## Multimedia Question Bank:

- 1. Definition of multimedia and interactive multimedia
- 2. Application of multimedia
- 3. Multimedia at public places?
- 4. Difference between multimedia presentation and conferencing
- 5. Hypertext and hypermedia multimedia in business and multimedia school
- 6. Differences bitmap and vector graphics
- 7. Cell and path animation
- 8. Audio file format and video file format
- 9. menu and navigation
- 10.principles of animation
- 11.animation techniques
- 12.importance of text in multimedia
- 13. Project define the golden rule
- 14.gif vs jpeg
- 15. Sound file formats
- 16.Discuss midi in detail
- 17. Difference between analogue display standards and digital display standards
- 18. Video recording and tape format
- 19.midi and digital audio?
- 20. What are the elements required to design multimedia projects?
- 21. what is the use of making instance of multimedia in multimedia projects?
- 22. Difference between hyperlink button and hotspot
- 23. Design structure of multimedia use of gui in multimedia projects
- 24.Explain the process of making multimedia
- 25.Define the roles and responsibilities of the members of the multimedia project
- 26. Difference between lossy and lossless compression technique
- 27. Explain the lossless compression technique in detail
- 28. How the lossless compression technique is better than lossy compression technique
- 29. Huffman coding problem generate a huffman tree Identify the unique code for each alphabet Calculate total number of bits required to transfer data over the network example of text message and write compression code
- 30. Short note on run-length compression technique
- 31. Explain lossy compression technique
- 32. Jpeg compression process
- 33.mpeg compression process

## **Extra Multimedia Question Bank**

- 1. Define Multimedia and briefly explain its classifications/components.
- 2. Discuss in detail the components of multimedia.
- 3. Discuss in detail the elements that are used to design a multimedia project.
- 4. Explain the various devices needed for developing a multimedia application.
- 5. What are all the communication devices that are involved while developing multimedia project?
- 6. What are the input devices that are used to design the multimedia project? Explain any two.
- 7. Discuss in detail the applications of multimedia.
- 8. What is CBT? Explain the use of multimedia in CBT?
- 9. Explain Multimedia Presentation and Conferencing?
- 10. Explain the use of Multimedia in Public Place?
- 11. Explain the use of Multimedia on Web?
- 12. Explain the use of Multimedia in business?
- 13. Explain the various stages of developing a multimedia project.
- 14.List and define the skills in the multimedia skill set. Describe several ways of categorizing the skills. (Hint: skills related to project management, design, programming).
- 15. Explain briefly the image file formats?
- 16. Explain in detail Bitmap images and Vector drawing Images?
- 17. Differentiate between Vector drawn objects and bitmaps?
- 18.If the bitmap graphic is opened or pasted into a vector editor, does it automatically become a vector? Explain in detail.
- 19. What is autotracing? Explain the process of converting between bitmaps and drawn images.
- 20.Explain in detail various principles of animation?
- 21. Explain in detail various animation types / techniques?
- 22. Explain briefly the animation file formats.
- 23. Explain the importance of Text in Multimedia? Discuss different design factors with text.
- 24. Discuss various attributes of Text.
- 25.Explain the following:
  - a. Kerning
  - b. Leading
  - c. Tracking
  - d. Difference between Sarif and Sans Sarif.
- 26. What is Hypermedia? Explain in detail.
- 27. What is Hypertext? What is the difference between a normal text and hypertext? Explain in detail.
- 28. How is a Multimedia product tested?
- 29. Discuss briefly the various video standards.

- 30.Discuss briefly where multimedia advanced authoring tools are used.
- 31. Explain the Internet basics.
- 32. What are the Basic Authoring Tools, which are used to design a multimedia project?
- 33.Explain in detail about the audio side of multimedia.
- \*Note: Must prepare the basic questions also with examples which are not included here.

