12681

BACHELOR IN COMPUTER APPLICATIONS

Term-End Examination December, 2011

CS-66: MULTIMEDIA

Time: 2 hours Maximum Marks: 60

Note: Question number 1 is compulsory. Attempt any three questions from the rest.

- 1. (a) What is development life-cycle of 10 multimedia contents? Also, explain the various phases involved in multimedia development.
 - (b) What is video on demand? Explain the 5 methods available to deliver/distribute video on demand.
 - (c) Explain the working of Quick Time 5 Software.
 - (d) Explain the role of multimedia in the area of publication, with a suitable example.
 - (e) Explain the Copyright issues related to 4 multimedia applications.

- 2. (a) What is hypertext? Explain this with a diagram. Also, explain its major elements.
 - (b) Explain the differences and Similarities 4 between Video- Conferencing and document conferencing.
- **3.** (a) What is Annotations? Explain the role of annotations of hypertext, using an example.
 - (b) Describe, how are education and training 6 fields influenced and effected by multimedia?
- **4.** Explain, how the following multimedia **10** components are created and how these are used in entertainment applications:
 - (a) Graphics
 - (b) Text
 - (c) Sound
 - (d) Video
- 5. Define the term "Story board" in the context of multimedia project. Mention the features of it and also design simple story board template for any instance of an application of academic nature.