

**MODEL PAPER – 1**  
**B.A / B.Sc (Computer Applications) – Semester 4**  
**Paper: Paper: Multimedia**  
**Time: 3 Hours | Max Marks: 80**

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**♦ SECTION – A: SHORT ANSWER QUESTIONS**

**Answer any EIGHT questions ( $8 \times 4 = 32$  Marks)**

1. Explain the need for multimedia.
  2. What is creativity in multimedia development?
  3. Define organization and communication in multimedia projects.
  4. Differentiate between serif and sans serif fonts.
  5. What is hypertext system?
  6. Explain developing multimedia for the web.
  7. Define 3-D drawing and rendering.
  8. What is computerized color?
  9. Explain image file formats with examples.
  10. What are channels in image editing?
  11. Define animation file formats.
  12. What is interactive navigation?
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**♦ SECTION – B: ESSAY TYPE QUESTIONS**

**Answer ALL questions ( $4 \times 12 = 48$  Marks)**

**13.(a)** Explain the stages of a multimedia project including need, creativity, organization, and communication.

**OR**

**(b)** Explain text design in multimedia including fonts, cases, and text handling tools.

**14.(a)** Explain bitmap and vector graphics and compare their features.

**OR**

**(b)** Explain color theory including natural color, computerized color, and color palettes.

**15.(a)** Explain image editing software features including layers, masks, and photo enhancement.

**OR**

**(b)** Explain typographic design, vector drawing, and working with 3D images.

**16.(a)** Explain animation techniques and steps to create an animated scene.

**OR**

**(b)** Explain tweening, morphing, and use of animation software (Flash/Blender).

**MODEL PAPER – 2**  
**B.A / B.Sc (Computer Applications) – Semester 4**  
**Paper: Paper: Multimedia**  
**Time: 3 Hours | Max Marks: 80**

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**♦ SECTION – A: SHORT ANSWER QUESTIONS**

**Answer any EIGHT questions ( $8 \times 4 = 32$  Marks)**

1. Explain the need for multimedia systems.
  2. Define creativity in multimedia development.
  3. What is organization in multimedia projects?
  4. Differentiate between serif and sans serif fonts.
  5. Define hypermedia system.
  6. What is text for the Web?
  7. Define rendering in 3-D graphics.
  8. What is color palette?
  9. Explain image file formats with examples.
  10. What are masks in image editing?
  11. Define animation techniques.
  12. What is interactive navigation in multimedia?
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**♦ SECTION – B: ESSAY TYPE QUESTIONS**

**Answer ALL questions ( $4 \times 12 = 48$  Marks)**

**13.(a)** Explain the stages of a multimedia project including need, creativity, organization, and communication.

**OR**

**(b)** Explain text in multimedia including fonts, faces, cases, and font design tools.

**14.(a)** Explain bitmap and vector graphics with suitable examples.

**OR**

**(b)** Explain color concepts including natural color, computerized color, and color palettes.

**15.(a)** Explain image editing techniques including layers, masks, and photo correction.

**OR**

**(b)** Explain typographic design and vector drawing with examples.

**16.(a)** Explain principles of animation and animation techniques.

**OR**

**(b)** Explain tweening, morphing, and animation software usage.

**MODEL PAPER – 3**  
**B.A / B.Sc (Computer Applications) – Semester 4**  
**Paper: Paper: Multimedia**  
**Time: 3 Hours | Max Marks: 80**

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**♦ SECTION – A: SHORT ANSWER QUESTIONS**

**Answer any EIGHT questions ( $8 \times 4 = 32$  Marks)**

1. Define communication in multimedia systems.
2. What are font editing and design tools?
3. Explain cases in typography.
4. What is sound for the Web?
5. Define vector drawing.
6. What is natural light and color?
7. Explain selection tools in image editing.
8. What are channels in image processing?
9. Define animation by computer.
10. What is bouncing ball animation?
11. Explain tweening in animation.
12. What is morphing?

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**♦ SECTION – B: ESSAY TYPE QUESTIONS**

**Answer ALL questions ( $4 \times 12 = 48$  Marks)**

**13.(a)** Explain designing multimedia for the World Wide Web including text, images, sound, and animation.

**OR**

**(b)** Explain hypertext and hypermedia systems with suitable examples.

**14.(a)** Explain making still images and 3-D drawing and rendering with suitable examples.

**OR**

**(b)** Explain image file formats and their applications.

**15.(a)** Explain image editing software tools including selection tools, layers, masks, and channels.

**OR**

**(b)** Explain correcting and enhancing photographs and producing files for the Web.

**16.(a)** Explain animation principles and steps to create animations such as rolling ball and bouncing ball.

**OR**

**(b)** Explain animation software (Flash/Blender), adding animation, and interactive navigation with sound and video.

**MODEL PAPER – 4**  
**B.A / B.Sc (Computer Applications) – Semester 4**  
**Paper: Paper: Multimedia**  
**Time: 3 Hours | Max Marks: 80**

