

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 ideals 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