UNIVERSITY COLLEGE TATI

UNIVERSITY COLLEGE TATI (UC TATI)

FINAL EXAMINATION QUESTION BOOKLET

COURSE CODE	: FCT 1074
COURSE	: FUNDAMENTAL OF MULTIMEDIA
SEMESTER/SESSION	: 3 – 2024/2025
DURATION	: 3 HOURS

Instructions:

1. This booklet contains 5 questions. Answer **ALL** questions.
2. All answers should be written in answer booklet.
3. Write legibly and draw sketches wherever required.
4. If in doubt, raise your hands and ask the invigilator.

DO NOT OPEN THIS BOOKLET UNTIL YOU ARE TOLD TO DO SO

THIS BOOKLET CONTAINS 4 PRINTED PAGES INCLUDING COVER PAGE

QUESTION 1

a) Multimedia is reshaping medicine by enhancing education, diagnosis, and communication in innovative ways. Describe **THREE (3)** usage of multimedia in medical sector. (6 marks)

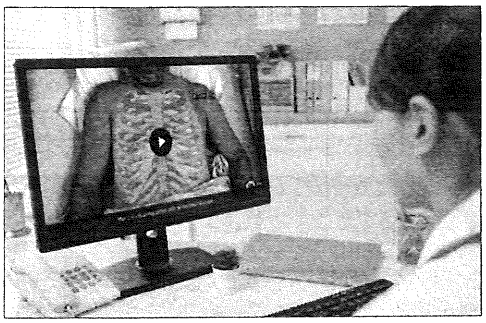

Figure 1: Example of multimedia in medical
(Source: Google)

b) Identify **TWO (2)** communication impacts of using video. (4 marks)

c) List **THREE (3)** benefits of using audio in communication. (3 marks)

QUESTION 2

a) There are five categories of multimedia hardware components. Explain **THREE (3)** categories of multimedia hardware used in multimedia applications. (6 marks)

b) State **TWO (2)** examples of input devices that commonly used in multimedia. (2 marks)

c) List **TWO (2)** examples of graphic editing software. (2 marks)

d) Explain **FOUR (4)** main perspectives in multimedia authoring tools. (8 marks)

e) Describe **THREE (3)** examples of editing tool in multimedia software. (6 marks)

QUESTION 3

a) Based on Figure 2, answer the questions (i) and (ii).

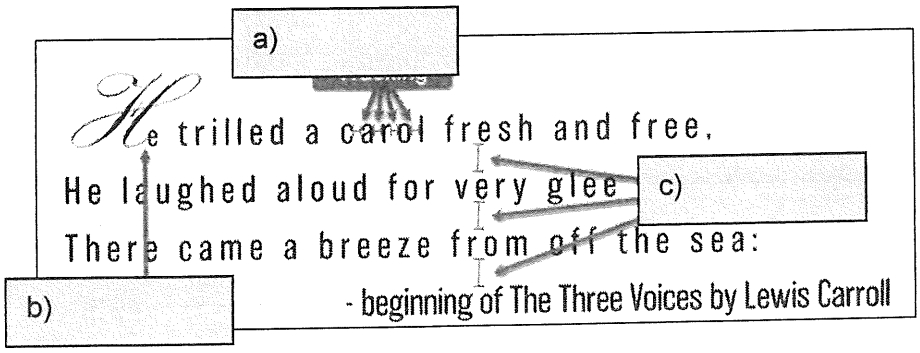

Figure 2: Example of typography.

i. Name the answer for the labels in sections (a, b, and c) based on Figure 2. (3 marks)

ii. List **FOUR (4)** for the typographic adjustments shown in labels (a) and (b) in Figure 2 based on spacing and visual appearance of the text. (4 marks)

b) Animation makes static presentations come alive. It is visual change over time and can add great power to our multimedia projects. Illustrate **THREE (3)** movements in circle (Figure 3) based on your understanding. (3 marks)

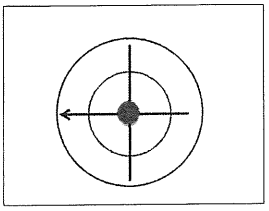

Figure 3: Circle

c) Describe **FOUR (4)** types of graphics file formats. (8 marks)

d) State **FOUR (4)** categories of display technologies. (4 marks)

e) Identify **FOUR (4)** uses of bitmap in graphic design. (4 marks)

QUESTION 4

a) In 1980, computer developers started looking to multimedia to utilize computers in a uniquely personal way. Multimedia computers could be used to increase efficiency and productivity on the job, provide information at our fingertips in the home, and help students learn more effectively both in and out of the classroom.

i. According to Q4(a), list **FOUR (4)** benefits of advances technologies brought in multimedia. (4 marks)

ii. Refer to the answers given in Q4(a), state **TWO (2)** common hardware issues in technologies. (2 marks)

b) Explain **TWO (2)** main differences between the 2D and 3D renderings of the character's facial features based on Figure 4. (4 marks)

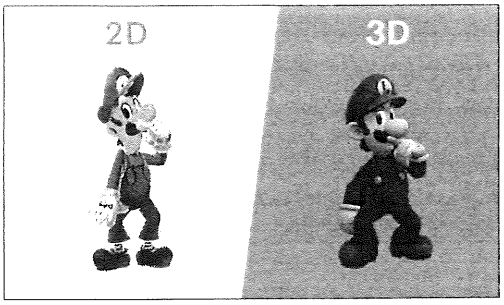

Figure 4: 2D and 3D of Super Mario's character.

(Source: Google)

c) Give **FOUR (4)** types of animation file formats. (4 marks)

QUESTION 5

Websites serve as platforms for information dissemination, interaction, and service delivery, enabling users to access, share, and exchange content across various formats—text, images, video, and more.

Figure 5: Website Definition.

Based on Figure 5, answer questions below.

a) List **THREE (3)** types of websites. (3 marks)

b) Explain **THREE (3)** layers of the website design process. (6 marks)

c) State **THREE (3)** characteristics of a good website. (3 marks)

d) Give **TWO (2)** differences features of a search engine and **TWO (2)** of a web browser. (4 marks)

e) List **THREE (3)** criteria for an effective business website. (3 marks)

f) State **FOUR (4)** examples of internet hardware devices. (4 marks)

----------**END OF QUESTIONS**----------