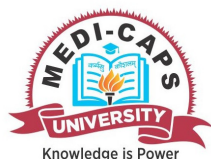# Faculty of Engineering
End Sem (Even) Examination May-2019
CS2EL02 Multimedia Applications
Programme: Diploma   Branch/Specialisation: CSE

Duration: 3 Hrs.   **Maximum Marks: 60**

Note: All questions are compulsory. Internal choices, if any, are indicated.Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d.

Q.1 i.   A structure of linked elements through which the user can navigate, **1**
          interactive multimedia becomes _____.
          (a) Hypermedia   (b) Hypertext
          (c) Inter media   (d) Digital media

    ii.   _____ is any combination of text, graphic art, sound, animation, and **1**
          video delivered to you by computer or other electronic devices.
          (a) Multimedia   (b) Network
          (c) Hyper media   (d) Visual Media

    iii. BMP format uses which of the following algorithms? **1**
          (a) Huffman   (b) Run length algorithm
          (c) Neither (a) and (b)   (d) Both (a) and (b)

    iv.   Expand JPEG: **1**
          (a) Joint Photo Experts Gross
          (b) Joint Photographic Experts Group
          (c) Joint Processor Experts Group
          (d) Joint Photographic Expression Group

    v.   MP3 is an extension of a_____ file. **1**
          (a) Video file   (b) Graphics image
          (c) Audio File   (d) Text File

    vi.   What does AVI stand for **1**
          (a) Audio for voice on internet
          (b) Audio voice interleaved
          (c) Audio video interleaved
          (d) Adapted video for internet

    vii. _____is basically a form of pictorial presentation. **1**
          (a) Photography   (b) Animations
          (c) Drawing   (d) Creativity

    viii. _____ animation is used to animate things that are smaller **1**
          than life size.
          (a) Immersive   (b) Claymotion
          (c) Stop motion   (d) Augmented

    ix.   Multimedia elements are typically sewn together in project using: **1**
          (a) Authoring Tools   (b) Audio Tools
          (c) Video Tools   (d) None of these

    x.   What does GUI stand for? **1**
          (a) Gaming User interface   (b) Geometric User Interface
          (c) Graphical User Interface (d) Guidance User Interface

Q.2 i.   Define Multimedia. **2**
    ii.   Write various applications of multimedia in daily life. **3**
    iii. What is hypertext and hypermedia? Write difference between them. **5**
OR iv.   Draw and explain Multimedia Architecture. **5**

Q.3 i.   What is color palette? How many colors it consists of? **2**
    ii.   Write names of different image file formats and explain JPEG in **8**
          detail.
OR iii. Write short notes on: **8**
          (a) JPEG   (b) PNG   (c) TIFF   (d) BITMAP

Q.4 i.   Explain Digital Audio File. **3**
    ii.   What is MIDI? Explain its uses and advantages. **7**
OR iii. Name different types of audio file formats and explain each of them. **7**

Q.5 i.   What is animation? Explain Cel and Computer Animation. **4**
    ii.   Write 12 principles of Animation and explain each with example. **6**
OR iii. What is Digital Video? Also explain its processing. **6**

Q.6   Attempt any two:
    i.   Write short notes on Multimedia Authoring Tools. **5**
    ii.   Write names of software's and hardware required for making **5**
          multimedia contents. Explain by example.
    iii. Write various uses of multimedia on Web and Internet. Give any live **5**
          example.

*****

Marking Scheme
CS2EL02 Multimedia Applications

Q.1

i. A structure of linked elements through which the user can navigate, interactive multimedia becomes _____.   **1**
(a) Hypermedia

ii. _____ is any combination of text, graphic art, sound, animation, and video delivered to you by computer or other electronic devices.   **1**
(a) Multimedia

iii. BMP format uses which of the following algorithms?   **1**
(b) Run length algorithm

iv. Expand JPEG: **1**
(b) Joint Photographic Experts Group

v. MP3 is an extension of a_____ file.   **1**
(c) Audio File

vi. What does AVI stand for   **1**
(c) Audio video interleaved

vii. _____is basically a form of pictorial presentation.   **1**
(b) Animations

viii. _____ animation is used to animate things that are smaller than life size.   **1**
(c) Stop motion

ix. Multimedia elements are typically sewn together in project using: **1**
(a) Authoring Tools

x. What does GUI stand for?   **1**
(c) Graphical User Interface

Q.2

i. Definition and example of Multimedia.   **2**

ii. Three applications of multimedia in daily life.   **3**
1 mark for each application   (1 mark * 3)

iii. Hypertext and hypermedia   **5**
At least 5 differences 1 mark for each   (1 mark *5)

OR iv. Multimedia Architecture.   **5**
Diagram   1 mark
Explanation   4 marks

Q.3

i. Color palette   1 mark   **2**
How many colors it consists of?   1 mark

ii. Names of different image file formats   3 marks   **8**
Explanation of JPEG   5 marks

OR iii.   **8**

2 marks for each   (2 marks * 4)
(a) JPEG   (b) PNG   (c) TIFF   (d) BITMAP

Q.4

i. Digital Audio File.   **3**

ii. MIDI   3 marks   **7**
Its uses and advantages.   4 marks
At least 4 points

OR iii. Types of audio file formats   **7**
At least four names 1.75 mark for each   (1.75 mark * 4)

Q.5

i. Animation   2 marks   **4**
Cel Animation   1 mark
Computer Animation.   1 mark

ii. 12 principles of Animation with example.   **6**
0.5 mark for each   (0.5 mark * 12)

OR iii. Digital Video   2 marks   **6**
Its processing.   4 marks

Q.6

Attempt any two:

i. Multimedia Authoring Tools.   **5**
At least three tools

ii. Names of software's and hardware required for making multimedia contents.   3.5 marks   **5**
Example.   1.5 marks

iii. Uses of multimedia on Web and Internet   3 marks   **5**
Any live example.   2 marks

*****