XB-115

T.Y.B.C.A.
March-2013

Multimedia and Applications (304)

Time : 3 Hours]   **[Max. Marks : 70**

1. (A) Do as directed.   **10**

     (1) Define interactive multimedia.

     (2) The little decoration at the end of the letter stroke is a _____.

     (3) What do you mean by CD-quality sound ?

     (4) The picture elements that make up a bitmap is called _____.

     (5) Define animation.

     (6) A video signal transmitted with all the signals mixed together is called composite video. (True / False)

     (7) Define modem.

     (8) Give two examples of painting software tools.

     (9) A prototype is also called as _____.

     (10) Depth structure represents the structure actually realized by a user while navigating depth structure. (true/false)

     (B) Discuss how multimedia can be used in education field.   **4**

OR

     (B) Describe two primary multimedia delivery media DVD and World Wide Web.   **4**

2. (A) Answer the following questions (any **five**) :   **10**

     (1) What is the use of Graphic tablet ?

     (2) What do you mean by plug and play device ?

     (3) List four features of a good 3-D modelling tool.

     (4) What is the use of movie editing tools ?

     (5) Explain working of barcode reader.

     (6) What do you mean by typeface and font ?

     (B) List design suggestions for picking fonts for multimedia presentation.   **4**

OR

     (B) What is jaggies effect ? How one can minimize it ?   **4**

3. (A) Differentiate the following (any **two**) :   **6**
        (1) Quantizing and Clipping
        (2) Additive colour and subtractive colour
        (3) Sampling rate and sample size

    (B) Write short note on following (any **two**) :   **8**
        (1) MIDI audio
        (2) Vector drawing
        (3) Morphing

4. (A) Discuss following terms (any **three**) :   **6**
        (1) Kinematics
        (2) Codec
        (3) Story boarding
        (4) Extruding

    (B) Attempt the following (any **two**) :   **8**
        (1) Explain safe title area.
        (2) Explain video recording and tape formats.
        (3) Discuss the origins of cel animation and define words that originate from this technique.

5. (A) Attempt the following (any **two**) :   **6**
        (1) What capabilities a person must have to be a project manager of multimedia project ?
        (2) What do you mean by time based authoring tool ?
        (3) Explain depth structure with an example.

    (B) Answer the following (any **four**) :   **8**
        (1) Define authoring tools.
        (2) What do you mean by navigation map ?
        (3) Explain role of video specialist in development of multimedia project.
        (4) What do you mean by beta development ?
        (5) What are the common obstacles found during development of multimedia project ?

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