

(21)

“प्रश्न-पत्र पर क्रमांक (रोल नम्बर) के अतिरिक्त कुछ भी न लिखें, अन्यथा इसे अनुचित साधनों का प्रयोग माना जायेगा तथा नियमों के अनुसार कार्यवाही की जायेगी।”

“Do not write anything on question-paper except Roll Number, otherwise it shall be deemed as an act of indulging in unfair means and action shall be taken as per rules.”

Roll No. 15 B.C.A30545

B.C.A. (III)
1732

Mult. Tools

B.C.A. (Part-III) Examination 2017

Paper- II

BCA 302- Multimedia Tools

Time - Three Hours

Maximum Marks - 80

नोट :- (1) प्रश्न संख्या एक अनिवार्य है। शेष प्रश्नों में से किन्ही चार को हल कीजिए।

Note:- (1) Question No. 1 is Compulsory. Attempt any four question from the remaining questions.

नोट :- (2) सभी प्रश्नों के अंक समान हैं।

(2) All questions carry equal marks.

1- (a) What is multimedia?

(b) Define OLE?

(c) Write any four software name for image Processing?

(d) Write full form of WAV, mp3, TGA, PNG?

(e) What are the attributes of sounds?

(f) What are the difference between Analog & Digital video.

(g) What is hypertext & hypermedia?

(h) How we can use animation in multimedia?

2- Write Short notes on:-

(4 x 4)

(a) Morphing.

(b) Shading

(c) Vector drawing

(d) Need for compression.

3- What are multimedia system? Also explain their characteristics. Also explain application of multimedia.

1x16

4- (a) What is aliasing? Write the techniques used to remove aliasing? 8

(b) Explain the process of JPEG in details? 8

5- What is the concept of video on demand? How it is applicable to multimedia?

What are the various techniques related to editing and capturing images? 2 x 8=16

6- (a) Compare & Contrast TIFF & PNG.

(b) How we can represent sound digitally? Explain the conversion process of simple sound to digital sound? 2 x 8=16

7- (a) How digital video & image will be compressed? Also explain various MPEG video compression standard? 8

(b) What is DVI Technology? How is it helpful to multimedia? 8

8- (a) What is the concept of virtual reality? How desktop virtual reality is useful in multimedia system? Also explain VR software system in detail. 8

(b) What is computer based Animation and How to used animation on the web & multimedia Application? 8

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Roll No. ...1661A...20288

B.C.A. (III)

1732

Mult. Tools

B.C.A. (Part-III) EXAMINATION, 2018

PAPER-II

BCA: 302- MULTIMEDIA TOOLS

Time Allowed - Three Hours

Maximum Marks - 80

नोट :- (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

Note :- (1) Question No. 1 is compulsory. Attempt any FOUR questions from the remaining questions.

(2) All questions carry equal marks.

1. (a) What is TGA format.
- (b) What do you mean by SECAM.
- (c) What is Bandwidth. ✓ 1/2
- (d) What is Key frame.
- (e) Define the term stereo sound. ✓ 1/2
- (f) What is frame rate. ✓
- (g) Give the full form and one difference between .DAT and .GIF with respect to multimedia. 1/4

- (h) What is streaming video.
2. (a) What is importance of graphics in multimedia ?
How vector and Raster graphics are different.
- (b) Explain development platforms for multimedia.
3. (a) Explain various image file formats with their features and limitations. $2 \times 2 = 4$
- (b) Explain needs and area of multimedia. $- 4$
4. (a) Write Brief notes on various video standards in details. $1/2$
- (b) What is animations. Explain principal and use of animation in multimedia. $- 4$
5. Write short notes on-
- (a) RTF and HTML Text
- (b) MPEG and SMIL
- (c) 3D studio and paint shop pro animator
- (d) Effects of Resolutions
6. (a) What is sound card ? Explain its applications, working and principal. $- 1 1/2$
- (b) What is digital video. Explain the application of it in the development of multimedia application. $- 1 1/2$
7. (a) What is copyright. List and explain two legal issues Related to copyright in multimedia application.

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Roll No. ...00286...

B.C.A. (III)

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Mult. Tools.

B.C.A. (Part-III) Examination 2019

Paper- II

BCA-302: MULTIMEDIA TOOLS

Time Allowed - Three Hours

Maximum Marks - 80

नोट :- (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

Note:- (1) Question No. 1 is compulsory. Attempt any **FOUR** questions from the remaining questions.

(2) All questions carry equal marks.

(8x2=16)

- 1- All question are compulsory to attend.
- What is multimedia?
 - Write down full form of TGA, JPEG, MPEF, PNG.
 - Define the Resolution & Pixels?
 - How we can use animation in Multimedia? *to age*
 - What is hypertext & hypermedia?
 - What is streaming video?
 - What are the difference between Analog & Digital video?
 - What is a Video Compression?

2- Write short note on following:- (4x4=16)

- Shading.
- Need for compression
- Morphing
- DVI Technology.

- 3- a) What is importance of graphics in Multimedia?
How Vector and Raster graphics are different?(8)
- b) What are the various techniques related to editing and capturing images? (8)

4- What are Multimedia System? Also explain their characteristics. Also explain application of multimedia. (16)

- 5- a) How we can represent sound digitally? Explain the conversion process of simple sound to digital sound?
- b) How digital video & image will be compressed? Also explain various MPEG video compression standard? (2x8=16)

6- Write the short notes on following:- (4x4=16)

- Object linking & embedding
- HDTV
- 2D & 3D animation.
- Mono & Stereo Sound.

