

Multimedia Technologies Questions Bank 2021- 2022

Theory and OpenGL

Q1: What is the file format? Mention three different video file formats.

Q2: What is the default extension of Adobe photoshop files?

Q3: What is the default extension of Adobe premiere files?

Q4: List three types of images and write their differences.

Q5: How to split the audio from a video file in Adobe premiere?

Q6: What is the difference between video effects and video transitions?

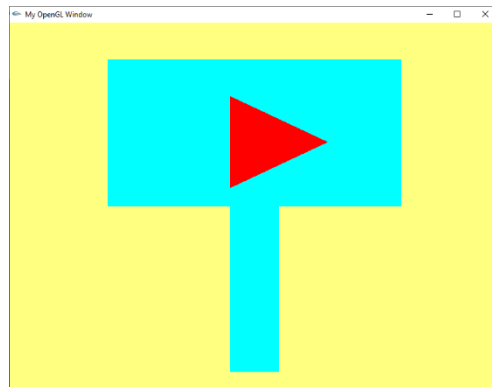
Q7: Create the following shape using OpenGL:



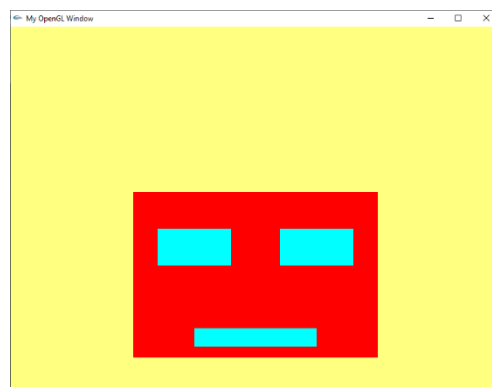
Q9: Create the following Design using OpenGL



Q10: Create the following Design using OpenGL



Q11: Create the following Design using OpenGL



Q12: Create the following Design using OpenGL



Q13: Modify the code a side to apply the movement to up, down left and right using the keys W,S,A and D respectively.

```
#include <windows.h>
#include <GL/glut.h>
GLfloat MOVOBJECT = -1.0f;

void idle() {
    glutPostRedisplay();
}
void display()
{
    glPushMatrix();
    glClearColor(0.0f, 1.0f, 0.0f, 1.0f);
    glClear(GL_COLOR_BUFFER_BIT);
    glTranslatef(MOVOBJECT, 0.0f, 0.0f);

    glBegin(GL_TRIANGLES);
        glColor3f(1.0f,0.0f,0.0f);
        glVertex2f(0,-0.5f);
        glVertex2f(0.5f,0);
        glVertex2f(0.0f,0.5);
    glEnd();
    glPopMatrix();
    glFlush();

    MOVOBJECT = MOVOBJECT + 0.001;
    if (MOVOBJECT>1)
        MOVOBJECT=-1;
}

void main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitWindowSize(800,600);
    glutCreateWindow("My OpenGL Window");
    glutDisplayFunc(display);
    glutIdleFunc(idle);
    glutMainLoop();
}
```

Q14: Modify the code a side to apply the rotation Automatically without using a key.

```
//keyboard interaction
#include <windows.h>
#include <GL/glut.h>

GLfloat rot = -1.0f;

void idle() {
    glutPostRedisplay();
}
void display()
{
    glPushMatrix();
    glClearColor(1.0f, 1.0f, 0.5f, 1.0f);
    glClear(GL_COLOR_BUFFER_BIT);
    glRotatef(rot, 0.0f, 0.0f,1.0f);

    glBegin(GL_TRIANGLES);
        glColor3f(1.0f,0.0f,0.0f);
        glVertex2f(0,-0.5f);
        glVertex2f(0.5f,0);
        glVertex2f(0.0f,0.5);
    glEnd();

    glPopMatrix();
    glFlush();
}

void keyboard(unsigned char key, int x, int y) {
    switch (key) {
        case 'a':
            rot = rot - 0.9;
            if (rot>360)
                rot=-1;
            break;
    }
}

void main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitWindowSize(800,600);
    glutCreateWindow("My OpenGL Window");
    glutDisplayFunc(display);
    glutIdleFunc(idle);
    glutKeyboardFunc(keyboard);
    glutMainLoop();
}
```

Adobe Photoshop

Q1: a: Create a new image with width 600 and height 400 and add a suitable background

b: Write your name as text and apply 2 different layer styles.

