D 12077

Name.....................................

Reg. No.................................

THIRD SEMESTER (CBCSS—UG) DEGREE EXAMINATION NOVEMBER 2021

BGDA

BGA 3C 01—INTRODUCTION TO UX/UI DESIGNING

(2019—2020 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A

Answer at least **eight** *questions.*
Each question carries 3 *marks.*
All questions can be attended.
Overall Ceiling 24.

1. What is User Experience Design ?

2. Why user research is important in design ?

3. What are the elements of UX design ?

4. How to understand the user needs in UX design ?

5. What is information design ?

6. How to test the prototype ?

7. What are the roles of implementation team in usability test ?

8. What is prototype design ?

9. What are the differences between Ul and UX design ?

10. What are the tips for effective user research in UX design ?

11. What are the elements of Ul Design ?

12. How to make consistent visual elements throughout, in a website ?

(8 × 3 = 24 marks)

Turn over

Section B

Answer at least **five** *questions.*
Each question carries 5 marks.
All questions can be attended.
Overall Ceiling 25.

13. Briefly explain the principles of UX design.

14. What is Interaction design ? Mention some examples.

15. Explain Information Architecture.

16. List any *six* different prototyping tools.

17. Explain wire framing and storyboarding in UX/UI design.

18. What are the methods to communicate usability test result ?

19. What are the steps to conduct user testing ?

(5 × 5 = 25 marks)

Section C

Answer any **one** *question.*
The question carries 11 marks.

20. Explain UX design process.

21. What is Usability Test and how to prepare Prototype design ?

(1 × 11 = 11 marks)

THIRD SEMESTER (CBCSS—UG) DEGREE EXAMINATION NOVEMBER 2021

B.G.D.A.

BGA 3B 04—COMPUTER GRAPHICS (MEDIA DESIGN)

(2019—2020 Admissions)

Time : Two Hours and a Half   Maximum : 80 Marks

Section A

*Answer at least **ten** questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 30.

1. What is Design ?

2. What are the Elements of Design ?

3. What is 'Texture' in visual design ?

4. Briefly explain the term 'Rhythm' in visual design.

5. What is Colour Scheme ?

6. What is the concept of 'Problem Solving' in graphic design ?

7. What is meant by Hue ?

8. Write a short note on 'Space' in design.

9. What is meant by 'Balance' in design ?

10. What is 'Contrast' in design ?

11. What is Gestalt Theory ?

12. List the different types of logos used in logo designing field.

13. Why do we use margin in design ?

14. What is Tessellation ?

15. Name any *eight* types of posters.

(10 × 3 = 30 marks)

Turn over

Section B

Answer at least **five** *questions.*
Each question carries 6 marks.
All questions can be attended.
Overall Ceiling 30.

16. Explain Primary and Secondary Colours in print media.

17. What are the psychological aspects of the colour Red, Purple and Blue ?

18. Draw RGB and CMYK colour scheme. Mark each colour combination.

19. What is Unity in design and explain with the help of sketches ?

20. What is Golden Ratio in design ? Explain it with the help of sketches ?

21. Explain 'Composition' in design.

22. What is the significance of Grid System in layout.

23. What are the basic features of poster design ?

(5 × 6 = 30 marks)

Section C

Answer any **two** *questions.*
Each question carries 10 *marks.*

24. Explain the elements of graphic design with the help of drawings.

25. What are the principles of design and explain its importance in design project.

26. What is design methodology ? Briefly explain the different process involved in any design project.

27. How to design a poster ? Explain the features of a good poster.

(2 × 10 = 20 marks)

THIRD SEMESTER (CBCSS—UG) DEGREE EXAMINATION NOVEMBER 2021

B.G.D.A.

BGA 3B 03—INTRODUCTION TO 2D ANIMATION

(2019—2020 Admissions)

Time : Two Hours and a Half   Maximum : 80 Marks

Section A

*Answer at least **ten** questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 30.

1. What are the advantages of using Groups in digital animation tools ?

2. What is Mask Layer option?

3. What are Instances in animation software ?

4. What is the use of Onion Skinning ?

5. Name any *four* 2D animation software that offer the bone/skeletal animation tools.

6. Write a brief note about the GIF format.

7. What is FPS in animation ?

8. What is Limited Animation ?

9. Write short note on Motion Guide option in Adobe Animate.

10. What are Guide Layers ?

11. Write short note on Persistence of Vision.

12. What is a Cyclic Animation ?

13. Which was the first colour digital 2D animation ?

14. What are Symbols in animation software ?

15. Write in brief about the SWF format.

(10 × 3 = 30 marks)

Turn over

Section B

Answer at least **five** *questions.*
Each question carries 6 marks.
All questions can be attended.
Overall Ceiling 30.

16. Write a paragraph about SVG file format.

17. What is Motion Editor in Adobe Animate and why we use it ?

18. Point out the major differences between Raster and Vector file formats.

19. Briefly explain the importance of Animatic in animation production.

20. Write an account on Multiplane Effect in 2D animation ?

21. Give an account on the common Boolean operations available in various in digital 2D animation packages.

22. What is Easing ? Explain its importance in digital animation.

23. What are the major graphic looping modes available in Adobe Animate ?

(5 × 6 = 30 marks)

Section C

Answer any **two** *questions.*
Each question carries 10 *marks.*

24. Write an essay about any *five* digital 2D animation software focusing on their features.

25. What is Tweening ? List and explain the major types of Tweening.

26. Write an essay about the 12 basic principles of animation.

27. Give a detailed comparison between Motion Tweens and Classic Tweens in Adobe Animate.

(2 × 10 = 20 marks)

THIRD SEMESTER (CBCSS—UG) DEGREE EXAMINATION NOVEMBER 2021

B.G.D.A.

BGA 3B 04—COMPUTER GRAPHICS (MEDIA DESIGN)

(2019—2020 Admissions)

Time : Two Hours and a Half   Maximum : 80 Marks

Section A

Answer at least **ten** *questions.*
Each question carries 3 marks.
All questions can be attended.
Overall Ceiling 30.

1. What is Design ?

2. What are the Elements of Design ?

3. What is 'Texture' in visual design ?

4. Briefly explain the term 'Rhythm' in visual design.

5. What is Colour Scheme ?

6. What is the concept of 'Problem Solving' in graphic design ?

7. What is meant by Hue ?

8. Write a short note on 'Space' in design.

9. What is meant by 'Balance' in design ?

10. What is 'Contrast' in design ?

11. What is Gestalt Theory ?

12. List the different types of logos used in logo designing field.

13. Why do we use margin in design ?

14. What is Tessellation ?

15. Name any *eight* types of posters.

(10 × 3 = 30 marks)

Turn over

Section B

Answer at least **five** *questions.*
Each question carries 6 marks.
All questions can be attended.
Overall Ceiling 30.

16. Explain Primary and Secondary Colours in print media.

17. What are the psychological aspects of the colour Red, Purple and Blue ?

18. Draw RGB and CMYK colour scheme. Mark each colour combination.

19. What is Unity in design and explain with the help of sketches ?

20. What is Golden Ratio in design ? Explain it with the help of sketches ?

21. Explain 'Composition' in design.

22. What is the significance of Grid System in layout.

23. What are the basic features of poster design ?

(5 × 6 = 30 marks)

Section C

Answer any **two** *questions.*
Each question carries 10 marks.

24. Explain the elements of graphic design with the help of drawings.

25. What are the principles of design and explain its importance in design project.

26. What is design methodology ? Briefly explain the different process involved in any design project.

27. How to design a poster ? Explain the features of a good poster.

(2 × 10 = 20 marks)