

**BACHELOR OF COMPUTER APPLICATIONS
(BCA) (Pre-Revised)**

Term-End Examination

February, 2021

CS-66 : MULTIMEDIA

Time : 2 hours

Maximum Marks : 60

Note : Question number 1 is **compulsory** and carries 30 marks. Attempt any **three** questions from the rest.

1. (a) A multimedia project involves teaching of basic concepts of computer. Perform the following tasks for multimedia project planning :
- (i) Define the goal of the project.
 - (ii) Draw the logic flowchart for components of electronic multimedia. 2+4=6
- (b) Explain the process of creating 3D animation. How is 3D animation different from 2D animation ? 4+2=6

- (c) List the uses of Multimedia in E-commerce applications. Explain any one of these uses in detail. 3+3=6
- (d) List any four features of authoring software. Explain any two of these features. 2+4=6
- (e) What is the role of text in Multimedia applications ? List basic considerations for creating text for multimedia presentation. 2+4=6
- 2.** Explain the advantages of using the following while creating a multimedia application with the help of an example each : 10
- (a) Graphics
- (b) Video
- (c) Audio
- (d) Interactivity
- 3.** What is hypertext ? How is it different from hypermedia ? Explain the application of multimedia for creating Dictionaries and Reference books. 10
- 4.** (a) Explain the uses of CD-ROM and DVDs in the context of multimedia. 5
- (b) Differentiate between bitmap images and vector images. In what applications are vector images more useful ? 5

5. Explain the following in the context of multimedia with the help of a diagram/example, if needed :

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- (a) Morphing
 - (b) MIDI
 - (c) Video conferencing
 - (d) Audio conferencing
 - (e) Use of charts in multimedia
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