

Total No. of Questions : 12]

SEAT No. :

P4930

[Total No. of Pages : 2

[4959]-190
B.E. (IT)
MULTIMEDIA SYSTEMS
(2008 Pattern) (Elective - II(c))

Time : 3 Hours]

[Max. Marks : 100

Instructions to the candidates:

- 1) *Answers to the two sections should be written in separate answer books.*
- 2) *Solve Question 1 or Question 2, Question 3 or Question 4 and Question 5 or Question 6 from Section I.*
- 3) *Solve Question 7 or Question 8, Question 9 or Question 10 and Question 11 or Question 12 from Section II.*
- 4) *Use of non-programmable electronic calculator is allowed.*
- 5) *Figures to the right indicate full marks.*

SECTION - I

- Q1)** a) Elaborate any three distributed multimedia applications. [9]
b) With the help of a figure, elaborate ODA and OMF architecture. [9]

OR

- Q2)** a) Explain storage and retrieval of multimedia data in multimedia database system. [9]
b) Explain architecture of multimedia database system. [9]

- Q3)** a) Compare the following: [8]
i) lossy and lossless data compression techniques.
ii) intra frame and inter frame compression techniques.
b) Write the steps for Shannon-Fano algorithm for encoding any word. [8]

OR

- Q4)** a) Draw the block diagram for JPEG compression technique and state the purpose of each block. [8]
b) Elaborate the Huffman coding technique with the following example. [8]

P.T.O.

- Q5)** a) Explain RMF and WMA audio file formats. [6]
b) What is MIDI ? Explain MIDI messages. [6]
c) Elaborate any DPCM audio compression technique. [4]

OR

- Q6)** a) Elaborate the sound characteristics. [8]
b) Elaborate WAV File format. [8]

SECTION - II

- Q7)** a) Explain video Compact Cassette and Camcorder. [8]
b) Write short note on CCIR and CIF. [8]

OR

- Q8)** a) Explain any two video signal transmission formats. [8]
b) Write a short note on any two video file formats. [8]

- Q9)** a) Explain concept & forms of Virtual Reality. [8]
b) Explain following Virtual Reality devices. [8]
i) Hand gloves
ii) Head mounted display

OR

- Q10)** a) Explain different applications of VR. [8]
b) Elaborate on the basics of VRML. [8]

- Q11)** a) Explain Flip Book animation and Rotoscoping animation techniques. [8]
b) Write a short note on 3D-Max. [10]

OR

- Q12)** a) Explain the animation on web. [8]
b) Elaborate what is anticipation, squash and stretch with example. [10]

