

BA Multimedia

Semester VI

Model Questions & Question Bank

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B.A MULTIMEDIA DEGREE EXAMINATION (CBCSS)

SEMESTER VI

PAPER 6-1 EDITING PRINCIPLES - Part II (Practical)

Time: 4 Hrs.

Max. Weight: 25

1 Hr. for Pre-editing Work – Capturing Visuals

3 Hrs. for Practical Work

As a part of paper 6-1, of 6th semester each student is assigned an editing practical work of 3 minutes duration. The examination is the assessment of the completed project to provide the student with the artistic and technical applications.

Scheme of Examination

During the sixth and final semester of this course, each student will be allotted an editing practical from already shot video rushes. Duration of the edited version should be within 3 minutes. Each student is expected to work on the non linear method. He/She has to capture the visuals on the hard disc himself / herself after the approval of the concerned faculty. The project is fiction based. The completed project will be evaluated by the examiner duly appointed by the university.

The candidate will keep a production diary of the earlier practical classes for internal assessment. The editing will be completed with in three hours.

1. The edited version prepared by the student will be assessed by the university examiner and weights will be allotted as follows:
 - a. Technical Values - 8
 - b. Artistic application - 8
 - c. Total Effect - 9
- Total Weight - 25**

Parameters of Practical Examination

1. The completed editing project should be within 3 minutes.
2. Each student should do his work himself/herself – no faculty assistance will be provided.
3. The practical examination will be supervised by a faculty.
4. All students should strictly comply with the animation scheme of the university.

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PAPER 6–2 INTRODUCTION TO ANIMATION – Part II (PRACTICAL)

Model Question I

Time: 5 Hrs.

Maximum Weight: 25

Answer any One from the following questions.

1. Design the interior of the given scene. Give realistic materials and textures. Simulate day light using light techniques. Render at least 3 camera angles for final output.
2. Model the given prop using low polygon modeling technique. Give realistic textures. Render at least 3 camera angles for final output.
3. Model your own watch with 3D tools. Light up and render the scene with suitable materials.
4. Model a children's study room with suitable textures and lighting.

(1 × 25 = 25)

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PAPER 6–2 INTRODUCTION TO ANIMATION – Part II (PRACTICAL)

Model Question II

Time: 5 Hrs.

Maximum Weight: 25

Answer any One from the following questions.

1. Design a children's park. Simulate the effect of sunlight in the morning. The textures should be funny and attractive. Use at least 3 camera angles to render the still image of the scene.
2. Design an interior scene. You can use one of the given blue prints for your design. Render the scene with suitable lighting. Use realistic textures. Render at least 3 camera angles in jpeg format.
3. Design a funny car with patch or polygon modeling technique. Render the car by applying metallic materials.
4. Design any one of the given scene with proper lighting. You have the right to alter the scene but keep the texturing style as it is. Render the scene with various camera angles.

(1 × 25 = 25)

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PAPER 6-3 ELECTRONIC JOURNALISM (PRACTICAL)

Written and Practical Examination Scheme

Time: Project period

Maximum Weight: 25

Section A

Prepare and present a paper on any of the following or related topics

Sample topics for presentation

1. Developments in the first half of 20th century that made broadcast media the most powerful among its predecessors.
2. Role of Radio before and after independence in India.
3. State of news reporting in Indian television channels with respect to the international scene.
4. Educational Television in India
5. Radio Commercials
6. Doordarshan
7. News as entertainment
8. All India Radio
9. FM Radio in India
10. Audio programme Design
11. Electronic News Gathering
12. Web Journalism
13. Television Anchoring
14. Community Radio
15. Television news production
16. Writing for television
17. Soap Opera
18. Entertainment shows in TV
19. Radio and TV Programme research
20. Blogging
21. World Wars and broadcasting
22. Newsreels
23. Viewership and listenership
24. Satellite and Cable television
25. DTH
26. Prasar Bharati
27. Internet
28. Alternative & Development Journalism
29. Special effects in TV
30. Satellite Radio

Guidelines:

1. Each student will get 15 minutes for presentation of the topic
2. 10 minutes will be available for open discussion / defense

3. Each presentation will be judged on clarity of thought, Content quality, innovative ideas, method and style of presentation
4. Pictures, Graphs and photographs should be provided on relevant sub topics during presentation
5. A 2000 word, well-researched write up should be submitted to the supervisor at the time of presentation. The write up should include references and bibliography

Weights:
5

SECTION B

Produce a 5 minute news/ current affairs interview for radio

Guidelines:

1. The student will produce the interview in one day
2. Interview may be recorded in the studio.

Weights: 7

SECTION C

Produce a 2 minute news story for television

Guidelines:

1. The news story will be produced as ENG (direction, camera work and editing done by the student him/ herself)
2. The student will be permitted to travel 5 Km from college for the purpose of gathering visuals/ interviews
3. Three hours will be provided for shooting and three hours for editing and sound work

Weights: 10

Parameters:

Section A, B, and C would be completed by the students during the sixth semester. The schedule for each work will be prepared by the supervisor.

