



ଓଡ଼ିଶା ରାଜ୍ୟ ମୁକ୍ତ ବିଶ୍ୱବିଦ୍ୟାଳୟ, ସମ୍ବଲପୁର, ଓଡ଼ିଶା
Odisha State Open University, Sambalpur, Odisha
Established by an Act of Government of Odisha.

ASSIGNMENTS

ASSIGNMENT CODE: 4,5,6

Course Code: DMA-04,05,06

SESSION:2019-20

Diploma in Multimedia and Animation(DMA)

Please read the instructions carefully before attempting assignment questions.

INSTRUCTIONS FOR DOING ASSIGNMENTS

Dear Learner,

You are required to submit your assignment response within the stipulated time in order to become eligible to appear in the term-end examination. The assignments will be evaluated by the counsellors at your Study Centre. Please submit your assignment response to the Coordinator of your Study Center. For a 4 credit course, there is one Assignment and for 6/8 credit course, there must be minimum 02(two) Assignment.

Purpose of Assignments:

1. Assignments are part of the continuous evaluation process in Open and Distance Learning (ODL) system. Due weightage is given to the marks/grades you obtain in assignments. This will help you for better performance in the term-end examination. If you secure good grades/marks in assignments, your overall performance will improve.
2. Assignments are also a part of the teaching-learning process in the ODL system. Your assignment, after evaluation, will be returned back to you with specific and general comments by the evaluator. This will help you to know your strength as well as your weakness. Thus, it will establish two-way communication between learner and evaluator.

How to Write Assignments:

Please read the instructions for writing the response of an assignment before you start writing your answer.

1. Write your name, programme code, the course title, enrolment no. and study centre name with code in the top sheet of the assignment answer booklet. The format is given below.

PROGRAMME TITLE: _____

ENROLMENT No.: _____ **NAME:** _____

ADDRESS: _____

COURSE CODE: _____ **COURSE TITLE:** _____

ASSIGNMENT CODE: _____ **STUDY CENTRE:** _____

DATE: _____ **SIGNATURE:** _____

2. Before attempting the assignments, please go through the course materials carefully, understand the same and write answers in your own language and style.
3. **Write the answers in your own handwriting.** Give sufficient margin in the left side of each page so that the evaluator will give comments on each paragraph/page.
4. Your handwriting should be neat and readable.

Weightage for each Assignments:

For courses without having Practical

1. Each Theory Assignment will carry 25% weightage and term end examination will carry 75% weightage.
2. Each assignment will be of 100 marks. But it will carry 25% weightage.
3. You have to score minimum passmark i.e. 40% or P (Pass) Grade in 10-point scale for each assignment. In case you do not submit the assignment or get failmark in the assignment you have to re-submit in the next year.

For courses having Practical

1. Each Theory Assignment will carry 15% weightage and each Practical Assignment will carry 10% weightage and term-end examination will carry 75% weightage.
2. Each assignment will be of 100 marks. But it will carry 25% weightage.
3. You have to score minimum passmark i.e. 40% in each assignment. In case you do not submit the assignment or get failmark in the assignment you have to re-submit in the next year.

SUBMISSION DATES FOR ASSIGNMENTS

The Last Date of Submission of all Assignments for appearing
June 2020 Term End Examination is

Sunday, 24th May 2020

Note: For Courses of 4 Credit One Assignment and more than 4 Credit Two Assignments are to be submitted

3D Animation (DMA-04)

Full Mark – 100

(Answer all the questions, which is Compulsory)

GROUP- 'A'

Q. No. 1 Very Short answer-type Questions (Word Limit: 50 Words) Marks: 1 × 10= 10

- a) Blender is a cross platform open source..... animation suite?
- b) LMB is.....?
- c)defines how light is emitted from the surface?
- d) What is the command to delete a material?
- e)control the behavior of one Object with data from another?
- f)is used to set and display the current time frame?
- g) What is AO?
- h)emphasizes the intensity of shadows in the area fully within the shadow rays.
- i) Aforce field creates a random & chaotic 3D noise effect, similar to jets of water or geysers under the ocean.
- j)field depends on the speed of the particles?

Group 'B'

Q.No 2. Short answer-type Questions (Word Limit: 100 Words) Marks: 5 X 4 = 20

- a) What are the steps to duplicate an object?
- b) How to edit with Nurbs curve?
- c) Explain the Ward isotropic shader.
- d) What is the soft body?

Group 'C'

Q.No 3. Medium answer-type Questions (Word Limit: 200 Words) Marks: 10 X 4 = 40

- a) Discuss the various objects in Blender.
- b) Explain parent and child constraint.
- c) Write a note on Lamp panel.
- d) List out the Properties of Clothing in Simulation.

Group 'D'

Q.No 4. Long answer-type Questions (Word Limit: 300 Words) Marks: 15 X 2 = 30

- a) What is the concept of space in Blender? State the Differentiate between Local space and World space.
- b) How to create simulation for water, liquid, oil, flood, ocean etc.

AV Production (DMA-05)

Full Mark – 100

(Answer all the questions, which is Compulsory)

GROUP- 'A'

Q. No. 1 Very Short answer-type Questions (Word Limit: 50 Words) Marks: 1 × 10= 10

- a) Frequency is measured in.....
- b) Write down the connectors used in an audio studio.
- c) Pre production is the.....stage of video or film production?
- d) Who are capable of writing both words and music piece?
- e) is responsible for all the expenditure in the shooting?
- f) List out the different types of shot.
- g) What is clapboard and how many columns are there in clapboard?
- h) A Camera can work without lens. Is it true or false?
- i) What is EDL?
- j) Aspect ratio of SD, HD and 4K video?

