual appeal and emotional impact of an animated scene? Provide examples of how it can be used effectively in different genres of animation?
8. In your opinion, what was the most significant technological advancement in animation history, and why?
9. How does motion graphics animation differ from traditional character animation?

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BSc. (Multimedia) (Sem.-2)
COMMUNICATION SKILLS

Subject Code : AMT-201

M.Code : 14009

Date of Examination : 09-12-2024

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. Comment on the importance of feedback in communication.
- b. What is diagonal communication?
- c. How do rumours affect communication?
- d. What is non-verbal communication?
- e. What do you mean by Business Communication?
- f. What is document?
- g. Punctuate the sentence: juhi who is a beautiful girl spoke rude to the beggar.
- h. Punctuate the sentence: keep quiet said Kenny.
- i. Punctuate the sentence: rina exclaimed with sorrow i couldn't make it.
- j. Punctuate the sentence: may i seek your help.

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SECTION-B

2. Draft a report on an accident that occurred on highway due to over speeding.
3. Draft an application for the post of Lab Operator.
4. What are the essentials of good speaking skills?
5. What role coherence plays in the effectiveness of communication?
6. How can one become a good reader?

SECTION-C

7. What do you mean by Barriers to Communication? Discuss the strategies to remove barriers to communication.
8. Draft a survey report on the medical facilities available in your area.
9. Enumerate and explain the strategies to improve oral presentations.

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**B.Sc. (Multimedia). (Sem.-3)
FUNDAMENTALS OF PRE-PRODUCTION**

Subject Code : AMT-303

M. Code : 14017

Date of Examination : 25-11-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

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

SECTION-A

1. Write briefly :

- a) Premise
- b) Three Act structure
- c) Treatment
- d) Voice Over
- e) Visual reference
- f) Location Hunting
- g) Model Sheet
- h) Blueprint
- i) Conflict
- j) Narrative.

SECTION-B

2. How important is the pre-production stage in the overall success of a project?
3. How does the framing and composition of shots contribute to the overall visual style of the film?
4. How does the character's development contribute to the themes of the story?
5. How does the use of sound design contribute to the mood and tone of the scene or film as a whole?
6. 'Storyboard gives a clear and logical flow of events'. Discuss.

SECTION-C

7. What are the different types of research that need to be conducted during pre-production, and how can they inform the creative process?
8. How does the use of visual effects enhance or detract from the film's storytelling?
9. How does the use of mise-en-scene elements such as blocking, staging, and actor movement contribute to the film's narrative and themes?

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B.Sc. (Multimedia)
WEB DESIGNING TECHNOLOGIES
Subject Code : AMT-301
M.Code : 14015
Date of Examination : 28-11-2024

Max. Marks : 60

Time : 3 Hrs.

INSTRUCTIONS TO CANDIDATES :

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

1. Write briefly:

- a) What do you mean by paired tags and unpaired tags in HTML?
- b) Differentiate between cellpadding and cellspacing attributes of Table.
- c) How to insert an image in HTML page? Give example.
- d) How to insert an image at background?
- e) What do you mean by the term resolution?
- f) Explain and <I> tags.
- g) Explain <sup> and <sub> tags.
- h) What is the Home page of a website? Explain.
- i) Differentiate between website and web page.
- j) What is Domain Name?

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SECTION-B

2. Write HTML script to show various types of ordered lists and unordered lists.
3. Write HTML script to create a Table with 5 rows and 4 columns showing rowspan and colspan attributes.
4. What is hyperlink? How to create a hyperlink on an image? Explain with example.
5. What is Internet? Explain the applications of Internet.
6. Explain text rollover techniques and applications.

SECTION-C

7. What is CSS? How to use internal and external style sheets? Explain with example.
8. What are the various tools available in Photoshop? Explain.
9. Write note on :
 - a) HTML Editor
 - b) <head> and Body> Tags
 - c) WWW
 - d) Web Safe Colours.
 - e) Resizing and Slicing the Page.

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SECTION-B

2. Discuss the process of creating a control rig for a 3D character. What are the main steps involved?
3. What are some common tools and software used in 3D compositing, and how do they facilitate the compositing process?
4. Compare and contrast 2D and 3D compositing techniques, highlighting their strengths and weaknesses.
5. Compare and contrast the advantages and disadvantages of using parametric modeling versus sculpting techniques for character creation in 3D modeling.
6. Discuss the importance of proper UV mapping and how it affects the texturing process in 3D modeling.

SECTION-C

7. What are the key considerations when choosing between polygonal and NURBS modeling techniques for a specific project?
8. How do you approach character rigging and animation in 3D modeling, and what software tools do you prefer for this task?
9. What are the primary differences between forward kinematics (FK) and inverse kinematics (IK) in rigging? Provide examples of when to use each.

SECTION-A

- 1. Write briefly:**

- Video filters
- H.264
- Rendering
- Voice over
- Nesting
- Joints
- Light in Maya
- Blinn shader
- Stop motion
- RenderMan

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B.Sc. (Multimedia) (Sem.-4)
HISTORY OF MOTION PICTURE INDUSTRY

Subject Code : AMT-405

M.Code : 14025

Date of Examination: 09-12-2024

Time : 3 Hrs.

Max. Marks : 60

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:

- a. Bollywood
- b. Keystone
- c. Oscars
- d. Talkies
- e. Griffith
- f. Kurosawa
- g. Censorship
- h. Blockbuster
- i. RRR
- j. Alfred Hitchcock

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SECTION-B

2. How did the transition from silent to talkies impact the movie industry in the 1920s?
3. Describe the intricacies of Cinematography Act 1952.
4. Describe how the German new wave films approaches the concept of narrative.
5. Discuss the studio system production of Hollywood.
6. What is the most influential film genre in the history of cinema? Why do you believe it had such a profound impact?

SECTION-C

7. How has the globalization of the movie industry influenced the types of stories told and the representation of different cultures in films?
8. Discuss the growth of animation industry in India.
9. How did the rise of independent cinema in the 1960s and 70s change the landscape of filmmaking?

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

Subject Code : AMT-501

M.Code : 14027

Date of Examination : 28-11-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

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

SECTION-A

1. Write briefly:

- a) Plato
- b) Joy
- c) Anger
- d) Disgust
- e) Unruffled Feeling
- f) Oneness with God
- g) Artwork
- h) Digital Art
- i) Veer Bhava
- j) Adbhuta Bhava.

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SECTION-B

2. How does the bhava of servitude influence the attitude of a servant towards their master?
3. Do you believe that beauty is subjective or objective?
4. What was the role of emotion and sentiment in the aesthetic theories of Indian philosophy?
5. How did the aesthetic theories of Indian philosophy reflect broader cultural and spiritual values?
6. How would you describe the bhava or emotional state of a mother when she sees her child after a long time?

SECTION-C

7. Which do you find more appealing, traditional aesthetics or applied media aesthetics, and why?
8. How important is the historical context in understanding the meaning and significance of a piece of art?
9. What were the main contributions of Bharata Muni's Natyashastra to Indian aesthetic thought?

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