

REVISED UG SYLLABUS UNDER CBCS
(Implemented from Academic Year 2020-21)

PROGRAMME: FOUR YEAR B.Sc. (Hons)

Domain Subject: **B. Sc - Film Studies**

Skill Enhancement Courses (SECs) for Semester V, from 2022-23 (Syllabus/Curriculum)

Pair Options of SECs for Semester–V

(To choose one pair from the five alternate pairs of SECs)

Univ. Code	Courses 6&7	Name of Course	Th.Hrs / Week	IE Marks	EE Marks	Credits	Prac. Hrs./ Wk	Marks	Credits
	6A	Cinematography & Editing	3	25	75	3	3	50	2
	7A	Photography & Image Editing	3	25	75	3	3	50	2

OR

	6B	Match moving	3	25	75	3	3	50	2
	7B	Visual Effects with sound Editing	3	25	75	3	3	50	2

OR

	6C	AR & VR	3	25	75	3	3	50	2
	7C	UI & UX	3	25	75	3	3	50	2

Note-1: For Semester–V, for the domain subject Film Studies, any one of the three pairs of SECs shall be chosen as courses 6 and 7, i.e., 6A&7A or 6B&7B or 6C 7C. The pair shall not be broken (ABC allotment is random, not on any priority basis).

Note-2: One of the main objectives of Skill Enhancement Courses (SEC) is to inculcate field skills related to the domain subject in students. The syllabus of SEC will be partially skill oriented. Hence, teachers shall also impart practical training to students on the field skills embedded in the syllabus citing related real field situations.

Semester-wise Revised Syllabus under CBCS, 2020-21

Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B.Sc- Film Studies**

Course-6A: **Cinematography & Editing**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand history for cinematography
2. Identify various facilities required to Shoot and edit the film
3. Learn different techniques of capturing the film and techniques of editing
4. Develop the script and shooting techniques

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

Unit - I: Writing with motion, The frame, The lens, Point-of-view, Shooting methods, Overlapping or Triple-Take method, Visual language, Miscellaneous rules of composition, Language of the lens, The leans and the Frame, Image control at the lens

Unit - II: Visual storytelling, Lighting as storytelling, Cinematic continuity, Shooting for editing, The Six types of cuts, Lighting basics, Motivated Light, Lighting for high def video, Lighting sources, Xenons, soft lights, Color- Correction Fluorescents, Day Exteriors

Unit - III: HD Cinematography, Types of video sensors, Digital video, Controlling the HD image, Exposure, Camera movement, Camera Mounting, The crab dolly, Cranes, Color in visual storytelling, Image control, Optics & focus, Set operations, Technical issues, film formats

Unit - IV: Digital Video editing, Timeframe, Analog and digital video, Video standard formats, Video broadcast, Streaming video, Video capturing, Digital media, Clips with device control, Using the Tools,

Unit - V: Start the magic (editing), Effects and integration, Working with Audio, Applying Audio Effects, Superimposing and compositing, Creating Titles, Render and Exporting video, Export formats

III. References:

1. Digital Video Editing, Chandrabhanu Pattanayak
 2. Digital Video for dummies, Keith Underdahl
 3. Filmmaker's Handbook by Steven Ascher & Edward Pincus
 4. Cinematography: Theory & Practice by Blain Brown
 5. Basics of Video Lighting by Des Lyver, Graham Swainson
- Web resources suggested by the Teacher concerned and the college Librarian including reading material*

IV. Co-Curricular Activities:

a) Mandatory: (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ(Reflective Visual Journal) on the theory and particles

3. Production/ Live related 2D project
4. Industry trip
5. Film studios visiting

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics

V. Cinematography & Editing Lab:

1. Creating the script and shooting the video
2. Making 30-sec Advatagement
3. Making a Shot film with special effects
4. Remix song (old movie video to new movie audio)
5. Sound Mix (old movie and new movie audios)

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 6A: Cinematography & Editing

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. A brief history of the cinematography.
2. Explain the video cameras parts.
3. What is composition?
4. Explain the video editing techniques.
5. How to edit the video and audio explain the process?
6. What is sound how to edit the sound?
7. Explain the role of gears.
8. Explain the lighting techniques used.

