

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: 18-12-2024

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 :

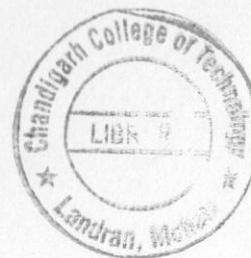
- a) List the types of computers on the basis of purpose.
- b) How OCR-works? Briefly explain.
- c) What are the benefits of application software?
- d) Differentiate RAM and ROM.
- e) Differentiate amongst Compiler, Interpreter and Assembler.
- f) How characters are represented in computers?
- g) Define bit and byte.
- h) What is an Internet?
- i) Discuss the working mechanism of Inkjet printer.
- j) Explain the characteristics of a computer.

SECTION-B

2. Define Memory. Explain the various types of memory.
3. Discuss the use of computer languages in development of software's. What are the advantages of high level languages?
4. What are the main functions performed by the CPU? Explain in brief.
5. Discuss the features of following types of operating system:
 - a) Time Sharing
 - b) Multiuser
6. Explain the various keys provided in a current keyboard of a Computer.

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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Total No. of Pages : 02

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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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May-June 2024

Roll No.

Total No. of Pages : 02

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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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Total No. of Questions : 09

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B.Sc (Multimedia) (Sem.-1)
PRINCIPLES OF ANIMATION
Subject Code: 2020010101

Subject Code : AMT-102

M.Code : 14002

Date of Examination : 14-06-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :
1. SECTION A : 50

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

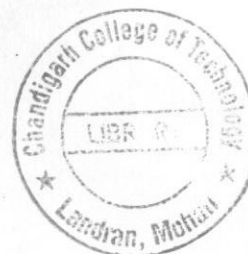
1. Write short notes on :
- a. Arcs
 - b. Fade out
 - c. Master background
 - d. Stretch
 - e. Flip books
 - f. Slow in
 - g. Disney
 - h. Stop Motion
 - i. 3D Animation
 - j. Importance of Visualization.

SECTION-B

2. Why imagination is considered an asset of animator?
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 significance of "Squash and Stretch" in animation. Provide examples of when and how it's used effectively in animation?
6. Discuss the role of "Anticipation" in creating believable and engaging animations. Provide an example of how anticipation can enhance a character's movement?

SECTION-C

7. What do you think the animation industry will be like in ten years?
8. How does motion graphics animation differ from traditional character animation?
9. Discuss the importance of "Staging" in animation. How can staging influence the viewer's focus and understanding of a scene? Provide an example of effective staging in an animated film or series.



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Total No. of Pages : 02

DESIGN AND COMMUNICATION

M.Code : 14003

Date of Examination : 18-06-2024

Time : 3 Hrs.

Max. Marks : 60

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?

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.



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Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

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

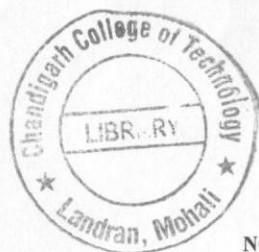
INSTRUCTION TO CANDIDATES :

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.



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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SECTION-B

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

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 :

- 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) 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.



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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Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

B.Sc. (Multimedia) (Sem.-3)
WEB DESIGNING TECHNOLOGIES

Subject Code : AMT-301

M.Code : 14015

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.
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) 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?



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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Total No. of Questions : 09

Subject Code : AMT/301

M.Code : 14015

Date of Examination : 11-06-2024

Time : 3 Hrs.

Max. Marks : 60

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.

1. Define the following :

- World Wide Web (WWW)
- HTML Editor
- Heading HTML Tags
- Lists in HTML
- Tables in HTML
- Unpaired Tags
- Unordered List
- Formatting List
- Cell Padding
- Anchor Tag and attributes.

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?

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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Roll No.

Total No. of Pages : 02

Subject Code : AMT-405

Date of Examination: 09-12-2024

Max. Marks : 60

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.

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

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?

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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Roll No.

Total No. of Pages : 02

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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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Total # of Pages : 02

Total No. of Questions : 09

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.
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) 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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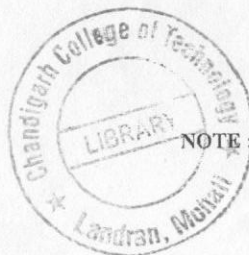
SECTION-B

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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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Total No. of Questions: 09

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

Subject Code : AMT-503

Date of Examination : 25-11-2024

Max. Marks : 60

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.

- a) Advertisements
- b) Reception Theory
- c) Film criticism
- d) Romantic comedy
- e) Theater vs Cinema
- f) Formalist Film Theory
- g) Dark Comedy
- h) OTT Platforms
- i) Censorship
- j) Digital Video.

2. What was the best scene in your favorite movie and why?
3. In what ways do consumers influence the production of media content?
4. How do personal preferences and tastes affect the consumption of media content?
5. In what ways has feminist film theory influenced contemporary film and television narratives?
6. How do you feel about the rise of superhero movies in recent years?

7. How do you feel about the way the horror genre 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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