

[This question paper contains 3 printed pages.]

Your Roll No.

6160

J

PGDCA/II Sem.

Paper—CS-2.5

(Multimedia and Applications)

Time : 3 Hours

Maximum Marks : 100

(Write your Roll No. on the top immediately
on receipt of this question paper.)

Attempt All questions. All parts of
a question must be attempted together.

1. (a) Define multimedia. List various applications of multimedia. Also mention any three limitations of a multimedia system. 6
- (b) What are the responsibilities of each member in a multimedia team as part of a multimedia project? 6
2. (a) Give full forms and one use of each of the following : 6
 - (i) RAID
 - (ii) MIDI
 - (iii) JPEG
 - (iv) NTSC

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- (v) SCSI
- (vi) MICR
- (b) Explain color dithering and color flashing. 6
- 3. (a) List various techniques of sound compression. 6
Discuss any one.
- (b) Define a frame with respect to a moving film. Give one difference between interlaced and non-interlaced monitors. 6
- 4. Write short notes on any **three** : $4 \times 3 = 12$
 - (i) OCR software
 - (ii) Video conferencing
 - (iii) Hypertext and hypermedia
 - (iv) Information kiosk
 - (v) Authoring software
- 5. (a) Describe the different Layers of the CD-ROM. Explain the process of Laser Beam Reading from CD-ROM. 6
- (b) Discuss the working of an LCD Projector. 6
- 6. (a) Explain the technique of image compression. Give an example with reference to Run-Length-Encoding. 6
- (b) Discuss multimedia data management with respect to an object oriented database. 6

7. (a) With reference to Director Software, explain the following : 4×2 = 8
- (i) Tweening
 - (ii) Sprite
 - (iii) Score
 - (iv) Key frame
- (b) With reference to photoshop software, explain the following : 5×4 = 20
- (i) Magic Wand Tool
 - (ii) Rubber Stamp Tool
 - (iii) Blending modes
 - (iv) Adjustment layer
 - (v) Gradient Tool