# STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI 600 086 (For candidates admitted during the academic year 2011 – 12 & thereafter)

SUBJECT CODE: 11CS/ME/MS43

## B. C. A. DEGREE EXAMINATION, APRIL 2015 FOURTH SEMESTER

COURSE PAPER TIME	:	MAJOR ELECTIVE MULTIMEDIA SYSTEM 1½ HOURS	MS	MAX. MARKS: 50
		SECTI	ON - A	
Answer all	questions	<b>:</b>		$(10 \times 1 = 10 \text{ marks})$
Fill in the l	olanks:			
1. When an	interactiv	e multimedia has linked ele	ements for navigation, it is c	called as
2		font is used for	headlines and bold stateme	ents.
3		tool is used fo	or extracting part of an imag	e.
4. In Flash,	, animatio	ns are played in		
5. In windo	ows digitiz	ed sounds are most commo	only stored as	files.
Choose the	correct a	nswer:		
6image.	represe	nts the size of the original i	mage divided by the size of	the compressed
` ′	pression rapression sp	` '	Image quality Video Quality	
-		nging the color value of a phematical algorithm is	oixel to the closest matching	color in the target
(a) Flash	ing	(b) Dithering	(c) Modeling	(d) Sampling
8. Making o	changes in	a photo is known as	_·	
(a) down	sampling	(b) editing	(c) retouching	(d)up sampling

9. The feature enables one t		•	
(a) Onion skin outlines	(b) center frame	(c) Onion Markers	(d) onion skin
10. Modifying a recording's	s frequency content to so	und brighter or darker is kno	own as
(a) Stretching	(b) Trimming	(c) Slicing	(d) Equalization
	SECTIO:	N – B	
A narrow all avactions		(5	r 2 - 10 manta

#### **Answer all questions:**

 $(5 \times 2 = 10 \text{ marks})$ 

- 11. Give the stages of a multimedia project.
- 12. Define Typeface and Font.
- 13. Define Palette. Give its uses.
- 14. State the use of Timeline and Symbol in Flash.
- 15. Give the advantages of MIDI over digital audio.

#### **SECTION - C**

### **Answer any Six questions:**

 $(6 \times 5 = 30 \text{ marks})$ 

- 16. Discuss about the types of authoring tools.
- 17. Write short notes on Animation techniques.
- 18. Define Layers. How it is used in Photoshop?
- 19. Define Tweening. Give the steps involved in motion and shape tweening.
- 20. Elaborate on Broadcast video standards.
- 21. What is the use of Filters in Photoshop? State the purpose of Render, Blur and Sharpen Filters.
- 22. Explain the role of multimedia designer and programmer.
- 23. Explain Action scripts with an example.

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