

Vidya Vikas Mandal's  
Shree Damodar College of Commerce & Economics, Margao-Goa  
SY BVoc(S.T.) Semester III, Semester End Examination, November 2023

Audio and Visual Media (STG 302)

Duration: 2 hours

Total Marks: 60

- Instructions:** i) All questions are compulsory.  
ii) Figures to the right indicate full marks.  
iii) Start each question on fresh page.  
iv) Draw a neat diagram wherever necessary

- Q1 Answer any 5 questions from the given questions below (5\*2)=10
- 1.State and Explain the Nyquist Theorem.
  - 2.List the various transition effects that can be applied to the Audio Signal.
  3. State what does YUV stand for?
  - 4.List the different audio file formats.
  - 5.Explain what is frame rate in Video Signal.
  - 6.Define the term key frame in Animation.
  - 7.List the various elements of the audio system.
- Q2 Answer any 5 questions from the given questions below. (5\*2)=10
- 1.State and Explain the fundamental characteristics of the sound.
  - 2.List the primitive objects used in 3D modelling.
  - 3.Explain the various parameters of image resolution.
  - 4.List various animation file formats.
  - 5.State and Explain Signal and Noise Ratio.
  - 6.Define Animation.
  - 7.What are graphics accelerator cards?
- Q3 A. Differentiate between interframe and Intraframe compression

with the help of an example. (5)

Or

B. Explain the development Process of an Animation Character.

C. Write a short note on Titling. (5)

Q4 A. Briefly describe the Distribution options in video media. (5)

Or

B. Compare the various video transition effects.

C. Write a short note on

i. Graphics accelerator cards.

ii. Frames and Frame rates.

(5)

Q5 A. Illustrate with an example the Boolean operations in 3D modelling. (5)

Or

B. Explain in detail various Animation file formats.

C. With the help of an example explain the usage of action script with text. (5)

Q6 A. State and explain any 7 principals of Animation.

Or

(5)

B. Highlight the importance of image size on quality and storage in 2D Digital Animation.

C. Explain in brief the concept of polygons, nurbs and sub surface in 3D modelling (5)