

Reg. No. :

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Question Paper Code : S1208

M.C.A. DEGREE EXAMINATION, FEBRUARY/MARCH 2016.

Elective

DMC 1623 – WEB GRAPHICS

(Regulations 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is image map?
2. List the basic components of a web page.
3. What is meant by guide layer?
4. State the uses of image editing software.
5. What are icons?
6. Define color models.
7. Write the uses of action scripts.
8. What is clipping in multimedia?
9. Define key frame.
10. Differentiate vector and raster graphics.

PART B — (5 × 16 = 80 marks)

11. (a) Write the significance of markup language and web graphics in detail. (16)

Or

- (b) Explain about adding multimedia to the web. (16)

12. (a) Explain any two image file formats in detail. (16)

Or

- (b) Write a note on

- (i) Tool Palette (8)

- (ii) Moving and Merging layer (8)

13. (a) How can you give oil paint effect to an image. Explain with suitable example. (16)

Or

- (b) Explain
- (i) Creating special effects (8)
 - (ii) Adding text to the images (8)
14. (a) Discuss embedding of VRML in a web page. (16)

Or

- (b) Explain animation with sound effects with suitable example. (16)
15. (a) Describe the essential characteristics of website. (16)

Or

- (b) Create a web site with particular theme using the required utilities. (16)
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Reg. No. :

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Question Paper Code : 80208

M.C.A. DEGREE EXAMINATION, AUGUST 2015.

Elective

DMC 1623 — WEB GRAPHICS

(Regulations 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is the use *rowspan* and *colspan* attributes of TABLE tag?
2. Name the type of image files that can be inserted into HTML page.
3. What is a digital image?
4. What is screen capturing?
5. What is color depth and intensity?
6. What is a color model? Name the color models.
7. How to use mask layers in Photoshop to make transparent gradients?
8. What is multimedia?
9. How does the use of animation improve or degrade the quality of the web application?
10. List various sound and video file formats.

PART B — (5 × 16 = 80 marks)

11. (a) (i) What is an image map? How to create image maps in HTML? Explain with suitable example. (8)
- (ii) How to create a vertical content scroller using DHTML? Explain. (8)

Or

- (b) (i) What are the key factors affecting web site design? Explain. (8)
- (ii) Explain various formatting tags in HTML. (8)
12. (a) (i) Describe the approaches for digitizing the images. (8)
- (ii) Explain the steps involved in converting a photo into an oil painting in Photoshop. (8)

Or

- (b) (i) Explain how to create motion graphics using the animation features in Photoshop. (8)
- (ii) Explain how to create our own custom brushes in Paint Shop Pro. (8)
13. (a) (i) Explain how to design an icon in Photo Shop. (8)
- (ii) Explain how to turn photos into oil painting in Photo Shop. (8)

Or

- (b) (i) Describe the properties of color in detail. (8)
- (ii) With suitable example, explain how to create a transparent background images in Photo Shop. (8)
14. (a) (i) Discuss about various file format supported by Windows Media Player. (8)
- (ii) Explain how 2-D animation is developed and used in multimedia applications. (8)

Or

- (b) (i) Summarize the steps involved in creating and using video in web application. (10)
- (ii) What is VRML and how to embed VRML in a web page? (6)

15. (a) (i) Discuss why planning is a critical factor when incorporating video into a web application. Identify at least three considerations you must take into account when using video in web applications. (10)
- (ii) What is animation? Discuss about the applications of animation. (6)

Or

- (b) (i) Describe the web application envelopment life cycle in detail. (8)
- (ii) Discuss about the factors to be considered for creating a web site with a particular theme. (8)
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[illegible]

Question Paper Code : 96208

M.C.A. DEGREE EXAMINATION, FEBRUARY/MARCH 2014.

