



UNIVERSITY COLLEGE TATI (UC TATI)

FINAL EXAMINATION QUESTION BOOKLET

COURSE CODE : FCT1074

COURSE : FUNDAMENTAL OF MULTIMEDIA

SEMESTER/SESSION : 3- 2023/2024 (SEPTEMBER)

DURATION : 3 HOURS

Instructions:

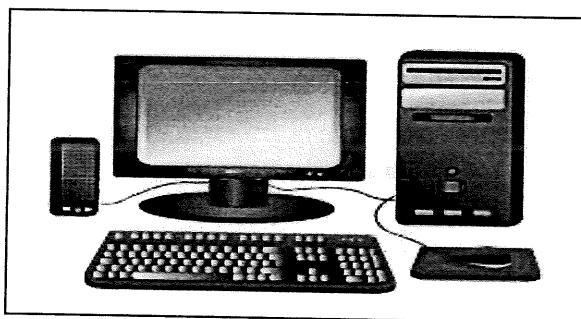
1. This booklet contains 5 questions. Answer **ALL** questions.
2. All answers should be written in answer booklet.
3. Write legibly and draw sketches wherever required.
4. If in doubt, raise your hands and ask the invigilator.

DO NOT OPEN THIS BOOKLET UNTIL YOU ARE TOLD TO DO SO

THIS BOOKLET CONTAINS 6 PRINTED PAGES INCLUDING COVER PAGE

QUESTION 1

- a) Define about Multimedia. (2 marks)
- b) Describe the term of Interactive Multimedia (2 marks)
- c) There are many uses of multimedia in various area not limited to business, education, medical and entertainment. Explain and give **TWO (2)** examples of multimedia application used in the following area:
- i) Education (5 marks)
 - ii) Medical (5 marks)
- d) State **THREE (3)** advantages of multimedia. (3 marks)

QUESTION 2**Figure 1:** Computer hardware

- a) Refer to Figure 1 above, Identify **FIVE (5)** major components of Multimedia System and Devices. (5 marks)

- b) List **FOUR (4)** capture devices in multimedia system. (4 marks)
- c) Give **FIVE (5)** types of storage. (5 marks)
- d) Describe between development system and playback system that have been applied in today Multimedia Industry. (4 marks)

QUESTION 3

- a) Describe about Multimedia Software with **ONE (1)** example. (3 marks)
- b) Give **TWO (2)** examples for editing tools below: (6 marks)
 - i) Image Editing Tools
 - ii) Audio Editing Tools
 - iii) Video Editing Tools
- c) There are two types of digital compression which are Lossy and Lossless. Compare **TWO (2)** characteristics of them and give **ONE (1)** example of file format for Lossy and Lossless. (6 marks)
- d) Distinguish between Typeface and Font in text technology with example. (6 marks)



Figure 2: Text Image

- e) State **THREE (3)** drawbacks of converting text into graphic in Figure 2 above. (3 marks)

QUESTION 4

- a) Identify **FOUR (4)** purposes of the graphical image used. (4 marks)
- b) Consider an image of dimensions 640×480 pixel and color depth of 32 bits. Calculate the size of that image file in KB. (4 marks)
- c) Explain **THREE (3)** features of image editing application program. (6 marks)
- d) Describe **THREE (3)** types of audios in multimedia applications. (6 marks)
- e) State **THREE (3)** examples of audio file format. (3 marks)

QUESTION 5

Authoring software helps you create impressive animations, without drawing each frame individually, but using a technique called tweening. It enables you to create animations in a fraction of time required by the traditional method.

- a) Define the term animation and give **ONE (1)** example. (3 marks)

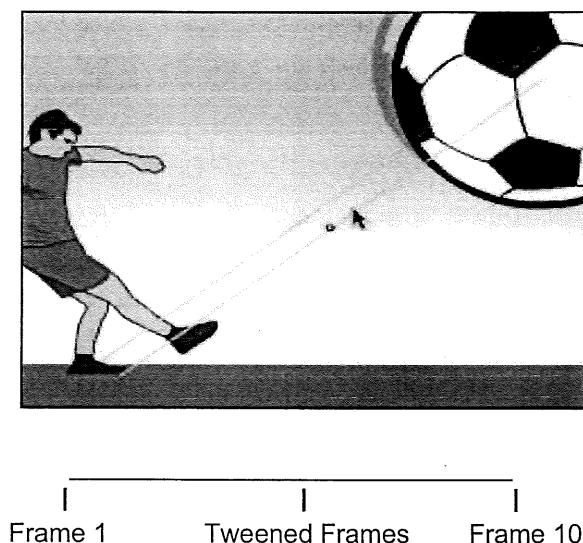


Figure 3: Tweening Path

- b) Refer to Figure 3 above, if we use Adobe Animate, list **FIVE (5)** steps involved for creating the simple animation. (5 marks)

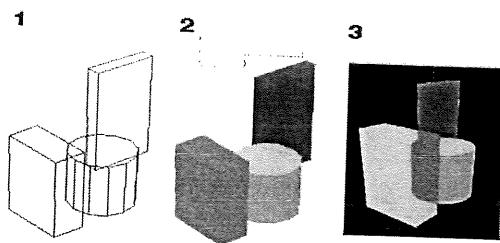


Figure 4: 3-D Steps

- c) Identify the steps involved in 3-D animation illustrated based on Figure 4. (3 marks)
- d) State **TWO (2)** types of animation special effect. (2 marks)
- e) Using digital video, it will increase retention of the presented information to the audience. List **FIVE (5)** special computer components needed for capturing and digitizing video. (5 marks)

----- End of question -----