NC–804

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 splitting. 5
    (b) What are add on cards ? Explain their classification. 5

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

OR

3  (a) What is VGA card? How does the size of video RAM affect the monitor display?
(b) What is a wave form? Explain digital audio and the advantage of digital audio over analog audio.

4  (a) Explain icon-based authorizing tool.
(b) Explain the role of project manager in multimedia applications.

OR

4  (a) Explain general content design of any multimedia application.
(b) Explain two dimension animation environment.

5  (a) Explain Idea generation, Market definition and segmentation, Alpha and Beta testing and delivery planning of multimedia project.
(b) Explain the classification of digital Imaging software tool.

OR

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