/2

c: Open Laptop.jpg image, use a suitable selection tool for selecting the laptop object only and transfer it to the image where your name was written. Resize if required.

/2



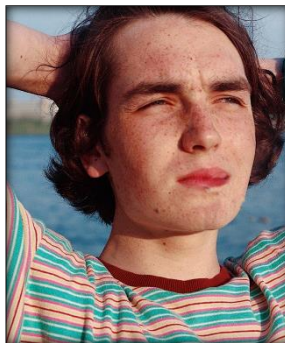
Sum

/5

Q2: Use image retouching to remove face blemishes in the image Man.png.

Selection and refining edges

/2



Masking and Filtering

/3

Sum

/5

/4

Q3: Remove the blemishes in the image below:



Q4/ Use animation in any set of 4 frames designed by you. Save it for web.

Q5: a: Create a new image with width 600 and height 400 and add a suitable background

b: Write your name as text and apply 2 different layer styles.

/2

c: Open Monitor.jpg image, use a suitable selection tool for selecting the monitor object only and transfer it to the image where your name was written. Resize if required.

/2



Sum

/5

Q6: Open both images Boy.png and Background.png. Add the boy to the background and apply the animation for jump from right to left. Save it for web.

Note: 5 frames are enough for making the animation.

frames Preparing

/2

Animation/ Saving

/3

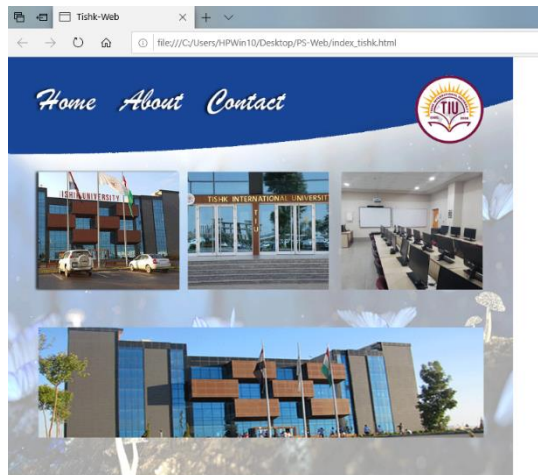


Sum

/5

Q7/ Use Masks in any image designed by you.

Q8/ Design the following webpage using adobe photoshop



Q9/ Use the following images to create a poster design. Use layer styles and masks. Give a title that is suitable to your design.



Q10/ Use the following images to create a poster design. Use layer styles and masks. Give a title that is suitable to your design.



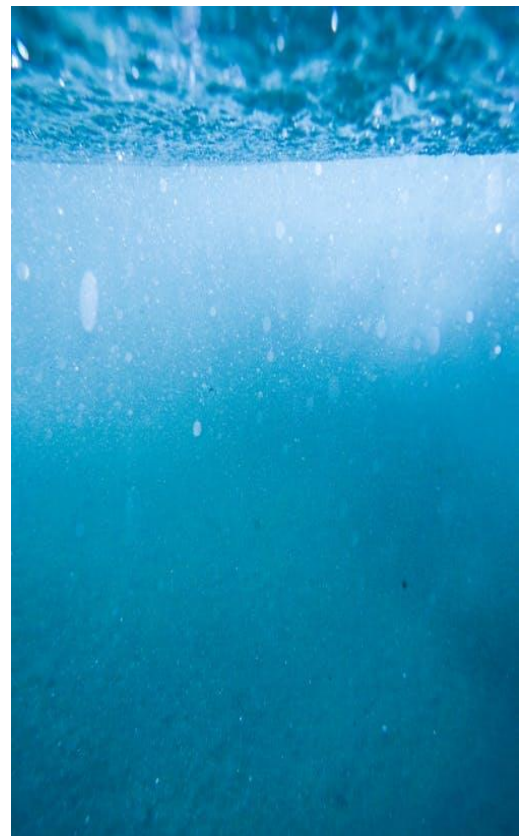
Q11/ Use the following images to create a poster design. Use layer styles and masks.

