

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION SEMESTER II **SESSION 2023/2024**

COURSE NAME

FUNDAMENTALS OF MULTIMEDIA

COMPUTING

COURSE CODE

BIM 10103

PROGRAMME CODE

BIM

EXAMINATION DATE

JULY 2024

DURATION

3 HOURS

INSTRUCTIONS

1. ANSWER ALL QUESTIONS

2 THIS TEST IS CONDUCTED VIA

☐ Open book

3. STUDENTS ARE PROHIBITED TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE **EXAMINATION** CONDUCTED VIA CLOSED BOOK

THIS QUESTION PAPER CONSISTS OF SEVEN (7) PAGES

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Q1	W	hich of the following are the strategies least used for reducing video data rate?
	i.	Reduce bit depth
	ii.	Reduce sampling rate
	iii.	Reduce channel numbers of the audio
	iv.	Reduce frame per second
		par second
	A.	i & ii
	B.	ii & iv
	C.	i, ii, & iii
	D.	All the above
		(1 mark)
Q2	Th	e following features are TRUE for temporal compression in digital video EXCEPT
		it is effective if the change between a frame and its previous key frame is small
		it reduces data by discarding or altering some of the original data
		it compresses well for video that contains continuous motion
	D.	it saves more information for selected frames
		(1 mark)
Q3		is a process of drawing the frames in between the keyframes to produce
	a si	mooth animation.
	A.	Interpolating
	B.	Keyframing
	C.	Intervening
	D.	Tweening
		(1 mark)
Q4	Wh	nich is an animation principle that can control the size, volume, and proportions of
	the	object in a better way?
	A.	Follow Through and Overlapping action
	B.	Slow-in and Slow-out action
	C.	Pose-to-Pose action
	D.	Exaggeration
		(1 mark)
Q5	Wh	ich of the following statements are FALSE?
	i.	Serifs are not good for body text.
	ii.	San serif is usually used for printed publication.
	iii.	
	iv.	Serifs improve readability by leading the eye along the line of type.
	IV.	Script is one of the typeface categories.

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A. i&ii

	B. i & iv
	C. ii & iii
	D. iv
	(1 mark)
Q6	The second secon
Qu	A font family refers to the different sizes, weights, and variations of a typeface. The
	purpose of font families is to
	A. create interest for the reader
	B. enable the reader to read easily
	C. highlight personality
	D. evoke mood and tone of the event
	(1 mark)
Q7	Which of the following statements are FALSE about visual and interaction design?
	i. Navigational link is one of the basic concepts of grouping in web design.
	ii. Judging the contrast between colours of different hues is easy.
	iii. Information should only be conveyed with colour.
	iv. Focal point principle can be applied with the use of contrast such as colour, size, and
	placement.
	A. i & ii
	B. ii & iii
	C. iii & iv
	D. All the above
	(2 marks)
Q8	Following are part of the unity/harmony principle of design EXCEPT
-5	
	i. contrast and closure
	ii. continuation and repetition
	iii. rhythm and similarity
	iv. proximity and closure
	y
	A. ii
	B. ii & iii
	C. i & iv
	D. i, iii & iv
	(2 marks)

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Q9	What is the frame aspect ratio for wide-screen format standard definition if the pixel aspect ratio is 1:2 and the frame size is 720 x 480?
	A. 4:3 B. 16:9 C. 3:2 D. 15:8
0 10	(2 marks)
Q10	Which type of 3D computer animation that represents the following statements?
	 i. Animator specifies rules and initial conditions and runs simulation. ii. Allows for optimization and physical simulation. iii. Frees animators from generating complex objects and keyframing many objects. iv. Used for effect animation for traditional animation and live action films as well as for 3D computer animation.
	A. Procedural animation B. Keyframe animation C. Motion capture animation D. Stop motion animation
	D. Stop motion animation (2 marks)
Q11	Following are the criteria for choosing which font to use EXCEPT
	 A. use serif display with sans serif body type B. use sans serif display with serif body type C. use only one typeface with variations in style and size D. connotation of a particular font type
	(2 marks)
Q12	In one of the Gestalt design principles, human perception tends to complete unfinished or partially obscured objects. The principle is called
	A. focal pointB. emphasisC. contrastD. closure
	(2 marks)

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013 is an effect in which a still or moving image is transformed into another. A. Tweening B. Cinematic C. Morphing D. Interpolation (2 marks) Q14 Explain any TWO (2) important aspects in video representation. (a) (6 marks) (b) Calculate the file size (in MB) of an uncompressed video with the following specifications: Frame rate: 640 x 480 pixels Colour: 24-bit color Frame per second: 30 fps Time: 1 second long Audio: stereo (2 channels) Audio: 48 kHz, 16-bit (10 marks) Q15 (a) Apply THREE (3) mapping methods in a 3D animation production. (6 marks) (b) Differentiate between stop motion animation and path animation. (6 marks) Q16 Discuss FOUR (4) design principles for typography. (a) (8 marks) (d) Suggest FOUR (4) criteria of typographic principles should you apply in deciding which font to use. (4 marks) Q17 List FOUR (4) principles of visual organization when dealing with look and (a) feel for general design considerations. (4 marks) Figure Q17.1 shows Joe's Graphics business card. Based on Figure Q17.1, (b) redesign the business card by implementing proximity design principle. (4 marks)

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Figure 17.1

(c) Figure Q17.2 shows an interface of the FAQ section on a website. Based on Figure Q17.2, describe which Gestalt Law applied to this interface. The description must relate to the interface.

(6 marks)

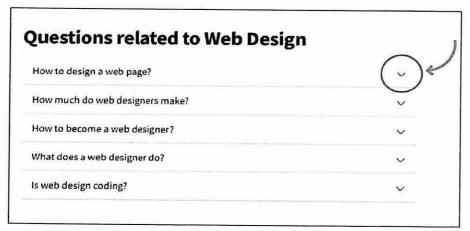


Figure Q17.2

(d) Figure Q17.3 shows an interface of a grocery's application. Based on Figure Q17.3, describe THREE (3) visual design principles applied on the interface. The description must relate to the interface.

(6 marks)



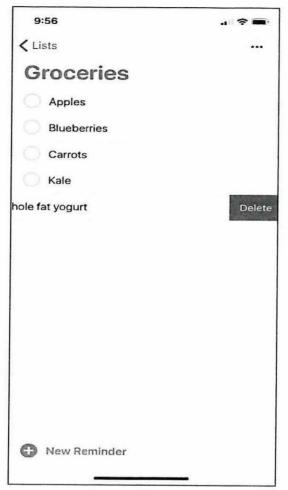


Figure Q17.3

- END OF QUESTIONS -