

[This question paper contains 2 printed pages.]

4512

Your Roll No.

B.A. (Prog.) / III

AS

(L)

COMPUTER APPLICATION

Paper III (A) (Elective I)

(Multimedia System and Applications)

(Admissions of 2004 and onwards)

Time : 3 Hours

Maximum Marks : 45

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

Answer ALL questions.

1. (a) Define Virtual Reality. How is it used in multimedia? (3)
- (b) Discuss how multimedia is used in entertainment industry. (2)
- (c) What is hypermedia? Give an example. (2)
- (d) Explain the importance of creativity in a multimedia project. (2)
2. (a) Explain ASCII and Unicode standard. (2)
- (b) Briefly describe the importance of text in a multimedia presentation. (2)

P.T.O.

- (c) List any four audio file formats. (2)
- (d) Discuss the circumstances where MIDI should be used. (3)
3. (a) How does the file size of a digital audio affect its quality? (2)
- (b) Explain interactive multimedia. (2)
- (c) Write short notes on the following :
- (i) Rendering
 - (ii) Dithering
 - (iii) Morphing
 - (iv) Shading
 - (v) Clip Art (5)
4. (a) What is autotracing? (2)
- (b) What is cel animation? Also explain its process. (3)
- (c) What is kinematics and Inverse kinematics? (2)
- (d) What do you mean by interlacing? (2)
5. (a) What is phi in terms of animation? (1)
- (b) Discuss different digital display standards. (3)
- (c) What is luminance? (1)
- (d) Explain various storage devices used for a multimedia system. (4)