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Question Paper Code: 50282

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

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)

1. The _____ panel contains the basic tools needed to draw and modify objects.

    (a) Actions   (b) Properties   (c) Tools   (d) Layers

2. Empty key frames are indicated by a

    (a) Hollow   (b) Black   (c) Open eye   (d) Closed eye

3. The _____ shows the frames in the movie.

    (a) Toolbar   (b) Properties pane   (c) Timeline   (d) Scene

4. What part of the menu bar allows you to hide/unhide panels?

    (a) View   (b) Edit   (c) Window   (d) None of these

5. This is like a comic strip that shows the important parts of a story

    (a) Timeline   (b) Photo Story   (c) Comic book   (d) Storyboard

6. 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

7. 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) Lassso'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. 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. This ideals with the rotation and movement of the object from one point to another in specific frames

    (a) Tweening   (b) Shape Tween   (c) Motion Tween   (d) Transition

18. Tool to move/blur pixels

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

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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) Write in detail about polygon modelling and tools associated with polygon modelling. (15)

Or

    (b) Explain in detail about texturing in Autodesk Maya? Explain different types of available textures? Write about importing image as a texture. (15)

22. (a) Explain about Basic Animation in Autodesk Maya. (15)

Or

    (b) Explain about Rendering in Autodesk Maya. (15)

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