## Repeated Questions

1. **What is Multimedia?** (Repeated 4 times)
2. **Define Hypermedia.** (Repeated 3 times)
3. **What is Digital Video?** (Repeated 2 times)
4. **What is Animation?** (Repeated 2 times)
5. **What is project planning?** (Repeated 2 times)

**Repeated Questions**

1. **What is Multimedia?**

   - Combines text, graphics, audio, video, and animation into one platform.
   - Facilitates communication and interaction.
   - Used in education, entertainment, advertising, and presentations.
   - Requires hardware and software to create and run multimedia content.

2. **Define Hypermedia.**

   - An extension of hypertext, incorporating multimedia elements like images, videos, and sound.
   - Allows users to navigate between linked multimedia content.
   - Enhances user interactivity in applications like websites and educational tools.
   - Often used in e-learning, presentations, and gaming.

3. **What is Digital Video?**

   - Represents moving images as digital data rather than analog signals.
   - Stored in formats like MP4, AVI, and MOV.
   - Used in entertainment, education, marketing, and surveillance.
   - Enables editing, sharing, and storage on digital platforms.

4. **What is Animation?**

   - A technique to create the illusion of movement by displaying sequential images.
   - Commonly used in cartoons, video games, and simulations.
   - Includes 2D animation (traditional) and 3D animation (modern).
   - Helps visualize complex concepts effectively.

5. **What is Project Planning?**

   - Defines objectives, scope, and deliverables of a project.
   - Involves scheduling, resource allocation, and budgeting.
   - Ensures tasks are completed within deadlines.
   - Reduces risks and enhances project success.

**Remaining Questions**

6. **List out the Multimedia software categories.**

   - Graphic design software (e.g., Adobe Photoshop).
   - Audio editing software (e.g., Audacity).
   - Video editing software (e.g., Adobe Premiere Pro).
   - Animation software (e.g., Blender).

7. **What is the use of Edition Tools?**

   - Modify and enhance multimedia content.
   - Edit images, audio, and video files.
   - Add effects, transitions, and overlays.
   - Improve quality and ensure precision in content.

8. **Define MIDI message.**

   - MIDI (Musical Instrument Digital Interface) is a protocol for musical instruments and computers.
   - Transmits data like notes, velocity, and instrument type.
   - Enables music composition and playback across devices.
   - Lightweight data format, ideal for real-time performance.

9. **What is OCR Software?**

   - Optical Character Recognition software converts images of text into editable text.
   - Recognizes printed or handwritten text.
   - Used in digitizing documents, books, and forms.
   - Improves accessibility and storage efficiency.

10. **Write an example of Image file formats.**

    - JPEG (Joint Photographic Experts Group).
    - PNG (Portable Network Graphics).
    - GIF (Graphics Interchange Format).
    - BMP (Bitmap).

11. **Define: computer animation.**

    - The creation of moving visuals using computer software.
    - Includes 2D and 3D animations.
    - Used in films, games, and simulations.
    - Relies on techniques like keyframing and motion capture.

12. **What is project estimation?**

    - Predicting project costs, duration, and resources.
    - Helps in budgeting and planning.
    - Ensures feasibility and minimizes risks.
    - Involves techniques like expert judgment and historical data.

13. **What is Designing?**
    - Planning and creating visual or functional solutions.
    - Involves layout, structure, and aesthetic considerations.
    - Includes graphic, web, and product design.
    - Focuses on user experience and usability.

14. **What are the examples of Animation Software?**
    - • Toon Boom Harmony.
    - • Blender.
      • Autodesk Maya.
      • Adobe Animate.

15. **What is Font Face?**
    - Refers to the design and style of text characters.
    - Includes variations like bold, italic, and underline.
    - Enhances readability and visual appeal.
    - Examples: Arial, Times New Roman, Verdana.

16. **State any two advantages of CD-ROM.**
    - High storage capacity for multimedia data.
    - Durable and portable for easy distribution.
    - Cost-effective for mass production.
    - Compatible with most computers and players.

17. **Name any four Drawing software.**
    - Adobe Illustrator.
    - CorelDRAW.
    - Sketch.
    - Inkscape.

