



FINAL EXAMINATION
SEMESTER II, ACADEMIC SESSION 2018/2019

DATE : JUNE 2019

DURATION : 2 HOURS 30 MINUTES

SKM3453
MULTIMEDIA TECHNOLOGY AND APPLICATION
(TEKNOLOGI DAN APLIKASI MULTIMEDIA)

INSTRUCTIONS TO CANDIDATES:

1. This paper contains **one (1)** section **only**.
2. Answer **all** questions in the **answer booklet** provided.
3. All answers must be written in English.
4. All answers must be clearly written and readable.
5. Candidates are **not allowed** to take the question papers out of the examination hall.
6. Please complete your particulars in **Borang H**.

DO NOT OPEN THIS QUESTION PAPER UNTIL YOU ARE INSTRUCTED TO SO

This question paper has **three (3)** printed pages excluding this cover page



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[100 MARKS]

ANSWER ALL QUESTIONS IN THE ANSWER BOOKLET PROVIDED.

1. a) Discuss by differentiate the following terms:-
- i. Composite analog video and Component analog video
(4 Marks)
 - ii. Raster graphics and Vector graphics
(4 Marks)
 - iii. Mono sound and Stereo sound
(4 Marks)
 - iv. Scrolling text and Navigation text
(4 Marks)
- b) Explain the following terms:-
- i. Morphing
(3 Marks)
 - ii. Kinematics
(3 Marks)
 - iii. Rendering
(3 Marks)

[Total: 25 Marks]

2. Successful multimedia projects begin with selecting "team players".
- a) Differentiate any **FIVE (5)** typical members of a multimedia project team regarding on their job and responsibility.
(15 Marks)
 - b) Justify **THREE (3)** reasons why are multimedia project most performed by teams.
(6 Marks)
 - c) Propose any **TWO (2)** relevant factors of why the schedules are so crucial in managing a project.
(4 Marks)

[Total: 25 Marks]

3. Producing a good multimedia application is based on the appropriate method and objectively deliverable to end users.
- a) Explain **THREE (3)** guidelines of choosing an authoring tool.
(12 Marks)
 - b) Briefly discuss **ONE (1)** method for multimedia application development.
(3 Marks)
 - c) Discuss **THREE (3)** types of testing done during evaluation phase.
(6 Marks)
 - d) Discuss **TWO (2)** examples of the illegally practices in producing multimedia content.
(4 Marks)

[Total: 25 Marks]

4. Multimedia Technology is capable as a tool and technique for any multimedia data compression.
- a) Define data compression in multimedia.
(3 Marks)
- b) Differentiate **TWO (2)** types of data compression in multimedia.
(10 Marks)
- c) The following files need to be inserted in packaging and delivering process. Briefly discuss the purposes of the files:-
- i. Self-extracting files
(3 Marks)
- ii. README.TXT files
(3 Marks)
- d) Discuss any **TWO (2)** of compression software for creating and opening compressed file archives.
(6 Marks)

[Total: 25 Marks]

END OF QUESTIONS

Dicetak oleh:

Unit Peperiksaan dan Pengijazahan
Bahagian Pengurusan Akademik
Universiti Sains Islam Malaysia

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