

B.C.A. DEGREE EXAMINATION – NOVEMBER 2011
THIRD SEMESTER

COURSE : MAJOR CORE
PAPER : MULTIMEDIA SYSTEMS
TIME : 1½ HOURS

MAX. MARKS: 50

SECTION – A

ANSWER ALL THE QUESTIONS

(10x1=10)

I. FILL IN THE BLANKS:

1. _____ Multimedia involves the user.
2. _____ is adjusting the space between pairs of characters.
3. _____ are used to change the texture, shape, form and color, sharpen, blur or distort an image.
4. Tweening comes from the English word, _____.
5. _____ is an example of a Time-based Authoring Tool.

II. CHOOSE THE CORRECT ANSWER:

6. Which of the following are part of the Multimedia team?
a. Producer b. Programmer c. Writer d. All the above
7. _____ is the study of the movement and motion of structures that have joints such as a walking man.
a. Inverse Kinematics b. Kinematics c. Morphing d. Masking
8. Print media uses _____ Color model.
a. RGB b. CMYK c. HSB d. All the above.
9. The _____ allows you to modify the attributes of every element in a movie.
a. Inspector b. Tool Box c. Time Line d. Stage
10. _____ Animation takes the depth of objects into consideration.
a. 2D b. Motion Tweening c. 3D d. Shape Tweening

SECTION – B

III. Answer all questions:

(5x2=10)

11. Define Multimedia.
12. What is a Key Frame?
13. Name any two tools in Photoshop to select a particular area.
14. What is Morphing?
15. What is Anti-aliasing?

SECTION – C

IV. Answer any SIX questions

(6x5=30)

16. Explain briefly any 5 applications of Multimedia.
17. What are the stages in creating a Multimedia project?
18. Write short notes in Layers in Photoshop.
19. What are the operations that can be performed using Free Transform?
20. List the steps to do Masking.
21. What are some of the principles of Animation? (Any 5)
22. Write short notes on Stage, Sprites and Score.
23. Explain any two Broadcast Video Standards.
