

Bachelor in Information Technology (BIT)**Term-End Examination****June, 2007****CSM-04 : MULTIMEDIA, DESIGN & WEB AUTHORIZING***Time : 3 Hours**Maximum Marks : 75*

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

SECTION A

1. In Macromedia Director the number of frames can be increased or decreased in the timeline in 1
 - (a) Cast window
 - (b) Score window
 - (c) Paint window
 - (d) Video interface

2. Macromedia Authorware is the 1
 - (a) Event Based Tool
 - (b) Time Based Tool
 - (c) Icon Based Tool
 - (d) Video interface

3. AIFF stands for 1
 - (a) Audio Interchange file format
 - (b) Avi Interchange file format
 - (c) Alpha Interchange file format
 - (d) None of the above

4. Programming done in Macromedia Director is called 1
 - (a) Action Script
 - (b) Visual Basic
 - (c) Lingo Script
 - (d) C++

5. In Flash, morphing can be done smoothly with the help of 1
- (a) Design Hint
 - (b) Layers
 - (c) Shape Hint
 - (d) Scenes
6. Which one of the following is *not* an authoring software ? 1
- (a) Flash
 - (b) Authorware
 - (c) QuickTime
 - (d) ImageQ
7. Shockwave player is necessary for running files of 1
- (a) Director
 - (b) Photoshop
 - (c) ImageQ
 - (d) Flash
8. Colour model used for printing is 1
- (a) HSB
 - (b) RGB
 - (c) CMYK
 - (d) Gray scale
9. A hardware CODEC used for compressing video file is 1
- (a) JPEG
 - (b) MPEG
 - (c) RGB
 - (d) None of the above
10. Sampling is 1
- (a) Converting digital format to analog format
 - (b) Converting video or audio waves to digital format
 - (c) Converting bitmap graphic to vector graphic
 - (d) A multimedia plug-in
11. (a) Assume that a prototype of a multimedia website of your TLC has been developed which includes student information system and digital multimedia content repository. Explain various issues for evaluating this prototype of multimedia website. 15
- (b) What is web hosting ? Explain it with the help of example. 5

SECTION B

Answer any **three** questions from this section.

12. (a) What do you understand by “main interface” in the multimedia CD ? Explain its need. 5
- (b) List five characteristics of developing a good interface. 5
- (c) Explain five major steps involved in the development of the main interface. 5
13. (a) Differentiate between the following with the help of an example. 8
- (i) Bitmap and Vector graphics
- (ii) 2-D graphics and 3-D graphics
- (b) How can the speed, quality and size of an animation be maintained simultaneously ? Explain it with the help of an example, using any one animation software. 7
14. (a) Compare and contrast the advantages and disadvantages of using video instead of animation in a multimedia CD. 7
- (b) Explain the process involved in capturing video, compressing the video and preparing it for the CD-ROM. 8
15. Explain the following terms : 3×5=15
- (a) Virtual Reality
- (b) Video conferencing
- (c) MIME
- (d) Bitmap graphics
- (e) RGB colour model

