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MCA DEGREE III SEMESTER EXAMINATION DECEMBER 2014

CAS 2305/2503 MULTIMEDIA SYSTEM DESIGN

(Regular)

Time: 3 Hours

Maximum Marks: 50

PART A

(Answer *ALL* questions)

(15 x 2 = 30)

- I. (a) Define multimedia.
(b) Describe the virtual reality.
(c) List the critical factors that require attention in producing a multimedia project.
- II. (a) Identify the working principle of tablets.
(b) Differentiate Macintosh and Windows based on the multimedia support provided.
(c) Give the features of sound editing tools.
- III. (a) Compare the uses of Serif and San Serif.
(b) Explain Unicode.
(c) Distinguish between MIDI and digital audio.
- IV. (a) Discuss the need for codec.
(b) Explain Chroma keys. Give a typical application of it.
(c) Describe nonlinear software editing and list the softwares.
- V. (a) Describe the hot sports in web pages.
(b) Explain the CD-ROM standards that apply to multimedia.
(c) Discuss the delivery of multimedia projects on the world wide web.

PART B

(5 x 4 = 20)

- VI. Summarize the application of multimedia.
- OR**
- VII. Give an overview on making multimedia.
- VIII. Briefly explain the different categories of multimedia software.
- OR**
- IX. Describe the various multimedia hardware.
- X. Discuss the animation principle and also the animation techniques of cel and computer animation.
- OR**
- XI. Explain digital audio and the process of making audio files.
- XII. Give an overview of broadcast video standards.
- OR**
- XIII. Discuss the video analog and digital technologies.
- XIV. Summarize the concepts and constraints in using contents created by others.
- OR**
- XV. Explain the estimation of the cost, timeline and tasks required to complete a project.