



- Notes :
1. All questions carry marks as indicated.
 2. Solve Question 1 OR Questions No. 2.
 3. Solve Question 3 OR Questions No. 4.
 4. Solve Question 5 OR Questions No. 6.
 5. Solve Question 7 OR Questions No. 8.
 6. Solve Question 9 OR Questions No. 10.
 7. Solve Question 11 OR Questions No. 12.
 8. Due credit will be given to neatness and adequate dimensions.
 9. Assume suitable data wherever necessary.
 10. Illustrate your answers wherever necessary with the help of neat sketches.

1. a) Explain different sound & text formats. 6
- b) What is the size (in bytes) of digital recording for 10 seconds stereo recording at 44.1 kHz, 16-bit resolution? 4
- c) Explain OCR software with its format. 4

OR

2. a) Define Multimedia, Explain elements of Multimedia in detail. 7
- b) Compare mass media & multimedia. 3
- c) Define following terms. 4
- i) CD-ROM. ii) Interactive Multimedia.
- iii) Hypermedia. iv) Virtual Reality.
3. a) Explain the various Hardware devices used for Multimedia. 7
- b) Explain How Macintosh & Windows operating system are used for multimedia. 6

OR

4. a) Give difference between: 6
- i) OC-development and β -development.
- ii) CD-ROM Technology & DVD Technology.
- b) Write short note on context & Talent. 7
5. a) Explain MPEG and JPEG compression schemes. 8
- b) Explain Hypertext & Hypermedia. 6

OR

6. Write short notes on **any four**. 14
- i) Web-Servers.
 - ii) Web Browsers.
 - iii) Nibbling.
 - iv) VRML.
 - v) Image file format.

7. a) Describe the four primary states of multimedia project. 5
- b) Explain the skills and talents needed for a multimedia project, Discuss some of the pitfall of multimedia production including the difficulty of appropriately crediting the production team. 8

OR

8. a) What are the different principles of animation Explain various animation techniques. 8
- b) Explain the following building blocks. 5
- i) Sound.
 - ii) Text.
9. a) Write a short note on fonts & faces. 5
- b) What are symbols and icons? Why are they treated as text and not as graphic art? 5
- c) What is a unicode standard. 3

OR

10. a) Explain database organization and Transaction management in multimedia. 8
- b) Enlist the typical features of drawing or painting package. 5
11. a) Explain object oriented authoring tool in detail. 7
- b) Explain the role of MIME in detail. 6

OR

12. a) Differentiate between computer video and Television video. 4
- b) Explain following terms. 9
- i) Color Palettes.
 - ii) Compressing Movie files
 - iii) Cable Modem.
