

## **PG-003-001627** Seat No. \_\_\_\_\_

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## B. Sc. (Sem. VI) (CBCS) Examination

July - 2018

CA-602: Computer Application (Multimedia)

> Faculty Code: 003 Subject Code: 001627

Tim	e : 2	$\frac{1}{2}$ Hours] [To	otal	Marks	: <b>70</b>
1	Atte	empt all:			20
	(1)	JPEG stands for			
	(2)	TIFF stands for			
	(3)	The shortcut key to open pen tool.			
	(4)	What is default file format of Photoshop?			
	(5)	Photoshop is online image editor. True or	Fa	lse?	
	(6)	What is the use of crop tool?			
	(7)	CTRL+T is shortcut key to active		in	
		Photoshop.			
	(8)	PNG stands for			
	(9)	Microsoft created Adobe Photoshop. True of	or F	Talse?	
	(10)	PPI stands for			
	(11)	Default file extension of flash is	_ <b>.</b>		
	(12)	Define text tool of flash:			
	(13)	What is CD-ROM?			
	(14)	To add a key frame, press			
	(15)	Define Symbol.			
	(16)	Default frame rate in flash is,			
	(17)	What is timeline?			
	(18)	The default movie size in flash is		pixels.	
	(19)	What is stage in flash?			
	(20)	AVI stands for			

1

PG-003-001627 ]

2	(A)	Atte	6	
		(1)	What is Scanner?	
		(2)	Explain Brush tool.	
		(3)	Explain History Brush.	
		(4)	What is bitmap?	
		(5)	Explain Resolution.	
		(6)	Define Magic wand tool.	
	(B)	Atte	empt following questions : (Any Three)	9
		(1)	Explain RGB Color Spectrum.	
		(2)	Explain Alpha Channel.	
		(3)	Explain Slice tool in detail.	
		(4)	Explain Text Tool in detail.	
		(5)	Explain Dimensions.	
		(6)	Explain PDF.	
	(C)	Atte	empt following questions : (Any <b>Two</b> )	10
		(1)	Explain Layer style	
		(2)	Explain any three Effect tools.	
		(3)	Explain file formats of Photoshop.	
		(4)	Explain any three selection tools.	
		(5)	Explain Eraser Tool with its types.	
3	(A)	Atte	empt following questions : (Any Three)	6
		(1)	What is Instance in flash?	
		(2)	List out methods for the key.	
		(3)	Explain Microphone	
		(4)	Define Ink Bottle tool	
		(5)	How to generate movie in flash?	
		(6)	Define Symbols in Flash:	
PG-003-001627			7 ] 2	[ Contd

- (B) Attempt following questions: (Any Three) 9
  - (1) Write a note on Digital Camera.
  - (2) Explain Guide Layer.
  - (3) Define data types in action script.
  - (4) Define a function in action script.
  - (5) Define. DVD.
  - (6) List out components of Multimedia System.
- (C) Attempt following questions: (Any Two) 10
  - (1) Write a note on Shape Tween.
  - (2) Explain any five Flash Tools.
  - (3) Explain Multimedia Input Devices.
  - (4) Write a note on Motion Tween.
  - (5) Write a note on usage of Multimedia in various fields.