

Printed Pages: 3

NIT- 401

(Following Paper ID and Roll No. to be filled in your  
Answer Books)

Paper ID : 113-403

Roll No.

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**B.TECH.****Theory Examination (Semester-IV) 2015-16****MULTIMEDIA AND ANIMATION****Time : 3 Hours****Max. Marks : 100****Note: Attempt all sections.****Section-A**

1. **Attempt all parts.** (2×10 = 20)
- Define Back ground Art.
  - Explain additive and subtractive color.
  - What is Plug-in and Players?
  - Write down names of Animation Techniques.
  - Name Characteristics of Multimedia System.
  - What are the staging and overlap in animation?

(1)

P.T.O.

- (g) What is Sketching and illustration?
- (h) What is Multimedia user interface?
- (i) What is the importance of Adaptive Coding?
- (j) Explain the term Bouncing Ball.

### Section-B

2. Attempt any five parts of the following. [10×5=50]

- (a) Write in detail about different tools for Animation.
- (b) Discuss the role of sampling variable in multimedia.
- (c) Write short notes on - Onion skinning , masking, motion cycle, transfer rate and avg seek time.
- (d) Define "Color". Explain RGB Color Model.
- (e) Explain Anti-aliasing & Morphing. Write a note on Multimedia Authoring Tools & Professional development Tools.
- (f) What is Multimedia Project? What is the process of Enhancing & Testing Multimedia Projects?

- (g) What are the advantages of MIDI over digitized sound?
- (h) Explain the concept of video in multimedia.

### Section-C

**Attempt any two parts of the following.** (15×2=30)

- 3. Explain the image file formats and animation file formats in detail.
- 4. Discuss about Vector & Raster Graphics in detail.
- 5. Explain the use of the following components in multimedia :
  - (i) Touch Screen
  - (ii) Video Grabbling Card
  - (iii) CD- Drive
  - (iv) Rolling Ball
  - (v) GIF