UG/3rd/UMCD301

2021

MULTIMEDIA DESIGN FUNDAMENTALS

Full Marks: 100

Time: 3 hours

The figures in the margin indicate full marks for the questions.

Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks: (10x1 = 10)

    i) Interactivity is the component of the dimension, _____.

    ii) A _____ is a simple working example that demonstrates whether or not an idea is feasible.

    iii) Database products are similar to _____ products.

    iv) Well organized resources of a multimedia project are called _____.

    v) Adobe Flash is a _____ based authoring tool.

    vi) FAQ stands for _____.

    vii) The important thing to keep in mind while toying with an idea is _____.

    viii) A navigation map is also known as a _____ map.

    ix) _____ is the phase where a multimedia project is actually rendered.

    x) Unauthorized use of copyrighted material is called copyright _____.

B) State True or False: (10x1 = 10)

    i) *Control* is a dimension of multimedia.

    ii) *Google Search* is an example of a Reference Product.

    iii) With multimedia authoring software, one can make a Demo Disk.

    iv) The navigational structure realized by a user is called Depth structure.

    v) *Busy screen* in interface design means too much stuff on the same page.

    vi) GUI stands for Generated User Interface.

    vii) The common irritant "Instant coffee and microwaved corndogs" means co-workers taking frequent breaks.

    viii) A talent agency maintains records of professionals required for multimedia projects.

    ix) Major bugs are encountered in Beta releases of multimedia projects.

x) Compressed files which can automatically decompress themselves are called archives.

2. A) Why do we need multimedia? (4)
   B) What are the dimensions of multimedia? (4)
   C) What are the various multimedia product possibilities? (6)
   D) What ae the characteristics of E & G Products? (4)

3. A) Briefly describe the stages of a multimedia project. (8)
   B) What are the intangibles required to make multimedia? (3)
   C) Name the various things you can make with a multimedia authoring tool. (9)

4. A) What are the different types of authoring tool? Describe them briefly. (6)
   B) Name the various features one should look for in an authoring tool. (9)
   C) Explain the role of a Project Manager. (5)

5. A) During Idea Analysis, what are some of the questions to look into? (7)
   B) Mention at least ten tasks you should plan ahead before starting a project. (10)
   C) What is a RFP? (3)

6. A) What are the fundamental organizing structures used in multimedia projects? Describe them briefly with diagrams. (4+4+2 = 10)
   B) What are some of the common irritants you may come across during production? (8)
   C) What is a release form? (2)

7. Write short notes on the following: (4x5 = 20)
   A) Reference Products.
   B) Prototype.
   C) Copyright infringement.
   D) Alpha Testing.