

**PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)**

**MSc (SS) DEGREE EXAMINATION DECEMBER 2025
(Ninth Semester)**

Branch – **SOFTWARE SYSTEMS (five years integrated)**

GENERIC ELECTIVE COURSE : INTRODUCTION TO MULTIMEDIA

Time: Three Hours

Maximum: 50 Marks

SECTION-A (5 Marks)

Answer **ALL** questions

ALL questions carry **EQUAL** marks **(5 x 1 = 5)**

1 Identify the category of drawings, photographs, movies and simulation.

(i) Animation (ii) Image
(iii) Graphics (iv) Text

2 A video consists of a sequence of _____.

(i) Frames (ii) Signals
(iii) Packets (iv) Slots

3 Which device is used to convert sound waves into electrical signals?

(i) Loud speaker (ii) Microphone
(iii) Amplifier (iv) Speaker

4 Choose the basic form of pictorial representation.

(i) Animation (ii) Drawing
(iii) Photography (iv) Creativity

5 What deals with the rotation and movement of the object from one point to another in specific frames?

(i) Tweening (ii) Shape tween
(iii) Motion tween (iv) Transition

SECTION - B (15 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks **(5 x 3 = 15)**

6 a State the applications of multimedia.

OR

b What is multimedia? Justify their application in broadcasting.

7 a Classify the video formats in detail.

OR

b Explain about encoding and decoding.

8 a Discuss on digitization of audio.

OR

b Determine the features of synthesizer and sound card.

9 a Explain warping.

OR

b Illustrate the timeline in animation.

10 a Express your recommendations for publishing and exporting in macromedia flash.

OR

b Sketch the basics of macromedia flash.

Cont...

SECTION -C (30 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

(5 x 6 = 30)

11 a Elucidate the various animation techniques.

OR

b Assess the elements of multimedia.

12 a Interpret the concept of video compression.

OR

b Analyze the various video hardware.

13 a What is audio hardware and audio software? Classify them.

OR

b Evaluate the audio formats.

14 a Compare and contrast between 2D animation and 3D animation.

OR

b What is morphing and tweening? Justify their importance.

15 a Enumerate the working with objects in macromedia flash.

OR

b Formulate the steps to create animation in macromedia flash.

Z-Z-Z

END