

(6 pages)

Reg. No. : .....

**Code No. : 20529 E Sub. Code : EMVC 31/  
FCVC 31**

B.Sc. (CBCS) DEGREE EXAMINATION,  
NOVEMBER 2025

Third Semester

Visual Communication — Core  
MULTIMEDIA PRODUCTION

(For those who joined in July 2023 onwards)

Time : Three hours Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. What is another synonym for the graphics

(a) Chalk (b) Images  
(c) Granite (d) All the above

2. What are the two main types of graphics

(a) Bitmap and raster (b) Bitmap and vector  
(c) Vector and raster (d) None of the above

3. Which term means converting an image to grid of pixels

(a) Pixelating (b) Pixies  
(c) Rasterizing (d) None of the above

4. What is image resolution

(a) The number of lines per inch  
(b) The number of resolutions per inch  
(c) The number of pixels per inch  
(d) All the above

5. In relation to image resolution what does dpi stand for

(a) Dots per inch (b) Depth per inch  
(c) Data per inch (d) Printer

6. Which file format is best suited for graphics with few colours

(a) BMP (b) JPEG  
(c) GIF (d) TIFF

7. Frame buffer on a black and white system with one bit for pixel

(a) Bitmap (b) Pix map  
(c) Multimap (d) All the above

8. Which software applications would be best suited for animations

(a) Flash CS6 (b) Photoshop  
(c) Excel (d) GIMP

9. Graphics with limited features are known as

(a) Active graphics  
(b) Passive graphics  
(c) Gray scale image  
(d) None of the above

10. Computer graphics is used in many DTP software's as

(a) Photoshop  
(b) Paint brush  
(c) Both (a) and (b)  
(d) None of the above

**PART B — (5 × 5 = 25 marks)**

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) What are digital technologies?  
Or  
(b) What is meant by computer architecture?

12. (a) What are computer graphics standards?  
Or  
(b) Write about multimedia operating systems.

13. (a) What is 2D graphic design?  
Or  
(b) What is digital image representation?

14. (a) Write about the soft wares for 2D and 3D animation.  
Or  
(b) What are the various types of Multimedia?

15. (a) What is stop animation?  
Or  
(b) Write video standard formats.

**PART C — (5 × 8 = 40 marks)**

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Discuss the differences between raster and vector graphics.

Or

(b) Describe the data conversion techniques in detail.

17. (a) Describe the role of computer graphics in film making and advertising.

Or

(b) What is rendering? Explain the importance of rendering.

18. (a) How can you create high quality 2D graphics for print media?

Or

(b) Elucidate various file formats in 2D graphics.

19. (a) What are the modern tools for frame animation?

Or

(b) Write about benefits and limitations of rotoscoping.

20. (a) Emerging software trends in computer graphics? Explain.

Or

(b) How to use color in graphics. Explain?

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