CSM-03

00075

BACHELOR IN INFORMATION TECHNOLOGY (BIT)

Term-End Examination,

June, 2010

CSM-03 : MULTIMEDIA PRINCIPLES

Time : 3 hours *Maximum Marks : 75*

Note : *All questions from **Section-A** are **compulsory**. Answer **any three** questions from **Section-B**. All the **true/false** type questions carry **one** mark each.*

SECTION-A

1. (a) Bitmaps graphics are also known as raster graphics. **10**

(i) True (ii) False

(b) The main drawback of bitmap is that they can store very less amount of information.

(i) True (ii) False

(c) A 640 × 480 bitmap with 256 colours will need 2, 457, 600 bits of storage space.

(i) True (ii) False

(d) By reducing the RGB value of an image contrast of a pixel is reduced.

(i) True (ii) False

(e) Process of generating in-between frames in flash is called authoring.

(i) True (ii) False

(f) Windows extensions of multimedia provide a standard platform for multimedia programs.

(i) True (ii) False

(g) To increase the speed of an animation, the number of frames per second should be increased.

(i) True (ii) False

(h) PCM is used for conversion from analog data to analog signal.

(i) True (ii) False

(i) Preventing flickering on a Television screen is done through modulation.

(i) True (ii) False

(j) MPEG is a standard used for compression of audio in multimedia.

(i) True (ii) False

2. You are required to design a multimedia CD for your regional centre. Prepare the project outline, logic flow and story board for the above problem. **20**

SECTION-B

3. (a) Describe the role of an audio specialist in multimedia design project. **6**

   (b) Suppose you are required to develop an animation of a cube moving in a rectangular region. Explain how will you apply the concepts of layering, key-frames and tweening to this application. **9**

4. (a) List and describe important features of Flash in order to design multimedia products **10**

   (b) What are audio and video streamings ? Discuss. **5**

5. (a) Explain the importance of scripting in multimedia development with the help of examples. **9**

   (b) Give a brief description about analog video standards. **6**

6. Explain the following terms : **15**

   (a) Image resolution

   (b) Lossy and lossless compressions

   (c) Sampling

   (d) Colour models

   (e) Virtual reality