Multimedia Lab Questions

Name	Period	Date
As you step through the Interactive Lab, answer the	following ques	stions.
1. Multimedia is a program that combines:		
a	b	
c	d	
e		
2. The distinguishing features of multimedia are the	e	
a. combination of text, and audio		
b. combination of text, graphics, and audio		
c. combination of media elements and the i	nteractivity by	the user
d. combination of graphics, audio, and vide	O O	
3. A sound card is a circuit board that houses procea. Trueb. False	ssors which pro	ovide both audio input and output.
4. Audio is sound that has been		and stored for replay.
5. A graphic is a	image that	can be displayed by a computer.
6. Graphics used in Multimedia range from simple,		
drawings, to intricate,		, three-dimensional images.
7. The two dimensions of 2-D graphics are		and
8. 3-D graphics have the added dimension of		·

9.	Video is pictures that are displayed at rates of up to
	a. 15 frames per second
	b. 20 frames per second
	c. 25 frames per second
	d. 30 frames per second
10.	Video is a powerful communication media that can illustrate concepts or show
11.	Converting video from analog to digital
	a. allows your computer to use the video file
	b. makes a video file quickly accessible
	c. makes a video file easily managed
	d. reduces the size of the file
12.	Reducing and expanding the size of a video file is called compression and decompression. a. True b. False
13.	refers to the movement of graphics on the screen.
14.	List the three types of animation:
	a
	b
	c
15.	3-D animations provide the added dimension of
16.	Virtual reality uses computer-generated 3-D animations to simulate whole,
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17.	made the development and delivery of
	powerful multimedia applications possible and practical.
18.	List some of the hardware components that are part of the MPC standard:
	a b
	c d
19.	List the MPC3 (Multimedia Personal Computer) minimum requirements for each of the following:
	PCPU b. RAM
	CD-ROM Pland disk storage capacity
20.	Multimedia is used for:
	a b
	c d
21.	Computer Based Training (CBT) is used to:
	a
	b
22.	allows you to design screens that integrate the
	various media elements and respond to user input.