

11

**SV's Sridora Caculo College of Commerce & Management Studies**  
**B.C.A (Semester VI) REPEAT End Semester Examination, November 2022**  
**CAC-120 Multimedia Technology**

**Duration: 2 Hours      Total Marks: 60      Total No. of Pages: 2**

**Instructions:** 1) *All questions are compulsory.*  
2) *Figures to the **right** indicate **full marks**.*  
3) *Draw diagrams wherever necessary.*

---

**Q. 1.A) Fill in the blanks (5 x 1 = 05)**

- I. Full form of GIF is \_\_\_\_\_.
- II. Adobe Illustrator (AI) is an example of \_\_\_\_\_ graphics.
- III. In \_\_\_\_\_ multimedia, users have control over the content that is being showed to them.
- IV. RGB is also called as \_\_\_\_\_ colour model.
- V. \_\_\_\_\_ is an audio effect of a bunch of echoes occurring simultaneously.

**Q.1. B) Answer the following in one sentence: (5 x 1 = 05)**

- I. Define Hypertext.
- II. Give any two examples of print media.
- III. What is the audible range of human ear?
- IV. What is spatial redundancy?
- V. Define Codec.

**Q2. Answer the following:-**

- a) Explain why PNG file format is not suitable for printing? (02)
- b) Briefly explain the 'Icon-based' multimedia authoring tools. (03)
- c) Differentiate between print media and electronic media. (05)

**Q3. Answer the following:-**

- a) State any two points of difference between 2D and 3D graphics. (02)
- b) Explain the types of audio filters. (03)
- c) Define graphic media. Write a short note on TIFF file format. (05)

**Q4. Answer the following:-**

- a) State any two points of difference between symmetrical and asymmetrical video compression. (02)
- b) An audio file sample rate is 44.1KHz and bit resolution is 16 bit and it goes for 3 minutes and is in stereo. Find audio size. (03)
- c) Write a short note on the use of I, P and B frames. (05)

**Q5. Answer the following:-**

- a) Why is the GIF file format not suitable for photographic images? (02)
- b) Explain 'Audio' and 'Animation' as an element of multimedia. (03)
- c) Explain the application of multimedia in Entertainment and Games. (05)

**Q6. Answer the following:-**

- a) Explain any two points of difference between 3D modelling and 3D scanning. (02)
- b) Explain the working of lossy compression. (03)
- c) Write a short note on:
  - i. Reverb
  - ii. Equalization(05)