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**♦ SECTION – A: SHORT ANSWER QUESTIONS**

**Answer any EIGHT questions ( $8 \times 4 = 32$  Marks)**

1. Define computers and text in multimedia.
  2. What is font face? Explain briefly.
  3. Write about text cases used in multimedia.
  4. Define images for the Web.
  5. What is 3-D image rendering?
  6. Explain computerized color systems.
  7. What is typographic design?
  8. Define vector graphics editing tools.
  9. What is animation file format?
  10. Explain rolling ball animation.
  11. What is sound in multimedia?
  12. Define video in multimedia systems.
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**♦ SECTION – B: ESSAY TYPE QUESTIONS**

**Answer ALL questions ( $4 \times 12 = 48$  Marks)**

**13.(a)** Explain the use of multimedia and its importance in modern applications.

**OR**

**(b)** Explain fonts, faces, serif and sans serif, and usage of text in multimedia.

**14.(a)** Explain image creation including bitmaps, vector drawing, and 3-D rendering.

**OR**

**(b)** Explain color theory including palettes and image file formats.

**15.(a)** Explain image editing tools including layers, masks, channels, and typographic design.

**OR**

**(b)** Explain working with 3-D images and producing multimedia files for the Web.

**16.(a)** Explain animation techniques including rolling ball and bouncing ball with examples.

**OR**

**(b)** Explain animation software, tweening, morphing, and integration of sound and video.

**MODEL PAPER – 5**  
**B.A / B.Sc (Computer Applications) – Semester 4**  
**Paper: Paper: Multimedia**  
**Time: 3 Hours | Max Marks: 80**

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♦ **SECTION – A: SHORT ANSWER QUESTIONS**

**Answer any EIGHT questions ( $8 \times 4 = 32$  Marks)**

1. Define multimedia project organization.
  2. What is communication in multimedia design?
  3. Explain font editing tools.
  4. Define hypertext system with example.
  5. What is sound design for the Web?
  6. Explain vector graphics advantages.
  7. Define color models in multimedia.
  8. What is image enhancement?
  9. Explain masking in image editing.
  10. Define animation by computer.
  11. What is morphing technique?
  12. Explain integration of sound and video in multimedia.
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♦ **SECTION – B: ESSAY TYPE QUESTIONS**

**Answer ALL questions ( $4 \times 12 = 48$  Marks)**

**13.(a)** Explain multimedia concepts, uses, and stages of multimedia project development.

**OR**

**(b)** Explain designing multimedia for the Web including text, images, sound, and animation.

**14.(a)** Explain image creation techniques including bitmaps, vector graphics, and 3-D rendering.

**OR**

**(b)** Explain color theory, color palettes, and image file formats with examples.

**15.(a)** Explain image editing software tools including layers, masks, channels, and image enhancement.

**OR**

**(b)** Explain typographic design, vector drawing, and preparation of multimedia files for the Web.

**16.(a)** Explain animation principles and techniques with suitable examples.

**OR**

**(b)** Explain animation software (Flash/Blender), tweening, morphing, and multimedia integration with sound and video.

## UNIT WISE IMPORTANT QUESTIONS

### UNIT – I (Multimedia Basics & Text)

- Definition and uses of multimedia ★★★★★
- Stages of multimedia project ★★★★★
- Need, creativity, organization, communication ★★★★★
- Fonts and faces ★★★★★
- Serif vs Sans Serif ★★★★★
- Hypertext and hypermedia ★★★★★
- Text in multimedia ★★★★★
- Multimedia for World Wide Web ★★★★★
- Text, images, sound, animation for web ★★★★★

### UNIT – II (Images & Color)

- Bitmaps and vector graphics ★★★★★
- Difference between bitmap and vector ★★★★★
- 3D drawing and rendering ★★★★★
- Natural light and color ★★★★★
- Computerized color ★★★★★
- Color palettes ★★★★★
- Image file formats ★★★★★

### UNIT – III (Image Editing)

- Selection tools ★★★★★
- Layers ★★★★★
- Masks and channels ★★★★★
- Photo correction and enhancement ★★★★★
- Typographic design ★★★★★
- Vector drawing ★★★★★
- Working with 3D images ★★★★★
- Producing files for web ★★★★★

### UNIT – IV (Animation & Multimedia Integration)

- Principles of animation ★★★★★
- Animation techniques ★★★★★
- Animation file formats ★★★★★
- Rolling ball and bouncing ball ★★★★★



- Tweening ★★★★★
- Morphing ★★★★★
- Animation software (Flash/Blender) ★★★★★
- Interactive navigation ★★★★★
- Sound and video integration ★★★★★



Smart Study  
— PLUS —