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Question Paper Code: 50282

B.E. / B.Tech. DEGREE EXAMINATION, APRIL 2019

ONE CREDIT COURSE

Computer Science and Engineering

15UCS862 - MULTIMEDIA

(Regulation 2015)

Duration: One hour

Maximum: 50 Marks

Answer ALL Questions

PART A - (20 x 1 = 20 Marks)

- _____ setting for free transform messes up the dimensions of width and height of an object because shift is not being held down.
(a) Scale (b) Distort (c) Perspective (d) Flip
- Empty key frames are indicated by a
(a) Hollow (b) Black (c) Open eye (d) Closed eye
- The _____ shows the frames in the movie.
(a) Toolbar (b) Properties pane (c) Timeline (d) Scene
- What does not qualify as a symbol?
(a) graphic (b) bitmap (c) button (d) movie clip
- This is like a comic strip that shows the important parts of a story
(a) Timeline (b) Photo Story (c) Comic book (d) Storyboard
- This type of drawing is a grouped shape; it has a rectangular surrounding in it when selected
(a) Merge Drawing (b) Flash Tool (c) Oval Tool (d) Object Drawing
- This is the shortcut key for adding a key frame
(a) FLA (b) Doc File (c) FLV File (d) ASF File

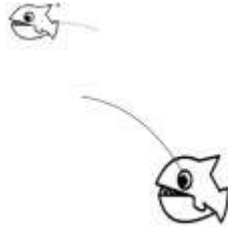
8. What does the abbreviation, FPS means
 - (a) Flick Per Scene
 - (b) Frames Per Second
 - (c) Frames Per Scene
 - (d) Flick Per Second
9. Write the shortcut key for the Grouping the object
 - (a) ctrl + g
 - (b) ctrl + c
 - (c) ctrl + v
 - (d) ctrl + t
10. 0% opacity is
 - (a) Opaque
 - (b) Screen
 - (c) Transparent
 - (d) Lightness
11. This action allows you to save the object in the library panel for future us
 - (a) Importing
 - (b) Exporting
 - (c) Convert to text
 - (d) Convert to Symbol
12. The Tools that can be activated with the letter 'O'?
 - (a) Spot Healing, Healing, and Patch tools
 - (b) Lasso's
 - (c) Dodge, Burn, and Sponge
 - (d) Marquees
13. Write the shortcut key for the object mode and vertex selection mode
 - (a) f8, f9
 - (b) f3, f5
 - (c) f9, f8
 - (d) f5, f4
14. The definition for this term is the range of color
 - (a) Hue
 - (b) Saturation
 - (c) Levels
 - (d) Match Color
15. In this procedure you can manipulate an object such as distort, flip, rotate, or change perspective.
 - (a) Free Transform
 - (b) Liquefy
 - (c) Move
 - (d) Quick Mask
16. To animate our "Bones" figure, we selected the _____ Solver.
 - (a) HI
 - (b) IK
 - (c) HD
 - (d) KI
17. Which attribute is used to control the number of specular highlights that appear on a rendered object?
 - (a) Emit Specular
 - (b) Define Specular
 - (c) Illuminates by Default
 - (d) None
18. Tool to move/blur pixels
 - (a) Dodge
 - (b) Sponge
 - (c) Burn
 - (d) Smudge
19. The keystroke to hold down when click on area with the clone stamp tool
 - (a) Alt
 - (b) Control
 - (c) Shift
 - (d) Tab

20. Rendering produces a

- (a) High dynamic range image
- (b) High definition range image
- (c) Original image
- (d) Low quality image

PART - B (2 x 15 = 30 Marks)

21. (a) Consider the figure given below and do as directed: (15)



The image on the right hand side shows the position and size of the Image for frame 1.
The image on the left hand side shows the position and size of the image for frame 25.
Write the procedure and property settings for animating the above scenario.

Or

(b) Explain in detail about the special effects used in adobe Photoshop?. (15)

22. (a) Write in detail about polygon modeling and tools associated with polygon modeling? (15)

Or

(b) What are the key strengths of Autodesk Maya?. (15)
