

Total No. of Questions : 10]

SEAT No. :

P2623

[5153]-599

[Total No. of Pages : 2

T.E. (Information Technology)
MULTIMEDIA TECHNOLOGY
(2012 Pattern) (Semester - II) (End Sem.) (314452)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Neat diagrams must be drawn wherever necessary.*
- 3) *Figures to the right indicate full marks.*
- 4) *Assume Suitable data, if necessary.*

- Q1)** a) What is Distributed Multimedia System explain with suitable example. **[5]**
b) What is Authoring Tools. Explain the Authoring tools used in a Education field. **[5]**

OR

- Q2)** a) What is a need of image enhancement? Explain any one image enhancement technique. **[5]**
b) What are the different image File Format explain each. **[5]**

- Q3)** a) What are various audio compression techniques? Explain any one in brief. **[5]**
b) Write a short note on characteristic of sound wave Amplitude, Frequency, Waveform, Speed. **[5]**

OR

- Q4)** a) What are the Multimedia Supported audio formats in Android. **[5]**
b) Explain text compression technique Huffman Encoding with suitable example. **[5]**

- Q5)** a) What is component, composite and S-video signal formats with there application. **[8]**
b) Explain each video transmission standard briefly. **[8]**

OR

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- Q6)** a) What is a need of video file formats? Explain AVI and H.261 briefly. [8]
b) What is digitization of video? Explain process of digitization of video. [8]

- Q7)** a) What is OpenGL? Explain OpenGL shadowing and rendering technique. [8]
b) What is Animation? Explain different technique used to create Animation. [8]

OR

- Q8)** a) Enlist the 12 principles of Animation. Explain any three in detail. [8]
b) State and explain an essential GLUT functions of OpenGL [8]

- Q9)** a) What is Virtual Reality? Describe the devices used in Virtual Reality. [6]
b) Explain GStreamer based Multimedia Framework. [6]
c) Explain CCD and its use in the multimedia application. [6]

OR

- Q10)** a) Explain the need for synchronization in multimedia applications. State and explain types of synchronizations. [6]
b) Explain the terms Multimedia over IP and Media on demand briefly. [6]
c) Describe Android Multimedia Framework Architecture. [6]

