





2. Answer the following questions

3×2 = 6

- (a) What is pagemaker and why is it used for?
- (b) What are the different drawing tools in pagemaker?
- (c) What are pixels? How are these represented in graphics?

3. Answer any two from the following questions

3×2 = 6

- (a) What are master pages? What are the advantages of having master pages in a publication?
- (b) Differentiate between Raster and vector graphics.
- (c) What are photoshop layers? How do you use layers in creating artwork?

4. Answer any two from the following questions

4×2 = 8

- (a) Explain briefly the RGB image model.
- (b) Explain the process of printing a pagemaker document.
- (c) What is OLE? Explain briefly.