Elective

DMC 1623 — WEB GRAPHICS

(Regulations 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Write any three emerging technologies in designing web page.
2. How does <HR> differ from ?
3. What is the use of swatches palette?
4. How do you create a new layer set?
5. What do you add a spot color channel to an image?
6. Distinguish between 'sharpen filters' and 'sketch filters' in texture channel.
7. Write a short note on VRML.
8. Specify briefly the adding of sound to a webpage?
9. Identify each of the following as either an element or attribute in HTML.
 - (a) HTML
 - (b) WIDTH
 - (c) SRC
 - (d) ALIGN
10. What is real player ActiveX control?

PART B — (5 × 16 = 80 marks)

11. (a) Describe the essential characteristics of good web design. What are the steps involved in creating web pages in HTML?

Or

- (b) Explain the evolution and the current developments of tools and technologies adding multimedia to the web.

12. (a) What are the steps involved in creating, manipulating and adjusting layers in photoshop?

Or

- (b) Describe the creation of layer masks and the merger of layers in photoshop.

13. (a) Explain the features that will help you work with text in photoshop.

Or

- (b) Illustrate the different types of color modules available in photoshop.

14. (a) Describe the animation techniques and their application.

Or

- (b) What are the procedures involved in creating symbols and using libraries and in bringing audio effects in photoshop?

15. (a) Describe the methods and procedures applied in creating a hypothetical web page on "ADMISSION TO ENGINEERING BY ANNA UNIVERSITY-2013" with text, graphic animation and sound.

Or

- (b) Write a short notes on:

- | | |
|--------------------------------|-----|
| (i) Warp texts in photoshop | (5) |
| (ii) Adobe | (5) |
| (iii) Microsoft Agent Control. | (6) |

[illegible]

Question Paper Code : 86208

M.C.A. DEGREE EXAMINATION, AUGUST 2013.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is **multimedia**? Name the HTML tags for embedding multimedia in HTML document.
2. What is **hotpot** and **different** types of hotspots?
3. How to put a layer on **another layer** in Photoshop?
4. What are brushers and how are they used?
5. What is oil paint effect?
6. Define color depth.
7. Name any four multimedia authoring tool.
8. What are the uses of virtual **reality** for a **multimedia** informational system?
9. **Differentiate** between an **image** and video.
10. What are web applications?

PART B — (5 × 16 = 80 marks)

11. (a) (i) Describe the design process relating to the front-end design of a website. (8)
- (ii) Discuss about various tags in HTML for data formatting in detail. (8)

Or

- (b)
 - (i) Describe the website design issues in detail. (8)
 - (ii) What is HTML form? Describe HTML form controls types with suitable example. (8)

12. (a) (i) Explain how to create a simple drop down menu using Photoshop with suitable example. (8)
(ii) Explain Photoshop tools palette with a description of each tool's functions and shortcuts. (8)

Or

- (b) (i) How to move and merge layers in Photoshop? (8)
(ii) Discuss about various image file format and their relative merits and demerits. (8)

13. (a) (i) Discuss about the principles of effective icon design using Photoshop. (8)
(ii) Explain how to add text to an image and image in text in Photoshop. (8)

Or

- (b) (i) Describe the steps involved in designing a computer icon in Photoshop. (6)
(ii) What are the features of Photoshop's gradient tool? How to use mask layers in Photoshop to make transparent gradients? (10)

14. (a) (i) Explain how to make animation using clipping mask in flash. (6)
(ii) Discuss about the development of VRML-based multimedia application of your choice in detail. (10)

Or

- (b) (i) What is meant by agent control in web graphics? Illustrate with an example. (6)
(ii) Discuss about any two media editing software and file format in detail. (10)

15. (a) (i) What is animation? Describe the principles of animation in detail. (8)
(ii) Describe the steps involved in creating animation in flash. (8)

Or

- (b) (i) How do add audio, video and sound effect in a web page using flash? (8)
(ii) Describe the process of building and publishing web pages. (8)

Reg. No. :

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Question Paper Code : 86208

M.C.A. DEGREE EXAMINATION, FEBRUARY/MARCH 2013.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A - (10 × 2 = 20 marks)

1. Give the validity of the code `<p> here's graphics...
 </br>`
And some more graphics ... `</p>`.
2. Give any two requirements to add multimedia to web.
3. Identify either GIF or JPEG as the optimal format for the following situations
 - (a) line drawing
 - (b) photographs
 - (c) computer art
 - (d) transparent logos.
4. How can a GIF Format support layers.
5. What is a gradient? Give example.
6. Give steps for creating icons.
7. Give the uses of VRML with example.
8. What is an ActiveX control? Give example.
9. For what purpose is key framing and tweening done?
10. What is meant by pyramid of vision and clipping planes?

