

**(FOR THE CANDIDATES ADMITTED
DURING THE ACADEMIC YEAR 2020 ONLY)**

REG.NO. :

20UBC6S5

**N.G.M.COLLEGE (AUTONOMOUS) : POLLACHI
END-OF-SEMESTER EXAMINATIONS : MAY-2023
COURSE NAME: B.C.A
SEMESTER:VI
MAXIMUM MARKS: 50
TIME : 2 HOURS**

PART - IV

MULTIMEDIA AND ANIMATION

SECTION – A (10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.

MULTIPLE CHOICE QUESTIONS. K1

1. Multimedia contains _____ elements. (K1)
a. 4 b. 5 c. 7 d. 1
2. There are _____ types of image processing software according to its purpose. (K1)
a. 2 b. 3 c. 4 d. 5
3. A sound system is comprised of _____ components. (K1)
a. 3 b. 4 c. 5 d. No
4. Video signals are transmitted by _____ modulation. (K1)
a. Audio b. Amplitude c. Frequency d. both b and c
5. Vector Animation is _____ Animation. (K1)
a. Traditional b. 3-D c. 2-D d. None

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES. K2

6. List any two characteristics of MM presentation. (K2)
7. Give the use of scanner. (K2)
8. Expand MIDI. (K2)
9. List out the types of Camera. (K2)
10. List out any two animation softwares and give its uses. (K2)

SECTION – B (5 X 8 = 40 MARKS)

ANSWER ANY FIVE OUT OF EIGHT QUESTIONS. (K3), (K4 (Or) K5)

11. Give a detailed analysis of text and its compression techniques. (K3)
12. Analyze the various File formats and explain their usage in detail. (K3)
13. List out the various Image processing softwares and their significance in Multimedia. (K3)
14. Discuss in detail the nature and characteristics of sound. (K3)
15. Explain MIDI in detail. (K3)
16. Explain the various Video signal formats. (K3)
17. Explain how tweening helps in Animation. (K3)
18. List out the techniques of Animation and their uses. (K3)