higher education & training

Department:
Higher Education and Training
REPUBLIC OF SOUTH AFRICA

NATIONAL CERTIFICATE (VOCATIONAL)

MULTIMEDIA BASICS
NQF LEVEL 2

(10040162)

24 November 2023 (Y-paper)
13:00–16:00

This question paper consists of 8 pages.

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DEPARTMENT OF HIGHER EDUCATION AND TRAINING
REPUBLIC OF SOUTH AFRICA

NATIONAL CERTIFICATE (VOCATIONAL)
MULTIMEDIA BASICS
NQF LEVEL 2
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 black or blue pen.
6. Write neatly and legibly.

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SECTION A

QUESTION 1

1.1 Indicate whether the following statements are TRUE or FALSE by writing only 'True' or 'False' next to the question number (1.1.1 – 1.1.15) in the ANSWER BOOK.

1.1.1 Photographs that are going to be printed out need to be at least 72 dpi (dots per inch).

1.1.2 2D animation can also be called cell animation.

1.1.3 Procedural animation is used to animate natural phenomena such as water and smoke.

1.1.4 Scan-line rendering is a rendering process that renders on a line-by-line basis.

1.1.5 A broadcast video requires 12 frames per second to play smoothly.

1.1.6 A tint is a colour that was diluted with grey.

1.1.7 Built-in camera flashes can cause red-eye effect.

1.1.8 Leading in typography is used to make the distance between lines of text bigger or smaller.

1.1.9 Newspapers make use of social websites such as Facebook to attract readers.

1.1.10 The process that produces the final video or animation is called rendering.

1.1.11 To photograph moving objects, you need to select a slow shutter speed on you camera.

1.1.12 Black surfaces reflect all the wavelengths in the colour spectrum back

1.1.13 A digital zoom is a true zoom and its focal length can change.

1.1.14 MP4 is a file extension used to save video files.

1.1.15 Identity photographs are examples of neutral shot photos.

(15 × 1) (15)

1.2 Complete the following sentences by choosing a word or words from the list below. Write only the answer next to the question number (1.2.1–1.2.15) in the ANSWER BOOK.

development; simulated; onion skin; thumbnail; flash; crop; protagonist; opacity; histogram; cropping; rendering; rule of thirds; font; logo; morphing

1.2.1 … in computerised animation act like a traditional light table.

1.2.2 A smaller version of an image/picture is called …

1.2.3 A/an … is a graphic symbol that identifies a company.

1.2.4 A set of characters in the same style is called a …

1.2.5 The good main character in a story is called the …

1.2.6 … refers to how transparent or see-through an image is.

1.2.7 … is a technique used in animation to transform one object into another.

1.2.8 A/an … is a graphic representation of the tonal distribution of a digital image.

1.2.9 … is an example of video-editing software.

1.2.10 The … tool in image editing software is used to cut away unwanted areas in an image.

1.2.11 … is the process that produces the final frame-by-frame images in 3D animation.

1.2.12 The … is a technique in photography where an invisible grid of nine blocks is applied to create visual focus point in a photograph.

1.2.13 Multimedia projects are created on … systems.

1.2.14 The process of cutting away unwanted parts of an image with image-editing software is called…

1.2.15 The visual representation of texture on screen is called … texture.

(15 1) (15)

1.3 Choose the correct word(s) from those given in brackets. Write only the answer next to the question number (1.3.1–1.3.10) in the ANSWER BOOK.

1.3.1 An e-magazine will use (mail to icons/hyperlinks) to provide a link to other references and sources on the internet.

1.3.2 An electronic ,roofed stall such as an ATM is known as a/an (End Point/Server)

1.3.3 (Comic Sans/Times New Roman) is a font that is suitable to use in birthday card for young children.

1.3.4 (Negative/positive) space is the space that is occupied by the objects in a composition.

1.3.5 The events that happen in a story is referred to as a (plan/plot).

1.3.6 (Diffuse/Specular) reflection scatters light uniformly in all directions.

1.3.7 The planning process of multimedia is called(Storyboard/hero)

1.3.8 The lasso tool in image editing software is a (selection/blur) tool.

1.3.9 (Bitmap/Vector) graphics is saved as mathematical information.

1.3.10 A written story that is used as a basis when making a movie or TV story is called a/an (Screenplay/Flash)

(10 × 1) (10)

1.4 Choose a term from COLUMN B that matches a description in COLUMN A. Write only the letter (A–J) next to the question number (1.4.1–1.4.10) in the ANSWER BOOK.

COLUMN A		COLUMN B	
1.4.1	A difference between two or more elements in a composition	A	harmony
1.4.2	The arrangement of elements to create a focal point	B	negative space
1.4.3	Paths created within an artwork that lead the eye through the composition	C	emphasis
1.4.4	How artists and designers add complexity to their work using visual elements	D	balance
1.4.5	A design in which lines, shapes, forms or colours are repeated	E	pattern
1.4.6	Elements that guide your eyes in a certain direction	F	colour
1.4.7	When visual elements are equal in weight in a design	G	contrast
1.4.8	The relationship between one part of a design and another part or to the whole design	H	directional forces
1.4.9	Can be used to create a particular visual mood	I	variety
1.4.10	Space between objects	J	proportion

(10 × 1) (10)
[50]

TOTAL SECTION A: 50

SECTION B

QUESTION 2

2.1 Explain FOUR principles of good logo design. (4 × 2) (8)

2.2 Explain the difference between *serif* and *sans serif* fonts. (4)

2.3 Discuss the characteristics of film stories. (6)

2.4 Players of a game stories are able to change the outcome of the story through *interactivity.*

Explain FOUR types of interactivity between games and players. (4)

2.5 List THREE examples of non-fictional storytelling. (3)

[25]

QUESTION 3

3.1 To capture the best sound with the least amount of noise, you need to use the right microphone for the job.

Discuss FOUR different types of microphones and mention their specific use in your answer. (4 × 2) (8)

3.2 Sound editing software have many tools with which you can change sound and create specific sound colour.

Explain what can be achieved with the following tools:

3.2.1 Amplifier

3.2.2 Equaliser

3.2.3 Compressor

3.2.4 Normaliser

(4 × 2) (8)

3.3 Explain FOUR types of noise in sound. Mention a possible cause of each in your answer. (4 × 2) (8)

3.4 Explain the meaning of *sound colour*. (1)

[25]

QUESTION 4

4.1 Explain *desktop publishing*. (3)

4.2 Give TWO examples of desktop publishing software. (2)

4.3 Name THREE main sections of a typical DTP page layout. (3)

4.4 Discuss basic design tips that should always be kept in mind when planning a layout. (4 × 2) (8)

4.5 Images can be edited in Photoshop and saved in several file formats.

Name FOUR image file formats. (4)

4.6 Name THREE types of filters that can be attached to a camera lens to obtain special effects. (3)

4.7 What type of framing would you use to capture detail e.g. only a person's eye. (2)

[25]

QUESTION 5

You are part of a multimedia production team who is busy working on an animation project for a client. Your project is to design Mother Earth as a 3D character that will teach children about the importance of our planet. The character will be used in short educational videos that will be distributed to pre-schools.

Answer the following questions:

5.1 Explain the *colour model* of digital projects. (4)

5.2 Describe the steps of the *production process* to create the Mother Earth character, in the correct order. (6 × 2) (12)

5.3 Name THREE examples of animation software that can be used to create the Mother Earth character. (3)

5.4 Discuss the three-point lighting system that can be set up in animation software to simulate real life lighting. (3 × 2) (6)

[25]

TOTAL SECTION B: 100
GRAND TOTAL: 150

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