

[This question paper contains 5 printed pages.]

Your Roll No.....

Sr. No. of Question Paper : 2788

A

Unique Paper Code : 62344414

Name of the Paper : Multimedia Systems and Applications

Name of the Course : B.A. (Programme)
Discipline Course (LOCF)
2019 onwards

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. Paper has **two sections**. All the questions in **Section A** are compulsory.
3. Answer any **five** questions from **Section B**.

SECTION A

1. (a) Define the terms Hypermedia, Interactive multimedia and Authoring tools. (3)

P.T.O.

- (b) What font attributes must be considered for the following :
- (i) Title
 - (ii) Heading
 - (iii) Body of the text (3)
- (c) What is morphing? Explain its use in multimedia applications. (3)
- (d) Explain with examples lossy and lossless image file formats. (2)
- (e) Differentiate between overscan and underscan techniques for display monitors. (2)
- (f) Describe the principles of animation. (4)
- (g) How can you convert 16:9 aspect ratio to 4:3? (2)
- (h) What are the three intangible elements needed to make good multimedia? (3)
- (i) What do you understand by jaggies? How can it be removed? (3)

SECTION B

2. (a) Describe different applications in which multimedia can be used. Why is multimedia preferred over other modes of presentation in such applications? (6)
- (b) Compare the use of MIDI and digitized audio in a multimedia production. (4)
3. (a) What are the different software tools that are used to create interactive and dynamic web pages in a website? (5)
- (b) What is the basic hardware and software needed to develop a multimedia project? (5)
4. (a) What are Vector drawings? Describe the application areas of vector drawings. (6)
- (b) Explain the use of Content Management System (CMS) for web applications. Name any two CMSs. (4)
5. (a) Describe any four computer color models? Give an application area of any three color models. (5)

P.T.O.

- (b) Describe the importance and presentation of text in multimedia. (5)

- 6.
 - (a) Discuss the benefits and drawbacks of using DVD presentation, a website and a television advertisement to market a product. (6)

 - (b) Describe the Cel animation technique using celluloid sheets. Compare and contrast when done using computers. (4)

- 7.
 - (a) Why Sans Serif fonts are preferred for body text? (2)

 - (b) Describe three video standards that manage analog Charge-Coupled Device (CCD) outputs. (6)

 - (c) If a project developed in Windows environment is played back on Macintosh platform, how will you ensure that the fonts in the text appear the same on both the platforms? (2)

- 8.
 - (a) Compare features of card-based and icon-based authoring tools. Between the two, which one is easier to use for a non-technical multimedia author, justify. (5)

(b) How do Web Page Makers and Site Builders help in delivering multimedia on web? (5)

9. Write short notes on any **five** : (10)

- (i) virtual reality
- (ii) chroma keys
- (iii) HDTV
- (iv) typeface and font
- (v) 3-D modeling and animation tools
- (vi) plug-ins and delivery vehicles