

[92/A18]

SEAT No. \_\_\_\_\_

No. of Printed Pages : 2

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SARDAR PATEL UNIVERSITY  
BCA VI<sup>th</sup> - SEMESTER (CBCS) (Regular & NC)  
June 2010 and 2011 Batch Onwards  
Tuesday, Date: 3<sup>rd</sup> April, 2018

Session : Evening Time : 02: 00 P.M. to 04:00 P.M.

Course Code: US06BCA02

Course Title : MULTIMEDIA APPLICATION DEVELOPMENT Total Marks:70

Q1. Multiple Choice Questions. (Attempt All)

[10]

1. Which of the following card is used to display Color ?
  - a. Virtual Card
  - b. NIC Card
  - c. Display Adapter
  - d. MID
2. In \_\_\_\_\_ type of multimedia a user cannot participate in ongoing process.
  - a. Interactive
  - b. Non-Interactive
  - c. Both a and b
  - d. None of these
3. \_\_\_\_\_ allows you to connect your tape recorder to your sound card for recording and playback.
  - a. Line in
  - b. Line out
  - c. Speaker in
  - d. Speaker out
4. \_\_\_\_\_ are single hole connecting interface on the sound card.
  - a. Jack
  - b. Connector
  - c. USB
  - d. Adapter
5. \_\_\_\_\_ process is the removal of blank space.
  - a. Splicing
  - b. Rendering
  - c. Creping
  - d. Trimming
6. Those words which carry hyperlinkages to other sub topic is called \_\_\_\_\_.
  - a. Sub words
  - b. Key words
  - c. Hot words
  - d. Cold words
7. Which of the following splines is used to model human face?
  - a. Linear
  - b. Non-Linear
  - c. Cardinal
  - d. NURBS
8. In animation development, the movements of objects matures from one stage to another is related to \_\_\_\_\_.
  - a. Key frames
  - b. Frames
  - c. Focus
  - d. Camera
9. All Audio clips, Graphics, Animation and Video clips developed for a particular project, called \_\_\_\_\_ content.
  - a. visual
  - b. media
  - c. design
  - d. camera
10. \_\_\_\_\_ authoring tools let you to arrange the contents of the multimedia project as individual frames or pages.
  - a. frame or page based
  - b. frame or time based
  - c. frame or icon based
  - d. time based

(7)

(P.T.O.)

**Q2. Answer the following Short Questions (Attempt any TEN) [20]**

1. Define : Multimedia.
2. What is Plug and Play design?
3. List types of Interactive and Non-interactive Multimedia.
4. What is Hypermedia? State its classification?
5. State 4 popular digital audio file formats.
6. List Audio Synthesis techniques.
7. List various classification of animations with basic technology and animation types.
8. Justify why video should be incorporated in multimedia projects.
9. List 2 popular 3D animation tools.
10. What is multimedia Project?
11. List all methodologies for authoring purpose.
12. State all criteria for selecting right authoring tool.

**Q3.a. List and Explain professional level peripheral interface cards in details. [06]**

**b. Write short note on Device Drivers. [04]**

OR

**Q3.a. Write a detailed note on Classification of Multimedia. [06]**

**b. Explain various facets of Multimedia. [04]**

**Q4.a. Explain the advantages of digital audio over analog audio. [05]**

**b. What are connectors? Explain any 4 different types of connectors available on the Sound Card. [05]**

OR

**Q4.a. Write detailed note on effects of poor text display design and poor text content design for Multimedia. [05]**

**b. Explain need of Audio editing in detail. [05]**

**Q5. Explain the following steps with for three dimensional animation process : [10]**  
i) Lighting                      ii) Camera  
iii) Material application and Texture Mapping                      iv) Rendering  
v) Linking and Embedding.

OR

**Q5. Explain all steps involved in Phase I Preliminary procedure for multimedia animation process in detail. [10]**

**Q6.a. Write a short note on Authoring Methodologies. [05]**

**b. List the steps/facets of Project Design and Development. Explain any one in brief. [05]**

OR

**Q6.a. Explain interface designing in detail. [05]**

**b. List common characteristics of Authoring tools and explain any one in brief. [05]**