

Roll No.

Total No. of Pages: 02

Total No. of Questions: 09

B.Sc. (Multimedia) (Sem.-1)
PRINCIPLES OF ANIMATION

Subject Code: AMT-102

M.Code :14002

Date of Examination: 09-06-2026

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 short notes on:

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



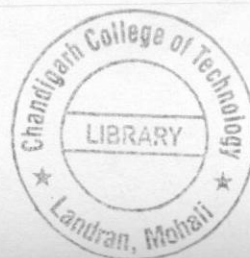
SECTION B

2. Explain how "Slow in and Slow Out" affects the emotional feel of an animated action.
3. Describe the principle of "Solid Drawing" and its importance in the age of 3D computer animation.
4. How can an animator use the principle of "Appeal" to make a villainous character interesting and memorable?
5. Explain the concept of "Secondary Action" and how it supports the primary action in a scene.
6. Describe a scenario where "Exaggeration" would be crucial for effectively communicating a character's emotional state.

SECTION C

7. Compare and contrast the "Pose to Pose" and "Straight Ahead Action" methods of animation.
8. Trace the evolution of animation from its early optical toys to the first full-length cel-animated feature film.
9. "Squash and Stretch," "Anticipation," "Timing," and "Follow Through" are often considered the core principles for giving life and weight to an object. Elaborate.

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Roll No.

Total No. of Pages: 02

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

Subject Code: AMT-103

M.Code: 14003

Date of examination: 11-06-2026

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 the following questions:

- What is the main goal of the 'Ideation' phase in design?
- List two factors that can act as 'Noise' in the communication process.
- What is the purpose of a grid system in layout design?
- Briefly explain what a 'Sitemap' is.
- What is A/B testing in the context of digital design?
- Name two principles of visual hierarchy.
- Define the term "Focal Point" in visual composition.
- How does 'value' contribute to the mood of a composition?
- What is the role of 'negative space' in a composition?
- Differentiate between 'Proximity' and 'Alignment' as principles of grouping.



SECTION-B

2. Describe the concept of 'Visual Weight' and list three factors that affect it.
3. Compare 'Radial Balance' with 'Crystallographic Balance' (all-over pattern), providing an example for each.
4. How can the strategic use of 'White Space' improve the readability and elegance of a design?
5. Discuss the role of 'Movement' in guiding a viewer's eye through a composition. What elements can create a sense of movement?
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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Total No. of Pages: 02

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B.Sc (Multimedia) (Sem.-1)
BASIC COMPUTER SKILLS

Subject Code: AMT-101

M.Code: 14001

Date of Examination: 13-06-2026

Time: 3 Hrs.

Max. Marks: 60

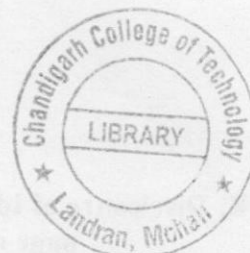
INSTRUCTIONS TO CANDIDATES:

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. Answer the following questions:

- (a) Define Hardware
- (b) Write any two components of a computer.
- (c) What is the purpose of Main Memory?
- (d) Define Secondary Storage.
- (e) Give one example of input and one example of output device.
- (f) Name two types of mouse used in computers.
- (g) Define utility software with one example.
- (h) What is the difference between software and hardware?
- (i) Mention one use of computers in Industry
- (j) Write one application of computers in Commerce.



SECTION-B

2. Explain the basic introduction and classification of computers.
3. Draw the block diagram of a computer and explain ALU, CU, and memory unit.
4. Write short notes on: (a) Hard Disk (b) Floppy Disk (c) Scanners.
5. Differentiate between system software and application software with suitable examples.
6. Explain the role of computers in the Animation Industry.

SECTION-C

7. Write a detailed note on software and its types with examples.
8. Explain in detail the applications of computers in Management, Sports, and Internet with suitable examples.
9. Discuss the input/output devices and their importance in computer systems.