Being an examination paper, each candidate would complete the work by him/ herself. Student units will be provided for the work.

External Assessment Scheme

Section A	-	5 Weights
Section B	-	7 Weights
Section C	-	10 Weights
Viva Voce	-	3 Weights
Total	-	25 Weights

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PAPER 6-4 ANIMATION PROJECT

Max. Weight: 25

Project Evaluation Scheme

Students develop an innovative body of work making use of the skills and knowledge acquired during the previous Animation papers. Working closely with the professor, students define specific production goals to complete their animation projects. Students should do Group projects and Individual projects to complete the “Animation Project” paper. They allowed to start their works only after the approval of the Work Plan by the faculty in charge. They should complete their projects within a prescribed time.

Individual Projects:

1. Flip book creation.
2. Creating house-hold objects with 3D modeling techniques.
3. Creating an indoor scene with proper lighting.

After completing the above projects, students should submit it for evaluation along with written materials and soft copies.

Parameters of Practical Examination

1. During the course of semester VI, a time table and schedule will be issued by the department for the conduct of the above practical examination
2. The examination is evaluation of group and the individual projects completed by the students under the guidance of a supervising faculty.
3. Group Projects comprise of
 1. Time Lapse Animation
 2. Stop Motion
 3. Pixilation
4. Groups will be formed by the department and the students should complete the projects during the semester as per the schedule and the deadline issued by the supervising faculty.
5. The individual projects are to be assessed and evaluated by the university as external examination for a total weight of 25
6. Each student has to do three projects.
 1. Flip book
 2. Creating house hold objects with 3D modeling techniques
 3. Creating an indoor scene with proper lighting

7. Each candidate has to choose story/concept/theme and get it approved by the supervising faculty before starting the work
8. Depending on the nature and type of projects chosen by the candidate, separate deadline and time table will be issued for each working stage of the project.
9. Basic facilities like computer lab would be to the candidates. Any additional inputs and materials needed would have to be borne by the candidate.
10. All written work necessary would have to be submitted as per given deadlines and got approved by the supervising faculty. Candidates can proceed to the next stage only after the approval of each preceding stage.
11. Written materials and completed projects would be submitted for evaluation by university examiner. Weights will be awarded as follows

Flip book	- 7 weights
Creating house hold objects with 3D modeling techniques (Minimum 6 objects)	- 8 weights
Creating an indoor scene with proper lighting	- 10 weights
Total Weights	- 25

12. Any project remaining incomplete will be assessed as it is.
13. Students have to strictly follow the time schedule and deadlines issued by the supervising faculty.
14. Candidates have to strictly comply with the examination scheme of the university.

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PAPER 6-5 VIDEO PROJECT

Max. Weight: 25

Examination Scheme

As a part of Paper 5 (Unit V) of semester VI, each student is assigned a practical work of production of a five minutes video programme. The examination is the assessment of the completed project.

Scheme of examination: -

During the sixth and final semester of this course, each student will be allotted a video project (fiction or non fiction) of 5 minutes duration, which he/she has to write, shoot and complete as a video programme. The candidate has to write, direct and do the camera work himself / herself. Faculty support will be provided for post production work. And the completed project will be evaluated by the examiner duly appointed by the university.

1. During Pre-shooting stage, he/she will have to prepare a shooting script using the following stages.

- a. Synopsis - 2
- b. Treatment - 2
- c. Screenplay - 2
- d. Shooting script - 2

Total (Weight) - 8

The work will have to be completed as per the dates and deadlines issued by the supervising faculty. Written materials are to be submitted in a record book along with the completed film for evaluation by the university examiner.

2. The project prepared by the student will be assessed by the university as follows: -

- a. Record book - 8
- b. Project - 14
- c. Viva - 3

Total (Weight) - 25

Any project remaining incomplete as on date of evaluation would be assessed as it is.

Parameters for Production.

1. The completed video project should not exceed 5 minutes in duration. And the total duration of rushes should not exceed 20 minutes.
2. Students should work in units of 5 members, each one being assisted by others in turn.
3. Units and order of shooting will be fixed by the department.
4. Each candidate would be given two days for shooting, one day for editing and one day for sound post production.
5. Candidate himself / herself should do the writing, direction and camera work.
6. All post production works including editing and sound would be executed by faculty.
7. Shooting will be permitted only within 10 kilometers of the campus.
8. All shooting to be done in day light / available light and no artificial light will be permitted.

9. Each student would have to strictly follow the production schedules and deadlines issued by the supervising faculty.
10. All students should strictly comply with the examination scheme of the university.

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