higher education & training

Department:
Higher Education and Training
REPUBLIC OF SOUTH AFRICA

NATIONAL CERTIFICATE (VOCATIONAL)

MULTIMEDIA BASICS
NQF LEVEL 2

(10040162)

15 November 2022 (Y-paper)
13:00–16:00

This question paper consists of 9 pages.

333Q1N2215

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TIME: 3 HOURS
MARKS: 150

INSTRUCTIONS AND INFORMATION

1. Answer all the questions.
2. Read all the questions carefully.
3. Number the answers according to the numbering system used in this question paper.
4. Start each section on a new page.
5. Use only a blue or black pen.
6. Write neatly and legibly.

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SECTION A

QUESTION 1

Various options are given as possible answers to the following questions. Choose the answer and write only the letter (A–D) next to the question number (1.1–1.10) in the ANSWER BOOK.

1.1 A … represents a feminine shape that can evoke feelings of happiness, spirituality, and movement.

A circle
B square
C triangle
D spiral

1.2 … lines suggest feelings of rest, relaxation, and tranquillity.

A Zigzag
B Horizontal
C Curved
D Vertical

1.3 … refers to the distance between lines of text.

A Leading
B Kerning
C Tracking
D Alignment

1.4 Typefaces with small lines (tails) at the end of letterforms:

A Sans serif
B Slab serif
C Serif
D Display

1.5 Photographs for the internet need to be … dots per inch (dpi).

A 50
B 72
C 125
D 300

1.6 In animation, the effect of changing one character into another is called …

A cycling
B looping
C onion skin
D morphing

1.7 The dodge tool in photo editing software is used to … areas.

A duplicate
B colour correct
C blur
D lighten

1.8 … lights are used to eliminate or lighten shadows

A Spot
B Back
C Fill
D Main

1.9 The … tool in photo editing software can be used for the removal of unwanted elements in a photograph.

A clone
B sponge
C burn
D distort

1.10 The most common format for storing and transmitting photographic images on the World Wide Web.

A .psd
B .jpf
C .swf
D .jpeg

(10 × 1) **[10]**

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QUESTION 2

Choose the correct word from those in brackets. Write only the word next to the question number (2.1–2.15) in the ANSWER BOOK.

2.1 Bulky fonts are suitable for (print/screen) output.

2.2 The best microphone to use for people having a debate is a (clip-on/table) microphone.

2.3 Original recordings that are used for TV broadcast are (compressed/un-compressed).

2.4 Beginner photographers should ideally use the (aperture/auto) mode.

2.5 An out-of-focus effect in an image can be achieved by making use of the (blur/merge) tool.

2.6 The (marquee/lasso) tool allows you to make freehand selections in photo editing software.

2.7 (Texture/Bump) mapping is the art of adding variation and detail to 3D surfaces.

2.8 Interactive content can be delivered to users on a (static/dynamic) website.

2.9 Primitives in 3D software refer to basic (materials/shapes) that are the starting point of creating all 3D objects.

2.10 A still is a (photograph/prop).

2.11 (2D/3D) games are large and need high-capacity processing.

2.12 Animation can be saved in (.avi/.wav) file format.

2.13 A collection of images in a physical design layout is called a (collage/montage).

2.14 Adobe (Premier/InDesign) is software for movie making.

2.15 Dubbing is a process where (language is swapped /text is added).

(15 × 1) **[15]**

QUESTION 3

Choose a term from COLUMN B that matches a description in COLUMN A. Write only the letter (A–L) next to the question number (3.1–3.10) in the ANSWER BOOK.

COLUMN A		COLUMN B	
3.1	Remove unwanted areas	A	true zoom
3.2	Close-up framing	B	landscape photography
3.3	Fixed focal length lens	C	projects one image size
3.4	Optical zoom lens	D	neutral shot
3.5	Digital zoom	E	crop tool
3.6	Built in flash	F	magnifies images
3.7	Telephoto lens	G	medium frame
3.8	Wide angle lens	H	red eye effect
3.9	Standard lens	I	portrait photography
3.10	High camera angle	J	bird's eye view
		K	facial expression
		L	reduces quality

(10 × 1) **[10]**

QUESTION 4

Indicate whether the following statements are TRUE or FALSE by writing only 'True' or 'False' next to the question number (4.1–4.15) in the ANSWER BOOK.

4.1 Sound recorded from a microphone is an analogue signal.

4.2 A neutral photography shot is at eye-level angle.

4.3 Select a low shutter speed to photograph moving objects.

4.4 Depth-of-field in photography refers to the distance from the camera to the object.

4.5 The smaller the aperture setting of a camera, the shorter the area of focus.

4.6 Midday sun is a good time to take photographs.

4.7 An image histogram shows previous versions of an image.

4.8 Image opacity refers to the transparency of an image.

4.9 A back light helps to give an object a 3D look.

4.10 One of the options of the transform tool in animation is 'scale'.

4.11 GIF animation is complicated and expensive to create.

4.12 Radiosity in 3D animation refers to a method of calculating how light rays behave.

4.13 Natural phenomena such as water and smoke are easy to model when creating an animation.

4.14 It is unnatural for movement in animation to happen at regular speeds.

4.15 Silhouetting is important when creating characters for cartoons.

(15 × 1) **[15]**

TOTAL SECTION A: 50

SECTION B

QUESTION 5

5.1 Discuss the *production* stage of film making. (5)

5.2 Name THREE elements that could be added to video footage during editing to make a movie more interesting. (3)

5.3 Describe the difference between *2D* and *3D animation*. (2 × 3) (6)

5.4 Explain how the following techniques are used in 3D modelling:

5.4.1 Rigging (2)

5.4.2 Texturing (3)

5.5 Briefly explain the following and give examples in your answer:

5.5.1 Vector Graphics. (3)

5.5.2 Bitmap Graphics. (3)

[25]

QUESTION 6

6.1 Name any FIVE stages of scriptwriting. (5)

6.2 Discuss any THREE types of characters in stories. (2 × 3) (6)

6.3 Explain the characteristics of *film* stories. (4)

6.4 Discuss the use of negative space when applying typography in a design layout. (5)

6.5 List any FIVE principles of good logo design. (5)

[25]

QUESTION 7

7.1 Briefly explain *sound processing*. Make use of examples in your answer. (4)

7.2 Discuss the following terms used in sound recording:

7.2.1 Narrowband noise (3)

7.2.2 Broadband noise (3)

7.3 Name TWO examples of software that could be used for sound editing. (2)

7.4 Describe the difference between *lossless* and *lossy compression* in sound file formats. (2 × 3) (6)

7.5 List any FOUR examples of sound effects. (4)

7.6 Name THREE adjustments that could be made to images with the image histogram tool. (3)

[25]

QUESTION 8

8.1 Name FOUR types of light a photographer could work with. (4)

8.2 Explain how to use the rule of thirds to compose a portrait photograph. (3)

8.3 Explain the term *photo editing*. (3)

8.4 Name THREE main sections of a basic DTP (desktop publishing) layout. (3)

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8.5 Discuss the concept of *typography* in a DTP layout. (4)

8.6 Name FIVE steps in the production process of creating 3D graphics and animation. (5)

8.7 Explain the concept of *key-frame animation* with software. (3)

[25]

TOTAL SECTION B: 100
GRAND TOTAL: 150

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