

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

(NO. OF PAGES:3)

20UIT6E9

REG. NO:

N.G.M.COLLEGE(AUTONOMOUS): POLLACHI

END-OF-SEMESTER EXAMINATIONS: MAY-2023

B.Sc.- INFORMATION TECHNOLOGY

MAXIMUM MARKS : 70

VI SEMESTER

TIME : 3 HOURS

PART-III

MULTIMEDIA TECHNIQUES

SECTION - A

(10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS:

MULTIPLE CHOICE QUESTIONS:

1. _____ is any Combination of text,art,sound,animation and video.
a). Multimedia b).Hyper media c).Hypertext d).Bandwidth
2. Which device is used to convert electrical energy into acoustic energy.
a). Loudspeaker b).Audio Mixer c).Woofers d).Tweeters
3. Which of the following is a technique to blend two or more images to form a new image?
a). Modeling b). Morphing c). Animating d). Wrapping
4. Multimedia contains structure linking called _____.
a). Multimedia b). Hyper media c). Hypertext d). DHTML
5. How many step processes are there to create a 3-D animation?
a).1 b).2 c).3 d).4

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES

6. Define OCR.
7. Expand JPEG.
8. Listout file menu's in Ms-word
9. What is Hardware?
10. What is an Image and pixel?

(2)

(20UIT6E9)

SECTION – B

(5 x5 = 25 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS:

11. a. Give Short notes on Multimedia.

(OR)

b) Discuss briefly about Storage devices.

12. a. List and explain about types of multimedia authoring tools.

(OR)

b. How do you compress a moving file?

13. a. Compare MIDI & digital audio.

(OR)

b. Describe Font Editing & Design Tools.

14. a. Comment on various file types used in Multimedia.

(OR)

b. How can you use animation in Multimedia.

15. a. Discuss Multimedia in Education and Home.

(OR)

b. Illustrate Multimedia Applications.

SECTION - C

(4 X 10 = 40 MARKS)

ANSWER ANY FOUR OUT OF SIX QUESTIONS:

16. Discuss images, how will you make a still image.

17. Analyze Multimedia and Image Processing.

18. Describe capabilities & limitation of bitmap images.

19. Explain in detail about (a). shooting & editing video. (b). production & delivery.

20. Discuss various aspects of 3D modeling.

21. List and explain the Stages of Multimedia.
