

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

Paper ID : 113403

Roll No.

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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