

- Note : 1) All questions are compulsory.  
2) Draw neat and labelled diagrams wherever necessary.

**Q. 1 Attempt Any Two :**

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- 1) Explain the scope of multimedia.
- 2) Explain the following applications of multimedia :
  - i) Electronic shopping
  - ii) Business
  - iii) Computers & Networks
  - iv) Travels and Tourism
  - v) Industrial Training
- 3) What is multimedia playback and multimedia production ? Explain the store requirements of multimedia playback and multimedia production.
- 4) What is multimedia ? Explain its characteristics.

**Q. 2 Attempt Any Two :**

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- 1) What is digital representation ? Explain its need.
- 2) Explain the concept of SHM.
- 3) Write a short note on following :
  - i) Seisusaidal waves
  - ii) Elementary and composite waves
- 4) What is Quantization ? Explain the process of quantization,

**Q. 3 Attempt Any Two :**

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- 1) Explain the various ways of Insertion of Text.
- 2) State and explain various types of images.
- 3) Explain CMYK model.
- 4) Explain various file formats of images.

**Q. 4 Attempt Any Two :**

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- 1) Explain various fundamental characteristics of sound.
- 2) Differential between LCD and LED.
- 3) What is psycho-acoustics ? Explain amplitude masking.
- 4) What is sound ? What are the two ways of acoustical measurements ? Explain temporal masking.

**5 Attempt Any Two :**

- 1) What is Huffman Coding ? Explain with example.
- 2) Explain types of compression.
- 3) Explain the technique of Run Length Encoding.
- 4) What is compression ? Explain the need for compression.

**Q. 6 Attempt Any two :**

- 1) Explain various issues in Multimedia Technical and visual Design.
- 2) Explain various multimedia Authoring Metaphors.
- 3) Write short notes on following :
  - i) Adobe Premier
  - ii) Macromedia Flash
- 4) What is Authoring System ? Explain its need.

**Q. 7 Attempt any three :**

- 1) Write a short note Hypertext.
- 2) Explain the concept of MMDB.
- 3) Write a short note on following :
  - i) Temporal and Spatial Wave
  - ii) Speed and Periodicity
- 4) Explain various raster scanning principles.
- 5) Write a short note on fonts.
- 6) Explain the concept of Automatic Authoring,

— The End —