

Branch - VISUAL COMMUNICATION

MULTIMEDIA & GRAPHICS

Time: Three Hours

Maximum: 75 Marks

SECTION-A (20 Marks)

Answer ALL questions

- ^ , ALL questions carry EQUAL marks (10x2 = 20)
- 1 Define Animation.
 - 2 Define Multimedia.
 - 3 Name any two Video formats.
 - 4 What is Non-Linear editing?
 - 5 Give example for electronic music. •' - \ ,
 - 6 What is 3D animation? ,
 - 7 What is Texture?
 8. Define typography.
 - 9 What is masking? ' * ' 5 .
 - 10 Name any two special effects used in photoshop.

SECTION - B (25 Marks)

Answer ALL Questions

' ALL Questions Carry EQUAL Marks (5.x 5 = 25)

- 1 i a Differentiate interactive and non interactive applications of multimedia with examples.
OR
b Explain the principles of animation. > - *
- 12 a What is montage? Explain. ' > - *
/ ^ : ' OR, .- ; , , • ' § • • •
b Explain the basics of audio.
- 13 a Discuss the advantages of video compression with example.
OR
b Explain inverse kinematics.
- 14 a Discuss Elements of Design. .
• • • • •' OR
b What is a layout? Explain the types. •
- 15 a Detail the process of retouching with photoshop.
, . - : . - OR . . . • . • • . . .
b What is special effect? Detail the relevance with suitable, example. •

SECTION - C (30 Marks!)

Answer any THREE Questions

ALL Questions Carry EQUAL Marks (3 x 10 = 30)

- 16 : ' What role does multimedia play in the broadcast field? Explain. ; * • i
- 17 Discuss the various audio and video formats available with their application in the industry. > • , > - 7\, • •
- 18 Write Short note on i) Sound track ii) Sound card ^
iii) Character Modeling iv) Lighting techniques in 3D animation, '
- 19 Discuss principles of design. v ,
- 20 Discuss the process of making an image ready for web using photoshop.