18VCU06

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)
BSc DEGREE EXAMINATION DECEMBER 2019
(Second Semester)

Branch - **VISUAL COMMUNICATION (ELECTRONIC MEDIA)**

MULTIMEDIA & GRAPHICS

Time: Three Hours   Maximum: 75 Marks

SECTION-A (10 Marks!
Answer **ALL** questions
ALL questions carry **EQUAL** marks   (10 x 1 = 10)

1   Adding_____ to objects on your slides not only controls the flow of infonnation, but adds interest to your presentation.
(i) background (ii) animation (iii) transition (iv) popups

2   Vector graphics is composed of
(i) pixels (ii) paths (iii) palette (iv) bitmap

3   Several graphics image file formats that are used by most of graphics system are
(i) GIF (ii) JPEG (iii) TIFF (iv) All of these

4   The process of planning your multimedia presentation is known as_____
(i)   storyboard   (ii) design
(iii) development   (iv) layout

5   The imported files get stored in_____
(i)   the file area   (ii) the clip bin
(iii) the repository   (iv) the project

6   What is the name of popular software used for creating 2D animation for use in web pages?
(i)   Corel draw   (ii) Flash
(iii) Banner creator   (iv) Hay a

7   Footage is downloaded from the cameras onto laptops using
(i)   A modem   (ii) Streamingtechnology
(iii) Firewire   (iv) USB

8   The father animation?
(i) Walt Disney   (ii) J. Stuart Blackton
(iii) William Hornes   (iv) J.A. Ferdinan Plateau

9   Which Photoshop tool can be used to 'quickly' select an area?
(i) Paint bucket   (ii) Paintbrush
(iii) quick selection tool   (iv) rotate tool

10   What is the option in 3D that regenerate your final image or animation?
(i) playing (ii) save (iii) generation (iv) rendering

SECTION - B (25 Marks!
Answer **ALL** questions
ALL questions carry **EQUAL** Marks   (5 x 5 = 25)

11 a   Compare interactive and non interactive applications in multimedia.
OR

12 a Explain about the non-linear editing applications in films today.
OR
b Describe working with video and its applications.

13 a Summarise the principles of design in detail.
OR
b Narrate the fundamentals of layout with examples.

14 a Sketch the special features of 2D animation technique.
OR
b Explain the need and importance of animation industry in various fields.

15 a Summarise the application of visual effects in film today.
OR
b Narrate motion capturing technique application in films with examples.

SECTION -C (40 Marks)
Answer **ALL** questions
ALL questions carry **EQUAL** Marks (5 x 8 = 40)

16 a Outline the technique of animation in film.
OR
b Distinguish the multimedia application in broad casting.

17 a Summarise the video conversions resolution.
OR
b Describe the conversation techniques used in video editing.

18 a Briefly elucidate the role of graphic communication today.
OR
b Differentiate briefly vector and raster graphics.

19 a Differentiate briefly 2D and 3D animation.
OR
b Explain the application of key frame animation in the industry with example.

20 a Briefly summarise any one 3D animation film you have detected.
OR
b Discuss the application of virtual reality and its need in the society.

Z-Z-Z END