



Date: 01-11-2018

Dept. No.

Max. : 100 Marks

Time: 09:00-12:00

**PART-A**

**ANSWER ALL THE QUESTIONS:**

**(10\*2=20)**

- 1) Define Data Glove.
- 2) Differentiate between Track ball and Space ball.
- 3) Define Viewport.
- 4) Define the term: Reflection.
- 5) Mention any four applications of Multimedia.
- 6) What are the basic elements of Multimedia?
- 7) What is Animation?
- 8) Write any two Animation file formats.
- 9) What is Timeline?
- 10) What is a Keyframe?

**PART-B**

**ANSWER ALL THE QUESTIONS:**

**(5\*8=40)**

- 11) a) Give a brief note on Random Scan Display.  
(or)  
b) Write short notes on Character Attributes.
- 12) a) Explain briefly about 3D Rotation.  
(or)  
b) Write about 2D Transformation in  
i) Scaling ii) General fixed point scaling
- 13) a) Explain about Multimedia System Architecture.  
(or)  
b) Explain briefly about Multimedia Databases.
- 14) a) Write about uses of Animation.  
(or)  
b) Give a brief note on 3D animation.
- 15) a) Explain any three tools in Flash.  
(or)  
b) Write a short note on Layers in Flash.

**PART-C**

**ANSWER ANY TWO QUESTIONS:**

**(2\*20=40)**

16) a) Explain in detail about DDA Line Drawing Algorithm with an example.

b) Give an account on Parallel Projections.

17) a) Explain Multimedia Data Interface Standards in detail.

b) Elaborate about principles of Animation.

18) a) What are the types of Tween based Animation? Explain in detail.

b) Explain about any three Color models.

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