



Seat No. : \_\_\_\_\_

**XZ-144**

**April-2013**

**Five Years M.Sc. (CA & IT) Integrated (K.S.)**

**T.Y. M.Sc.**

**306 Multimedia and Visualization**

**Time : 3 Hours]**

**[Max. Marks : 100**

- Instructions :** (1) Figures to the right indicate full marks.  
(2) Make and state any necessary assumptions.  
(3) Draw figures wherever necessary.

1. Answer the following : (any **five**) **20**
- (1) Describe how multimedia can be used at home and at public places.
  - (2) Describe the four primary stages in a multimedia project.
  - (3) Define multimedia and explain its classification in brief.
  - (4) Write a note on Virtual Reality.
  - (5) Identify the typical members of a multimedia project team and explain the role and responsibilities of any two project team members.
  - (6) Why are multimedia projects most frequently performed by teams ? Whose responsibility is it to ensure that the team operates effectively ? What can be done to promote team effectiveness ?
2. (A) Answer the following : (any **four**) **12**
- (1) Give the consideration of choosing text in Multimedia.
  - (2) Write short note on Menus for navigation, buttons for interaction.
  - (3) Write down short-note on audio file formats.
  - (4) Discuss the problems encountered using text across computer platform and in different languages.
  - (5) Explain special effects which could be added on titles.
- (B) Answer the following : (any **two**) **8**
- (1) What is Clipping and Quantizing in digital recording. Explain with proper example. What is its effect on digital audio ?
  - (2) Explain various methods for word searching in hypermedia systems.
  - (3) Explain in detail MIDI and give difference between Digital Audio & MIDI Music.

3. Answer the following : (any **five**) **20**
- (1) Explain in detail Bitmap images and Vector Graphics.
  - (2) What do you mean by rendering ? Differentiate extruding and lathing.
  - (3) What is the principle of animation and which are the basic animation techniques ?
  - (4) Explain : Morphing, Kinematics and Inverse Kinematics.
  - (5) Explain Subtractive color and Additive color.
  - (6) Explain the following terms : HUE and HSL, Dithering.
4. (A) Answer the following : (Attempt any **four**) **12**
- (1) Write short note on SCSI, IDE and ATA.
  - (2) Explain the utility of Word Processing tools in Multimedia.
  - (3) Explain Authoring Systems and list the applications that you can make with multimedia authoring tools.
  - (4) Explain in detail the use of OCR software.
  - (5) Write short note on Modem and ISDN.
- (B) Answer the following : (Attempt any **two**) **8**
- (1) Explain the use of USB and Firewire in multimedia.
  - (2) List the types of authoring tools and explain any one in detail.
  - (3) Describe the features of 3-D Modeling and Animation tools.
5. (A) Answer the following : (any **four**) **12**
- (1) Discuss several considerations in shooting and editing video for multimedia.
  - (2) Explain what is Interlacing and Calibration.
  - (3) Explain Chroma Keys, Over scan and Clipping.
  - (4) Discuss the current state of multimedia on the Internet and tools for the World Wide Web.
  - (5) Define Computer Network and Discuss the origins of the Internet.
- (B) Answer the following : (any **two**) **8**
- (1) Explain NSTC, PAL and HDTV standards in detail.
  - (2) Explain briefly digital video compression and MPEG standards.
  - (3) You have been given the task of creating a new web site for your company. What tools will you use to create the pages ? List them. When might you use a WYSIWYG tool ?