

## **SECTION-B**

**Note:** Short answer type questions. Attempt any six questions out of Eight questions.  $(6 \times 5 = 30)$

Q.11 List various limitations of web based tools.

Q.12 Explain various image capturing methods.

Q.13 Elaborate any tool for creating animations.

Q.14 Differentiate between Vector and Raster Graphic.

Q.15 Differentiate between Analog and Digital Video.

Q.16 Explain various color models.

Q.17 List steps to record a video using any video editing tool.

Q.18 Define Multimedia and its applications.

## **SECTION-C**

**Note:** Long answer type questions. Attempt any one questions out of two questions.  $(10 \times 1 = 10)$

Q.19 Define Multimedia. Explain various types of authoring multimedia tools.

Q.20 Write a note on  
a) Video editing software's.  
b) Color Models

No. of Printed Pages : 2

Roll No. ....

189064

**DVOC (Level-5, Sem-II)**

**Trade: Software Development**

**Subject : Multimedia Tools & Applications**

Time : 2 Hrs.

M.M. : 50

## **SECTION-A**

**Note:** Very short answer questions. Attempt all ten questions.  $(10 \times 1 = 10)$

Q.1 CYMK stands for \_\_\_\_\_.

Q.2 RTF stand for \_\_\_\_\_.

Q.3 Analog videos have less noise than Digital videos. (T/F)  
False

Q.4 HTML stands for \_\_\_\_\_.

Q.5 Two image formats are \_\_\_\_\_ and \_\_\_\_\_.

Q.6 TIF stands for \_\_\_\_\_ Tag Image File.

Q.7 Text and video are part of multimedia.(T/F) T

Q.8 CIF is an image format. (T/F) T

Q.9 Name any one sound editor. Audacity, Sound forge

Q.10 NTSC stands for \_\_\_\_\_.