

Sr. No. 1795

Exam Code: 112203

Subject Code: 3571

Bachelor of Vocation (Animation) - 3rd Sem.

(2118)

Paper: Paper-I

Introduction to Photography

Time allowed: 3 hrs.

Max. Marks: 50

Note: Attempt 5 questions in all, selecting at least one question from each Section. Each question carries equal marks.

Section A

- 1) Discuss latest trends of photography.
- 2) Discuss various types of photography in detail.

Section B

- 3) What is a camera lens? Discuss its types.
- 4) Write a note on a) Aperture b) Shutter Speed c) Depth of field d) Rule of thirds

Section C

- 5) Discuss various types of camera angles.
- 6) Discuss framing of various types of camera shots.

Section D

- 7) 'Photography is an art.' Discuss
- 8) Write a note on various rules of composition.

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Sr. No. 1797

Exam. Code: 112203
Subject Code: 3573

Bachelor of Vocation (Animation) - 3rd Sem.

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Paper-III

Video Editing

Time allowed: 3 hrs.

Max. Marks: 25

Instructions: The candidates are required to attempt any five questions out of the given. All questions carry equal marks.

1. What is Video Editing? Explain Non-linear Editing in detail.
2. Explain various tools that we come across while doing video editing with the help of Premiere Pro software.
3. What is the importance of Time Code in editing?
4. Explain following terms
 - d) Aspect Ratio
 - e) Frame Rate
 - f) Importing
5. What do you understand by Rough Editing? How is it done using different tools?
6. Explain following
 - d) Establishing
 - e) Emotional Fixing
 - f) Rubber Band
7. What do you understand by Color Correction? How is it done?
8. What is Final Cut Pro (FCP)? How is it different from earlier editing softwares.

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Sr. No. 1798

Exam. Code: 112203

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Paper-IV

3D Maya Texturing & Lighting

Time allowed: 3 hrs.

Max. Marks: 25

Instructions for Students: -

Attempt 5 out of 8 questions. Each question carries 5 marks.

5X5=25 marks

Q1. What do you understand by the term "UV Mapping"? Explain its types.

Q2. Explain the working of the UV texture editor?

Q3. Explain Blinn, Ocean shader and Surface shader.

Q4. What do you mean by Displacement map, Bump map and transparency map.

Q5. Explain Point and Direct Light.

Q6. What is "three-point lighting"?

Q7. Explain Lighting passes.

Q8. What do you mean by Final gather and Global illumination?

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