Roll No. ....

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।

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 these ? 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.

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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.