JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY

SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS

DEPARTMENT OF INFORMATION SYSTEMS

UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF EDUCATION (ARTS AND SCEINCE GROUP)

3th YEAR 1ST SEMESTER 2015/2016 ACADEMIC YEAR

MAIN CAMPUS

COURSE CODE: SCS 310:

COURSE TITLE: MULTI-MEDIA AND GRAPHICS

DATE:

TIME:

INSTRUCTIONS

1. Answer Question 1 (Compulsory) and ANY other TWO questions
2. Candidates are advised not to write on the question paper
3. Candidates must hand in their answer booklets to the invigilator while in the examination room

Question One

a) Explain the term multimedia? **(2 marks)**

b) Explain the characteristics of multimedia? **(3marks)**

c) What are some of the desired features of multimedia system? **(5 marks)**

d) Multimedia system comes in applications; describe some of the applications in use today?
(8marks)

e) Write short notes about the following multimedia and graphic terms

    a) Data compression **(4marks)**

    b) Data conversion **(4marks)**

    c) Digital data **(4marks)**

    d) Virtual reality **(4marks)**

Question Two

a) Describe the differences between Bitmapped graphics and Vector graphics giving examples for each? **(5marks)**

b) What do graphics do in the industry of design and multimedia? **(5 marks)**

c) Discus the factors that determine the quality of a graphic **(5 marks)**

d) Explain the difference between the cropping and Dithering editing techniques **(5marks)**

Question Three

a) What is animation **(2marks)**

b) Explain the common uses of animation in relation to internet transactions of companies like Google **(6 marks)**

c) A computer can save and interpret graphic images in a variety of formats, describe them in relation to graphic file format **(10 marks)**

d) Differentiate between an audio file and a video file **(2 marks)**

Question Four

a) State the practical steps of designing a multimedia graphic application using any multimedia editor of your choice **(5marks)**

b) Describe the components that form up a multimedia application **(5 marks)**

c) Differentiate between design and visualization **(4marks)**

d) Explain the three basic audio multimedia applications **(6marks)**

Question Five

a) You have been hired to design and create the multimedia application for a TV entertain session what steps you would go through to accomplish the task **(10 marks)**

b) What is a design strategy and explain the different design principles used in multimedia and graphics industries **(7 marks)**

c) Describe the multimedia data components used in today's multimedia systems

(3marks)

All the best