



**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.

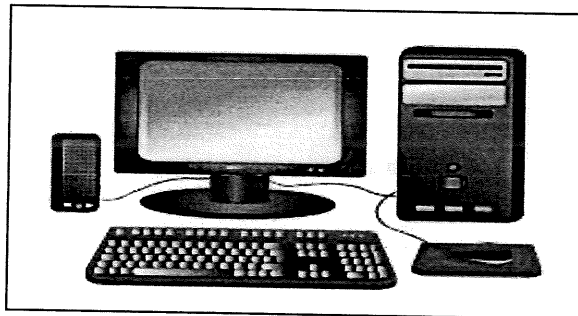
**DO NOT OPEN THIS BOOKLET UNTIL YOU ARE TOLD TO DO SO**

**THIS BOOKLET CONTAINS 6 PRINTED PAGES INCLUDING COVER PAGE**

## FUNDAMENTAL OF MULTIMEDIA (FCT1074)

**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

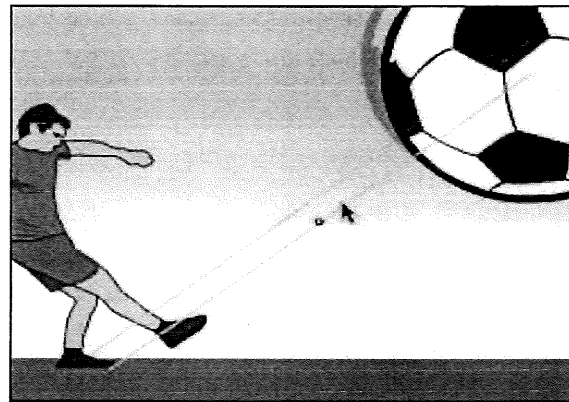
- a) Identify **FOUR (4)** purposes of the graphical image used. (4 marks)
- b) Consider an image of dimensions  $640 \times 480$  pixel and color depth of 32 bits. Calculate the size of that image file in KB. (4 marks)
- c) Explain **THREE (3)** features of image editing application program. (6 marks)
- 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)

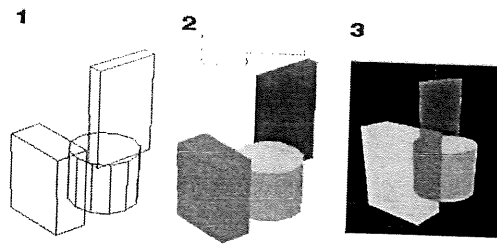


Frame 1                      Tweened Frames                      Frame 10

**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 -----