



Course Title: *Digital Media*
 Number of Questions: 6
 Time: 2 hour
 Using Calculator (No)
 Date : 30-5-2018

Instructor Name: Mohammed Alastal
 Student No.: _____
 Student Name: _____
 College Name: _____
 Dep. / Specialist: _____
 Using Dictionary (No)

Final Exam
 Total Grade: 30

Question #1: Choose the correct answers and put in table below. (7 marks)

1	2	3	4	5	6	7	8	9	10	11	12	13	14

1. Programs used to create or modify bitmap images are called _____ a) illustration programs b) paint programs c) graphical modifiers d) bit publishing packages	2. Before building a presentation with a multimedia authoring system, the designer would use a ____ a) flowchart b) hypermedia database c) button file d) storyboard
3. Vector images are _____ a) composed of pixels b) composed of thousands of dots c) slightly more difficult to manipulate than other images d) composed of objects such as lines, rectangles, and ovals	4. A special effect in which one image seems to melt into another is referred to as a) drifting b) flashing c) morphing d) polling
5. The simulated experience where you can create and experience new forms of reality without actually being there is referred to as a) unstructured problems b) virtual reality c) VRML d) robotics	6. Raster images are also known as a) bitmap images b) vector images c) clip art images d) multimedia images
7. PAL is an acronym for ? a) Phase Alternating Line b) Phase Allied Lines c) Phased Arranged Lines d) Phased Ancored Lines	8. What is another name for 2D animation? a) Key animation b) Draw c) Cell animation d) Flip book
9. A most basic skill a person requires to pursue an animation career is _____ skills. a) flip book creation b) cartoon c) drawing d) writing	10. FPS stands for _____. a) Force per second b) Focus picture standard c) Focus per second d) Frames per second
11. In animation, a _____ is a frame in which the artwork differs from that of the previous Frame a) lock frame b) cell c) key frame	12. Paint programs and image editors are used for creating and editing _____ a) bitmap images b) vector images c) text d) HTML codes



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<p>13. GUI stands for _____. a) General User Interface b) Graphic User Interchange c) Graphical User Interface d) Graphical User Information</p>	<p>14. Three analog broadcast video standards are commonly in use around the world are _____. a) NTSC, PAL, and SECAM b) NTPC, AVP, and CAM c) NSP, AUV, and ATSC d) NMC, PAM and DCAM</p>
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Question #2: True and False (5 marks)

1	2	3	4	5	6	7	8	9	10

1. Illustration programs create and modify vector images.
2. Multimedia is almost exclusively used in computer games.
3. A Web page editor is a person who writes Web pages.
4. A broadcast NTSC video requires 29 FPS to play smoothly.
5. The high resolution interlaced format delivers only half the picture every 1/50 of sec.
6. A converter is the algorithm used to compress(code) a video for delivery and then decode it in real-time for fast playback.
7. A composite video combines the luminance and Chroma information from the video signal.
8. A byte is seven bits.
9. leading is the spacing between character pairs.
10. RBG color model for displaying of images in an electronic systems.

Question #3: (6marks)

A) Define the multimedia. list the elements of multimedia.

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B) There are many factors decide the quality of Recorded sound file. list them

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C) What is streaming? list the advantages.

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Question #4 (4 points)

A) Define the Following : (3 points)

1. Storyboard
2. CGI
3. Animation
4. Simulation
5. Color Sub-sampling
6. Rigging



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B) Calculate the size in KB of one-minute Sound file recorded using Red book standard? (1 points)

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Question #5 (4 marks)

A) Differentiate between the following:

Bitmaps	Vectors
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Example :	Example :

B) analogue video and digital video

Analogue Video	Digital Video
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Question #6 (4 points)

A) Explain the stages of creating computer animation? (3 point)

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B) Describe how the digital camera works. (1 points)

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Bonus Question (2 points)

What the following stand for :

- GIF : _____
- JPEG : _____
- PNG : _____
- WWW : _____
- HTML : _____
- CCD : _____

End of Questions
Good Luck