PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

PG DEGREE EXAMINATION DECEMBER 2025
(Third Semester)

TRANS DISCIPLINARY COURSE
(Common to PG Programmes)

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)

Question No.	Question	K Level	CO
1	Which of the following is NOT an element of multimedia? a) Text b) Image c) Audio d) Paper	K1	CO1
2	What is the primary purpose of interactive multimedia applications? a) To entertain b) To communicate c) To engage users d) To store data	K2	CO1
3	Which of the following is a vector graphic software? a) Photoshop b) Illustrator c) Dreamweaver d) InDesign	K1	CO2
4	What does "raster" refer to in graphic communication? a) Line-based graphics b) Pixel-based graphics c) Animation d) Digital sound	K2	CO2
5	Which file format is commonly used for high-quality audio? a) MP3 b) WAV c) FLV d) JPEG	K1	CO3
6	Audio digitization involves converting sound waves into: a) Electrical signals b) Digital data c) Mechanical waves d) Acoustic signals	K2	CO3
7	Which of the following is a non-linear video editing software? a) Adobe Premiere Pro b) Windows Movie Maker c) Adobe Photoshop d) VLC Media Player	K1	CO3
8	What is video compression primarily used for? a) Increasing video quality b) Reducing file size c) Enhancing colors d) Adding special effects	K2	CO4
9	What principle of animation refers to giving an object a sense of weight and mass? a) Squash and stretch b) Anticipation c) Follow through d) Timing	K1	CO5
10	In which phase is the storyboard created during animation production? a) Post-production b) Pre-production c) Production d) Rendering	K2	CO5

SECTION - B (35 Marks)
Answer ALL questions
ALL questions carry EQUAL Marks   (5 × 7 = 35)

Question No.	Question	K Level	CO
11.a.	Explain the elements of multimedia.	K2	CO1
	(OR)		
11.b	Describe the interactive applications of multimedia.		
12.a.	What is the difference between vector and raster graphics?	K3	CO2
	(OR)		
12.b.	Discuss the role of Pixels in the resolution of a graphic image.		
13.a.	Explain Various audio file formats.	K3	CO3
	(OR)		
13.b.	Describe the process of digitizing audio.		
14.a.	Explain the stages of video editing.	K4	CO4
	(OR)		
14.b.	Describe the video compression techniques.		
15.a.	Distinguish between 2D animation & 3D animation.	K5	CO5
	(OR)		
15.b.	Discuss the principles of animation.		

SECTION -C (30 Marks)
Answer ANY THREE questions
ALL questions carry EQUAL Marks   (3 × 10 = 30)

Question No.	Question	K Level	CO
16	Explain in detail the interactive and non-interactive applications of multimedia.	K5	CO1
17	Discuss the key elements of design and their importance in graphic communication.	K5	CO2
18	Explain the working of audio hardware and software for sound production.	K6	CO3
19	Analyze the differences between linear and non-linear video editing.	K6	CO4
20	Describe the complete process of animation production from pre-production to post-production.	K6	CO5

Z-Z-Z   END