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

Subject Code :AMT-201

M.Code : 14009

Date of Examination : 09-05-2026

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

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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:

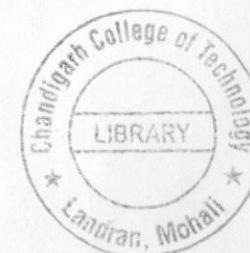
- a) Define communication.
- b) Name any four components of the communication process.
- c) What do you mean by barriers to communication?
- d) Write any two benefits of effective communication at the workplace.
- e) What are the 7 C's of effective communication?
- f) Differentiate between hearing and listening.
- g) What is a business letter?
- h) What is the purpose of a cover letter?
- i) What is oral communication?
- j) Mention any two strategies for improving oral presentation.

SECTION-B

2. Highlight the importance of effective Oral presentation skills in professional setup.
3. Describe the process of communication with the help of a suitable diagram.
4. Discuss in detail 3 step writing process by taking suitable examples.
5. Discuss the 7 C's of effective communication with suitable examples.
6. Suggest some effective strategies for improving Oral presentation at workplace.

SECTION-C

7. What is written communication? Explain the process of preparing effective business messages. Also discuss the qualities of a good business letter.
8. What is report writing? Explain the different kinds of reports. Write a detailed note on requisites of effective report writing.
9. Explain oral communication in detail. Discuss the role of effective speaking during job interviews in professional setup.



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Total No. of Pages :02

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

FUNDAMENTALS OF PRE-PRODUCTION

Subject Code :AMT-303

M.Code :14017

Date of Examination: 08-06-2026

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:

- What is pre-production? State its role in the animation pipeline.
- Define 'concept' in the context of animation filmmaking.
- Name the three essential structural elements of a story.
- What is a screenplay? Mention any two elements of a screenplay.
- Define 'character development' and briefly explain what a model sheet is.
- What is the difference between physical attributes and visual appearance of a character?
- What is a storyboard? Why is it considered a visual script?
- What do you understand by 'props' in animation? Give two examples.
- Define visual references. Give one example of a type of visual reference.
- What is dubbing? Briefly explain the process of dubbing dialogues in animation.



SECTION-B

2. Explain the basics of pre-production and its importance in creating an animation project.
How does a well-planned pre-production phase affect the overall quality of the final animation?
3. Describe the process of developing a concept for animation. What makes an animation concept strong and effective? Illustrate with a brief example.
4. Define screenplay and list its essential elements. Explain how a screenplay differs from a story outline.
5. Explain the role of character development in animation. Discuss physical attributes, visual appearance, and nature as key components.
6. Describe the role of props and environment illustration in animation pre-production. How does creating a blueprint help in building the animation world?

SECTION-C

7. Explain the complete process of creating a storyboard for an animated film. Discuss the importance of storyboarding in filmmaking and how it helps in visualising sequences before production.
8. Discuss the different types of visual references used in animation pre-production. How do visual references help animators and artists maintain consistency and quality? Support your answer with relevant examples.
9. Explain the process of dubbing in animation including dialogue dubbing, voiceovers, and song recording.

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

Subject Code : AMT-301

M.Code :14015

Date of Examination : 10-06-2026

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) Write a HTML code to display an image.
 - b) What are different modes of connecting to internet?
 - c) What is WWW?
 - d) What is web server?
 - e) List three applications of internet.
 - f) What is use of HEAD and TITLE tag.
 - g) Explain the tag used to draw the table in HTML.
 - h) Explain the tag used to create hyper links.
 - i) Which tag is used to set the fonts in HTML.
 - j) What is CSS?



SECTION-B

2. What is List? Write the syntax to create ordered and unordered list in HTML.
3. Discuss briefly about Frames with an example?
4. Explain the Document Structure of HTML with an example.
5. Write short notes on client side storage?
6. Discuss in detail about Font and Text styles in CSS?

SECTION-C

7. Write a HTML program to implement student registration form?
8. What are CSS selectors? Describe different methods to insert CSS in a HTML document?
9. List and explain the text rollover techniques and applications?



