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B.Tech. DEGREE EXAMINATION, JUNE 2023

Fifth Semester

18CSE339J - MULTIMEDIA TOOLS AND APPLICATIONS

(For the candidates admitted during the academic year 2018-2019 to 2021-2022)

Note:

- i. **Part - A** should be answered in OMR sheet within first 40 minutes and OMR sheet should be handed over to hall invigilator at the end of 40 minutes.
- ii. **Part - B and Part - C** should be answered in answer booklet.

Time: 3 Hours

Max. Marks: 100

Part - A (20 × 1 Marks = 20 Marks)

Answer All Questions

		Marks	BL	CO
1.	Interactive multimedia is characterized as (A) the user has some control over what information is viewed and when it is viewed (C) quizzes and tests with evaluations and scoring are included	(B) the information is available on the Web (D) the user can change such attributes as volume and type size	1	1
2.	Indicate when interactive multimedia meets hypermedia (A) the information is available on the Web (C) it includes a structure of linked elements through which a user can navigate and interact	(B) quizzes and tests with evaluations and scoring are included (D) the user can change such attributes as volume and type size	1	2
3.	In which of these orientations may a printed page be presented? (A) portrait (C) x-height	(B) latile (D) node	1	1
4.	Choose the multimedia dynamic element (A) Video (C) Audio	(B) Animation (D) Graphic	1	2
5.	In systems for making multimedia, elements and events are often thought of as objects that are related to each other in a hierarchy. People often call this relationship: (A) servant and master (C) property and modifier	(B) host and client (D) parent and child	1	2
6.	Select the potential challenge for hypermedia (A) Users' eye movements affect their ability to link. (C) Hypermedia software might create inappropriate links.	(B) Users will be turned off by excessive animation. (D) Search results generally are too granular to be useful.	1	1
7.	The block of code which runs by scripting languages when certain things happens. (A) function (C) a process	(B) a handler (D) a script	1	1
8.	During development, _____ kind of authoring system is very useful for a project whose content is created of elements that may be seen on their own. (A) card- or page-based tool (C) time-based tool	(B) icon-based, event-driven tool (D) scripting language	1	1

9. Name the most valuable thing you can bring with you to the multimedia workshop is:	1	1	3
(A) creativity	(B) programming skill		
(C) musical ability	(D) film and video production talent		
10. Indicate the shortcut to add a key frame	1	1	3
(A) FLA	(B) Doc File		
(C) FLV File	(D) ASF File		
11. Name the two ways to draw fills in a drawing?	1	1	3
(A) Ink and Pencil	(B) Brush and Spray		
(C) Oval and Shape	(D) Fill and Autofill		
12. Mention the software used for creating 2D animation for use in web pages?	1	1	3
(A) Corel draw	(B) Flash		
(C) Banner creator	(D) Maya		
13. Recognize the best animation for developing characters that would showcase depth and realism?	1	1	4
(A) Vector	(B) 3D animation		
(C) Alpha	(D) 2D animation		
14. What type of animation is being used for a ball moving with slight changes on each frame?	1	1	4
(A) Vector	(B) Scenes		
(C) Frames per second	(D) Frame based animation		
15. To make an object transparent , the _____ should be set in the property inspector panel	1	1	4
(A) Alpha value setting	(B) Transparency setting		
(C) Color setting	(D) Object setting		
16. Stop motion is defined as _____	1	1	4
(A) technique of physically manipulates an object	(B) computer generated		
(C) cell animation	(D) Frame animation		
17. How do you apply an image texture to a mesh for rendering	1	1	5
(A) Select the mesh, press the T and select "Apply" from the menu	(B) Select the mesh, press U and select "Load an image"		
(C) Go to the Texture panel, press on the image button and click apply	(D) Select the mesh, go to the texture panel, select the type image, and open an image		
18. Recall the key to merge selected vertices?	1	2	5
(A) Press the ALT and V key	(B) Press the ALT and M key		
(C) Press the SHIFT and V key	(D) Press the SHIFT and M key		
19. Name the language to create web pages	1	1	5
(A) Unicode	(B) American Standard Code for Information Interchange		
(C) File Transfer Protocol	(D) Hypertext Markup Language		
20. Memorize the number of bones exist in Blender?	1	1	5
(A) 4	(B) 2		
(C) 5	(D) 3		

Part - B (5 × 4 Marks = 20 Marks)
Answer any 5 Questions

Marks BL CO

21. Distinguish Multimedia and Hyper Media.	4	2	1
22. How to develop an instant multimedia.	4	2	2
23. With a neat sketch explain about the windows and panels.	4	3	3
24. Explain the alternative techniques for displaying contents of the previous and the following frames on the stage.	4	3	3
25. Write about icon-based authoring tool.	4	2	2
26. Describe the basic elements used to create an animation in Adobe.	4	2	4
27. Describe the features of software tool set used for creating <u>animated films</u> .	4	3	5

Part - C (5 × 12 Marks = 60 Marks)

Answer All Questions

Marks BL CO

28. a) Discuss about Multimedia systems usage in this modern world. List the advantage and disadvantage of it's usage.	12	2	1
(OR)			
b) Categories the various hardware components needed for multimedia display and development.			
29. a) Analyze the multimedia authoring tools in detail.	12	4	2
(OR)			
b) Discuss the hardware most often used in making multimedia and choose an appropriate platform for a project .			
30. a) Identify the tools to create poseable chains of symbol instances or shapes with articulated skeletons.	12	3	3
(OR)			
b) Describe the features of Image Editing Tools.			
31. a) Discuss about the two different methods for stopping an event sound .	12	2	4
(OR)			
b) Explain the procedure to integrate multimedia files with Flash.			
32. a) Explain the tools used for 2D or 3D designs in the modeling phase of a blender.	12	3	5
(OR)			
b) Analyze the tool to create chamfered or rounded corners on geometry.			

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