

[130/A-28]

SEAT No. _____

No. of Printed Pages : 2

SARDAR PATEL UNIVERSITY

B.C.A. (SEM - VI) EXAMINATION MARCH/APRIL - 2019

US06EBCA02 : Multimedia Application Development

Date: 29/03/2019, Friday

Time: 02:00 to 04:00 PM

Total Marks : 70

Q.1 Multiple choice questions:

[10]

- 1 _____ Technology engages variety of multimedia including audio, video, graphics, text and animation.
a) Multiple Media c) Multimedia
b) Entertainment d) None of these
- 2 _____ Card is used to display Color.
a) Sound c) Video Capture
b) MIDI d) Display Adapter
- 3 Creative's Wave Blaster Software can handle _____.
a) Audio c) Video
b) Music d) Graphics
- 4 The process of removing blank space is called _____.
a) Splicing c) Volume control
b) Trimming d) None of these
- 5 16 bit per pixel = _____ Colours.
a) 65,536 c) 256
b) 16million d) 32
- 6 The portions, in between the keyframes are called _____.
a) Slots c) frames
b) Keys d) none of these
- 7 Digital video files played back at a speed of _____ frames per second.
a) 25-30 c) 30-35
b) 20-25 d) 25-35
- 8 The individual groups of frames or elements of a project are called _____ of a project.
a) Segment c) interface
b) content d) none of these
- 9 _____ Tools allows the designer to arrange various media elements and events of the multimedia project sequentially along a well defined time line.
a) Frame or page base c) Time based authoring
b) ICON based authoring d) None of these
- 10 _____ Tools let you to arrange the contents of the multimedia project as individual frames or pages.
a) Frame or page base c) Time based authoring
b) ICON based authoring d) None of these

Q.2 Write a short note on any 10.

[20]

1. What is the use of MIDI interface card?
2. List different types of tools and packages necessary for handling multimedia files.

(1)

(P.T.O)

3. In which Multimedia user can participate in ongoing process?
4. List all Jacks and Connectors.
5. Define: Digital Audio, Resampling, Splicing, Dot pitch, Monitor refresh rate.
6. Define: Hypertext and Hypermedia.
7. Explain Full Motion Video.
8. List out the 2D Animation software for different platform.
9. What is Resizing and Cropping of Video sequence?
10. What is Multimedia Project?
11. List Authoring Methodologies.
12. What are the differences between multimedia project and all other types of computer projects?

- Q.3 (A) Explain various facets of Multimedia. [5]
 Q.3 (B) Explain the use of Add-on cards or Peripheral cards used at user level as well as professional level. [5]

OR

- Q.3 (A) Write a note on various classification of Multimedia. [5]
 Q.3 (B) Define Multimedia software and explain varieties of Multimedia software. [5]

- Q.4 (A) Explain number of colors provided in display system. [5]
 Q.4 (B) Write a note on sound card functionality. [5]

OR

- Q.4 (A) Write a note on graphics in Multimedia. [5]
 Q.4 (B) Write a note on audio editing terminology. [5]

- Q.5 (A) Shooting the sequences – explain in brief [5]
 Q.5 (B) Explain Classification – III with example of Multimedia Animation. [5]

OR

- Q.5 (A) Explain the different steps for Preliminary procedures for Animation. [5]
 Q.5 (B) What is Video Capture Boards? Explain in detail [5]

- Q.6 What is multimedia Project? And explain multimedia project can be differentiated from all other types of computer projects. Also Write a short note on media content design and development. [10]

OR

- Q.6 Define Multimedia Authoring. And explain how Multimedia Programming is differing from Multimedia Authoring. [10]

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 (2)