PART B — (5 × 16 = 80 marks)

11. (a) Write the HTML code to create a frame with a table of contents on the left side of the window and have each entry in the table of contents use internal linking to scroll down the document frame to the appropriate subsection. (16)

Or

- (b) Discuss on creating and using image maps with examples. (16)
12. (a) (i) How are conversion of JPEG and GIF done in Photoshop? Detail it (8)
- (ii) Explain about moving and merging of layers in photoshop. (8)

Or

- (b) Explain different animations done using Paint shop pro. (16)
13. (a) (i) Create a new web page incorporating back ground images, names of the images in text with colors. (10)
- (ii) Explain about Color models. (6)

Or

- (b) Explain scanning process of images and give in detail the conversion between different image file formats. (16)
14. (a) (i) Explain any two techniques of animation. (8)
- (ii) Discuss about major video file formats. (8)

Or

- (b) (i) Distinguish between H.261 and H.263 (8)
- (ii) Discuss the facilities provided by a typical audio processing software. (8)
15. (a) Create a website's flash presentation for an online business with necessary text, graphics, animation and sounds integrated. Give the method and process involved in the design. (16)

Or

- (b) Write short notes on :
- (i) audio synthesizer (8)
- (ii) 3D modeling. (8)

[illegible]

Question Paper Code : 76508

M.C.A. DEGREE EXAMINATION, AUGUST 2012.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Distinguish between 'onion skinning' and 'cell animation'.
2. What is VRML?
3. What is the meaning of alpha channel?
4. Define montage and snapshot.
5. What do you mean by rasterizing text?
6. Write a short note on Hue and Saturation controls in image coloring.
7. What are the features of movie clips?
8. What are the four predefined characters accessible to the Microsoft agent control?
9. What is dynamic HTML?
10. Write any two differences between Director and Authorware.

PART B — (5 × 16 = 80 marks)

11. (a) Describe the basics of creating web pages in HTML.

 Q_2'

- (b) What are the steps involved in adding multimedia to the web?

12. (a) Explain the photoshop tools and their uses.

Or

- (b) Describe the various ways of manipulating layers.

13. (a) Write an account of the working with text in photoshop.

Or

- (b) How do you adjust image colors, tones and the specific portion of an image? How can level dialog box be used?
14. (a) What are the preparatory issues related to the integration of sound on the web? How to import sound into flash?

Or

- (b) What are the uses of Real Player™ Activex control and VRML in a web page?
15. (a) Explain the steps involved in creating a hypothetical web page of IIT. CHENNAI for admission to MBA by using graphics, video and sound.

Or

- (b) Imagine a 'Gold Jewellery Shop' and explain the steps involved in creating a web page with graphic and animation features highlighting the marketing features of gold.

Reg. No. :

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Question Paper Code : 86508

M.C.A. DEGREE EXAMINATION, FEBRUARY 2012.

Elective

DMC 1623 -- WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A -- (10 × 2 = 20 marks)

1. List out the any four differences between markup languages and scripting language.
2. In which markup language is most suitable to design a dynamic web page? Why it is so important?
3. Define Grey styling.
4. Write the components of an image.
5. What do you mean by color calibration?
6. How icon differs from a picture and an image?
7. Differentiate VRML from XML.
8. What is an activeX Control? Write one example.
9. What do you meant by static and dynamic web page?
10. List any four animation software which are widely used in the web.

