

2025

INTRODUCTION TO MULTIMEDIA COMMUNICATIONS

Full Marks: 100

Time: Three hours

The figures in the margin indicate full marks for the questions.

Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks: (10x1 = 10)

- i. Information searching is an example of multimedia application in the field of _____.
- ii. Programs that enable a computer to function are called _____.
- iii. Digital Signals have two amplitude levels called _____.
- iv. A _____ tree can be formed in Huffman Encoding.
- v. A collection of characters of a single size and style belonging to a typeface family is called _____.
- vi. The two print document orientations are _____ and _____.
- vii. Vector Graphics are made up of _____.
- viii. The alpha channel of an image consists _____ information.
- ix. The amount of data that can be transmitted in a fixed amount of time is called _____.
- x. The full form of CAVE is _____.

B) State True or False.: (1 x 10 =10)

- i) The term 'multimedia' was first coined by David Sawyer.
- ii) Analog signals are denoted by square waves.
- iii) Data compression can sometimes increase the file size.
- iv) Continuous media are time independent.
- v) Text is a kind of signal.
- vi) Cone cells are better for low light vision.
- vii) Resolution of a bitmap image is fixed.
- viii) Yellow is a primary colour in the Artistic Colour Model.
- ix) Display resolution is measured in dots per inch.
- x) Google is a web browser application.

P.T.O

2. A) Define Multimedia. What do you use multimedia mostly for? (2+3 = 5)
B) Name any five fields where multimedia can be applied? Give examples of each. (10)
C) Explain the process of ADC with a diagram. (4+1 =5)
3. A) Why is text still considered as an important multimedia element? (5)
B) Draw clearly any 5 symbols which are not icons. (5x2 = 10)
C) Explain case-sensitive and case insensitive text with examples. (5)
4. A) What are the differences between tints, shades and tones? (6)
B) Describe any two-colour systems/models. (5+5 = 10)
C) Mention any four ways of acquiring digital images. (4)
5. A) Explain what is MIDI? (4)
B) State the differences between MIDI and Digital Audio. (5+5 = 10)
C) In audio editing, what is trimming and splicing and assembly? (6)
6. A) What is sampling? State Nyquist's Theorem. (2+2 = 4)
B) How does a component video differ from a composite video? (3+3 = 6)
C) Describe the different type of computer networks with diagrams. (8+2 = 10)
7. Write short notes on *any four* from the following: (4x5 = 20)
A) Data Compression
B) Anti-aliasing
C) Dot-matrix printers
D) Amplifiers
E) NTSC
F) Web Browsers.

ESTD. : 2006
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