

[This question paper contains 3 printed pages.]

5544

Your Roll No.

B.A. Prog. / III

D

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.)*

Part A is compulsory.

Attempt any three questions from Part B.

PART – A

1. (a) Describe any three applications of multimedia. (2)
- (b) Define the term rendering. (2)
- (c) What do you mean by interlacing effects ? (2)
- (d) What do you mean by hypermedia and hypertext ? (2)

P.T.O.

- (e) What are the advantages of MIDI over digital audio ? (3)
- (f) Expand the term PNG. (1)
- (g) Define two and half D animation. (1)
- (h) Write short note on Graphics tablets. (2)

PART – B

- 2. (a) What are linear and nonlinear contents of Multimedia ? (2)
 - (b) List at least three factors that affect the legibility of text. (2)
 - (c) Differentiate among bitmap, vector, and 3-D images and also describe their capabilities and limitations. (6)
- 3. (a) Describe the use of colors and palettes in Multimedia. (3)
 - (b) List important considerations in converting from digital video to television. (3)
 - (c) Briefly describe multimedia communication devices. (4)

4. (a) How to edit digital recordings ? Explain any four operations. (4)
- (b) Briefly describe different analog display standards. (4)
- (c) Define the term dithering. (2)
5. (a) Define animation and describes how it can be used in multimedia. (4)
- (b) Briefly describe Cel animation. (3)
- (c) Define Kinematics, Inverse Kinematics and Morphing. (3)
6. (a) Define digital audio and discuss its attributes and also explain how to compute the size of an audio file in mono and stereo mode. (5)
- (b) What are the stages of a multimedia project ? (3)
- (c) Give the differences between typeface and font. (2)