Give a title that is suitable to your design.



Q12/ Use the following images to create a poster design. Use layer styles and masks.

Give a title that is suitable to your design.



Q13/ Create a website of three pages, Home,About and contact. Link the Contact to the

link : <http://tiu.edu.iq>. Add suitable images to the home page. And write in about page

one paragraph about your university.

Adobe Premiere Pro

(Note: Questions are based on footage that given in lectures)

Q1: Remove the green screen from the file movie file Fotball.mp4 to show the background movie Goals.avi.

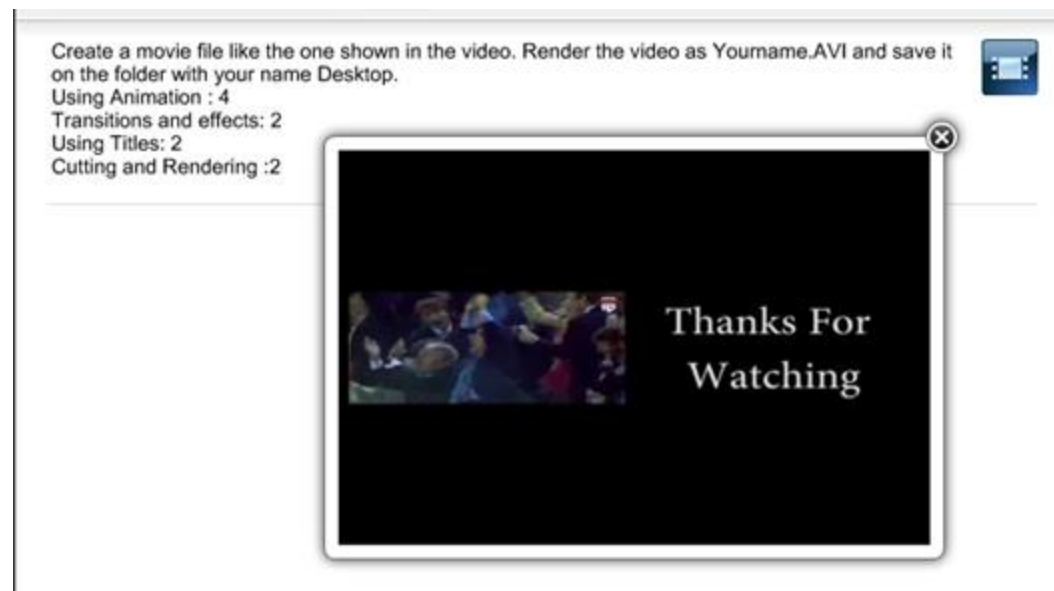
Q2: Remove the green screen from the file movie file singletap.mp4. use the result clip to click on the movie Goals.avi, when it is clicked the video starts to play.

Q3: Use the attached footage to apply Ultra key.

Q4: Use the attached footage to apply person duplicating.

Q5: Use Titles that are moved from left to right and apply it to the bottom of the file Goals.avi.

Q6: Create a video that is similar to the one shown in the file Q6



Q7: Create a video that is similar to the one shown in the file Q7

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on the folder with your name Desktop.

Using Animation : 4
Transitions and effects: 2
Using Titles: 2
Cutting and Rendering :2



Q8: Create a video that is similar to the one shown in the file Q8

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on the folder with your name Desktop.

Using Animation : 4
Transitions and effects: 2
Using Titles: 2
Cutting and Rendering :2



Q9: Create a video that is similar to the one shown in the file Q8

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on the folder with your name Desktop.

Using Animation : 4

Transitions and effects: 2

Using Titles: 2

Cutting and Rendering :2



Q10: Design three layers in Adobe photoshop and animate them in Adobe premiere pro.

Q11: Using Adobe premiere and footage given in the class, create the following video



Q12: Import a PSD file to adobe premiere using sequenced layers. Create a video using them and export it as AVI.

Q13: Use the given footage and opacity option to show the man appeared in the scene of Q12 in a way that looks like a Ghost appearance. (Ghost video trick)