SUBJECT CODE : CS/MC/MS34

B.C.A. DEGREE EXAMINATION – NOVEMBER 2009
THIRD SEMESTER

COURSE   : MAJOR CORE
PAPER   : MULTIMEDIA SYSTEMS
TIME   : 1½ HOURS   MAX. MARKS : 50

SECTION – A

ANSWER ALL THE QUESTIONS

Fill up the blanks :   (10x1=10)

1. A methodology of teaching academic curriculums, in an interested and entertaining manner is known as _____

2. CMYK stands for _____

3. The process to see the objects in the preceding and succeeding frames is known as _____

4. We can add new transitions to Director as _____

5. The 2 sliders for controlling the frames in animation in Maya are _____ and _____

Choose the correct answer:

6. Spacing between character pairs is called _____
    a. Character metrics   b. typeface   c. kerning   d. intercap

7. PDF stands for
    a. Photo Document Format   b. Portable Document Format
    c. Picture Document Format   d. Paint Document Format

8. _____ state of a button shows the appearance initially on the stage
    a. UP   b. Down   c. Over   d. Hit

9. Shortcut key to open cast member script is
    a. Ctrl-shift A   b. Ctrl-right arrow   c. Ctrl-left arrow   d. Ctrl-apostrophe

10. The method to create objects to serve as a path and any number of cross sectional shapes is _____
    a. Mapping   b. Lofting   c. Railing   d. Foliage

SECTION – B

Answer all questions: **(5x2=10)**

11. Explain the role of Graphic designer.

12. How to duplicate an image?

13. What is timeline?

14. What is a score?

15. What are the broadcast video standards?

SECTION – C

Answer any six questions: **(6x5=30)**

16. Explain the application of Multimedia in Business.

17. Write down the tips to follow while incorporating text in Multimedia projects.

18. Explain about the edit tools in Photoshop.

19. Explain briefly on following formats

    a. GIF   b. JPEG   c. SWF   d. VOC

20. What are the functions of library in flash?

21. How to create or modify a behaviour?

22. What are the advantages and disadvantages of MIDI over Digital audio?

23. Explain the softwares that help us to design different types of animations.

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