PART B -- (5 × 16 = 80 marks)

11. (a) (i) Compare and contrast between Bitmap and Pixmap. (8)
(ii) Explain the various components of Web graphics in detail with suitable example. (8)

Or

- (b) (i) Discuss about server side and client side image map with an example in detail. (8)
- (ii) How to add multimedia to a web? Explain it in detail with an example. (8)
- 12. (a) (i) Explain lossy and lossless compression formats in detail with suitable example. (8)
- (ii) What is GIF? Explain its format in detail. (8)

Or

- (b) Briefly discuss about moving and merging layer and types of animation in detail with an example. (16)
- 13. (a) (i) How to create a background image in the web page? Explain it in with suitable code and example. (8)
- (ii) How to create gradients in detail with an example. (8)

Or

- (b) Briefly discuss the following with an example :
 - (i) Color models (5)
 - (ii) Color calibration (5)
 - (iii) Oil paint effect. (6)
- 14. (a) (i) What is agent control? Explain it in detail with an example. (8)
- (ii) What are the different formats of audio and video used in the Web? Explain each of them in detail. (8)

Or

- (b) (i) Discuss briefly about Real Player Activex control and its various options in the menu. (10)
- (ii) Write note on agent control. (6)
- 15. (a) (i) Explain any five important applications of Web graphics in detail with an example. (10)
- (ii) Write note on Action script in detail with an example. (6)

Or

- (b) Create a web site for counseling information about B.E and B.Tech admission 2011. Use Graphics, sound effect, video and Interaction. (16)

Reg. No. :

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Question Paper Code : 96708

M.C.A DEGREE EXAMINATION, AUGUST 2011.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What do you mean by vector graphics?
2. Distinguish between <HR> and .
3. What are the roles of photoshop tools namely 'clone stamp' and 'eyedropper'?
4. How does 'thumbnail' differ from 'aspect ratio'?
5. What is the use of rasterizing text in photoshop?
6. Define 'saturation' and 'sepia- tone'.
7. What is meant by tweening?
8. What is VRML?
9. Write a short note on World Wide Web Consortium.
10. What is the use of 'adobe' as a web design resource?

PART B — (5 × 16 = 80 marks)

11. (a) Describe the various developments in web graphics. (16)
- Or
- (b) Explain the editing tools that help one to change image. (16)

12. (a) Explain the features of layers palette. (16)

Or

(b) Discuss the usage of the more sophisticated image modification tools. (16)

13. (a) Explain the steps involved in adding an image to a text in photoshop. (16)

Or

(b) Discuss the adjustment of image colors and tones, and the adjustment in specific portion of the image. (16)

14. (a) Describe the pertinent points related to creating symbols using libraries. (16)

Or

(b) Discuss the steps involved in creating basic animation in flash. (16)

15. (a) How do you create a website for attracting students to join a MCA programme offered by your institution by involving basic features of web graphics? (16)

Or

(b) Give an hypothetical photograph and explain the steps involved in controlling brightness. (16)

Reg. No. :

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Question Paper Code : 85708

M.C.A. DEGREE EXAMINATION, FEBRUARY 2011.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are Bitmap and Pixmap?
2. What are server side and client side image maps?
3. What do you mean by screen capturing?
4. Compare between lossy and lossless formats.
5. Define color depth and resolution.
6. What do you mean by noise gradient?
7. What is agent control?
8. What is VRML? What are the benefits of VRML?
9. What do you mean by Action Script?
10. List the applications of web graphics.

PART B — (5 × 16 = 80 marks)

II. (a) Briefly explain in detail about working with frames and image maps. (16)

Or

(b) Discuss the key elements of web page design in detail with suitable example. (16)

12. (a) What is JPEG? Explain in detail. Elaborate various other file formats. (16)

Or

- (b) (i) Discuss the type of animation in detail with suitable examples. (12)
(ii) What is grid? Explain briefly. (4)
13. (a) Explain how to create gradient and describe all gradient styles and its property in detail with an example. (16)

Or

- (b) (i) Discuss about color management system in detail with an example. (8)
(ii) Explain how to add different types of text into the image. (8)
14. (a) Discuss about windows Media Player ActiveX Control and their menu and options. (16)

