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- (iii) What is flash memory? (2)
8. (i) Briefly discuss HDTV and MPEG video standards. (4)
- (ii) Write short notes on (any **two**): (6)
- (a) Morphing
- (b) Dithering
- (c) Color palettes

(900)

[This question paper contains 4 printed pages.]

Your Roll No.....

Sr. No. of Question Paper : 3221

IC

Unique Paper Code : 62344414

Name of the Paper : Multimedia Systems and Applications

Name of the Course : **B.A. (Prog.) Computer Applications**

Semester : IV

Duration : 3 Hours

Maximum Marks : 75

Instructions for Candidates

1. Write your Roll No. on the top immediately on receipt of this question paper.
2. The paper has **two** sections. **All** questions in 'Section **A**' are compulsory.
3. Attempt any **five** questions from 'Section **B**'. Parts of a question must be answered together.

SECTION A

1. (i) Describe the role of multimedia in virtual reality. (3)
- (ii) What do you understand by jaggies and how can they be removed? (3)

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- (iii) Compare the lossy and lossless techniques for image compression. (4)
- (iv) Cite the considerations involved in managing audio files and integrating them into multimedia projects. (5)
- (v) Describe the "Chroma Keys" technology used in video editing. (2)
- (vi) Describe the four primary stages in a multimedia project. (4)
- (vii) Explain the terms : WWW and HTML. (4)

SECTION B

- 2. (i) What precautions must be taken while shooting and editing video for multi-media project? (4)
- (ii) Describe bitmap, vector and 3D images and discuss the capabilities and limitations of each. (6)
- 3. (i) Explain the terms: Leading, Kerning and Tracking giving supporting examples. (6)
- (ii) Differentiate between Web Page Makers and Site Builders. (4)

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- 4. (i) What are multimedia Authoring tools? Explain the different kinds of authoring tools available. (6)
- (ii) What do you understand by "Hypermedia" and "Interactive multimedia"? (4)
- 5. (i) Discuss the principles of animation. (4)
- (ii) What is digitized sound? How does the computer reconstruct sound wave from a sample data? (6)
- 6. (i) Identify any 3 members of a multimedia project team and describe the required skills of each. (6)
- (ii) Differentiate between : (4)
 - (a) Serif and Sans Serif
 - (b) LAN and WAN
- 7. (i) Calculate the file size of a 10 second 16-bit stereo sound with recording sampled at 44.2 KHz. (4)
- (ii) Discuss the techniques of tweening and kinematics used in animation. (4)

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