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

Subject Code : AMT-405

M.Code : 14025

Date of Examination : 12-05-2026

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. Answer briefly:

- (a) What is 'persistence of vision' and why is it fundamental to cinema?
- (b) Name the first Indian talkie and the year it was released.
- (c) Define 'mise-en-scène' in the context of film making.
- (d) What distinguishes German Expressionist cinema from other silent-era movements? Name one film.
- (e) What is the significance of 'The Birth of a Nation' (1915) in film history?
- (f) Name India's first feature-length film and its director.
- (g) What does the Cinematograph Act 1952 primarily regulate?
- (h) Name any two significant Indian animated films produced after 2000.
- (i) What is the difference between a 'talkie' and a silent film?
- (j) Name any two major OTT platforms that have significantly impacted the Indian Film Industry.



SECTION-B

2. Discuss the contributions of Thomas Edison to the early development of cinema. How did his inventions shape the industry?
3. Write a note on the emergence of narrative cinema. How did filmmakers in the silent era move from single-shot films to storytelling?
4. Explain the impact of French New Wave Cinema on world filmmaking. Name at least two key directors and their works.
5. Write a note on the Cinematograph Act 1952. Discuss its purpose, key provisions, and its role in regulating the Motion Picture Business in India.
6. Discuss any one significant Indian film of your choice. Cover its synopsis, producer, director, and principal cast.

SECTION-C

7. Trace the evolution of cinema in India from the silent era to the present day. Discuss the key milestones, the transition to talkies, and the current global standing of Indian cinema.
8. Discuss in detail the growth and evolution of the Indian Animation Film Industry. What are the key challenges and opportunities it faces in the global market?
9. Analyze the present scenario of the Indian Film Industry. Discuss changing audience preferences, the role of digital/OTT platforms, and the future outlook of Bollywood.

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B.Sc(Multimedia) (Sem.-4)
ESSENTIALS OF EXECUTION & POSTPRODUCTION

Subject Code :AMT-401

M.Code :14021

Date of Examination : 09-05-2025

Time : 3 Hrs.

Max. Marks : 60

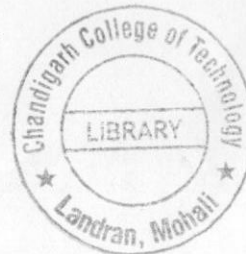
INSTRUCTIONS TO CANDIDATES :

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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) Define NURBS modelling and state one advantage over polygon modelling.
- b) What is UV mapping? Why is it important in character texturing?
- c) Name any two types of lights available in Autodesk Maya.
- d) Define Inverse Kinematics (IK). How does it differ from Forward Kinematics?
- e) What is keyframe animation? Give one real-world application.
- f) Name any two software tools commonly used as 3D renderers.
- g) What do you mean by 3D asset management? Why is it important in production?
- h) Define compositing in the context of post-production.
- i) What is chroma keying in visual effects? Give one example of its use.
- j) Differentiate between dubbing and voice-over in post-production.



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SECTION-B

2. Compare NURBS modelling and Polygon modelling. Discuss the advantages and disadvantages of each, and suggest which is more suitable for hard-surface and organic modelling respectively.
3. Explain UV texturing of characters and props in Maya. Describe the UV unwrapping process and differentiate between at least three types of Maya shaders (e.g., Blinn, Phong, Lambert) with suitable examples.
4. Describe the types of shadows in Maya (Depth Map and Raytraced). Compare their rendering costs and quality. In which scenario would you prefer one over the other?
5. Explain the rigging process for a biped character. Discuss the role of joints, joint orientation, and the types of skinning (Rigid and Smooth Skinning) with their pros and cons.
6. Describe the rendering process in a 3D animation pipeline. Compare at least two types of renderers (e.g., Arnold, Mental Ray, V-Ray) in terms of render quality, speed, and use case.

