

Exam Code: 112206

Paper Code: 6198

Programme: Bachelor of Vocation (Animation)

Semester: VI

Course Title: Publicity Designing and Media Laws

Course Code: BVAL - 6111

Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal marks. (8)

Section A

1. What are various ways of advertising using traditional media and how impactful they stand to be in current digital era.
2. Which according to you is the best medium for digital advertisement and explain why?

Section B

3. Discuss the legal consequences of breaching Copyright in India.
4. Write a short note each of the following: -
 - a) Controlling Digital piracy
 - b) Freedom of Speech

Section C

5. Discuss the following briefly:
 - a) Portrayal of Women in Media
 - b) Role of Press/Media Councils
6. How can media play an effective role to counter fake news.

Section D

7. How one can ensure maintaining transparency, privacy and freedom of expression while using media online platform in current digital era.
8. What role does social media platforms play in shaping social and political thought.

Exam Code: 112206

Paper Code: 6199

Bachelor of Vocation (Animation)

Semester- VI

Course Title: CG AND VFX TECHNOLOGIES

COURSE CODE: BVAL-6112

Time: 3 Hours

Total Marks: 40

Attempt five questions in all, selecting one question from each section. Fifth question can be attempted from any section. Each question carries equal marks (8 marks)

Section-A

Q.1. Explain the Uses of CG in Different areas other than Films with examples?

Q.2. Explain elements of CG films making in Modern world with examples?

Section-B

Q. 3 How the characters are developed for CG films from The concept to the Final Look, Explain in Detail?

Q.4 What are the essential elements to make the CG assets (Characters/ Props) look realistic or hyper realistic?

Section-C

Q.5.Explain the term VFX in Detail, mention different techniques used in VFX.

Q.6. Explain How VFX was used in earlier Films with Examples.

Section-D

Q.7. Explain the difference in Green Screen and Blue screen in detail and their uses with examples.

Q. 8. What is Motion Capture and How its useful in 3d/CG Films, Explain in detail?