

00 MAY 2024

May-June 2024

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

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

BASIC COMPUTER SKILLS

Subject Code : AMT/101

M.Code : 14001

Date of Examination : 12-06-2024

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) Define computer.
- b) Write the types of computer.
- c) Discuss control unit.
- d) What is storage unit?
- e) Write about CD ROM.
- f) What are scanners?
- g) Differentiate computer with laptop.
- h) Discuss application software.
- i) Write about working of mouse.
- j) Write any two applications of computer in sports.

SECTION-B

2. How the computer interact with other components?
3. Discuss various Memories available in computers.
4. Write and explain the types of printers.
5. Explain the functioning of Hard Disk.
6. Write about I/O devices used in computer.

SECTION-C

7. Discuss the block diagram of computer and explain its parts.
8. Explain different types of software available in computer.
9. Write the role of computer in Animation Industry.



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

DESIGN AND COMMUNICATION

Subject Code : AMT-103

M.Code : 14003

Date of Examination : 18-06-2024

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) Abstraction
- b) Radial balance
- c) Emphasis
- d) Pattern
- e) Line
- f) Value
- g) Texture
- h) Movement
- i) Variety
- j) Center of Interest.

SECTION-B

2. How can the use of lines in a design impact its composition?
3. In your opinion, how does art influence the design of everyday objects and spaces?
4. How do you balance negative and positive space in graphic composition, and what impact does this have on the overall design?
5. What is the importance of contrast in graphic composition, and how can it be used to guide the viewer's eye through a design?
6. What is the principle of balance in design composition, and how can it be achieved?

SECTION-C

7. How does the use of color impact graphic composition?
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. (Multimedia) (Sem.-3)

WEB DESIGNING TECHNOLOGIES

Subject Code : AMT/301

M.Code : 14015

Date of Examination : 11-06-2024

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. **Define the following :**
 - a) World Wide Web (WWW)
 - b) HTML Editor
 - c) Heading HTML Tags
 - d) Lists in HTML
 - e) Tables in HTML
 - f) Unpaired Tags
 - g) Unordered List
 - h) Formatting List
 - i) Cell Padding
 - j) Anchor Tag and attributes.

SECTION-B

2. What is an Internet? What are different modes to connect Internet?
3. What is the difference between paired and unpaired HTML tags?
4. How do you format a list in HTML?
5. What is cell spacing in HTML tables?
6. How do you align images in HTML?

SECTION-C

7. What are the different applications of the Internet? Explain in details.
8. What are the different text rollover techniques and its application?
9. What are the web-specific functions in Photoshop, such as image optimization, web-safe colors, and page slicing?



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B.Sc (Multimedia) (Sem.-4)
HISTORY OF MOTION PICTURE INDUSTRY
Subject Code : AMT-405
M.Code : 14025

DATE OF Examination : 13-05-2024

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. Answer briefly :

- a. Silent Motion Picture
- b. Parallel Cinema
- c. Golden Era of Indian cinema
- d. The Russian New wave
- e. Montage theory
- f. Neorealism
- g. RRR
- h. Alfred Hitchcock
- i. Avatar
- j. IFFI Goa.

SECTION-B

2. Discuss the contribution of Sir Charles Spencer Chaplin to the silent era.
3. Describe the intricacies of Cinematography Act 1952.
4. *The introduction of Talkies brought big changes in the film production process.* Comment
5. Discuss the studio system production of Hollywood.
6. Discuss the contribution of Bengali filmmakers like Satyajit Ray, Ritwik Ghatak & Mrinal Sen.

SECTION-C

7. Discuss the present scenario of Bollywood.
8. Discuss the growth of animation industry in India.
9. Appreciate the various elements of the film "Pink".



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Bachelor of Science (Multimedia) (Sem.-4)
ESSENTIALS OF EXECUTION & POST PRODUCTION
 Subject Code : AMT/401
 M.Code : 14021

Date of Examination : 07-05-2024

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) NURBS modeling
 - b) Ray-trace
 - c) Soft light
 - d) Depth
 - e) IK
 - f) Skinning
 - g) Stop motion Animation
 - h) Golden Ratio
 - i) Compositing
 - j) MP3.

SECTION-B

2. What are the advantages and disadvantages of Polygon Modeling?
3. What do you mean by shading in Maya? Describe the different shaders.
4. Discuss the Maya lighting process.
5. Describe the different types of Joints.
6. What do you mean by rendering? Explain the process and setting of rendering.

SECTION-C

7. Discuss the editing tools used in the process.
8. Describe the dubbing and the process of inserting background music.
9. Comment on the extensive use of visual effects in films.



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