PAPER ID-310058

Subject Code: RCAI701

Roll No: | | | | | | | | | | | | | |

MCA
(SEM VII) THEORY EXAMINATION 2020-21
MULTIMEDIA & ANIMATION

Time: 3 Hours ***Total Marks: 70***

Note: 1. Attempt all Sections. If require any missing data; then choose suitably.

SECTION A

1. Attempt *all* questions in brief. 2 x 7 = 14

a.	What is Multimedia?
b.	Explain the three major application of multimedia in our day today life.
c.	What is MPEG?
d.	List out the different image formats.
e.	Explain the Bitmap?
f.	What are the advantages of using adobe flash?
g.	Give the differences between multimedia and hypermedia.

SECTION B

2. Attempt any *three* of the following: 7 x 3 = 21

a.	Explain the Multimedia System in detail.
b.	Give a brief representation of musical instrument digital interface.
c.	Explain any two medium for delivering the Multimedia Application.
d.	Discuss briefly about GIF and JPEG image formats.
e.	What is Hypermedia? What are the elements of hypertext? How hypertext is different from hypermedia?

SECTION C

3. Attempt any *one* part of the following: 7 x 1 = 7

(a)	Discuss the different tools of animation that are used to make the multimedia project more interactive.
(b)	Describe the Authority tool? Explain the basic characteristics of requirements for selecting a multimedia authority tool.

4. Attempt any *one* part of the following: 7 x 1 = 7

(a)	Explain the Vector Graphics in details.
(b)	List all multimedia hardware needed to create multimedia project.

5. Attempt any *one* part of the following: 7 x 1 = 7

(a)	What do understand by the Planning of a Multimedia Project?
(b)	Explain the CMYK color model. How it is different from RGB color model?

6. Attempt any *one* part of the following: 7 x 1 = 7

(a)	Explain Anti-aliasing & Morphing. Write a note on multimedia authoring tools.
(b)	What advantages does the computer provide over traditional animation and discuss various animation, principal and highlight the difference between cell animation and path animation.

7. Attempt any *one* part of the following: 7 x 1 = 7

(a)	Explain the procedure for making animation for Rolling Ball.
(b)	Discuss the different Principles of Animations.