- 7- a) What is computer based Animation and how to use animation on the web & multimedia Application?
- b) Differentiate between Interactive and Non interactive multimedia. (2x8=16)

8- What is the concept of virtual reality? How desktop virtual reality is useful in multimedia system? Also explain VR software system in detail. (16)

“प्रश्न-पत्र पर क्रमांक (रोल नम्बर) के अतिरिक्त कुछ भी न लिखे, अन्यथा इसे अनुचित साधनों का प्रयोग माना जायेगा तथा नियमों के अनुसार कार्यवाही की जायेगी।”

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Roll No. 18BCA02397

B.C.A. (III)

1732

Mult. Tools.

B.C.A. (PART - III) EXAMINATION - 2020

Paper-II

BCA-302 : MULTIMEDIA TOOLS

Time - Three Hours

Maximum Marks - 80

Note:- (1) Question No. 1 is compulsory . Attempt any FOUR questions from the remaining questions .

(2) All questions carry equal marks .

नोट:- (1) प्रश्न संख्या एक अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

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(Contd.)

1.
 - ~~(a)~~ List out the various images used in multimedia.
 - ~~(b)~~ How can we design a power point presentation with multimedia.
 - ~~(c)~~ How can we design various types of fonts.
 - ~~(d)~~ What is Raster graphics?
 - ~~(e)~~ Write down various methods of image capturing.
 - ~~(f)~~ List out any two image processing software tools.
 - ~~(g)~~ Compare the analog and digital sound.
 - ~~(h)~~ List out any three sound file formats. Which one is the best.
2. What is the use of text preprocessing tools? How can we convert the text files from one format to another. Explain the concepts of various text conversion software tools.
3. Explain the various image capturing methods. List out the various attributes of images. How many image file formats are there? According to the size of image, list out the best image file formats.
4. What do you mean by digital sounds - sampling? List out the main sound recording and editing software. How can we convert the sound files from one format to another? List out the best sound formats.
5. What do you mean by animation? List out the main animation software tools. Explain the 3-D animation techniques. List out the main features of paint shop pro animator.

6. How can we use the 2D - and 3D animation to design the web - site of university with showing the various activities of students. Explain the use of GIF animator and Flash.
7. What is the use of graphics accelerator cards ? What is the use of Microsoft Direct X ? What does it do exactly ? List out the different parts of Direct X . Explain the various video standards .
8. Explain the various video capturing media and instruments. Explain the various digital video compression techniques . What types of graphics are supported by HTML ? Write down the case of virtual reality .

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Roll No.

B.C.A. (III)

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Mult. Tools

**B.C.A. Part-III
EXAMINATION - 2021
Paper - II**

BCA 302 - Multimedia Tools

Time Allowed : Three Hours

Maximum Marks : 80

Note : 1. Question No. 1 is Compulsory. Attempt any four from the remaining questions.

2. All questions carry equal marks.

1. (a) What is CIF format?
- (b) What is OLE?
- (c) What is sound sampling?
- (d) What is flash?
- (e) Define the NTSC.

2×8=16

- (f) What is streaming video?
 - (g) Define pixel depth
 - (h) Define key frame.
2. (a) What is OLE? 8
- (b) Difference between Raster and Vector graphics. 8
3. (a) Explain development platform of multimedia. 8
- (b) Define the Dynamic and Embedded font technology. 8
4. (a) Write down short notes on graphics accelerator IEEE 1394. 8
- (b) Define the following : 2×4=8
- (i) Animation pro
 - (ii) 3-D studio
 - (iii) Paint shop pro animator
 - (iv) Chroma key
5. (a) Explain dynamic and embedded font technology. 8
- (b) Explain features and limitations of animation. 4+4

- 6: (a) Difference between Analog and digital video and digitization of analog to digital video. 8
- (b) Explain sound sampling and sound depth. 8
7. (a) Difference between interlancing and non-interlancing. 8
- (b) Explain streaming and real video. 4+4
8. (i) Explain following: 12
- (a) TGA
 - (b) OGG
 - (c) PAL
 - (d) AV/DV
 - (e) WAV
 - (f) DITHERING.
- (ii) Difference between Serif and Sans serif with eg. 4

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Roll No. 20BCA50135

B.C.A. (III)

1732

Mult. Tools

B.C.A. Part-III EXAMINATION - 2022

Paper - II

BCA 302 - Multimedia Tools

Time Allowed : **Three Hours**

Maximum Marks : **80**

Note : 1. Question No. 1 is Compulsory. Attempt any four from the remaining questions.

2. All questions carry equal marks.

1. (i) What is TGA format?

~~(ii)~~ What is OLE?

~~(iii)~~ What is Bandwidth?

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(1)

P.T.O.

- (iv) Define Sound Sampling.
- (v) What is Stereo Sound?
- (vi) Write full form of .DAT & .GIF.
- (vii) What is Frame Rate?
- 2. (a) Explain development platform of multimedia.
(b) Explain features and limitation of Animation.
- 3. (a) What is Streaming Video?
(b) What is importance of graphics in multimedia?
- 4. Explain various image file format with their features and limitation.
- 5. Write short notes on:
 - (a) RTF and HTML text
 - (b) MPEG and SMIL.
- 6. (a) What is sound card? Explain its working and principal?
(b) Explain effects of resolution?

- 7. (a) Explain difference between interlacing and non interlacing.
(b) Explain Streaming and real video.
- 8. Write short note on following:
 - (a) Graphics and accelerator cards
 - (b) Sound standards on PC
 - (c) Object linking and Embedding
 - (d) OGG and WAV.

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