**MSMM01/MTCSE16A1/MTETE16E1**

**MODEL QUE PAPERS**

**M.TECH**

**IV Semester**

**SPE: (MULTIMEDIA)**

**INTERACTIVE MULTIMEDIA**

Time: 3 Hours Max. Marks: 75

***INSTRUCTIONS:***

* *Question paper is divided into three groups.*
* *Each group is of 25 marks.*
* *Figure to the right in bracket indicates mark.*
* *Assume suitable data if necessary.*

**GROUP A : Answer any three questions. (Question No. 1 is compulsory)**

Q.1 Differentiate between Alpha Testing and Beta Testing? (05)

Q.2 Define common multimedia terms such as multimedia, integration, interactive, HTML and authoring. (10)

Q.3 List and describe the most important tags for multimedia in HTML. Give example of every tag. (10)

Q.4 Discuss the origins of cell animation and the concept that go into creating these animations. Be sure to include keyframes, tweening & links. (10)

Q.5 Discuss how the computer monitor image differs from the television image. List the limitations in creating images on the computer destined for the television screen. (10)

**GROUP B : Answer any three questions. (Question No. 6 is compulsory)**

Q.6 Describe four primary stages of project. (05)

Q.7 Describe Capabilities and limitation of bitmap images? Explain the size of bitmap. (10)

Q.8 Define MIDI and list its attributes (10)

Q.9 Describe the capabilities & limitation of vector image (10)

Q.10. Discuss the potential & limitations of hypertext & hyperlinking system. (10)

**GROUP C: All Questions are Compulsory.**

**Q.11 Fill in the blanks (Each question carries 2 marks)**

(i) \_\_\_\_\_\_\_ is a process whereby the color value of each pixel is changed to the closest matching color value in the target pallet.

(ii) The divorced range of abilities needed to produce a new-media project is called \_\_\_\_\_\_\_\_\_\_.

(iii) A \_\_\_\_\_\_\_\_\_ file requires no cross platform conversions.

(iv) The sum of what gets played back & how it is presented to the viewer on a monitor is the \_\_\_\_\_\_\_\_\_\_\_\_\_.

(v) HTML & DHTML web pages or sites are generally viewed using a \_\_\_\_\_\_\_\_\_.

**Q.12 Multiple choice question. (Each question carries 2 marks)**

(i) Computer monitors draw the lines of an entire frame in a single pass; this technique is called \_\_\_\_\_\_\_\_\_\_.

(a) Streaming

(b) Progressive scan

(c) Packing

(d) Flattening

(ii) A \_\_\_\_\_\_\_\_\_\_ is a precise layout indicating where various elements will appear on the screen

(a) Template

(b) Mastering

(c) One-off

(d) None of the above

(iii) Macromedia Director stores multimedia elements in its.

(a) Stage

(b) Cast

(c) Score

(d) Sprite

(e) Lingo

(iv) Which of these is not an attribute of the < BODY> tag?

(a) TEXT

(b) LINK

(c) ALINK

(d) BLINK

(e) BGCOLOR

(v) The building blocks of project management are

(a) Budgets

(b) Tasks

(c) Proposals

(d) Milestones

(e) Prerequisites

**Q.13 True or false (Each question carries 1 marks)**

(i) CAD uses vector – drawn object system for creating geometric renderings.

(ii) Alpha & Beta are the types of Testing.

(iii) DIB is windows Common image file formats.

(iv) JPEG stands for junk photo expert graph.

(v) Size of monitor is measured diagonally.

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