9. (a) Describe various digital audio tools. 6

 (b) What is rendering ? Explain. 6

**OR**

10. (a) Explain the JPEG standard used for image compression. 6

 (b) What is virtual reality ? Explain. 6

**OR**

11. (a) Explain the MHEG standard used in representation of multimedia information. 6

 (b) Describe the following : 6

 (i) CCD

 (ii) VCR.

12. (a) What are the types of animation ? Explain. 6

 (b) Explain the use of sketching in animation. 6

**OR**

13. (a) What is shape tweening ? Explain. 6

 (b) What is animation ? Explain its applications. 6

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**AQ—756**

**B.Sc. Part—III (Semester—VI) Examination**
**COMPUTER APPLICATION/INFORMATION TECHNOLOGY**

**(Computer Graphics, Multimedia and Animation)**

Time : Three Hours]     [Maximum Marks : 80

Note :— (1) All questions are compulsory.

 (2) Question No. **1** carries **8** marks and all other questions carry **12** marks each.

 (3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks : 2

 (i) In raster-scan displays, picture information is stored in a memory area called _____.

 (ii) The position of the pixel is determined by specifying its _____.

 (iii) _____ is a system that represents music through the use of written symbols.

 (iv) Shadow mask method is used in _____ system.

 (B) Choose correct alternative : 2

 (i) A _____ transformation alters the size of an object.

 (a) Scaling

 (b) Rotation

 (c) Translation

 (d) None of these

(ii) CRT is an acronym for _____ .

    (a) Cathode Ray Tube

    (b) Console Ray Tube

    (c) Console Ray Terminal

    (d) Cathode Ray Terminal

(iii) A _____ can be added to link the variety of resources.

    (a) menulink

    (b) hyper link

    (c) hot link

    (d) highlight link

(iv) SGML is an acronym for _____ .

    (a) Standard Generalized Markup Language

    (b) Synchronous Generalized Markup Language

    (c) Standard Generic Markup Language

    (d) Synchronous Generic Markup Language.

(C) Answer in **ONE** sentence :      4

    (i) How does the acoustic tablet detect the position of stylers ?

    (ii) State the basic line attributes.

    (iii) What is multimedia ?

    (iv) What is sketching ?

2. (a) What are flat panel displays ? State their advantages over CRTs.    6

  (b) What is touch panel ? Describe its working.    6

**OR**

3. (a) Explain random scan system. State its advantages and disadvantages.    6

  (b) What is presentation graphics ? Explain.    6

4. (a) Using DDA line drawing algorithm, find the points plotted while drawing the line from (10, 10) to (100, 100).    6

  (b) Write the mid-point circle generation algorithm.   6

**OR**

5. (a) Explain the colour tables and gray scale levels.   6

  (b) List and describe the attributes of line.    6

6. (a) Explain various text attributes.    6

  (b) Explain the 2-D Scaling transformation using matrix representation.    6

**OR**

7. (a) What is translation transformation ? Explain.    6

  (b) What is pattern fill ? Explain.    6

8. (a) What is hypermedia ? Explain.    6

  (b) Explain the process of video editing.    6

**OR**