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UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER II
SESSION 2013/2014**

COURSE NAME : FUNDAMENTALS OF
MULTIMEDIA COMPUTING
COURSE CODE : BIM 10103
PROGRAMME : 1 BIM
EXAMINATION DATE : JUNE 2014
DURATION : 2 HOURS 30 MINUTES
INSTRUCTION : ANSWER ALL QUESTIONS

THIS QUESTION PAPER CONSISTS OF FOUR (4) PAGES

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Q1 (a) Define the term Multimedia. (2 marks)

(b) The following scenario describes the properties of **X** in multimedia system.

X is an extension of hypertext. **X** takes its inspiration from paper-based media that are essentially static, and grafts time-based features onto a spatially organized framework. The World Wide Web is the best known example of **X**.

What is **x**? (2 marks)

(c) Consider the following scenario.

Your company has won a tender for developing a multimedia project. As the director of the company, your responsibility is to assign the right person as the project manager.

Apply your knowledge about multimedia development team to describe **FIVE (5)** roles of a good project manager. (10 marks)

(d) Outline **THREE (3)** differences between Vector image and Bitmap image. Provide your answer in a table. (6 marks)

(e) (i) Describe mapping operation for computer-generated graphics. (3 marks)

(ii) State **TWO (2)** types of mapping. (2 marks)

Q2 (a) (i) SECAM (Sequential Couleur avec Memoir) is one of the standards for analogue broadcast color television. List **TWO (2)** other sets of standards available. (2 marks)

(ii) Based on your answer in **Q2(a)(i)**, explain the properties for both sets of standards. (8 marks)

- (b) (i) List **FOUR (4)** factors which determine the size of a digital video file. (4 marks)

- (ii) Given a digital video file with the following attributes.

Color: 24-bit
Screen Size: 320 x 288 pixel
Frame Rate: 25 frames per second
Duration: 60 seconds

Figure Q2(b)

By using the information provided in **Figure Q2(b)**, calculate the video file size.

(9 marks)

- (c) State **TWO (2)** ways a video may be delivered over a network as a downloaded file. (2 marks)

- Q3** (a) (i) Define the term Animation. (2 marks)

- (ii) Differentiate between animation and video. (4 marks)

- (b) Explain Cel Animation, Stop Motion Animation and Clay Animation. (9 marks)

- Q4** (a) Define the term glyph. (2 marks)

- (b) (i) Give **TWO (2)** guidelines in selecting fonts for text. (4 marks)

- (ii) Compare Serif and San Serif. (4 marks)

- Q5**
- (a) By using an appropriate example, explain **THREE (3)** elements in Gestalt principles. (6 marks)

 - (b) Illustrate any **TWO (2)** types of control which can be applied to produce an XHTML form. (10 marks)

 - (c) Define the following terms.
 - i. Argument (2 marks)

 - ii. Event Listener (2 marks)

 - (d) Write a javascript function that takes a string as its argument and adds a paragraph containing that string to the end of the document. (5 marks)

- END OF QUESTION -