Group 'B'

Q.No 2. Short answer-type Questions (Word Limit: 100 Words) Marks: 5 X 4 = 20

- a) Discuss the functions of an ATR.
- b) How to create a strong visual portrayal?
- c) Differentiate between telephoto and wide angle lens.
- d) Differentiate between Live stereo and live mix recording.

Group 'C'

Q.No 3. Medium answer-type Questions (Word Limit: 200 Words) Marks: 10 X 4 = 40

- a) Differentiate with the function of a dynamic and condenser microphone.
- b) Why blocking is necessary for film shooting?
- c) Explain TRP and how it has been calculated?
- d) What is DI and why is it necessary for every production?

Group 'D'

Q.No 4. Long answer-type Questions (Word Limit: 300 Words) Marks: 15 X 2 = 30

- a) "Lighting is the essential tool for enhancing the image/video", justify it.
- b) What is script and what elements goes into a successful script?

Project (DMA-06)

Full Mark – 100

Project Guide

To be eligible for a diploma, every learner will have to submit a project report and specified number of audio visual projects in any area of multimedia animation detailed in the curriculum under the guidance of a Supervisor.

Project Report (1 Credit):

The main aim of the project report is to enable a learner to have an in-depth knowledge of the subject of his/her choice. It should be a practical-based effort and should endeavor to create new knowledge in any area of multimedia and animation.

Aims of the Project report:

The aims of the project report are to:

- put into practice theories and concepts learned during the programme;
- provide an opportunity to study a particular topic in depth;
- combine relevant theories and suggest alternatives;
- Show evidence of ability to plan and manage a project within a stipulated time frame.
- To enhance analytical and practical skills of a learner.

Project report Supervision:

You will be supported through the project report by an **academic supervisor**. You will be advised by your coordinator (Study centre) of the process by which your programme allocates academic supervisors. The academic supervisor will ideally have background expertise in your area of study. However, this may not always be possible and you may be allocated a supervisor with more general subject knowledge. Regardless of the subject background of the supervisor, the academic supervisor will understand the entire process.

Role of Academic Supervisor:

The academic supervisor performs many functions and is there to facilitate and not to lead; hence the responsibility for the quality and content of a project report is entirely that of yourself, the learner. The supervisor role includes the following:

- To advise the learner whether or not the project appears to be feasible and the possible risks that may be involved, for example problems in trying to access information,
- To assist the learner in tailoring the proposal to the time and other resource constraints.
- To assist the learner at the outset in finding useful and relevant reading material and appropriate academic framework within which to place the topic.
- To advise on the choice of suitable methodological approach (es).
- To monitor progress and to advise on what is required to achieve a satisfactory project report.

Responsibilities of the Learner:

- To maintain regular contact with the academic supervisor. It is the learner's responsibility to inform their supervisor of progress and to lead the development of the project report. Difficulties must be communicated at the time they are encountered.
- To write the project report in a good standard of clear English using appropriate academic terms. It is not the responsibility of the supervisor to ensure that this condition is met.
- To write the project report with guidance from the supervisor. The project report must be your own. The project report is to reflect your subject understanding.

Preparing the Project Report:

The work on the project report should ideally start from the beginning of the second Semester so that it can be submitted on time. A deadline for submission will be specified by the University and the learner should submit it as per the schedule. It should be submitted through online with numbers of PPT to program coordinator.

Word Count:

Ideally the DMA project report should be within 500 to 1500 words (including appendices and references). A student has to ensure that the project report includes the following:

Title Page

There should be an appropriate title page.

Abstract

The project report should contain an abstract of up to 100 words. The abstract should ideally include aims and objectives, techniques, results, conclusions.

Contents Page

The contents page should spell out the chapter headings, appendices, references and pages on which they can be found.

A learner shall have to write the methods and mention the keyboard shortcuts to accomplish the project. Besides that s/he shall have to paste minimum 20 computer screenshots of the making in the project report.

Introduction

The project report should be divided into chapters and sections appropriate to the topic and type of project chosen. The introduction should provide details about the background of the study and the context in which the project took place. It should also provide a clear picture of aims and objectives that the project is going to provide.

Chapterization

The learner has to divide the entire project report into several chapters. Like Introduction, and chapters related to the topic. Each Chapter has to be described in details.

Conclusions

The project report will be summed up in this part and will provide an explanation as to how the initial research plan has been executed. The conclusions help the readers to have a wider understanding of the issue at hand.

Project (3 Credits):

The goal of this project is to creating a story presentation from a small collection of video clips. There are three aspects to the assignment: gathering story content, designing content representation and conversion of a story into presentable story material. Learners will divide into small group. Each group should decide on a story topic and collect video material that would allow you to make a few sequences. Based on your selection of topic, you will have a choice on whether your story is about an event (a Political/spiritual speech, a demonstration etc.), a portrait (a person, an institution etc.), an issue (Dowry/Suicide/abortion etc.) or a process (creating a building, a Film, manufacturing a product etc.) etc. Think about how you would engage an audience to be able to explore this story.

What are the criteria for content making? How is the story constructed? How can the audience make decisions about what to show or see next? When you return with the footage, just submit it to the academic counselor and do it accordingly to his/her instruction. Academic Counselor will help to decide the topic, shooting location, equipments and timeframe for finalizing it.

This project does require that learners will implement the computational engine. Be prepared to describe your proposed idea in the counseling session, prepare a clear map for future implementation. Discuss story representation and construction issues and solutions that arose during your work.

Points to be highlighted:

- Topic of the projects will decided and discussed with Academic Counselor.
- Learners will use open source software during the project.
- Final output of the project (no longer than 5 minutes).
- Final output will be submitted with a DVD (For each learner).
- Learners can use their own mobile for shooting and Visual Editing etc.
- No Hardware support will be provided by the university.
- Final date of submission will be decided by Academic Counselor for each group.
