

## Paper I — INTRODUCTION TO MULTIMEDIA

Time : Three hours

Maximum : 100 marks

## PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. Write short notes on multimedia creativity.
2. Give a brief overview about multimedia hardware tools.
3. Explain in brief about the tools that are used to capture digital marries.
4. Discuss in brief about the basic software tools that are used in multimedia.
5. Give a overview about graphics tablets and keyboards.
6. Compare and contrast digital cameras along with scanners.
7. Write short notes on liking multimedia object.
8. With suitable examples, explain how can a multimedia component be instantiated.

9. How audio files and video files can be merged using multimedia tools?
10. Briefly explain about card based authoring tools.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

11. Give a detailed description about introduction to multimedia.
12. Discuss in detail about the basic multimedia skills with appropriate examples.
13. Describe in an elaborate manner the concept of voice recognition system.
14. How can a image file can be merged with a word processor file? Explain in detail.
15. What are the various multimedia components that are to be standardrized? Give elaborately.
16. Discuss about the quenriew of various multimedia features in detail.
17. With suitable illustrations, discuss in detail about the tools that are authorized.

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## Paper II — BASIC ANIMATION TECHNIQUES

Time : Three hours

Maximum : 100 marks

## PART A — (10 × 4 = 40 marks)

Answer ALL questions.

1. What are the basic functions involved in documentation?
2. Mention the page commands that are used in corel draw. Explain in brief.
3. How a page can be zoomed in vies mode?
4. Explain the steps involved in applying transformation?
5. Mention the use of Navigator view.
6. Write brief notes on primitive object exploration.
7. Define painting deformation.
8. Why transformation tools are used in animation technique?
9. Give different types of light.
10. Discuss in brief about the working principle of cameras.

Answer any FOUR questions.

11. Describe in detail about the stages involved in controlling document and pages.
12. Discuss in detail about specialized view modes that are used in zooming and panning pages.
13. Give a detailed description about primitive objects.
14. Explain elaborately the modeling Architecture used in object transformations.
15. Mention the list of parameters used in camera? Explain in a detailed from.
16. How background image can be captured using camera? Discuss in detail.
17. Illustrate with examples the concept of hiding and freezing objects.



