Total No of Questions: [12] *SEAT NO. :*

May-13

[Total No. of Pages : 02]

[4366]- 305
SYMCA (Engg. Faculty)
PRINCIPLES OF MULTIMEDIA
(Semester - III) (2008 Pattern) (611905)
MAY 2013 EXAMINATIONS

Time: 3 Hours] *[Max. Marks : 70*

Instructions to the candidates:

1) *Answer Q1 or Q2, Q3 orQ4, Q5 or Q6 from Section –I and Q7 or Q8, Q9 or Q10, Q11 or Q12 from Section –II.*
2) *Answers to the two sections should be written in separate answer books.*
3) *Assume Suitable data if necessary.*
4) *Draw sketches wherever necessary.*
5) *Figures to the right side indicate full marks.*

SECTION I

Q1) a) State and explain various applications of Multimedia over Internet. [6]

b) What is Multimedia Authoring? Explain any one Multimedia Authoring tool in detail. [6]

OR

Q2) a) Explain with suitable examples multimedia building blocks and its role in development of web based multimedia applications. [6]

b) What is GTK+ and QT? Give features of both. [6]

Q3) a) What is image enhancement? How image enhancement is done using spatial filtering? [6]

b) What is compression? What are different types of compressions? Explain any one lossless compression. [6]

OR

Q4) a) What is vector quantization? How is it applied to image compression? [6]

b) Explain GIF file format in detail. [6]

Q5) a) How audio is captured? How do you define quality of audio data? [6]

b) State different audio file formats. Explain AVI file format in brief. [5]

OR

Q6) a) What are MIDI messages? Differentiate between Channel Message and System Message. [6]

b) Explain psychoacoustics in detail. [5]

SECTION II

Q7) a) Compress the string ' PQPQQPQRPQPQQP' using LZW compression technique. [6]
Calculate the compression ratio.

b) What are the different types of video editing? [5]

OR

Q8) a) Compare different video transmission standards. [6]

b) Explain major characteristics of DVD – Video. [5]

Q9) a) Explain virtual object in detail. [6]

b) Explain different forms of virtual reality. [6]

OR

Q10) a) What is VRML? What are its design criteria? What are its characteristics? [6]

b) What is head tracking system? What parameter decides quality of this? [6]

Q11) a) Explain principles of animation with an example. [7]

b) Explain Key frames and tweening in animation. [5]

OR

Q12) a) What is morphing? Explain how animations are used in entertainment Industry. [6]

b) Describe different tools to create animation. [6]