

PSG COLLEGE OF ARTS & SCIENCE  
(AUTONOMOUS)

MSc(SS) DEGREE EXAMINATION DECEMBER 2023  
(Ninth Semester)

Branch – SOFTWARE SYSTEMS (Five Years Integrated)

INTRODUCTION TO MULTIMEDIA

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks (10 x 1 = 10)

- 1 The World Wide Web (www) is a classic example of -----.  
(i) Internet (ii) multimedia  
(iii) social media (iv) hypermedia
- 2 \_\_\_\_\_ is an optical illusion of motion due to the phenomenon of persistence of vision, and can be created and demonstrated in several ways.  
(i) Graphics (ii) Animation  
(iii) Image (iv) Automation
- 3 Movies that can depict a 360-degree panorama or a movable object can be incorporated into \_\_\_\_\_ projects.  
(i) multimedia (ii) interactive  
(iii) fixed (iv) profitable
- 4 \_\_\_\_\_ is an effect which sees one shape or object transform into another in a seamless transition.  
(i) Warping (ii) Tweening  
(iii) Morphing (iv) Onion Skinning
- 5 Squash and stretch is a technique that is used to derive natural flexibility and reduce stiffness within the \_\_\_\_\_.  
(i) graphics (ii) objects  
(iii) characters (iv) motion
- 6 The most common ones for \_\_\_\_\_ streaming are MP4, FLV, and WMV.  
(i) Offline (ii) online  
(iii) Hybrid (iv) multimedia
- 7 \_\_\_\_\_ is famous for its Magnetic Timeline, multi-cam editing, grouping tools, mesmerizing effects, and simpler ways to edit audios.  
(i) Vegas Pro (ii) Final Cut Pro  
(iii) Adobe Premiere Pro (iv) DaVinci Resolve
- 8 Hex codes are six-digit numbers used to represent \_\_\_\_ colors for screen displays.  
(i) CMYK (ii) HSB  
(iii) RGB (iv) HSV
- 9 Onion skinning is a \_\_\_\_\_ technique.  
(i) 2D animation (ii) 3D animation  
(iii) flash (iv) illustrator
- 10 \_\_\_\_\_ just moves an object from one point to another.  
(i) Flash (ii) Shape tweening  
(iii) Motion tweening (iv) Onion skinning

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**SECTION - B (25 Marks)**

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 5 = 25)

- 11 a Discuss the elements of Multimedia.  
OR  
b Evaluate the uses of animation.
- 12 a State the principles of video editing.  
OR  
b Choose the editing rules to be applied for social media videos.
- 13 a Explain audio digitization.  
OR  
b Evaluate on “lossy” and “lossless” compressed audio formats.
- 14 a Classify the types of animation.  
OR  
b State the planning process of an animation project.
- 15 a Discuss the steps involved in creating an interactive video.  
OR  
b Analyze the process of animating a character with proper colour and sound in 2D Animation.

**SECTION -C (40 Marks)**

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 8 = 40)

- 16 a Classify the Multimedia Applications in various fields.  
OR  
b Differentiate between Multimedia and Animation.
- 17 a Determine the advantages of Non-linear editing.  
OR  
b ‘Oscar-winning editor Walter Murch is known for his editing worldwide’ – State the Murch’s Rule of Six.
- 18 a Compare Mono, Stereo and Surround sound in digital audio.  
OR  
b Categorize the audio formats available and state the most frequently used ones in a multimedia project.
- 19 a State the difference between 2-D and 3-D animation, Cite examples.  
OR  
b Compare the techniques of Morphing vs Tweening in animation. Cite examples for the same.
- 20 a Plan a multimedia project for a e-learning company using Macromedia Flash.  
OR  
b Access the advantages of using animation for a gaming industry in the current scenario.