



UNIVERSITI KUALA LUMPUR
MALAYSIA INSTITUTE OF INFORMATION TECHNOLOGY

FINAL EXAMINATION
JANUARY 2016 SEMESTER

COURSE CODE	:	IMD 11303
COURSE NAME	:	INTRODUCTION TO MULTIMEDIA
PROGRAMME NAME	:	DIPLOMA IN MULTIMEDIA
DATE	:	20 MAY 2016
TIME	:	3.00 pm – 5.00 pm
DURATION	:	2 HOURS

INSTRUCTION TO ALL CANDIDATES

1. Please **CAREFULLY** read the instructions given in the question paper.
 2. This question paper has information printed on both sides of the paper.
 3. This question paper consists of **TWO (2)** sections; Section A and Section B.
 4. Answer **ALL** questions in Section A and Section B.
 5. Please write your answers on the OMR answer script and answer booklet provided.
 6. Answer all questions in English language **ONLY**.
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THERE ARE 6 PAGES OF QUESTIONS, EXCLUDING THIS PAGE.

SECTION A (20 marks)

INSTRUCTION: Answer ALL questions.

Please use the OMR sheet provided.

1. Which of the following activities you can NOT perform using with Photoshop?
 - A. Restore old photographs
 - B. Create original artwork
 - C. Create Flash movies
 - D. Open TIFF files
2. What does the Eyedropper  tool do?
 - A. Paints a single dot of colour at the cursor
 - B. Samples a colour from an image to use this color further
 - C. Creates a histogram of the area around the cursor
 - D. Fades the colours of an area centered on the cursor
3. The tool that lets you duplicate part of an image is a/an
 - A. Eyedropper
 - B. Copy
 - C. Clone
 - D. Patch
4. "Layers" in Photoshop are:
 - A. Filters that have been applied to the image
 - B. Images stacked on top of each other
 - C. Colour components (such as CMYK)
 - D. Previous versions of an image
5. Black and white adjustment in Photoshop are:
 - A. convert a colour image to grayscale while maintaining full control over how individual colours are converted
 - B. Images stacked on top of each other
 - C. Colour components (such as CMYK)
 - D. Previous versions of an image

6. Clicking and holding the mouse button on a toolbar icon will
- A. Increase the size or strength of that tool
 - B. Lock that tool as the default action
 - C. Reveal help text for that tool
 - D. Show additional tools related to that tool
7. What is the history panel used for?
- A. To check images
 - B. To see files that were created on stage
 - C. To jump to any recent state of the image created during the current working session.
 - D. To locks that tool as the default action
8. How do you move a button/object in Adobe Flash?
- A. Use the Selection tool
 - B. Use polygon tool
 - C. Use the Pen Too
 - D. Use the Marquee tool
9. This is used to change an object from a circle to a square.
- A. Mask
 - B. Shape tween
 - C. Motion tween
 - D. Morphing
10. This panel indicates what settings are being used for objects and allows you to change those settings.
- A. Tools
 - B. Actions
 - C. Frames
 - D. Properties
11. Every animation needs a starting and ending point. _____ are used to set these.
- A. Scenes
 - B. Key frames
 - C. Blank frames
 - D. Graphic symbols
12. The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.
- A. Library
 - B. Timeline
 - C. Properties
 - D. Tools panel

13. A key frame that contains objects will be represented by a _____ circle.
- | | |
|-----------|---------|
| A. Hollow | C. Blue |
| B. Black | D. Gray |
14. The _____ panel contains the basic tools needed to draw and modify objects.
- | | |
|---------------|-----------|
| A. Actions | C. Tools |
| B. Properties | D. Layers |
15. Designed to be an interactive object. You create these so that action scripts can be used to control other objects or events in the movie.
- | | |
|----------|-----------|
| A. Layer | C. Button |
| B. Mask | D. Tween |
16. This is, by far, the most tedious way to create animations.
- | | |
|-----------------|-------------------|
| A. Shape Tween | C. Mask |
| B. Motion Tween | D. Frame-by-Frame |
17. The _____ shows the frames in the movie.
- | | |
|--------------------|-------------|
| A. Toolbar | C. Timeline |
| B. Properties pane | D. Scene |
18. Changing this can sometimes make an animation look smoother.
- | | |
|---------------|----------|
| A. Frame rate | C. Mask |
| B. Key frame | D. Layer |
19. Empty key frames are indicated by a/an _____ circle on the timeline.
- | | |
|-----------|---------------|
| A. Hollow | C. Open eye |
| B. Black | D. Closed eye |

20. Use this to move symbols from one point to another. All animation happens between key frames (point A and B). The timeline turns purple between the key frames when this feature is being used. A dashed or dotted line in the colored area indicates a problem.

- A. Motion Tween
- B. Mask
- C. Shape Tween
- D. Action Script

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INSTRUCTION: Answer ALL questions.
Please use the answer booklet provided.

Question 1

(a) Name two examples of multimedia application for the following area:

- i. Education
- ii. Business
- iii. Tourism
- iv. Entertainment

[4 marks]

(b) Based on **Question 1(a) i. and ii.**, discuss on how the multimedia application can benefits to that area.

[6 marks]

Question 2

(a) There are several ways in obtaining bitmap graphic. Explain three ways on how to obtain bitmap graphic.

[6 marks]

(b) Discuss in details the use of bitmap graphic in multimedia.

[4 marks]

Question 3

(a) Distinguish sans-serif and serif. Give one example of sans-serif and serif font. Explain when sans-serif and serif font can be used.

[6 marks]

(b) There are four factors affecting legibility (readers ability to find, identify, discriminate and absorb) of text which are font size, foreground and background colour, style and leading. List all.

[4 marks]

Question 4

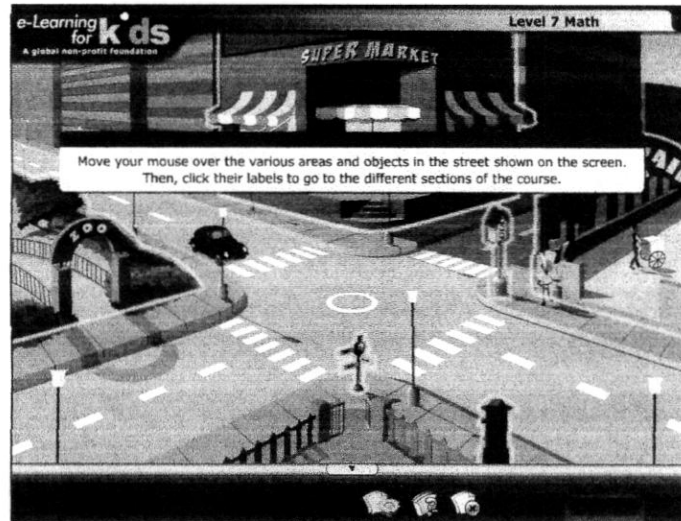


Figure 1 : Main menu for Level 7 Math application

Numerous studies over the years have shown that interactive multimedia learning takes less time, is enjoyed more and increases learning. Based on Figure 1, describe five examples the use of audio / sound in this application.

[10 marks]

Question 5

There are four stages in a multimedia project development. List them out one by one in sequence and briefly explain.

[10 marks]

Question 6

You are planning to create your own Interactive Resume. The content of your Interactive Resume are as follow:

- Consist of 4 main menu; Profile, Education, Experience and Skill.
- Navigation: Full screen button and Exit button.

Sketch the Profile and Education screen of the application with attractive design, layout and consist of all navigation button. (The size of your drawing must be half of a page)

[10 marks]

END OF EXAMINATION PAPER