

**ADVANCED DIPLOMA IN INFORMATION
TECHNOLOGY (ADIT)/BACHELOR IN
INFORMATION TECHNOLOGY (BIT)**

Term-End Examination

December, 2011

**CSM-04 : MULTIMEDIA DESIGN AND
AUTHORING**

Time : 3 hours

Maximum Marks : 75

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

SECTION - A

1. Answer the following objective questions : 10

(a) Which of the following are the 3D animation software ?

- (i) 3D - MAX
- (ii) Maya
- (iii) 3D - 4
- (iv) All of the above

(b) Macromedia Authorware is the :

- (i) Icon Based, Event Driven Tool
- (ii) Time Based Tool
- (iii) Event Based Tool
- (iv) None of the above

- (c) In macromedia Flash, break apart command is used to :
 - (i) Convert Flash File into executable File
 - (ii) Import Flash graphic into Director graphic
 - (iii) Convert Bitmap graphic into vector graphic
 - (iv) Convert vector graphic into Bitmap graphic
- (d) Command to call HTML file in Flash file is :
 - (i) Import URL (ii) Insert URL
 - (iii) Post URL (iv) Get URL
- (e) In macromedia Director, cast member when called to the stage window, is called :
 - (i) Script (ii) Cast
 - (iii) fs (iv) None of the above
- (f) File size of Macromedia Director is :
 - (i) Lower than Flash
 - (ii) Higher than Flash
 - (iii) Similar to Flash
 - (iv) Similar to Swish
- (g) In Director the number of frames can be increased or decreased in the time line is :
 - (i) Cast window
 - (ii) Score window
 - (iii) Paint window
 - (iv) Video interface

- (h) Scripting done in Director is called :
- (i) Action script
 - (ii) Visual Basic
 - (iii) Java script
 - (iv) Lingo script
- (i) In Flash morphing can be done with the help of :
- (i) Design Hint
 - (ii) Layers
 - (iii) Snake Hint
 - (iv) Scenes
- (j) Which one of the following is the fundamental organizing structure of information in multimedia projects :
- (i) Functional
 - (ii) Network
 - (iii) Object oriented
 - (iv) Relational

2. (a) Prepare the project outline, logic flow and storyboard for developing a multimedia e-learning application for CSM - 04. 15
- (b) Discuss steps to integrate the sound file in a multimedia program. 5

SECTION - B

3. (a) Explain the role of the following in multimedia production : 9
- (i) Project manager
 - (ii) Multimedia Designer
 - (iii) Audio specialist
- (b) List and explain five characteristics of developing a good interface. 6
4. (a) Explain the following terms : 15
- (i) Scripting language
 - (ii) CMYK colour model
 - (iii) Virtual reality
 - (iv) MIME
 - (v) Video streaming
5. (a) Explain the following basic principles and processes in developing a multimedia product. 15
- (i) Feasibility study
 - (ii) Design
 - (iii) Production and Distribution
6. Answer the following questions :
- (a) Explain main features of Authoring System 8
 - (b) What are cross-platform applications ? List various problems in creating a cross platform application. 7