BACHELOR OF INFORMATION TECHNOLOGY (BIT)

Term-End Examination

December, 2011

CSM-01 : COMPUTER APPLICATIONS IN ART AND DESIGN

Time : 2 hours *Maximum Marks : 60*

Note : *All questions from **section - A** are compulsory. Answer* *any two from **section - B**. All objective questions carry* *one mark each.*

SECTION - A

1. Answer the following objective questions : 10

   (a) Which one of the following is not a computer color model ?

   (i) RGB (ii) HSB

   (iii) HSL (iv) HLS

   (b) Which one is used for 3D animation ?

   (i) Photoshop (ii) Illustrator

   (iii) Maya (iv) Flash

   (c) SVG stands for :

   (i) Scalable Vector Graphics

   (ii) Scalable Visual Graphics

   (iii) Scalable Vertical Graphics

   (iv) Scalable Virtual Graphics

CSM-01 1 P.T.O.

(d) In HSB, the pure colour has a :

(i) 25% brightness

(ii) 50% brightness

(iii) 75% brightness

(iv) 100% brightness

(e) Which of the following is not a subsystem of VGA ?

(i) Graphics Controller

(ii) Display Memory

(iii) Control Circuitry

(iv) Bus

(f) In the HSB colour model, Blue is specified at :

(i) 0° (ii) 120°

(iii) 240° (iv) 360°

(g) The process when the colour value of each pixel is changed to the clogest matching colour value in the target palette is :

(i) Mixing (ii) Dithering

(iii) Hashing (iv) Transferring

(h) Morphing is :

(i) Cropping the image

(ii) Transformation of one image into another

(iii) Duplicating the image

(iv) Changing the file format of the image

(i) A brightness of 100% will yield :

(i) White   (ii) Yellow

(iii) Black   (iv) None of the above

(j) Which one of the following is not a valid colour model ?

(i) RGB   (ii) CMYK

(iii) Pantone   (iv) Octone

2. The school wants to prepare a placement brochure :   5

(a) List 5 main tasks to be completed for design of the brochure.

(b) Specify different drawing and painting software that can be used for the given task and list some of the important characteristics of software to be used for this task.   10

(c) Discuss the design layout of the brochure.   5

SECTION - B

Answer *any two* questions :

3. (a) Explain the concept of vector graphics and bitmapped graphics. Where are they used ? What are their advantages and disadvantages ? What are their standards ? **10**

   (b) Describe the technical specifications of a scanner. How does it work ? **5**

4. (a) Explain the following concepts related to image manipulation : **10**
   (i) Smear
   (ii) Spherize
   (iii) Resampling
   (iv) Morphing
   (v) Reordering

   (b) Describe the difference between a typeface and a font. What characteristics might a typeface have ? **5**

5. Answer the following questions in brief : **15**
   (a) Describe the features of GIF.
   (b) What is the principle of PCM ?
   (c) List the standards of Colour Television and its specification.
   (d) Explain the fundamentals of colour and natural light.
   (e) How does digital camera work ?