

Total No. of Questions :10]

SEAT No. :

**P1768**

**[5058]-408**

[Total No. of Pages :2

**T.E. (Information Technology)**  
**MULTIMEDIA TECHNOLOGIES**  
**(2012 Pattern) (End Semester) (Semester - II) (314452)**

*Time : 2½ Hours]*

*[Max. Marks :70*

*Instructions to the candidates:*

- 1) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8, Q9 or Q10.*
- 2) Neat diagrams must be drawn whenever necessary.*
- 3) Figures to the right side indicate full marks.*
- 4) Assume suitable data if necessary.*

**Q1) a)** Distinguish between Huffman coding and LZW coding methods of text compression. **[5]**

b) Explain the concept of streaming with its two types and example. **[5]**

OR

**Q2) a)** Explain RGB and YUV color model. **[4]**

b) Differentiate between lossless and lossy data compression. **[6]**

**Q3) a)** What is variable length encoding? What is its advantages over fixed length encoding? **[4]**

b) List and Explain CD formats in detail. **[6]**

OR

**Q4) a)** Explain multimedia supported audio formats in android. **[5]**

b) What is LZ coding? Why is it called “dictionary- based coding”? **[5]**

**Q5) a)** How is analog video digitized? Explain the role of video capture card and capture software. **[8]**

b) Explain different DVD formats. **[8]**

OR

**P.T.O.**



- Q6)** a) What is streaming technique? Explain RTP & RTFP protocol used for streaming. [8]
- b) Explain following video file formats [8]
- i) MOV
  - ii) Real Video
  - iii) H.261
  - iv) H.264

- Q7)** a) Explain any two techniques of animation creation in detail. [8]
- b) What is OpenGL? State and Explain essential GLUT functions of OpenGL. [8]

OR

- Q8)** a) What is meant by rendering? Distinguish between wire frame, hidden-line and shaded rendering. [8]
- b) Define Animation. What advantages does the computer provide over traditional animation practices? Enlist some tools to create the animation. [8]
- Q9)** a) Explain the terms Quality of data transmission and Media on Demand. [6]
- b) What are different types of multimedia communication networks? Explain any one with suitable diagram. [6]
- c) Explain android multimedia framework architecture. [6]

OR

- Q10)** a) Explain GStreamer based multimedia framework with suitable diagram. [6]
- b) Differentiate between Virtual Reality and Augmented reality by taking example. [6]
- c) What is VR? Elaborate different VR applications. [6]

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