



Seat No. : _____

NQ-106

November-2025

BS (B.C.A.), Sem.-III

SEC-236 : Multimedia and Animation

(NEP-2020)

Time : 1:00 Hour]

[Max. Marks : 25

1. (A) Define Multimedia. Explain the applications/usages of the Multimedia. 5
1. (B) Explain the 3-D modeling & animation tools. 5

OR

1. (A) Explain hypermedia and hypertext in detail. 5
1. (B) Give differences between MIDI and Digital audio. 5

2. (A) Explain the following artwork construction tools : 5
Spline tool, Gradient tool, Draw tool, Text tool, and Width tool
2. (B) Define Animation. State the purpose of the time loop layer and keyframe panel. 5

OR

2. (A) What is Synfig Studio ? Describe the interface and components of Synfig Studio. 5
2. (B) Explain how to add, edit, and combine the layers in Synfig Studio in detail. 5

3. Attempt any **five**. 5

- (1) The _____ is not an output device.
(a) monitor (b) speakers
(c) printer (d) microphone
- (2) Synfig Studio is software for 2D vector animation. (True/False)
- (3) A _____ is a graphic representation of a character's shape.
(a) font (b) glyph
(c) typeface (d) None
- (4) Which image file type is best for photographs ?
(a) Vector (b) bitmap
(c) Shockwave (d) encapsulated PostScript
- (5) An effect known as _____, in which the image transforms into another.
(a) morphing (b) transforming
(c) converting (d) changing
- (6) In Synfig Studio, the rotation duck is of red colour. (True/False)