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October 2023

Time – Three hours
(Maximum Marks: 100)

[N.B.   1.   Answer all questions under Part-A. Each question carries 3 marks.

2.   Answer all the questions either (A) or (B) in Part-B. Each question carries 14 marks.]

PART – A

1.   Define Multimedia. Give one example software for multimedia.

2.   Write notes on HDTV.

3.   Define image stretching and image sliding.

4.   Compare MIDI and Digital audio.

5.   What is lossy compression?

6.   Write notes on TIFF.

7.   What is full motion video controller?

8.   Define authoring system.

9.   Write notes on MIME types.

10.   What is plug-ins? List its types.

[Turn over.....

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PART – B

11. (a) (i) Write notes on applications of Multimedia. (7)
    (ii) Explain the various multimedia elements. (7)

    (Or)

    (b) (i) Explain the objects of multimedia system. (7)
    (ii) Explain about OpenGL. (7)

12. (a) (i) Explain about 3D Drawing and rendering. (7)
    (ii) What are the methods to add sound in a multimedia? (7)

    (Or)

    (b) Explain different ways of making still images.

13. (a) (i) Explain non-lossy compression for images. (7)
    (ii) Write about multimedia storage and retrieval methods. (7)

    (Or)

    (b) (i) Write about color layout and texture layout of C-Bird. (7)
    (ii) Explain TWAIN architecture. (7)

14. (a) (i) Explain the working of Electronic pen. (7)
    (ii) Explain the function of dye sublimation printer. (7)

    (Or)

    (b) (i) Explain the stages of a multimedia project. (7)
    (ii) Explain the types of authoring tools. (7)

15. (a) (i) Explain how sound and video are embedded in a web document. (7)
    (ii) Explain how to add sound and animation on webpage. (7)

    (Or)

    (b) (i) Explain about E-learning and Education. (7)
    (ii) Explain about virtual reality. (7)

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