

NC-804

Seat No. _____

Third Year B. C. A. Examination

April / May – 2003

Multimedia & Application

Time : Hours]

[Total Marks : 50

- Instructions :** (1) Make necessary assumptions and state them clearly.
(2) Draw in diagram wherever necessary.

- 1 Do as Directed : 10**
- (1) Define clip Art
 - (2) Define Polyphony
 - (3) Define Morphing
 - (4) Define Backdrops
 - (5) Define stereo and mono channelising.
 - (6) Define Most likely Time, Optimistic Time and Pessimistic Time.
 - (7) The portion in between two key frames is called _____.
 - (8) _____ is the amount of information stored for each image.
 - (9) TIFF stands for _____.
 - (10) _____ hardware allows to convert analog to digital.

- 2 (a) Explain LED and LCD panel and its types. 5**
(b) Explain the difference between 2D and 3D animation.

OR

- 2 (a) Explain special effects Deformations filters and channel 5**
splitting.
(b) What are add on cards ? Explain their classification. 5

- 3 (a) Explain the classification multimedia application software. 5
(b) Explain the types of audio cards with their utilities and advantages. 5

OR

- 3 (a) What is VGA card? How does the size of video RAM affect the monitor display? 5
(b) What is a wave form? Explain digital audio and the advantage of digital audio over analog audio. 5
- 4 (a) Explain icon-based authorizing tool. 5
(b) Explain the role of project manager in multimedia applications. 5

OR

- 4 (a) Explain general content design of any multimedia application. 5
(b) Explain two dimension animation environment. 5
- 5 (a) Explain Idea generation, Market definition and segmentation, Alpha and Beta testing and delivery planning of multimedia project. 5
(b) Explain the classification of digital Imaging software tool. 5

OR

- 5 (a) What is anti-aliasing and how does it effect bitmap image. 5
(b) Define Multimedia and state the classifications. 5
