

**Total No. of Pages:** 1

**5419**

Register Number:

Name of the Candidate:

**B.Sc. DEGREE EXAMINATION December 2014**

**(VISUAL COMMUNICATION)**

**(THIRD YEAR)**

**(PART-III)**

**340. MULTIMEDIA FOR VISUAL COMMUNICATION-II**

Time: Three hours

Maximum: 100 marks

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**SECTION – A**

**(8×5=40)**

**Answer any EIGHT questions**

1. What are the elements embedded in multimedia?
2. Elaborate on the advantages of Dream viewer.
3. Briefly explain about image maps and hot spots.
4. Mention some features of Flash MX.
5. How to develop Swift -3D in multimedia content development?
6. Write down the procedure for shape.
7. What is meant by rendering? Explain with an example.
8. Enumerate the 'rollover' method in Fireworks with an example.
9. Mention the features of Swish.
10. What are the tools used for multimedia content development?

**SECTION – B**

**(3×20=60)**

**Answer any THREE questions**

11. Write down the detailed procedure to develop a web page using any media development tool in detail.
12. Explain in detail about the techniques of creating a motion.
13. Elaborate on the features of Fireworks for developing an animated movie.
14. What is animation? Give its importance in multimedia.
15. How Swish can be used for multimedia content development? Explain.

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