



UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER II
SESSION 2014/2015**

COURSE NAME : INTRODUCTION TO
MULTIMEDIA
COURSE CODE : BIT 10403
PROGRAMME : 1 BIT
EXAMINATION DATE : JUNE 2015 / JULY 2015
DURATION : 2 HOURS 30 MINUTES
INSTRUCTION : ANSWER **ALL** QUESTIONS

THIS QUESTION PAPER CONSISTS OF **FOUR (4)** PAGES

SECTION A

Instruction: State whether each of the following statements is **TRUE** or **FALSE**

- Q1** An 8-bit image is capable of representing 256 colours. (1 mark)
- Q2** In Adobe Photoshop, History palette enables the user to track back every step applied on the created graphics and undo or delete a particular process. (1 mark)
- Q3** The process of adjusting the volume of a sound to bring it to a standard level is called normalization. (1 mark)
- Q4** Kerning is the space between lines of text. (1 mark)
- Q5** Linear multimedia is a presentation that continues from beginning to end. (1 mark)
- Q6** Three-dimensional (3-D) animations are static and do not change their position on the screen. (1 mark)
- Q7** Lossy compression is used when it is important that the original and the decompressed data be identical. (1 mark)
- Q8** Some animation programs allow the animator to create a trail between two points and then animate an object along that trail. This type of animation is called cel animation. (1 mark)
- Q9** When an animation is too complex for a computer to render at the programmed frame rate, the program will usually halt the animation and go on to the next part of the sequence. (1 mark)
- Q10** The process of creating an image from the mathematical representation of a 3-D model is called as rendering. (1 mark)

SECTION B

Q11 Multimedia products can be categorized into briefing products, reference products, database products, education and training products, kiosks and entertainment products.

(a) Explain **TWO (2)** characteristics of any **TWO (2)** multimedia products. (C2)
(8 marks)

(b) Give **ONE (1)** example for each multimedia product stated in **Q11 (a)**. (C2)
(2 marks)

Q12 (a) State **ONE (1)** authoring software to create raster image. (C2)
(1 marks)

(b) For software stated in **Q12 (a)**, describe **TWO (2)** tools and their specific functions that can be used to edit the image. (C3)
(6 marks)

(c) If the raster image is to be used in an android game development, describe **ONE (1)** example of requirements and architecture specification. (C4)
(3 marks)

Q13 Documentation is any communicable material used to explain some attributes of an object, system or procedure. Meanwhile, hypermedia enables a documentation to be accessed non-linearly.

(a) Identify **TWO (2)** differences between documentation and information.
(4 marks)

(b) Explain **THREE (3)** categories of documentation.
(6 marks)

Q14 Multimedia sound can be categorized into digital recorded audio and MIDI which can serve for different purposes.

(a) Identify **TWO (2)** requirements in creating MIDI scores. (4 marks)

(b) Explain **ONE (1)** difference between MIDI and digital audio. (2 marks)

(c) Outline **ONE (1)** advantage and disadvantage of MIDI audio. (4 marks)

Q15 (a) Explain **THREE (3)** issues of digital video. (6 marks)

(b) Calculate the estimated total storage needed if the video is 24-bit colours with frame rate of 25fps, 320 x 288 pixel screen size and viewing time is 2 minutes. Show your calculation and write your answer in MB. (4 marks)

Q16 You have been assigned to design an interactive information kiosk for a new JUSCO shopping centre which is about to operate in Pura Kencana. Discuss all multimedia elements need to be included in the project and give justification on each element you choose. (10 marks)

Q17 The two most significant platforms for producing and delivering multimedia products are the Apple Macintosh operating system and Microsoft Windows operating system. Describe **TWO (2)** problems you are likely to encounter in creating a cross platform program, and suggest **TWO (2)** ways to deal with these problems. (10 marks)

-END OF QUESTION-