Enroll	ment N	C.U.SHAH U	Exam Seat No: UNIVERSITY amination-2019	
Subjec	et Name	e : Multimedia Technology		
Subject Code: 4TE06MMT1			Branch: B.Tech (IT)	
Semester: 6		Date: 16/04/2019	Time: 10:30 To 01:30	Marks: 70
(2) (3)	Use o Instru Draw	f Programmable calculator & any ctions written on main answer be neat diagrams and figures (if neone suitable data if needed.	ook are strictly to be obeyed.	rohibited.
Q-1	a) b) c) d) e) f) j) k) l) m) any	Attempt the following question What is multimedia? What do you mean by flash r What is lossy and lossless co What is rasterizing? What is CRT? What is Pixel? What is Animation? What is Opacity? What is Morphing? What is Resolution? What is Staging? What is GIF file? Explain <audio>tag. What is MIDI? four questions from Q-2 to Q-8</audio>	memory? empression?	(14)
Q-2		Attempt all questions Explain in detail all the elem		(14) mple.
	a) b)	Attempt all questions What is hypermedia and hyperedial. Explain additive and subtract	ertext? Explain hypermedia struc	etures in

Q-4

(14)

- a)
- Attempt all questions
 List all principles of animation and discussed each.
 Provide steps to bring an audio recording into your multimedia **b**)



Q-5		Attempt all questions	(14)
	a) Discuss the difference between bitmap and vector graphics. Describe five different graphic elements you might use in a project. Would you use a vector tool or a bitmap tool for each element? Why?		
b)	b)	Discuss the current state of multimedia on the Internet and tools for the World Wide Web	
Q-6		Attempt all questions	(14)
	a)	Explain aliasing and anti-aliasing with suitable example.	
	b)	What is color model? Explain RGB color model with suitable figure	
Q-7		Attempt all questions	(14)
	a)	Explain: 1) Raster image 2) Vector image.	
	b)	Explain HSV color model with suitable diagram.	
Q-8		Attempt all questions	
	a)	Explain sketching and storyboarding	
	b)	List and explain various image file formats. With its advantages and disadvantages.	