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a) Explain the Basic idea of video editing.
(or)
b) What is the rule of third explain in detail?
10. a) How to the concept of continuity?
(or)
b) Explain the continuity in the film?
11. a) How to work tripod, and Slider in detail?
(or)
b) What is reaction shots and reverse shots explain in detail?
12. a) Explain the 180 Degree rule explain in detail.
(or)
b) How to capture Digital & Analog Video explain the process?
13. a) Explain the videography tips and tricks.
(or)
b) What is a video editing and explain ten tools for video production?

Semester-wise Revised Syllabus under CBCS, 2020-21

Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B.Sc- Film Studies**

Course-7A: **Photography & Image Editing**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the techniques and tips of the photography
2. Identify various facilities required to Shoot and edit the Image
3. Learn different techniques of capturing the Images and modifying in software
4. Develop the method of basic image editing techniques
5. Create the concept of digital output and produce the final product

Syllabus: *(Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)*

Unit - I: Making of photography, Digital cameras and images, Taking photos, Image sensors, images cleaning, Digital workflow, Image formats, Storing images, Color Management, Color Models and spaces, Controlling Exposure

Unit - II: Controlling Sharpness, Image stabilization, Focusing, Depth of Field, Capturing light & Color, White Balance, Color Balance and time of day, Understanding Lenses, Macro mode and macro lenses, On-camera flash photography

Unit - III: Studio Photography, Using stones, Using diffusers, The main light, The fill light, The rim light, Displaying & Sharing photos on Screen, Slide Shows, File formats, Publishing your photos

Unit - IV: Scanning and Image Editing, Digital retouching, Image enhancement, Image size, Retouching tools, Layers, Applying selective effects to images, Filters with masks, Digital darkroom effects

Unit - V: Digital output, Placing photos, Document creation, Posting photos on the web page, Printers, Output devices, Proofing, Printing Quality, Printing sizes

REFERENCES:

1. The textbook of Digital Photography second edition, Dennis P. Curtin
resources suggested by the Teacher concerned and the college Librarian including reading material

IV. Co-Curricular Activities:

a) **Mandatory:** *(Training of students by the teacher in field related skills)*

1. Seminar/Workshop on related topics
2. RVJ (Reflective Visual Journal) on the theory and particles
3. Event Photography of any function
4. Industry trip
5. Photography studios visiting

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics

V. Photography & Image Editing Lab:

1. Nature photography with Landscape
2. Create a story with 6 image
3. Capture 10 different expressions (like sad, happy, etc)
4. Capture Sunrise and Sunset
5. Work on light effect on any subject

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 7A: Photography & Image Editing

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. What is digital photography? Explain in detail.
2. Types of Digital camera.
3. Explain the playback mode.
4. What are the image formats? Explain in detail?
5. How to organize your photo explain the process?
6. What is white balance?
7. Explain the direction of light.
8. How to work on zoom lenses?

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a) What is Digital cameras and images?
(or)
b) Explain the Composing image process.
10. a) What is Digital workflow? Explain the process?
(or)
b) Explain in detail about lenses.
11. a) What is on-camera flash photography explain in detail?
(or)
b) How to add external flash explain the type of externals?
12. a) Explain the studio photography in detail.
(or)
b) How to choose a background to explain the selection process?
13. a) What is displaying and sharing printed photos explain the details?
(or)
b) Explain the beyond the still image.

Semester-wise Revised Syllabus under CBCS, 2020-21

Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B. Sc-Film Studies**

Course-6B: **Match Moving**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the techniques and tips of collecting track data
2. Identify various facilities required to Shoot live-action footage and track points
3. Learn different techniques to match live footage and CGI footage
4. Develop the method and different techniques of Matchmoving
5. Create environments to match the footage

Syllabus: *(Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)*

Unit - I: Introduction to software, The main window, Environment concept, Creating a new project, New Sequence, Navigation within the sequence, Cache movie, Point group, point, the field of view, Dummy objects, Creating preview movie

Unit - II: Automatic Motion tracking, Spline area mattes, Manual Motion tracking, Image controls, Camera Adjustment, Stabilizing, Three dimensional camera motion path, Postfilter, Fixed camera position, Deviation Value, Distorted point model, Lens Distortion

