

INTRODUCTION TO MULTIMEDIA

Time: Three hours

Maximum: 100 marks

PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. Define the following terms:
 - (a) Hypermedia
 - (b) Linear and nonlinear multimedia project
2. Write a note on: Virtual reality.
3. Discuss about OCR software.
4. Write a short note on: Video formats.
5. What is the minimum requirements for a multimedia PC configuration?
6. Write a short note on: Graphics Tablets.
7. What are DDE and OLE?
8. Write short notes on: MS Access.

9. Discuss about Interactivity features of authoring tools.
10. Write a short note on: Cross-platform authoring notes.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. Explain about multimedia applications in business, schools and home.
 12. Discuss in detail, different stages of a multimedia project.
 13. What are the features in a drawing or painting package? Explain them.
 14. Explain about Quick time for Windows and Macintosh.
 15. Describe in detail, multimedia output devices.
 16. Explain the different ways of linking multimedia.
 17. Explain about card and page-based authoring tools.
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BASIC ANIMATION TECHNIQUES

Time : Three hours

Maximum : 100 marks

PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. How to Delete and Close Documents in Corel Draw?
2. What are the steps needed to Import Files in Corel Draw? Discuss briefly.
3. Write a short notes on: Specialized View Modes.
4. Write the steps for controlling the order of things in Corel Draw.
5. Write a short notes on: Creating Primitive objects in 3d max.
6. Write about any four Architecture primitives in 3d Max.
7. Write a short note on: Rotating objects in 3d Max.
8. What are shape primitive creation methods in 3d max?

9. How to set camera match points in 3d Max?
10. Write a note on: Rediosity.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. Describe in detail, controlling Document and Pages in Corel Draw.
12. How to place Guidelines on Document page in Corel Draw? Explain.
13. Explain about Basic object Selection in Corel Draw.
14. Describe in detail, Exploring the primitive object Types in 3d Max.
15. Explain about selection object in 3d Max.
16. Describe in detail about the snap feature in 3d Max.
17. Explain about creating and positioning light objects in 3d Max.

AUDIO AND VIDEO EDITING

Time : Three hours

Maximum : 100 marks

PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. Write a note on: Splitting a Clip.
2. How to remove a clip or a range of frames from the sequence?
3. How to change clip duration and speed?
4. What are the file types available for export? Discuss briefly.
5. Write any one step to open a clip in source view.
6. Write a note on: Channel Blur and Channel Mixer Effect.
7. Write the steps to create a shape using the drawing tools.
8. How to draw curved segments with the Pen tool?

9. Write a short note on: Nested Sequence.
10. Discuss briefly about Track Matte Key.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. Write the steps to do the following:
 - (a) Selecting clips in the Timeline Window. (8)
 - (b) Processing Interlaced Video Fields. (7)
12. Explain the steps for Trimming using Slip and Slide Edits.
13. Discuss in detail, Linking Video and Audio Clips in the Timeline Window.
14. Write the steps to Animate a clip in the program view and explain.
15. Explain about any five General project settings.
16. Explain how to design complex Titles with the Adobe Title Designer.
17. Describe in detail, Applying effects to Nested Sequence.

