- 1. Explain in details Use of Multimedia presentation and conferencing
- 2. What is interactive multimedia? Discuss in details the application of multimedia
- 3. Discuss Multimedia in CBT
- 4. Use of Multimedia on web
- 5. Explain principle of animation and its various techniques
- 6. Explain in details bitmap image and vector drawing image
- 7. Describe the capabilities and limitation of bitmap images and vector image.
- 8. Explain various elements that are used in designing a multimedia project
- 9. Explain briefly image file format
- 10. Explain the role of morphing and kinematics in multimedia
- 11. Difference between MIDI & Digital audio
- 12. Explain analog display standards and digital display standards
- 13. Display Standards

14. Explain briefly four feature of digital video. Also explain why it is increasingly used in current application. Explain two differences in the function of digital Video and a CD ROM.

15 Define MIDI and digital Audio

- 15. Define MIDI and digital Audio
- 16. Explain multimedia authoring tools and its different types in details.
- 17. List and discuss the different stages of making multimedia project

18. Story boarding

- 19. Discuss importance consideration involved in delivering a project and its benefit in details
- 20. Explain hot spot, hyperlink and button how are they typically used?

21. Alpha and beta testing

- 22. Discuss important role of Planning and costing in multimedia
- 23. Prototype Development

24. What is compression? What is benefit offered by compression schemes in designing multimedia system

- 25. Explain entropy encoding in details and its types with example
- 26. Construct Huffman tree for given value.
- 27. Lossy and lossless compression
- 28. MPEG Standards
- 29. Audio and video compression

Differentiate between

- 30. Hyperlink and Hypermedia
- 31. Path Animation and cell animation
- 32. JPEG and GIF
- 33. Path animation and cell animation
- 34. Morphing and Wrapping