

Paper I — INTRODUCTION TO MULTIMEDIA

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Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. What are the basic things needed to make Multimedia? Explain.
2. Describe the following team members involved in Multimedia production.
  - (a) Project Manager
  - (b) Multimedia Designer
  - (c) Video specialist
  - (d) Multimedia programmer
3. Discuss the painting and drawing tools in detail.
4. Write about the following in detail :
  - (a) Movie editors
  - (b) Compressing Movie files

5. Explain the Networking Macintosh and Windows computers in detail.
  6. Describe the various storage devices used with computer.
  7. Discuss the different linking Multimedia objects in detail.
  8. Write about the databases and Presentation tools with example.
  9. Explain the Card – and Page–based Authoring tools in detail.
  10. Describe the different Time–based Authoring tools in detail.
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Paper II — ADOBE PHOTOSHOP

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Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. Explain the Floating palettes in detail.
2. Describe the different special file formats in image management.
3. Discuss the working principle of different color modes in detail.
4. Explain the paint bucket tool in detail.
5. (a) Write about the different selection tools in an image.  
(b) Describe the different ways for editing the mask in detail.
6. Discuss the different uses of pen tool to build paths in detail.

7. Explain the method for heightening focus and contrast in detail.
  8. Describe the edge enhancement filters in detail.
  9. What are the different advantages in working with layered images? Discuss them briefly.
  10. Write about the uses of Type tool of text with illustration.
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Paper III – FLASH

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Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. Explain about any eight file types in Flash.
  2. Describe the method for managing windows and panels in Flash.
  3. What are the different geometric shape drawing tools in Flash? Discuss any four of them in detail.
  4. Write about the methods for defining content types in Flash.
  5. Explain the following tools in detail;
    - (a) The Eye dropper
    - (b) The Ink bottle
    - (c) The paint bucket.
  6. Describe any two basic methods of animation in detail.
  7. Write about the motion guide layer and Lip-syncing in detail.
  8. Discuss the following;
    - (a) Masking with filled shapes
    - (b) Masking Text.
  9. Explain the import and export sound file formats in Flash.
  10. Describe the Spark compression options in detail.
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