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**Question Paper Code: 41284**

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2017

ONE CREDIT COURSE

Computer Science and Engineering

14UCS862/15UCS862 - MULTIMEDIA

(Regulation 2014/2015)

Duration: One hour                                                                                Maximum: 50 Marks

Answer ALL Questions

PART A - (20 x 1 = 20 Marks)

1. _____ setting for free transform to 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

2. The layer style that adds depth to an object

    (a) Stroke             (b) Color Overlay    (c) Drop Shadow      (d) Inner Shadow

3. Which Blur filter is used in making rain or snow?

    (a) Motion            (b) Gaussian           (c) Lens                 (d) Radial

4. Tool to select color

    (a) Paint bucket     (b) Eye dropper      (c) Zoom                (d) Pen

5. The tool that lightens pixels.

    (a) Smudge           (b) Sharpen            (c) Burn                 (d) Dodge

6. The technique with this tool involves taking pixels from one location and moving them to another location.

    (a) Patching          (b) Selecting          (c) Cloning             (d) Moving

7. These are separate pieces for an overall image

    (a) Files               (b) Groups             (c) Layers              (d) Filters

8. A key frame that contains objects will be represented by a

    (a) Hollow         (b) black         (c) blue         (d) gray

9. _____ allow you to make objects move in a more random or non-straight path.

    (a) Mask                          (b) Shape tween
    (c) Guided layer                (d) Gravity effect

10. The stacking order of viewing objects is decided by the order of the

    (a) Scenes         (b) frames         (c) layers     (d) actions

11. This tool allows you to scale, rotate and skew objects in the flash stage.

    (a) Merge Tool                  (b) Free Convert Tool
    (c) Free Transform tool          (d) Object too

12. These are frames that are significant. It is the basis for tweened animation.

    (a) Key frames                (b) Special Frames
    (c) Master Frame             (d) None of these

13. This area in Flash is similar to the clipboard in Microsoft Office applications.

    (a) Dashboard               (b) Layers Panel
    (c) Library Panel           (d) Property Inspector

14. What does the abbreviation, FPS means?

    (a) Flick Per Scene           (b) Frames Per Second
    (c) Frames Per Scene         (d) Flick Per Second

15. All cameras in Maya have _____ that restrict the amount of information that can be seen through them

    (a) Clipping planes          (b) lens values
    (c) Focal lengths            (d) Resolutions

16. Write the shortcut key for the Undo and Redo.

    (a) z or ctrl +z, shift+z        (b) ctrl+d, shift+d
    (c) ctrl+c, shift+c          (d) ctrl+x, shift+c

17. The Ambient Occlusion pass is _____and is used to darken areas of the original color render.

    (a) Colorful              (b) Black and white
    (c) Radiant               (d) Lighter

**41284**

18. _____is an optical phenomenon that occurs when an object moves quickly in front of a camera.

    (a) Motion blur                                (b) focal blur

    (c) Circular blur                               (d) Selective blur

19. Write the shortcut key for the Duplicate and duplicate with transform.

    (a) ctrl+d, shif+d                             (b) ctrl+c, shif+c

    (c) ctrl+v, shif+d                             (d) ctrl+x, shif+c

20. The purity of color

    (a) Hue              (b) Lightness            (c) Vividness         (d) Saturation

PART - B (2 x 15 = 30 Marks)

21. (a) Explain about Lasso tools in Photoshop with examples.          (15)

Or

    (b) Explain in detail about working in images using adobe Photoshop.    (15)

22. (a) Describe about the basic animations that are available in adobe flash.    (15)

Or

    (b) Briefly explain about working with video using flash along with available functions.    (15)

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**41284**

41284