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Your Roll No.

B.A. (Prog.)/III

E

COMPUTER APPLICATION

Paper III (A) (Elective I)

(Multimedia System and Application)

(Admission 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) Define the term interactive multimedia. (2)
- (b) Name two most significant platforms for producing and delivering multimedia projects. (2)

P.T.O.

- (c) What is leading and kerning? (2)
- (d) List four sampling frequencies used in multimedia. (2)
- (e) What is clipboard? (1)
- (f) List two principles of animation. (2)
- (g) Give the differences between underscan and overscan. (2)
- (h) What is ISDN? (2)

Part-B

- 2. (a) What is Virtual Reality? (2)
 - (b) How multimedia can be used in education and business? (3)
 - (c) Describe the skills and talents needed for a multimedia project. (3)
 - (d) Differentiate between portrait and landscape orientation. (2)
- 3. (a) List at least three factors that affect the choice of text font for a multimedia project. (3)

- (b) Calculate the file size of a 20 seconds stereo audio recording at 44.1 kHz and 8 bit resolution. (4)
- (c) Discuss the copyright issues of sound for multimedia producers. (3)
4. (a) What are the various ways to create bitmap? (4)
- (b) What is autotracing? (2)
- (c) Explain keyframes and tweening with respect to cel animation. (4)
5. (a) What are the two main disadvantages of MIDI? (3)
- (b) What are the important considerations in shooting and editing video for use in multimedia? (3)
- (c) Write short notes on the following:
- (i) USB
- (ii) Scanner (4)
6. (a) Expand the following terms:
- (i) NTSC

- (ii) PAL (2)
- (b) What is rendering? (2)
- (c) Define the terms dithering and kinematics. (4)
- (d) How 3-D drawing is useful in multimedia? (2)