P1455

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## **B.E.** (Computer Engineering) **MULTIMEDIA SYSTEMS**

(2008 Course) (Semester - I) (Elective - II) (410445)

Time: 3 Hours] [Max. Marks: 100

Instructions to the candidates:

- 1) Answers to the two sections should be written in separate answer books.
- 2) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6 from Section I & Q7 or Q8, Q9 or Q10, Q11 or Q12 from Section II.
- 3) Neat diagrams must be drawn wherever necessary.
- 4) Figures to the right side indicate full marks.
- 5) Use of Calculator is allowed.
- 6) Assume suitable data if necessary.

## **SECTION - I**

**Q1)** a) What is MMDBMS? Explain the characteristics of Multimedia database.

|8|

b) Differentiate between Multimedia file system and Conventional file system.

[8]

OR

- **Q2)** a) What is multimedia? Explain building blocks of multimedia. [8]
  - b) What is streaming? Explain SIP and RSVP protocols for streaming. [8]
- Q3) a) What is image enhancement? Explain how it is achieved using the contrast stretching and histogram equalization. [8]
  - b) Explain Shannon-Fano compression algorithm by taking a suitable example. [8]

OR

Q4) a) Explain bitmap file format? Explain special features of.bmp files. [8]

*P.T.O.* 

A,B,C,D and E have the following probability of occurrence: p(A) = 0.16, p(B) = 0.51, p(C) = 0.09, p(D) = 0.13, p(E) = 0.11. **Q5)** a) Compare [8] i) PCM and DM MPEG 4 and MPEG 7. ii) b) Explain CD and DVD formats. [10] OR **Q6)** a) Explain how audio is captured and stored in computers? [8] Discuss the factors that determine size of file and quality of sound for b) audio capture and playback. What are various chunks present in a sound file stored as WAV format? [10] **SECTION - II Q7)** a) Explain various features of H.261 and H.263. [8] b) Which are the different video broadcasting techniques? Compare them. [8] OR Which are the different layers in MPEG? Define and explain I,P and B **Q8**) a) frames with reference to MPEG. [8] b) Explain any two audio file formats. [8] Differentiate between 2D and 3D animation. Explain different techniques **Q9)** a) of animation. [10]Explain the architecture of OpenGL. b) [8] OR

Generate the Huffman encoding tree and codes for the example-Characters

b)

| <b><i>Q10)</i></b> a) | Write a small program in Open GL to create any 2D/3D animation. [10]                           |
|-----------------------|--|
| b)                    | Explain the use of animation in website development. [8  |
|                       |  |
| <b><i>Q11)</i></b> a) | Explain Movie on Demand Concept in Multimedia. [8  |
| b)                    | Explain various networking components required for a reliable Multimedi data transmission. [8] |
|                       | OR   |
| <i>Q12)</i> Wri       | te short notes on following: [16   |
| a)                    | VoIP.  |
| b)                    | Quality of Service in Multimedia data transmission.  |
| c)                    | Multimedia Applications.   |
|                       |  |
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