

T97/BMG108/EE/20151202

Time : 3 Hours

Max. Marks : 80

Instructions for the students:

1. All questions are compulsory.
 2. Draw suitable diagrams and sketches wherever necessary.
 3. Assume suitable data if necessary.
 4. Figures to the right indicate full marks.
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1. Answer any eight of the following questions in about 25 to 30 words each. 16
 - a) Explain the EPS graphic format.
 - b) Explain full form of the following:
(i) MPEG (ii) HDTV (iii) SVGA (iv) DVD
 - c) Explain video software.
 - d) What is multimedia?
 - e) What is technology enhanced learning?
 - f) What is mean by www.
 - g) Write the definition of virtual reality.
 - h) What is hypermedia?
 - i) What is MEL scripting?
 - j) What is rotoscoping?
 - k) Write a short note on interactivity.
 - l) Explain the GUI.

2. Answer any four of the following questions in about 40 to 45 words each. 12
 - a) Write a short note on 3D studio max.
 - b) Explain optical disks CDs and DVDs.
 - c) What is merry miser?

- d) What are tripcodes and capcodes?
- e) What are the advantages of sock puppet?
- f) Explain a computer game.

3. Answer any four of the following questions in about 40 to 45 words each. 12

- a) Explain MIDI hardware.
- b) How does multimedia help the industry?
- c) Explain the virtual memory in detail.
- d) What do you mean by GIS in detail?
- e) What are the advantages of online application.
- f) Who invented the radio? What did he do in 1901?

4. Answer any two of the following questions in about 80 to 90 words each. 12

- a) State the advantages and disadvantages of mobile technology.
- b) Define a raster image? What are the types of raster images.
- c) What is user interface? Explain its types.

5. Answer any two of the following questions in about 80 to 90 words each. 12

- a) What are the goals and benefits of E-learning.
- b) Explain pros and cons of plasma.
- c) Explain the URL in detail with suitable example.

6. Answer any two of the following questions in about 100 to 120 words each. 16

- a) Describe the main input and output devices used in multimedia development and delivery.
- b) Draw and explain the CRT monitors in detail.
- c) Write the key features of softimage.

