(Following Paper ID and Roll No. to be filled in your
Answer Books)

Paper ID : 113403   Roll No.☐☐☐☐☐☐☐☐☐☐

B.TECH.

Theory Examination (Semester-IV) 2015-16

MULTIMEDIA AND ANIMATION

Time : 3 Hours   *Max. Marks : 100*

Note: Attempt all sections.

Section-A

1.   **Attempt all parts.**   (2×10 = 20)

   (a)   Define Back ground Art.

   (b)   Explain additive and subtractive color.

   (c)   What is Plug-in and Players?

   (d)   Write down names of Animation Techniques.

   (e)   Name Characteristics of Multimedia System.

   (f)   What are the staging and overlap in animation?

(g) What is Sketching and illustration?

(h) What is Multimedia user interface?

(i) What is the importance of Adaptive Coding?

(j) Explain the term Bouncing Ball.

Section-B

2. Attempt any five parts of the following.   [10×5=50]

(a) Write in detail about different tools for Animation.

(b) Discuss the role of sampling variable in multimedia.

(c) Write short notes on - Onion skinning , masking, motion cycle, transfer rate and avg seek time.

(d) Define "Color". Explain RGB Color Model.

(e) Explain Anti-aliasing & Morphing. Write a note on Multimedia Authoring Tools & Professional development Tools.

(f) What is Multimedia Project? What is the process of Enhancing & Testing Multimedia Projects?

(g) What are the advantages of MIDI over digitized sound?

(h) Explain the concept of video in multimedia.

Section-C

Attempt any two parts of the following.   (15×2=30)

3. Explain the image file formats and animation file formats in detail.

4. Discuss about Vector & Raster Graphics in detail.

5. Explain the use of the following components in multimedia :

(i) Touch Screen

(ii) Video Grabbling Card

(iii) CD- Drive

(iv) Rolling Ball

(v) GIF