Unit - III: Fisheye lenses, Warp Distort, Zooming, Fixed camera position, Matchmoving Non-Rigid Objects, Tracking points in mocap projects, Valid and invalid screen points, Camera models, Extracting overall movement, Tracking, Search pattern and area, Matchtracking, Natural markers, Camera Adjustment

Unit - IV: Working with 2d mode, Working with 3D mode, Browsing the footage, Track window, Parameters window, Timeline Window, Importing footage, Cropping an image sequence, 2D Tracking, Automatic, Supervised, Keypoint placing, Troubleshooting the tracker, Camera solving,

Unit - V: Working with 3D objects, Export file formats, Maya exporting, Exporting a project, Max script export, Cinema 4D export, motion Capture module, Building and tracking a Mocap group

REFERENCES:

1. Matchmover User Guide, Autodesk, Using audio and video for educational purposes, Deakin.
2. 3D Equalizer version 3 release 5 manual, Science.D.Visions

Web resources suggested by the Teacher concerned and the college Librarian including reading material

IV. Co-Curricular Activities:

a) **Mandatory:** *(Training of students by the teacher in field related skills)*

1. Seminar/Workshop on related topics
2. RVJ(Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots

4. Industry trip

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics

V. Match Moving Lab:

1. Shoot live-action footage duration of 30 sec
2. Create a 3D set or any model using 3D software
3. Match live and CGI alignment of duration of 30 sec
4. Do the color correction of Matchmoving footage using compositing softwares.

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 6B: Match Moving

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. What is Deviations explain in detail?
2. Explain the Calculation methods? In detail.
3. Write briefly about the main window.
4. How to create a new project and sequence?
5. Explain the process to create a new point.
6. Explain in detail manual tracking.
7. What is stabilizing?
8. How to apply postfilter?

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a) Explain the cache movie? In detail.
(or)
b) What is Spline Area Mattes?
10. a) How to adjust the camera and Rough camera?
(or)
b) Explain the stabilizing points.
11. a) How to fix camera position?
(or)
b) Explain the three-dimensional camera motion path.
12. a) What is 2D tracking? Explain in detail.
(or)
b) How to add camera key frames?
13. a) How to solve for the camera?
(or)
b) Explain the troubleshooting the solver process.

Semester-wise Revised Syllabus under CBCS, 2020-21

Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B. Sc-Film Studies**

Course-7B: **Visual Effects with Sound Editing**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to add effects and sound
2. Identify various facilities shoot and record the sound
3. Learn and expose the Visual effects and sound outputs
4. Develop the method to shoot the Live footages
5. Create dialogues and sound-related footages

Syllabus: *(Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)*

Unit - I: Learning Compositing software, The workspace, Panes & Desktops, Node and networks, Parameters, Channels, Transform and edit, Modeling tools, Shaders & Materials, UVs & Textures, Rendering, Character Rigging

Unit - II: Fx, Dynamic Simulations, Cloud FX and Volumes, Terrain and Heightfields, Digital Assets, Tool Building, Engine, Sharing with other applications, Animation, Visual Effects, Game Development tools, Gamedve, VR pipeline, Interactive Experiences, File management

Unit - III: Explore the Houdini UI, Add the soccerball Geometry, Create a Realistic Soccerball, The for-each node, Set up UVs, Materials, Shaders, Rig the Soccerball, Animate a bouncing ball, Add motion FX, Lights, Camera, Action, Render the Shot

Unit- IV: Basics of FL Studio, Sampling and using.was samples, Using the playlist, Tempos and their effects, FL Generators, Install plugins, Personalizing your FL Studio, Recording on FL studio, Piano roll, Graph Edition, Mixer, Saving, Bouncing Down Deats, Creating a Beat, Eqing and Mixing, Wave Traveller

Unit - V: Audition setup, Interface, Waveform editing, Effects, Effect categories, Stereo imagery effects, Time and pitch effects, Audio restoration, Mastering, Sound Design, Creating rain sound, Babbling, Creating and recording files, Multitrack session, Automation, Video Soundtracks, The essential sound panel

REFERENCES:

1. Houdini Foundations for film, TV and Gamedev, Robert Magee
2. Adobe Audition CC Classroom in a Book, Second Edition, Maxim Jago

Reference Weblinks

<https://documentation.3delightcloud.com/display/3DfH/Introduction>
[The Complete Guide to FL Studio for Beginners - EDMProd](#)

