## 9792/CN1

#### OCTOBER 2009

#### Paper I — INTRODUCTION TO MULTIMEDIA

Time: Three hours

Maximum: 100 marks

Answer any FIVE questions.

All questions carry equal marks.

 $(5 \times 20 = 100)$ 

- 1. Explain the role of different kinds of persons involved in Multimedia Team.
- 2. Explain the need for hardware and software in developing Multimedia projects.
- 3. (a) Explain the role of text editing and word processing tools in Multimedia. (10)
- (b) Explain the role of Image editing tools in Multimedia. (10)
- 4. Explain Quick Time and Microsoft video for Windows.

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### Paper II — ADOBE PHOTOSHOP

Time: Three hours

Maximum: 100 marks

Answer any FIVE questions.

All questions carry equal marks.

 $(5 \times 20 = 100)$ 

- 1. How will you open, copy and save images in photoshop?
- 2. How will you zoom an image through commands and tools? How magnification box is used for Zoom?
- 3. Explain Eyedropper tool and color sampler tool from color libraries.
- 4. Explain the gradient options and Gradient styles available in Photoshop.
- 5. Explain magnetic lasso tool and its applications in photoshop.
- 6. Explain the process of editing paths in selection.
- 7. Explain the types of filters. How will you preview and fade filters?

5. Write down the functionalities of the following input devices in detail

(a) Key board (7)

(b) Track Ball (6)

(c) Graphic tablets. (7)

6. Explain about voice recognition systems and Digital Cameras.

7. Explain the features of the following applications to assist Multimedia.

(a) MS WORD (7)

(b) WordPerfect (7)

(c) WordPro. (6)

8. Explain how spread sheets support Multimedia applications.

9. (a) Explain Object oriented authoring tools in detail. (12)

(b) How to eliminate errors while developing applications for cross platform? (8)

10. Explain Time based and Object oriented authoring tools in detail.

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8. (a) How will you create clouds through filters?

(10)

(b) How will you add lighting to an image? (10)

9. (a) How will you expose the text as art? (10)

(b) How will you modify and save effects of layers as styles? (10)

10. Explain colorizing images with hues and match color commands.