Certificate II in Multimedia
End of Year Exam 2004 - Answers

Section A

1	C	6	B	11	B	16	D
2	A	7	C	12	A	17	D
3	D	8	C	13	A	18	C
4	B	9	D	14	B	19	A
5	D	10	C	15	B	20	A

Section B

1 DVD – it has more space 4.7Gb (CD to small – only 700Mb) (2)

2 Shut down the computer, turn off monitor,
switch off powerpoint, remove plugs (2)

3 Screen resolution signifies the number of pixels on the entire screen.
1024 across, 768 down. (2)

4 <u>Testing</u> occurs during development to make sure the multimedia
product works.
<u>Evaluating</u> occurs after development to see if it meets
the original goals set for its production (2)

5 A) Doing something with your arms repeatedly for too long
C) Working too fast
F) Lack of training in the safest way to carry out a task
G) Long work hours (4)

6 The storyboard is a . . . sequence of simply drawn pictures
that visually depict a multimedia product. (1)

7 F) Colour Depth
H) Sampling Rate (2)

8 When the button is released, go to the scene called "intro"
and play the movie from frame 20. (2)

9 So that it can be used again more easily especially because
image resolution can always be reduced after scanning,
increasing resolution after scanning will not improve image quality. (2)

10 You can get better quality photographs
Photographs remain intact for longer; they don't deteriorate, weather,
crease, wrinkle, etc...
Photographs can be manipulated, changed and/or corrected more easily (2)

11 A) Symbols are reusable elements that you use with a document.
B) Symbols can include graphics, buttons, video clips, sound files, or fonts.
F) It is a good idea to use symbols for every element that appears more than once.
G) You can modify the properties of an instance without affecting the master symbol.

(4)

12 A) Amplitude
C) Stereo
E) Mono
F) Frequency

(4)

13 You need 2 images - bike and vacuum cleaner (Possible resizing required.)
Remove of front wheel of bike.
Place vacuum cleaner.
Touch up composite image where required to look seamless.

(4)

14 messy
heading placement
links everywhere
"click here"

(2)

15 Multimedia is the integration of text, audio, video, graphics and
animation into a single medium

(1)

Section C – Part 1

LINKS

Open index.htm:

a)   Add a link to sunburn.htm   1 mark

b)   Add a link to sunburn_treatment.htm   1 mark

Open sunburn.htm:

c)   Add a link to the text - <u>SunSmart Victoria</u> - in the copyright
notice at the bottom of the page to the following address:
                http://www.sunsmart.com.au   1 mark

d)   Add a link to the text - <u>The Cancer Council Victoria</u> - in the copyright
notice at the bottom of the page to the following address:
                http://accv.org.au   1 mark

Open sunburn_treatment.htm:

e)   Copy the links to <u>SunSmart Victoria</u> and <u>The Cancer Council Victoria</u>
from the sunburn.htm page and paste them appropriately.   1 mark

Section C – Part 2

GRAPHICS and TEXT

Open sunburn.htm:

a)   Reformat that section of the page using a **table** so the
      image is on the **left** and **text** appears on the **right**   1 mark

b)   Insert the image bikini.jpg into the page   1 mark

c)   Enter the following text in the ALT tag for the **bikini.jpg**
      image: **Repeated sunburn will increase your risk of melanoma**   1 mark

d)   Change the text on the right to Heading 4 (it will go red)   1 mark

Section C – Part 3

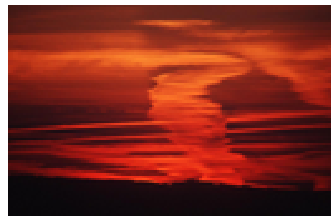**GRAPHICS**

Open redsunset.png:
a)   Resize the image to 500 x 325   1 mark
b)   Save As . . . slipslopslap.png into the PRACTICAL WORK FOLDER   1 mark

Open SunSmartLogo.png:
c)   Remove the blue background   1 mark
d)   Tint the logo red (FF0000)   1 mark
e)   Add a black (000000) glow - width: 1, opacity: 100%, softness: 0   1 mark
f)   Add a red (FF0000) glow - width: 2, opacity: 67%, softness:12   1 mark
g)   Trim the Canvas   1 mark

Open Homer_Simpson.png:
h)   Remove the white background   1 mark
i)   Rotate the Canvas 90 degress counter clockwise   1 mark
j)   Resize the image to 91 x 41 pixels   1 mark
k)   Use the Color Blend Mode to colour him red (FF0000)   1 mark

Section C – Part 4

GRAPHICS continued

Open slipslopslap.png:

a)   Use the images already
     modified to create the image shown
     Font tips are provided (in green).
     Do not use the word "Sample".

- Use of Text	2 marks
- Correct Text Colours	1 mark
- Use of Stroke on text	1 mark
- Use of Drop Shadow	1 mark
- Inserting images	2 marks
- Use of space	1 mark

b)   Export as **slipslopslap.jpg**   1 mark

Open index.htm:

c)   Place slipslopslap.jpg below the
     links & above the copyright   1 mark

d)   Place the following text in
     the ALT tag: **Stay SunSmart**   1 mark

Section C – Part 5

FLASH

Open ss_heading.fla:

a)   Resize the stage to 450 x 90 pixels   1 mark

Open the Library:

b)   In **frame 1** of the **Homer button** layer, attach the button
     to the motion guide as shown   1 mark

Open homer_button.txt in Notepad:

c)   Select the button and add the ActionScript in **homer_button.txt**   1 mark

Tweening:

d)   Insert a key frame in frame 50   1 mark
e)   Attach the button to end of the Motion Guide as shown   1 mark
f)   Create a Motion Tween   1 mark

Publishing:

g)   Only Publish a **SWF** version of **ss_heading**   1 mark

Open index.htm for editing:

h)   Replace "Staying SunSmart" heading with **ss_heading.swf** animation   1 mark
i)   Centre all contents of the home page   1 mark