Or

- (b) (i) How are clipping created? Explain in detail. (8)
(ii) Difference between Windows media player ActiveX control and RealPlayer ActiveX Control. (8)
15. (a) Write in detail about image Guide tweening and shape tweening with suitable example. (16)

Or

- (b) Create a website for a Technical Symposium of your Department using Graphics, Animation and Interaction. (16)

Reg. No. :

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Question Paper Code : GG 2508

M.C.A. DEGREE EXAMINATION, AUGUST 2010.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the different types of audio and video files used in web?
2. What are the uses of <Href> and <A> tag?
3. Name the method to isolate an image area? Write one example.
4. List out the differences between JPEG and GIF.
5. Write procedure to add text in to an image.
6. What do you mean by color depth?
7. How to create clipping?
8. List out the uses of events/streams in flash.
9. Compare HTML and VRML.
10. Give the names of Flash native objects.

PART B — (5 × 16 = 80 marks)

11. (a) Explain how the following are done in HTML.
 - (i) Text formatting
 - (ii) Adding image to a web page
 - (iii) Check password and username for validation. (5 + 5 + 6)
- Or
- (b) Explain the concept of transitions and filters in HTML.

12. (a) Briefly discuss about layers in Photoshop.

Or

- (b) What is selection and masking in photoshop? Explain it in detail with suitable example.

13. (a) Write note on the following with an example.

- (i) Color models
- (ii) gradients
- (iii) oil paint effect
- (iv) Isolate an image area

Or

- (b) How to design an icon in photoshop? Explain it in detail with suitable example.

14. (a) Define clipping. Explain different types of clipping in detail with suitable example.

Or

- (b) What are the features of windows media player activex control? How it is embedded in a web site? Explain it.

15. (a) Create a website to declare a **National** level conference which will be conducted by your college. It must include different types of events to be held in that conference. Add animation effect to that web site.

Or

- (b) Explain how to integrate HTML and FLASH.
-

Reg. No.:

Question Paper Code : YY 2509

M.C.A. DEGREE EXAMINATION, FEBRUARY 2010.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the steps to be followed while adding multimedia file to the web?
2. Define nested frame with an example.
3. What is slice? Mention the purpose of eyedropper tool in Photoshop.
4. Differentiate lossy format from lossless format.
5. Define color depth and resolution.
6. What do you mean by noise gradient?
7. Write about embedded program with an example.
8. What are the major classifications of animation?
9. What do you mean by action script? What are the two action scripts in Flash?
10. What is guide tweening?

PART B — (5 × 16 = 80 marks)

11. (a) Explain in detail the working with frames and image maps. (16)
- Or
- (b) Explain any eight key elements of web page design in detail with suitable examples. (16)

12. (a) Discuss the classification of compression with their advantages and disadvantages. Give examples. (16)

Or

- (b) Discuss the type of animation in detail with suitable examples. (16)

13. (a) Explain how to create gradient. Describe all gradient styles and their properties in detail. Use examples. (16)

Or

- (b) (i) Discuss the color management system in detail with an examples. (8)

- (ii) Explain how to add different types of text into the image. (8)

14. (a) Discuss the windows media player active X control and their menu and options. (16)

Or

- (b) (i) Explain the stream audio and video in detail with suitable examples. (8)

- (ii) Explain the concept of clippings. Give examples. (8)

15. (a) Write in detail about image guide tweening and shape tweening with suitable example. (16)

Or

- (b) Describe the steps involved in creation of multimedia on web. (16)

Reg. No. :

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Question Paper Code : 86508

M.C.A. DEGREE EXAMINATION, FEBRUARY 2012.

Elective

DMC 1623 -- WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A -- (10 × 2 = 20 marks)

1. List out the any four differences between markup languages and scripting language.
2. In which markup language is most suitable to design a dynamic web page? Why it is so important?
3. Define Grey styling.
4. Write the components of an image.
5. What do you mean by color calibration?
6. How icon differs from a picture and an image?
7. Differentiate VRML from XML.
8. What is an activeX Control? Write one example.
9. What do you meant by static and dynamic web page?
10. List any four animation software which are widely used in the web.

