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Reg. No. :

Code No. : 20324 E Sub. Code : ASCS 41

B.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2022.

Fourth Semester

Computer Science

Skill Based Subject — MULTIMEDIA APPLICATIONS

(For those who joined in July 2020 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Video is represented as a series of images formally known as _____
- (a) pictures (b) shots
(c) frames (d) snaps

2. The faster the frames are displayed _____
- (a) the rougher the video appears
(b) the smoother the video appears
(c) it gets blurry
(d) none of the mentioned
3. Multimedia files stored on a remote server are delivered to a client across the network using a technique known as _____
- (a) download (b) streaming
(c) flowing (d) leaking
4. Real time streaming is most useful for _____
- (a) short video clips
(b) long video clips
(c) extremely short and low quality videos
(d) none of the mentioned
5. Streaming stored audio/video, files are compressed and stored on a _____
- (a) IP (b) Server
(c) Domain (d) Internet

6. Joint Photographic Experts Group (JPEG) is used to compress _____
- (a) Music (b) Pictures
(c) Images (d) Frames
7. Audio compression can be used for _____
- (a) Speech or music (b) Voice and data
(c) Picture and colors (d) Video and voice
8. In audio and video compression, term RGB expresses _____
- (a) Red, blue, green (b) Red, black, grey
(c) Rate, bit, giga bit (d) Red, bluish, greyish
9. In lowest resolution a color frame is made of _____
- (a) 1024×768 pixels (b) 800×600 pixels
(c) 1152×864 pixels (d) 1280×1080 pixels
10. In audio and video compression, each frame is divided into small grids, called _____
- (a) Frame (b) Packets
(c) Pixels (d) Mega pixels

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).
Each answer should not exceed 250 words.

11. (a) Write down the approach uses the terms serif font and sans serif font.
- Or
- (b) Summarize the multimedia in schools.
12. (a) Describe the purpose of bitmap software.
- Or
- (b) Explain the 3-D drawing and rendering.
13. (a) Point out the animation by computer.
- Or
- (b) Write a note on analog video.
14. (a) Distinguish between the Windows and Macintosh.
- Or
- (b) Elaborate the structure the elements of a multimedia project proposal.

15. (a) Mention the process of identifying appropriate talent for a production.

Or

- (b) How will you prepare for delivery of multimedia project? Explain.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b)
Each answer should not exceed 600 words.

16. (a) What are the different types of font editing and design tools? Explain.

Or

- (b) Distinguish between the ASCII character set and extended character set.

17. (a) Illustrate the crucial aspects of prepare a digital audio files.

Or

- (b) Compare the MIDI and digital audio.

18. (a) Outline the purpose of video format converters.

Or

- (b) How will you create an animated scene? Explain.

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19. (a) Discuss the intangible elements needed to make good multimedia.

Or

- (b) Elaborate the estimate the cost, timeline, and tasks required to complete a project.

20. (a) Illustrate the fundamental organizing structures used in multimedia projects.

Or

- (b) How will you delivering on the World Wide Web? Explain.

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