

Reg. No. : \_\_\_\_\_

(6 pages)

Code No. : 20339 E Sub. Code : ASCS 41

B.Sc. (CBCS) DEGREE EXAMINATION,  
NOVEMBER 2023.

Fourth Semester

Computer Science — Skill Based Subject

MULTIMEDIA APPLICATIONS

(For those who joined in July 2020 only)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL the questions.

Choose the correct answer :

1. Where to use multimedia? \_\_\_\_\_  
(a) business (b) schools  
(c) home (d) all the above
2. The \_\_\_\_\_ is a family of graphic characters that usually includes many type sizes and styles.  
(a) type face (b) images  
(c) both (a) and (b) (d) none

8. \_\_\_\_\_ are utilized when there is little to no guess work as far as how to project will be completed.  
(a) invitation to bid  
(b) invitation to software  
(c) both (a) and (b)  
(d) none
9. Users navigate sequentially, from one frame or bite of information to another \_\_\_\_\_  
(a) composite (b) non linear  
(c) hierarchical (d) linear
10. \_\_\_\_\_ a part of the internet accessed through a GUI and containing documents often connected by hyperlinks.  
(a) animation (b) www  
(c) both (a) and (b) (d) none

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) How to use multimedia in Home?  
Or  
(b) How do you choose text fonts in multimedia?

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3. \_\_\_\_\_ objects are used for lines, boxes, circles polygons that can be mathematically expressed in angles, coordinates and distances.  
(a) bit maps (b) vector drawn  
(c) both (a) and (b) (d) none
4. Macintosh uses \_\_\_\_\_ image file format.  
(a) Pdf (b) BMP  
(c) PICT (d) None
5. Animation is possible because of a biological phenomenon known as \_\_\_\_\_  
(a) phi (b) persistence of vision  
(c) both (a) and (b) (d) none
6. PAL stands for \_\_\_\_\_  
(a) phase alternate line  
(b) project alternate line  
(c) packaging alternate line  
(d) none
7. Project development costs include \_\_\_\_\_  
(a) salaries, client meeting  
(b) communication, travel  
(c) research, overhead  
(d) all the above

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12. (a) Differentiate midi versus digital audio files.  
Or  
(b) How do you plan your approach before you start to create images?
13. (a) What are the different types of animation file formats available?  
Or  
(b) What do you mean by power of motion?
14. (a) What are the basic hardware tools needed to make multimedia project in planning?  
Or  
(b) How do you schedule multimedia project?
15. (a) How do design the uses interface in multimedia project?  
Or  
(b) Give a brief note on tracking and copy rights in producing multimedia project.

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[P.T.O.]

PART C — (5 × 8 = 40 marks)

Answer ALL questions choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Discuss in detail about computers and text in multimedia building blocks.

Or

- (b) What is Multimedia? How to deliver multimedia?

17. (a) How to make still images? Explain.

Or

- (b) How to implement color in multimedia project?

18. (a) How does video work? Explain it in detail.

Or

- (b) How to shoot and edit video? Give a brief note on analog and digital video.

19. (a) What are the basic software tools needed to make multimedia project?

Or

- (b) How to estimate multimedia project?

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20. (a) How to acquire content in multimedia project? Give a brief note on using talent in multimedia project.

Or

- (b) What are the steps involved in deliver multimedia project?

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