



**T.E. (IT) (Semester – I) Examination, 2010**  
**MULTIMEDIA SYSTEMS**  
**(2003 Course)**

Time : 3 Hours

Max. Marks : 100

- Instructions :** 1) Answers to the **two** Sections should be written in **separate** answer books.  
2) From Section I answer Q. 1 or Q. 2, Q. 3 or Q. 4, Q. 5 or Q.6 and answer Q. 7 or Q. 8, Q. 9 or Q. 10, Q. 11 or Q. 12 from Section – II.  
3) Neat Diagrams must be drawn **wherever** necessary.  
4) Figures to the **right** indicate **full** marks.

**SECTION – I**

1. a) What is multimedia ? Explain with suitable examples the various building blocks of Multimedia. 10  
b) Explain the DDA Line drawing algorithm. 8

OR

2. a) What is shading ? Explain the Phong shading. 8  
b) What is aliasing ? Explain any two methods of anti aliasing. 10  
3. a) What is an optical storage device ? Compare CD, DVD. 8  
b) Explain Sutherland Hodgman polygon clipping algorithm. 8

OR

4. a) Explain the seed fill algorithm for filling a polygon. 6  
b) Write the steps which are to be followed to rotate an object about an arbitrary axis in three dimension passing through points  $P_1(x_1, y_1, z_1)$  and  $P_2(x_2, y_2, z_2)$ . 10  
5. Write short notes on :  
a) Magnetic Storage devices 4  
b) Flood fill algorithm 6  
c) Cohen Sutherland algorithm. 6

OR



6. Write short notes on :

- a) Convex and Concave polygon 4
- b) Homogeneous co ordinate system 6
- c) Inside outside tests. 6

### SECTION – II

- 7. a) Explain the characteristics of sound. 8
- b) Explain the MIDI file format. 8

OR

- 8. a) What is the need of compression ? Explain the steps of JPEG compression technique. 8
- b) Compare NTSC and PAL video standards. 8
- 9. a) What are the types of animation ? Explain any three principles of animation. 8
- b) Compare RGB and CMY color models in detail. 8

OR

- 10. a) Write a short note on BMP file format. 8
- b) Explain important frames with respect to MPEG compression. 8
- 11. a) What is audio compression ? How it is achieved using ADPCM ? 8
- b) Explain MP3 encoder in detail. 8

OR

- 12. Write short notes on : 18
  - a) Wave file format
  - b) Segmentation in Animation
  - c) Run-Length Encoding.