

(6 pages)

Reg. No. :

Code No. : 10333

Sub. Code : GMCN 6 C

B.Com. (CBCS) DEGREE EXAMINATION,
APRIL 2016.

Sixth Semester

Computer application – Main

Elective – MULTIMEDIA WITH APPLICATION

(For those who joined in July 2012 and afterwards)

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer:

1. Multimedia can contain
 - (a) Graphics, animation, video, music and voice
 - (b) Only numeric-type data
 - (c) Numeric, text and picture data
 - (d) Databases that, in turn, contain other databases, creating a massive data collection.

2. An essential ingredient for effective multimedia presentations incorporates user participation or _____.
 - (a) Links
 - (b) Buttons
 - (c) Interactivity
 - (d) Integration
3. Which of the following multimedia element places the highest performance demand on the computer?
 - (a) Animation
 - (b) Sound
 - (c) Text
 - (d) Video
4. _____ refers to type of media such as text, graphics, video.
 - (a) File
 - (b) DTP
 - (c) Multimedia
 - (d) Hypertext
5. The text colour in a presentation should contrast with _____ color.
 - (a) Cpu
 - (b) Frame
 - (c) Stack
 - (d) Background



6. A _____ is a collection of characters of a single size and style belonging to a particular typeface family.
- (a) Font (b) Style
(c) Tab (d) Toolbar
7. The sources of digital video is
- (a) Digital camera (b) Video camera
(c) Web camera (d) All of these
8. Sound pressure is measured in _____.
- (a) Bauds (b) Bits
(c) Decibels (d) Watts
9. A(n) _____ is a design tool that shows the overall flow of a multimedia presentation.
- (a) Link (b) Graphical map
(c) Storyboard (d) Gantt chart
10. Before building a presentation with a multimedia authoring system, the designer would use a _____.
- (a) Flowchart (b) Hypermedia database
(c) Button file (d) Storyboard

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions, Answer should not exceed 250 words choosing either (a) or (b).

11. (a) State the important in multimedia development.

Or

- (b) Discuss the basic concepts of multimedia.

12. (a) How to product your own applications?

Or

- (b) Explain the organization of Multimedia.

13. (a) Discuss the usage of text in multimedia.

Or

- (b) Discuss the usage of graphics in multimedia.

14. (a) How to capture sound?

Or

- (b) Write short notes on MIDI.



15. (a) List out the functions of macromedia director.

Or

- (b) Describe any one of authoring software.

SECTION C — (5 × 8 = 40 marks)

Answer ALL questions, Answer should not exceed 600 words choosing either (a) or (b).

16. (a) Discuss multimedia goals and objectives.

Or

- (b) Discuss the opportunities in multimedia productions.

17. (a) How to create multimedia building blocks?

Or

- (b) Discuss the applications of multimedia

18. (a) Describe any one of multimedia presentation blocks.

Or

- (b) Describe various types of images.

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19. (a) How sound is used in multimedia?

Or

- (b) How to capture videos?

20. (a) How to select authoring software?

Or

- (b) Explain the structure and functioning of authoring software.

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