Roll No. ☐☐☐☐☐☐☐☐☐☐☐☐☐   Total No. of Pages : 02

Total No. of Questions : 09

B.Sc.(MEFT)   (Sem.–3)
COMPUTER APPLICATIONS TO MEDIA
Subject Code : BMEFT-209
M.Code : 13517

Time : 3 Hrs.   Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :
1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

1. **Write briefly :**

    a) Computer

    b) Media

    c) CorelDraw

    d) Import and Export

    e) Tool box

    f) Line

    g) Curve

    h) Image

    i) Mouse

    j) Keyboard

SECTION-B

2. Highlight the importance of CorelDraw.

3. What is meant by 'working with images'?

4. What is meant by handling objects?

5. List five Artistic Media tools.

6. What are Special Effects?

SECTION-C

7. Write a brief note on the importance of CorelDraw while working with the text line, object line and curve line.

8. How to develop mastery over use of images and special effects?

9. Highlight the importance of computer applications to media.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.