SECTION-C

7. Explain in detail the different types of animation techniques used in 3D production (e.g., keyframe, procedural, motion capture, dynamics).
8. Describe the complete compositing pipeline in post-production. What are the key stages involved?
9. Explain the editing process in post-production of an animation project. What are the major editing stages and what tools are used (e.g., Premiere Pro, DaVinci Resolve)?

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Total No. of Pages : 02

Total No. of Questions : 09

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

MEDIA THEORY

Subject Code : AMT-503

M.Code : 14029

Date of Examination : 11-06-2026

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) Define 'media' and briefly mention any two forms of mass media.
- (b) What is the Theory of Production and Consumption of Media Content?
- (c) Name any two key theorists associated with Theories of Spectatorship.
- (d) What does the term 'male gaze' refer to in film theory?
- (e) Define Reception Theory in one or two sentences.
- (f) List any two major film genres and their defining characteristics.
- (g) What is the purpose of semiotics in the analysis of advertisements?
- (h) Distinguish between auteur criticism and genre criticism in brief.
- (i) What is meant by 'digital video transformation from consumer to 'user'?
- (j) Define 'cultural hegemony' in the context of media and cultural theory.



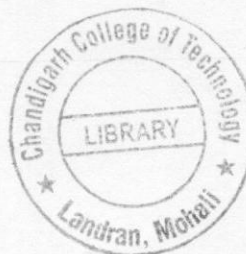
SECTION-B

2. Explain the relationship between Film and Television as media forms. How has television challenged the dominance of cinema in shaping public taste?
3. Discuss Laura Mulvey's contribution to Feminist Film Theory. How does psychoanalytic theory underpin her argument?
4. Explain the concept of Film Genres. Choose any one genre (e.g., Western, Horror, or Musical) and describe its key conventions.
5. What are the key principles of Formalist Film Criticism? How does it differ from Realist Film Criticism?
6. Discuss the concept of 'Ideology' in Media and Cultural Theory. How do media institutions reproduce dominant ideologies?

SECTION-C

7. Critically examine the major Theories of Spectatorship with reference to at least two theorists. How do these theories explain the psychological relationship between the viewer and the film?
8. Analyse the role of Reception Theory in understanding how audiences interpret media texts. Discuss Stuart Hall's Encoding/Decoding model in detail.
9. Evaluate the evolution of advertising as a media form. Discuss the techniques used in advertisements to construct meaning and influence consumer behaviour, using relevant examples.

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

Subject Code :AMT-501

M.Code :14027

Date of Examination: 09-06-2026

Time : 3 Hrs.

Max. Marks : 60

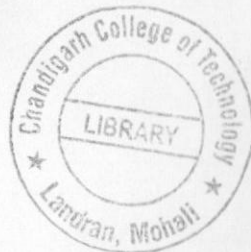
INSTRUCTIONS TO CANDIDATES :

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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 the term 'Aesthetics'. How is it different from the philosophy of art?
- b) What do you understand by 'Aesthetic Experience'? Give one example.
- c) Name any three of the Five Schools of Indian Aesthetics.
- d) Who was Bharatmuni and what is the significance of the *Natyashastra*?
- e) Define *Shringara Rasa* (Love) with a brief example from Indian literature.
- f) What is *Vira Rasa*? in which context is it experienced?
- g) Explain 'Unruffled Feeling' (*Shanta*) as a type of *Bhava*.
- h) What is meant by 'Oneness with God' as a *Bhava*?
- i) What is Applied Media Aesthetics?
- j) Name two Fundamental Elements of Applied Media Aesthetics.



SECTION-B

2. Compare and contrast Plato's and Aristotle's views on the nature of art and beauty. How do their perspectives differ fundamentally?
3. Write a detailed note on Bharatmuni's contribution to Indian Aesthetics. How does the Natyashastra serve as a foundational text?
4. Explain any five types of Rasa from the Nine Rasas with suitable examples from Indian art, literature, or performance.
5. Describe 'Comrade Feeling' and 'Mother-Child Feeling' as types of Bhavas. How do these Bhavas shape artistic expression?
6. What are the Fundamental Elements of Applied Media Aesthetics? Briefly explain how they are applied in mass media.

