

Total No of Questions: [12]

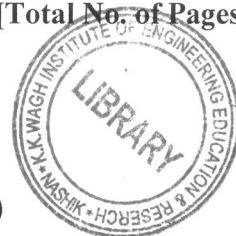
SEAT NO. :

[Total No. of Pages : 02]

May-13

[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 or Q4, 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]