Instructions for Candidates

1. Write your Roll No. on the top immediately on receipt of this question paper.

2. Paper has **two** sections.

3. **All** the questions in **Section A** are compulsory. **A** questions from **part B**.

Section A

1. (a) What do you understand by linear and nonlinear multimedia? (2)

    (b) What is morphing? (2)

    (c) What are the two crucial aspects that should be considered while preparing digital audio file? (2)

(d) Which programming languages are used while designing an e- commerce website? (2)

(e) What is Analog Video? (2)

(f) What are different animation file formats? (3)

(g) What is SVG (Scalable Vector Graphics) file? (2)

(h) Discuss the importance of authoring system in multimedia. (3)

(i) Differentiate between typeface and font. Write two examples of each. (3)

(j) Differentiate between : (2+2=4)

　　(i) Serif and Sans Serif font

　　(ii) Static and dynamic webpage

Section B

2. (a) What is multimedia? Discuss the applications of multimedia in various fields. (6)

　　(b) Explain any two multimedia authoring tools. (4)

3. (a) List and explain any six basic operations of a sound editing application. (6)

　　(b) Which color model is used in printing media? How is it different from RGB color model? (4)

4. (a) Being a graphic designer what type of image would you prefer for designing logo of a company? Justify your answer. Also name an application program you will be using to design this logo. (3)

(b) List any two features of an image editing tool. (2)

(c) What is MIDI? What are its advantages over digital audio in a multimedia project? (5)

5. (a) Discuss the problems encountered while using *text* across different computer platforms and different languages. (5)

(b) Differentiate between lossy and lossless file compression with respect to images. (3)

(c) How many bits are required to represent value of a pixel in an image having 32 different colors? (2)

6. You are a team leader who has been given six months to design a website of a company. (5+5=10)

(a) Write a brief outline describing the different stages of your project.

(b) List roles of your multimedia production team members along with the skills required by each of them.

7. (a) Discuss codec and give an example of a codec. (3)

    (b) Why should the outer 15% of the screen be avoided while using computer generated graphics and titles in television video? (2)

    (c) Discuss the physical and psychological principles behind the working of animation. (3)

    (d) What is MPEG? (2)

8. (a) Briefly discuss the origins of Cel animation and the concepts behind creating these animations. (3)

    (b) Explain the concept of keyframes and tweening in animation. (2)

    (c) What are plug-ins and delivery vehicles? Explain their importance for multimedia users. (5)

9. (a) Discuss any 5 methods for word searching in hypermedia system. (5)

    (b) Write short note on : (5)

        (i) Kinematics

        (ii) Dithering