Web resources suggested by the Teacher concerned and the college Librarian including reading material

IV. Co-Curricular Activities:

a) **Mandatory:** *(Training of students by the teacher in field related skills)*

1. Seminar/Workshop on related topics

2. RVJ(Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots
4. Industry trip

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics

V. Visual Effects with Sound Editing :

1. Shoot live-action footage duration of 30 sec
2. Create a 3D set or any model using 3D software
3. Match live and CGI alignment of the duration of 30 sec
4. Do the color correction of Matchmoving footage using compositing software

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 7B: Visual Effects with Sound Editing

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. What is Houdini? Explain in detail.
2. Explain the Transforming and editing.
3. What is modeling tools?
4. Explain the Reding setting.
5. How to work dynamic simulations?
6. Explain the file management.
7. Explain the game dev.
8. Explain the process of shooting.

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a) What is character rigging?
(or)
b) Explain each node? In detail.
10. a) what is copy points and explain in detail ?
(or)
b) Explain the asset into UE4.
11. a) How to edit terrain and erode?
(or)
b) How to edit sound mixing?
12. a) what is Fl Studio explain in detail?
(or)
b) How to save and bouncing down beats?
13. a) Explain how to EQ'ing and Mixing.
(or)
b) Write the tips to create a beat.

Semester-wise Revised Syllabus under CBCS, 2020-21

Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B. Sc-Film Studies**

Course-6C: **AR & VR**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to know the AR & VR
2. Identify various devices to play AR & VR
3. Learn and exposure the effects of VR
4. Develop the method to shoot the Live footage and create an AR
5. Create face expression and assesses for the living objects in AR

Syllabus: *(Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)*

Unit - I: What is virtual reality, A history of virtual reality, Overview of various realities, Forms of reality, Reality systems, Immersion, Presence, reality trade-offs, Illusions of presence, The basics design guidelines, VR is communications, Objective reality, Perceptual models and processes, Distal and proximal stimuli, Sensation vs Perception

Unit - II: Afferece and Efference, Iterative p[ercetual processing, Visceral, Behavioral, reflective and Emotional processes, Mental models, Neuro-Linguistic Programming, Perceptual Modalities, Sight, Hearing, Touch, Smell and Taste, Multimodal Perceptions, Perception of Space and Time, Perceptual Stability, Attention and Action, Perception Design Guidelines, Motion Sickness

Unit - III: Adverse Health Effects, Eye Strain, Seizures and aftereffects, Hardware Challenges, Negative effects of latency, Measuring Sickness, Factors that contribute to adverse effects, Reducing Adverse effects, Health effects, Environmental Design, Affecting Behavior, Transitioning to VR Content Creation, Design Guidelines, VR Interaction, Input Devices, Interaction Patterns and Techniques

Unit - IV: Augmented reality and historical issues, Internet of things, Shifts in Digital Innovation dynamics, Extended reality and abstract objects, A Methodological framework for AR, Ontological problems in AR, Actually is Augmented Reality

Unit - V: Epistemology of Augmented Reality, Source of new types, Negative knowledge, Imagine not knowing, Implications of Augmented Reality, New challenge in education, Teaching AR

References:

1. Virtual Reality, Steven M. LaValle
2. Augmented Reality, Jose Maria Ariso, D Gruyter
3. The VR Book Human-Centered Design for Virtual Reality, Jason Jerald, Ph.D

Web resources suggested by the Teacher concerned and the college Librarian including reading material

IV. Co-Curricular Activities:

a) **Mandatory:** *(Training of students by the teacher in field related skills)*

1. Seminar/Workshop on related topics

2. RVJ(Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots
4. Industry trip

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc.
3. Preparation of videos and PPT's for the subject related presentations.
4. Collection of material on the topics using Internet.
5. Invited lectures and presentations on related topics.

V. AR & VR Lab :

1. Create an Epic Games with a wild roller coaster ride through VR in the living room
2. Create a 30 Live + CGI short related to VR Views
3. Create a Face tracking app and develop it to play
4. Create a room model and fit CGI alignment using AR

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 6C: AR & VR

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. Explain the virtual reality.
2. What is reality systems?
3. Explain the immersion in details.
4. What are afference and efference?
5. How to add behavioral in the content?
6. What is the reflective process?
7. Explain the emotional process.
8. Why eye strain and explain in detail?