PART B -- (5 × 16 = 80 marks)

11. (a) (i) Compare and contrast between Bitmap and Pixmap. (8)
(ii) Explain the various components of Web graphics in detail with suitable example. (8)

Or

- (b) (i) Discuss about server side and client side image map with an example in detail. (8)
- (ii) How to add multimedia to a web? Explain it in detail with an example. (8)
- 12. (a) (i) Explain lossy and lossless compression formats in detail with suitable example. (8)
- (ii) What is GIF? Explain its format in detail. (8)

Or

- (b) Briefly discuss about moving and merging layer and types of animation in detail with an example. (16)
- 13. (a) (i) How to create a background image in the web page? Explain it in with suitable code and example. (8)
- (ii) How to create gradients in detail with an example. (8)

Or

- (b) Briefly discuss the following with an example :
 - (i) Color models (5)
 - (ii) Color calibration (5)
 - (iii) Oil paint effect. (6)
- 14. (a) (i) What is agent control? Explain it in detail with an example. (8)
- (ii) What are the different formats of audio and video used in the Web? Explain each of them in detail. (8)

Or

- (b) (i) Discuss briefly about Real Player Activex control and its various options in the menu. (10)
- (ii) Write note on agent control. (6)
- 15. (a) (i) Explain any five important applications of Web graphics in detail with an example. (10)
- (ii) Write note on Action script in detail with an example. (6)

Or

- (b) Create a web site for counseling information about B.E and B.Tech admission 2011. Use Graphics, sound effect, video and Interaction. (16)

Reg. No. :

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Question Paper Code : 96708

M.C.A DEGREE EXAMINATION, AUGUST 2011.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What do you mean by vector graphics?
2. Distinguish between <HR> and .
3. What are the roles of photoshop tools namely 'clone stamp' and 'eyedropper'?
4. How does 'thumbnail' differ from 'aspect ratio'?
5. What is the use of rasterizing text in photoshop?
6. Define 'saturation' and 'sepia- tone'.
7. What is meant by tweening?
8. What is VRML?
9. Write a short note on World Wide Web Consortium.
10. What is the use of 'adobe' as a web design resource?

PART B — (5 × 16 = 80 marks)

11. (a) Describe the various developments in web graphics. (16)
- Or
- (b) Explain the editing tools that help one to change image. (16)

12. (a) Explain the features of layers palette. (16)

Or

(b) Discuss the usage of the more sophisticated image modification tools. (16)

13. (a) Explain the steps involved in adding an image to a text in photoshop. (16)

Or

(b) Discuss the adjustment of image colors and tones, and the adjustment in specific portion of the image. (16)

14. (a) Describe the pertinent points related to creating symbols using libraries. (16)

Or

(b) Discuss the steps involved in creating basic animation in flash. (16)

15. (a) How do you create a website for attracting students to join a MCA programme offered by your institution by involving basic features of web graphics? (16)

Or

(b) Give an hypothetical photograph and explain the steps involved in controlling brightness. (16)

Reg. No. :

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Question Paper Code : 85708

M.C.A. DEGREE EXAMINATION, FEBRUARY 2011.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are Bitmap and Pixmap?
2. What are server side and client side image maps?
3. What do you mean by screen capturing?
4. Compare between lossy and lossless formats.
5. Define color depth and resolution.
6. What do you mean by noise gradient?
7. What is agent control?
8. What is VRML? What are the benefits of VRML?
9. What do you mean by Action Script?
10. List the applications of web graphics.