18. **What is Digital Audio?**
    - Audio stored as digital signals.
    - Enables editing, copying, and sharing.
    - Formats include MP3, WAV, and AAC.
    - Used in music production, broadcasting, and storage.

19. **Define Animation.**
    - The process of creating moving visuals.
    - Involves drawing or modeling sequential frames.
    - Includes traditional, 2D, and 3D animation.
    - Used in entertainment and education.

20. **What is the sampling process?**

- Converts analog audio signals into digital format.
- Samples amplitude at regular intervals.
- Higher sampling rates produce better quality.
- Measured in Hz, e.g., 44.1 kHz for CDs.

21. **What is Additive color?**

- A color model combining primary colors (red, green, blue).
- Creates white light when all colors overlap.
- Used in displays and digital screens.
- Enhances vibrant and accurate color representation.

22. **List any two image file types.**

- JPEG.
- PNG.

23. **Define Bandwidth.**

- The capacity of a communication channel to transmit data.
- Measured in bits per second (bps).
- Affects speed and quality of multimedia transfer.
- Critical for streaming and downloading.

24. **What is CD-ROM Technology?**

- Compact Disc Read-Only Memory for data storage.
- Stores up to 700 MB of multimedia data.
- Widely used for software, games, and media distribution.
- Read-only, preventing accidental data deletion.

25. **List any four multimedia software.**

- Adobe Photoshop.
- VLC Media Player.
- Final Cut Pro.
- 3ds Max.

26. **What is meant by digital audio?**

- Representation of sound as digital signals.
- Stored in binary format.
- Easier to edit and distribute than analog.
- Common formats: MP3, FLAC, WAV.

27. **What is a typeface?**

- The style and design of text characters.
- Determines font appearance and personality.
- Includes serif, sans-serif, and decorative styles.
- Examples: Helvetica, Georgia.

28. **What is meant by coloring?**
    - Adding hues and shades to images or graphics.
    - Enhances visual appeal and realism.
    - Uses tools like gradients, palettes, and textures.
    - Applied in graphic design, painting, and animation.

29. **What is kinematics?**
    - The study of motion without considering forces.
    - Applied in physics simulations and animation.
    - Includes concepts like velocity and acceleration.
    - Used in robotics and biomechanics.

30. **Give any two broadcast video standards.**
    - NTSC (National Television System Committee).
    - PAL (Phase Alternating Line).

31. **What is Graphics?**
    - Visual content like images, drawings, or illustrations.
    - Created using design software.
    - Used in media, advertising, and gaming.
    - Includes raster and vector graphics.

32. **Define morphing.**
    - A visual effect that smoothly transitions one image into another.
    - Used in animation and special effects.
    - Enhances storytelling in media.
    - Requires algorithms for smooth blending.

33. **List any four video file formats.**
    - MP4.
    - AVI.
    - MOV.
    - MKV.

34. **What is project delivery?**
    - The final handover of a project to the client.
    - Ensures objectives and quality standards are met.
    - Includes documentation and training.
    - Marks project completion.

35. **Specify the Advantages of Multimedia upgraded kits.**

   - Enhanced performance for multimedia applications.
   - Improved graphics and sound quality.
   - Supports modern software and formats.
   - Adds interactivity and realism.

36. **Expand the term CD-ROM.**

   - Compact Disc Read-Only Memory.

37. **What is the purpose of Typeface?**

   - Enhances the readability of text.
   - Sets the tone and style of design.
   - Differentiates content visually.
   - Used in branding and communication.

38. **How to store data on MIDI Files?**

   - Store musical notes and instructions as digital data.
   - Use .MID file format.
   - Compact and lightweight for sharing.
   - Compatible with music production software.

39. **What is Modeling?**

   - Creating 3D representations of objects or characters.
   - Used in design, animation, and simulations.
   - Involves tools like meshes and polygons.
   - Applied in gaming, architecture, and films.

40. **Expand: MIDI, ASCII.**

   - MIDI: Musical Instrument Digital Interface.
   - ASCII: American Standard Code for Information Interchange.

41. **What are the three elements to estimate the multimedia project?**

   - Time required for completion.
   - Costs and budgeting.
   - Resource allocation (hardware, software, and manpower).