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**UNIVERSITI TUN HUSSEIN ONN
MALAYSIA**

**FINAL EXAMINATION
SEMESTER II
SESSION 2017/2018**

COURSE NAME : INTRODUCTION TO
MULTIMEDIA
COURSE CODE : BIT 10403
PROGRAMME CODE : BIT
EXAMINATION DATE : JUNE / JULY 2018
DURATION : 3 HOURS
INSTRUCTION : ANSWER ALL QUESTIONS

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THIS QUESTION PAPER CONSISTS OF FIVE (5) PAGES

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- Q1** Which of the following statement is **FALSE** about audio file type?
- A. .mp3 was created by Moving Pictures Experts Group and can be played on many platforms.
 - B. .wav is one of the HTML5 audio formats and can be played only on Windows.
 - C. .aiff was created by Microsoft and can be played only on Windows.
 - D. .ogg can be played in web browsers such as Opera, Chrome and Firefox.
- Q2** Sound refers to _____.
- A. wave that has crests and trough
 - B. wave generated by vibrating objects in a medium
 - C. the number of complete back and forth cycles of vibrational motion of the medium particles per unit of time
 - D. an objective measurement measured in decibels
- Q3** In digital imaging, each discrete sample points is called _____.
- A. picas
 - B. bit depth
 - C. vector
 - D. pixel
- Q4** What will be the file size of a monophonic audio recorded for 5-second at 22.05kHz and 8-bit resolution?
- A. 110,250 bytes
 - B. 220,500 bytes
 - C. 221,000 bytes
 - D. 441,000 bytes
- Q5** The following statements are features of hypermedia **EXCEPT**
- A. Linear presentation.
 - B. Multi-user access.
 - C. No limitation time to access.
 - D. User can navigate as their need.

A red rectangular stamp with a double-line border. Inside the stamp, the word "TERBUKA" is written in a bold, red, serif font, centered horizontally and vertically.

- Q6** What is stop motion animation?
- A. An animation technique that uses malleable modelling material such as plasticine, to manipulate the figure between shots, either to produce an effect of natural movement or to create changes and transformations which would be impossible to in the real world.
 - B. An animation technique in which a series of progressively different graphics are used on each frame of movie film.
 - C. An animation technique that uses miniature of three-dimensional sets, such as articulated figures whose limbs can be repositioned, between shots, to produce an effect of gestures.
 - D. An animation technique that specify the movement of an object along a predetermined path on the screen.
- Q7** Standard Generalized Markup Language (SGML) is _____.
- A. a software package
 - B. completely platform-independent
 - C. not ISO-standardized
 - D. a file format
- Q8** Which of the following statement is **FALSE** about eXtensible Markup Language (XML)?
- A. Highly portable.
 - B. Can be edited in simple text editor.
 - C. Readable by human and machines.
 - D. Contains data and formatting instructions.
- Q9** Methods for word searching in hypermedia system include the following **EXCEPT**
- A. Bidirectional navigational.
 - B. Alternates by applying an OR.
 - C. Association by applying an AND.
 - D. Adjacency by using proper name and phrases.

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Q10 In YUV luminance-chrominance colour model used in digital video, the ratio 4:4:4 means _____.

- A. No compression.
- B. 33% compression.
- C. 50% compression.
- D. 70% compression.

Q11 (a) Identify **TWO (2)** differences between Cel Animation and Computer Animation. (4 marks)

(b) List **FOUR (4)** issues why hypertext documentation become disoriented. (8 marks)

(c) Besides orientation issue stated in **Q11(b)**, discuss **TWO (2)** other crucial issues in hypertext documentation usability. (8 marks)

Q12 Questions **Q12(a) – Q12(c)** are based on the given scenario:

You are given a project to produce a digital video for a television short movie. The video uses 24-bit colour, 720 x 480 frame size and 30 per second frame rate.

(a) Write the formula to calculate the video file size. (4 marks)

(b) Calculate the video file size if the duration of the video is 2 minutes. (10 marks)

(c) Discuss **FOUR (4)** reasons why the use of digital video is important in a multimedia dan graphic communication. (12 marks)

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Q13 Questions **Q13(a)** – **Q13(d)** are based on the given scenario:

FSKTM Multimedia Studio is going to produce an educational courseware to improve school childrens' understanding in Science subject. The company has decided to adopt the Malaysia or local content as the theme for user interface design.

- (a) Explain **THREE (3)** golden rules of user interface design. (9 marks)
- (b) Design **FOUR (4)** scenes for the courseware storyboard. (12 marks)
- (c) Justify **ONE (1)** authoring metaphor that suitable with the local content theme. (5 marks)
- (d) Discuss **TWO (2)** factors to consider in choosing the authoring tools for the courseware. (8 marks)

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- END OF QUESTION -