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Universiti Tun Hussein Onn Malaysia

**UNIVERSITI TUN HUSSEIN ONN MALAYSIA**

**FINAL EXAMINATION  
SEMESTER I  
SESSION 2019/2020**

COURSE NAME : MULTIMEDIA CONCEPT  
COURSE CODE : DAT 11403  
PROGRAMME CODE : DAT  
EXAMINATION DATE : DECEMBER 2019 / JANUARY 2020  
DURATION : 2 HOURS AND 30 MINUTES  
INSTRUCTION : ANSWER ALL QUESTIONS IN SECTION  
A AND ONLY **THREE (3)** QUESTIONS IN  
SECTION B

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THIS QUESTION PAPER CONSISTS OF **SEVEN (7)** PAGES

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**SECTION A**

**Q1** Multimedia development is usually not a one person show. A typical team for developing multimedia project consists of people from different field.

- (a) State **TWO (2)** approach that important in developing multimedia project. (2 marks)
- (b) Explain **FOUR (4)** characteristics to become a good production manager. (4 marks)
- (c) Most of the multimedia and web projects are undertaken in stages. Some stages are necessary to complete before other stages begin, also some stages may be skipped or combined.
  - (i) Identify **TWO (2)** multimedia development phase for a success project. (2 marks)
  - (ii) Explain each of multimedia development phase that you answered in **Q1 (c)(i)**. (4 marks)
- (d) You were assigned to develop an e-learning apps with a group of four people.
  - (i) Select **THREE (3)** roles of each group member suitable for the developments. (3 marks)
  - (ii) Describe the job specification for each of the chosen role. (5 marks)

**Q2** In developing a good user interface, designers need to determine which form of multimedia components to use to perform a task or action on the system.

- (a) Give **TWO (2)** kinds of multimedia components in developing a good user interface. (2 marks)
- (b) State **TWO (2)** examples of multimedia software and hardware used in developing an interface. (4 marks)
- (c) Authoring software is a special multimedia software allows complex routines to be done to the various media.
  - (i) State **TWO (2)** tasks for authoring software in multimedia. (2 marks)

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- (ii) List **TWO (2)** examples for 2D animation software and 3D animation software. (4 marks)
  
- (d) Multimedia system is a system that involve the following elements towards multimedia information.
  - (i) Explain **THREE (3)** characteristics of multimedia system. (3 marks)
  
  - (ii) Declare **FIVE (5)** following elements towards multimedia information in multimedia system. (5 marks)

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## SECTION B

**Q3** Figure Q3 shows an image of a zebra from Savana. As a graphic designer, you were asked by the client to edit the picture using a photo editing software.

- (a) Name **TWO (2)** software that are suitable to edit the image in **Figure Q3**. (2 marks)
- (b) Explain **TWO (2)** reasons why the softwares that you answered in **Q3(a)** suitable to be used for image editing. (2 marks)
- (c) Describe **THREE (3)** advantages using the softwares. (6 marks)
- (d) The client asked you to edit the image in **Figure Q3** based on the following requirements:
- Vibrant the zebra image only.
  - Desaturate the background of the image.

Propose **FIVE (5)** steps to fulfill the client requirements based on the softwares in **Q3(a)**.

(10 marks)

**Q4** Text is an important component used in many multimedia applications. They are characters that are used to create words, sentences and paragraphs. Text alone provides just one source of information. Yet, text is good at providing basic information.

- (a) List **THREE (3)** softwares that can be used to produce and edit text. (3 marks)
- (b) Identify **THREE (3)** guidelines of text usage in developing multimedia application. (3 marks)
- (c) Differentiate between serif and san-serif. (4 marks)
- (d) Give **TWO (2)** ways for your text to be readable by the audience. (4 marks)

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- (e) Draw a typography of the word '*Multimedia*' using your own:
- (i) Decorative font (2 marks)
  - (ii) San-Serif font (2 marks)
  - (iii) Serif font (2 marks)

**Q5** Sound can be used to enhance multimedia applications in a number of ways, for example in delivering lectures over the web, music used to add interest and emotion to a presentation, and other non-speech audio used as part of a general interface.

- (a) Give **THREE (3)** usage of sound. (3 marks)
- (b) State **THREE (3)** major types of audio format. (3 marks)
- (c) List **TWO (2)** examples of audio format. (2 marks)
- (d) Discuss **TWO (2)** differences between background music and sound effect. (4 marks)
- (e) Mrs Farhah is one of the members in the multimedia development team at Azaro Enterprise. She had been assigned to insert audio element in corporate video. The audio file that will be inserted in that multimedia application is voice over explanation of the company profile. Show the process involve in inserting that audio file.
  - (i) Propose **TWO (2)** audio editing software that can be used by Mrs Farhah. (2 marks)
  - (ii) Produce **THREE (3)** guidelines of the audio recording process including the process of inserting the recorded media into multimedia presentation for Mrs Farhah. (6 marks)

**Q6** A graphic is an image or visual representation of an object. Therefore, computer graphics are simply images displayed on a computer screen. Graphics are often contrasted with text, which is comprised of characters, such as numbers and letters, rather than images.

- (a) Give **TWO (2)** types of graphic format. (2 marks)

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- (b) Differentiates between the two types of graphic format from **Q6 (a)**. (4 marks)
- (c) Distinguish **THREE (3)** advantages using graphics in multimedia production. (6 marks)
- (d) An image can be electronically saved on your device storage easily if you want. Now a day's digital cameras are widely used to take images.
- (i) List **TWO (2)** categories of image format. (2 marks)
- (ii) Give **ONE (1)** example for each image file format. (2 marks)
- (iii) All images can be saved in one of two primary color models. Name **TWO (2)** of the primary color models and explain. (4 marks)

**Q7** The operation of the web relies mainly on hypertext and hypermedia as its means of interacting with users.

- (a) Illustrate **THREE (3)** relationships in hypertext and hypermedia in multimedia document. (3 marks)
- (b) Describe **FIVE (5)** area applications using hypertext. (5 marks)
- (c) Hypermedia simply combines hypertext and multimedia. Suggest the hypermedia solution for the following situation:
- (i) a web page contains text on the Hawaiian language. (3 marks)
- (ii) a web page of office floor drawing plan. (3 marks)
- (iii) a web page contains digital version of an art magazine. (3 marks)
- (iv) a web page of song lyrics (3 marks)

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**-END OF QUESTIONS -**

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**Figure Q3**

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