CS 205 Final Exam: D. Hepting April 23, 2018, 9:00 – 12:00, CL 417

- **Be sure to read ALL the instructions BEFORE writing anything**. This is a closed book exam. You must maintain the confidentiality of your examination; do not provide any opportunity for others to copy any of your work. Electronic devices are NOT permitted during the exam. Please turn off and put away all cell phones and other electronic devices during the exam period.
- *All answers must be written on this exam in the space provided*. You have 180 minutes to complete the exam. Please plan your answers, favour quality over quantity, do not exceed the space provided, and do your best to write legibly. Space *OUTSIDE* the boxes can be used for rough work.
- This exam contributes 25 percent towards your final grade. Recall that you *must pass* this exam to pass the course. Each question is worth *10 marks*. There are 10 questions. Your exam will be marked out of 102 (100 + 2 marks that you can earn by putting your name (or initials) on each page).

Name (printed):

Signature: _____

Q1. Which is a more appropriate adjective for the subject of this course: unimedia or multimedia? Please explain.

Q2. What is the difference between HSV and RGB? Please explain.

Q3. In creating a discrete representation of a continuous phenomenon, what roles are played by sampling and quantization? Give examples.

Q4. What is involved in taking an image from your computer screen and printing it?

Q5. Discuss the tradeoffs between screen resolution and available colours in early computer systems

Q6. If you were asked to reinterpret a sound recording as an image, how would you proceed? What choices would you need to make? Please explain.

Q7. How are the concepts of bitmap and vector formats applicable beyond images? Please explain.

Page 8 of 10

Q8. What are the impacts of choices in producing a word cloud? What are the advantages of this kind of textual transformation? Is a word cloud primarily text or image? Explain.

Q9. Relate your work from any single lab week to the concepts in this course. Reflect on your hands-on lab experience.

Q10. Answer **ONE** of these THREE:

1. How does Norman McLaren's work evoke digital multimedia? Please explain.

2. What is the impact of (the sharing of) digital reproductions of artworks on our understanding of art? Please explain.

3. How did your project allow you to explore an aspect of multimedia more closely? Please explain.