SECTION-C

7. Discuss the Five Schools of Indian Aesthetics in detail. What are the unique philosophical contributions of each school to the understanding of art and beauty?
8. Explain all nine types of Rasa with suitable examples from Indian classical literature, dance, or theatre. How does Rasa theory provide a framework for aesthetic experience?
9. Differentiate between Applied Media Aesthetics and Traditional Aesthetics. Why is this distinction significant in the context of contemporary journalism and digital media? Illustrate with examples.

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B.Sc (Non-Medical) (Sem.-6)

MODERN ALGEBRA

Subject Code :BSNM605-18

M.Code :79497

Date of Examination : 14-05-2026

Time : 3 Hrs.

Max. Marks :50

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying ONE 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) Show that every cyclic group is abelian.
- b) Give an example of a non-abelian group.
- c) If G is a group then show that $(ab)^{-1} = b^{-1}a^{-1}$, for all $a, b \in G$.
- d) Give elements of the quotient group $\mathbb{Z}/3\mathbb{Z}$.
- e) Consider $H = \{(I), (12)\}$ and $K = \{(I), (13)\}$, two subgroups of S_3 , find HK .
- f) Define an integral domain giving an example.
- g) Every subring is not an ideal. Justify with an example.
- h) Define prime and maximal ideals.
- i) Define quotient ring.
- j) State fundamental theorem of ring homomorphism.

SECTION-B

2. If H is a subgroup of G of index 2 in G . Then show that H is a normal subgroup of G .
3. Prove that G is abelian if and only if the mapping $f: G \rightarrow G$ defined by $f(x) = x^{-1}, \forall x \in G$ is an automorphism.
4. If $o(G) = p^2$, where p is a prime number then show that G is abelian.
5. If R is an integral domain then prove that $R[x]$ is also an integral domain.
6. Define a simple ring. Prove that a division ring is a simple ring.

SECTION-C

7. a) If H and K are finite subgroups of a group G then show that $o(HK) = \frac{o(H)o(K)}{o(H \cap K)}$.
- b) If $f: G \rightarrow G'$ is a homomorphism then show that kernel of f is normal subgroup of G .
8. a) If N_1 and N_2 are normal subgroups of G then show that $N_1 = N_2$ if and only if

$$G/N_1 = G/N_2.$$

- b) For a finite non-commutative ring R , show that every prime ideal of R other than R is a maximal ideal of R .
9. a) Let I and J be two ideals of a ring R such that $I \subseteq J$. Then prove that $\frac{R/I}{J/I} \cong \frac{R}{J}$.
- b) Prove that the kernel of a ring homomorphism from a ring R into a ring R' is an ideal of R .

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B.Sc Multimedia (Sem.-6)
PUBLICITY DESIGNING AND MEDIA LAWS
 Subject Code: AMT-601
 M.Code: 14033

Date of Examination: 05-05-2026

Time: 3 Hrs.

Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

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SECTION-A

1. Write briefly on the following:

- (a) Brand Mascot
- (b) Posters
- (c) Style Guides
- (d) Cutout
- (e) Brochures
- (f) Banners
- (g) Trade Fairs
- (h) Info-graphic
- (i) Trademark
- (j) Television



SECTION-B

2. Explain how the 'Press Council of India' acts as a watchdog for journalistic conduct.
3. Describe the key elements one should consider while designing a logo for a new company.
4. What is the 'Doctrine of Fair Comment' in the law of defamation?
5. How can a publicity designer effectively use social media metrics to measure the success of a campaign?
6. Discuss the ethical considerations involved in using before-and-after images in a health product advertisement.

SECTION-C

7. "A successful publicity campaign is a blend of creative design and legal compliance."
Elaborate on this statement by discussing the creative process of campaign design.
8. Describe the contribution of Prasara Bharati toward Indian society.
9. Describe and discuss the provisions of copyright act.

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