

PSG COLLEGE OF ARTS & SCIENCE  
(AUTONOMOUS)

BSc DEGREE EXAMINATION DECEMBER 2022  
(Second Semester)

Branch – VISUAL COMMUNICATION (ELECTRONIC MEDIA)

MULTIMEDIA & GRAPHICS

Time: Three Hours

Maximum: 50 Marks

SECTION-A (5 Marks)

Answer ALL questions

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

- 1 What kind of communication and presentation, multimedia used for -----  
(i) Corporate (ii) Company  
(iii) Communal (iv) Commercial
- 2 Which of the following is not related to format of animation?  
(i) Flic Format (Fli / Flc) (ii) Amiga (SGI)  
(iii) Quick Time (iv) MPEG
- 3 What is the full form of PGA Graphics Card?  
(i) Portal graphics array (ii) Personal graphics array  
(iii) Professional graphics array (iv) Public Giga array
- 4 Which of the following is a lever that can be moved in several directions to control the movement of an image on a computer monitor or a display screen?  
(i) Visual Display Unit (ii) Joy stick  
(iii) Optical Mark Reader (iv) MIDI Devices
- 5 Which of the following is not a part of multimedia presentation?  
(i) Graphics (ii) Audio  
(iii) Memory / Keyboard (iv) Video

SECTION - B (15 Marks)

Answer ALL Questions

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

- 6 a State the various applications of multimedia.  
OR  
b Explain the principles and techniques involved in multimedia.
- 7 a Compare and contrast the linear and non - linear editing.  
OR  
b Analyze the functions of various audio formats.
- 8 a Outline the principles of design with necessary examples.  
OR  
b Describe the anatomy of Typography.
- 9 a What do you understand by key frame animation? Give examples.  
OR  
b Write a brief note on stop motion animation.
- 10 a Compare the features of mesh modeling with poly modeling.  
OR  
b Write a brief note on Inverse Kinematics.

Cont...

**SECTION -C (30 Marks)**

Answer ALL questions

ALL questions carry EQUAL Marks

(5 x 6 = 30)

11 a Differentiate the functions of interactive and non – interactive applications of multimedia.

OR

b Discuss in detail the application of multimedia in fiction cinema.

12 a Enumerate the various editing techniques used in any editing software of your choice.

OR

b Elucidate the features of editing audio using an audio editing software.

13 a Analyze the methods used to edit a layout.

OR

b The growth of computers is a boon to the Graphics industry. Justify.

14 a Explain in detail the process of creating a 2D animation on any social awareness concept for a minute.

OR

b Critically analyze the difficulties faced during rendering and obtaining the output in animation.

15 a Explain the applications of virtual reality in Tamil cinema.

OR

b Elaborate the techniques involved in Motion Capturing.

Z-Z-Z

END