PART B — (5 × 16 = 80 marks)

- II. (a) Briefly explain in detail about working with frames and image maps. (16)

Or

- (b) Discuss the key elements of web page design in detail with suitable example. (16)

12. (a) What is JPEG? Explain in detail. Elaborate various other file formats. (16)

Or

- (b) (i) Discuss the type of animation in detail with suitable examples. (12)
(ii) What is grid? Explain briefly. (4)
13. (a) Explain how to create gradient and describe all gradient styles and its property in detail with an example. (16)

Or

- (b) (i) Discuss about color management system in detail with an example. (8)
(ii) Explain how to add different types of text into the image. (8)
14. (a) Discuss about windows Media Player ActiveX Control and their menu and options. (16)

Or

- (b) (i) How are clipping created? Explain in detail. (8)
(ii) Difference between Windows media player ActiveX control and RealPlayer ActiveX Control. (8)
15. (a) Write in detail about image Guide tweening and shape tweening with suitable example. (16)

Or

- (b) Create a website for a Technical Symposium of your Department using Graphics, Animation and Interaction. (16)

Reg. No. :

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Question Paper Code : GG 2508

M.C.A. DEGREE EXAMINATION, AUGUST 2010.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the different types of audio and video files used in web?
2. What are the uses of <Href> and <A> tag?
3. Name the method to isolate an image area? Write one example.
4. List out the differences between JPEG and GIF.
5. Write procedure to add text in to an image.
6. What do you mean by color depth?
7. How to create clipping?
8. List out the uses of events/streams in flash.
9. Compare HTML and VRML.
10. Give the names of Flash native objects.

PART B — (5 × 16 = 80 marks)

11. (a) Explain how the following are done in HTML.
 - (i) Text formatting
 - (ii) Adding image to a web page
 - (iii) Check password and username for validation. (5 + 5 + 6)
- Or
- (b) Explain the concept of transitions and filters in HTML.

12. (a) Briefly discuss about layers in Photoshop.

Or

- (b) What is selection and masking in photoshop? Explain it in detail with suitable example.

13. (a) Write note on the following with an example.

- (i) Color models
- (ii) gradients
- (iii) oil paint effect
- (iv) Isolate an image area

Or

- (b) How to design an icon in photoshop? Explain it in detail with suitable example.

14. (a) Define clipping. Explain different types of clipping in detail with suitable example.

Or

- (b) What are the features of windows media player activex control? How it is embedded in a web site? Explain it.

15. (a) Create a website to declare a **National** level conference which will be conducted by your college. It must include different types of events to be held in that conference. Add animation effect to that web site.

Or

- (b) Explain how to integrate HTML and FLASH.
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[illegible]

Question Paper Code : YY 2509

M.C.A. DEGREE EXAMINATION, FEBRUARY 2010.

Elective

DMC 1623 — WEB GRAPHICS

(Regulation 2007)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the steps to be followed while adding multimedia file to the web?
2. Define nested frame with an example.
3. What is slice? Mention the purpose of eyedropper tool in Photoshop.
4. Differentiate lossy format from lossless format.
5. Define color depth and resolution.
6. What do you mean by noise gradient?
7. Write about embedded program with an example.
8. What are the major classifications of animation?
9. What do you mean by action script? What are the two action scripts in Flash?
10. What is guide tweening?

PART B — (5 × 16 = 80 marks)

11. (a) Explain in detail the working with frames and image maps. (16)
- Or
- (b) Explain any eight key elements of web page design in detail with suitable examples. (16)

12. (a) Discuss the classification of compression with their advantages and disadvantages. Give examples. (16)

Or

- (b) Discuss the type of animation in detail with suitable examples. (16)

13. (a) Explain how to create gradient. Describe all gradient styles and their properties in detail. Use examples. (16)

Or

- (b) (i) Discuss the color management system in detail with an examples. (8)

- (ii) Explain how to add different types of text into the image. (8)

14. (a) Discuss the windows media player active X control and their menu and options. (16)

Or

- (b) (i) Explain the stream audio and video in detail with suitable examples. (8)

- (ii) Explain the concept of clippings. Give examples. (8)

15. (a) Write in detail about image guide tweening and shape tweening with suitable example. (16)

Or

- (b) Describe the steps involved in creation of multimedia on web. (16)