

Paper I — INTRODUCTION TO MULTIMEDIA

Time : Three hours

Maximum : 100 marks

PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. Define the following :
 - (a) Interactive multimedia.
 - (b) Hypermedia.
2. Write a short notes on multimedia software.
3. List down any four features of painting and drawing tools.
4. What are image editing tools?
5. Write a note on SCSI.
6. Discuss about Voice Recognition Systems.

7. Write a short notes on DDE and OLE.
8. What are Word Processors?
9. Write a short notes on Macromedia's Director.
10. Write any two important tips for working with text in Cross-Platform Applications.
15. Describe the uses of any three multimedia input devices.
16. Explain about databases and presentation tools.
17. Describe in detail Card and Page-based Authoring Tools.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. List out the different team members involved in multimedia production. Mention briefly the roles of each member.
12. Write short notes on :
 - (a) Text Editing and Word Processing Tools (8)
 - (b) 3-D Modeling and Animation Tools. (7)
13. Explain about Digital Movie Tools.
14. Explain about Memory and Storage Devices for Multimedia.

BASIC ANIMATION TECHNIQUES

Time : Three hours

Maximum : 100 marks

PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. What are clipboard commands in Corel Draw? Discuss briefly.
2. Discuss about examining drawings and objects.
3. Explain about Zoom In and Zoom Out commands.
4. What is the use of pick tool in Corel Draw? Discuss briefly.
5. Write a note on : Create panel in 3d Max.
6. What are architecture primitives? Discuss briefly.
7. What are the different panels in object properties dialog box? Discuss briefly.
8. How to use display floater dialog box in 3d max?

9. Discuss about lens settings and field of view.
10. What are the standard light types available in 3d max?

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. Write the steps to perform the following operations in Corel Draw :
 - (a) Opening documents
 - (b) Saving documents
 - (c) Deleting documents.
12. Explain the following in Corel Draw :
 - (a) Setting the ruler origin
 - (b) Setting ruler options.
13. Explain about working with the object tools in Corel Draw.
14. Describe in detail, exploring the primitive object types in 3d max.
15. Explain how to hide and freeze objects in 3d max.

16. Explain the basics of deformation painting.
17. Write the steps for matching a camera to a background image in 3d max.