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a) How to reduce adverse effects ?
(or)
b) What is different between VR and AR ?
10. a) How to add seizures in aftereffects?
(or)
b) Explain the hardware challenges.
11. a) Explain the process of Epistemology of AR
(or)
b) What is the teaching of AR ?
12. a) Explain the new challenge in the education
(or)
b) How to a framework for AR ?
13. a) What are ontological problems in AR ?
(or)
b) Explain the Neuro-Linguistic Programming in detail

Semester-wise Revised Syllabus under CBCS, 2020-21
Four Year B.Sc. (Hons) - Semester – V (from 2022-23)

Subject: **B. Sc-Film Studies**

Course-7C: **UI & UX**

(Skill Enhancement Course (Elective), 5 credits, Max Marks: 100 + 50)

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to know the UI & UX
2. Identify various game and software UI & UX
3. Learn and develop the UI & UX of any game or software
4. Develop the method to create UX experience
5. Create face expression and assesses for UI and UX

Syllabus: *(Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)*

Unit - I: What is UI, Seeing UI in Action, UI shapes UX, Ux of Learning UX, Personas, User Scenarios, Prioritizing top task, Plunging ahead with a plan, Understanding visual hierarchy, UI Patterns, Visual Organization, Applying UI Patterns

Unit - II: Understanding web UI elements, Principles of UI, The essence of interface, Input Controls, Navigation, Animations, Default settings, Guided Actions, Visual Clarity, Language Clarity, Maya Principle, Takeaway, Understanding Visual Elements of UI

Unit - III: Visual Principles, Style Guides, Mood Boards, Design Studio Exercise, Graphic Arts, Usability, Interaction Design, Visual Design, Game using Unity Engine, Understanding Web UI Elements & Principles, Visual elements of UI, Visual Clarity, Language Clarity, Design studio exercise

Unit - IV: Scene Generator, Tracking system, Display, Ar Devices, Mobile AR, Ar for game Development using unity, Vuforia AI, Add Target, Build Game for required platform

Unit - V: Color palette, Typography, Contartast, Web UI elements, Mobile Elements, Web Page transitions, Mood boards, Design studio exercise, Wireframing

REFERENCES:

1. UX Storytellers connecting the dots, Jan Jursa, Stephen Kover and Jutta Gunewald
2. UI design from the experts WEB UI DESIGN BEST PRACTICES, Dominik Pacholczyk
3. The VR Book Human-Centered Design for Virtual Reality, Jason Jerald, Ph.D

Web resources suggested by the Teacher concerned and the college Librarian including reading material

IV. Co-Curricular Activities:

a) Mandatory: *(Training of students by the teacher in field related skills)*

1. Seminar/Workshop on related topics
2. RVJ (Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots
4. Industry trip

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics

V. UI & UX Lab :

1. Create an Epic Games with a wild roller coaster ride through VR in the living room
2. Create a 30 Live + CGI short related to VR Views
3. Create a Face tracking app and develop it to play
4. Create a room model and fit CGI alignment using AR

MODEL QUESTION PAPER (Sem-end. Exam)

B. Sc DEGREE EXAMINATION

SEMESTER –V

Course 7C: UI & UX

Time:3Hrs

Max.marks:75

Section – A

Answer any 5 Questions. Each Question Carries 5 marks

5 X 5 = 25

1. What are the key concepts?
2. What about the existing framework?
3. What are the key challenges?
4. What exactly is TRIRIGA UX?
5. Will you be required to use UX?
6. What are our future plans?
7. Still confused or curious.
8. Explain the UI & UX

Section – B

Answer all the questions. Each question carries 10 marks

5 X 10 = 50

9. a)What is the visual principles explain in details?
(or)
b) Explain The color palette.
10. a) What is the use of typography explain the details?
(or)
b) How to work unity engine?
11. a) Explain the UI and UX interface for any software.
(or)
b) What is the mood boards, explain in detail?
12. a) Explain the design studio give examples.
(or)
b) What is targeted and how to add target?
13. a) How to build game in the ps or mobiles explain the process?
(or)
b) Explain the UI and UX games or softwares?