Total No. of Questions: 10]	SEAT No.:
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## T.E. (Information Technology) MULTIMEDIA TECHNOLOGIES

(2012 Pattern) (Semester - II)

Time: 2½ Hours] [Max. Marks: 70 Instructions to the candidates:

- 1) All questions are compulsory.
- 2) Neat diagrams must be drawn wherever necessary.
- **Q1)** a) Explain different Multimedia blocks.

[5]

b) Explain the Huffman coding with example.

[5]

OR /

Q2) a) Explain vector quantization technique.

[5]

b) Solve below example with the Arithmatic Encoding method. Encode the message  $\alpha_1$   $\alpha_2$   $\alpha_3$   $\alpha_4$  [5]

Source Sy	mbol Probability
$a_1$	0.2
$a_2$	0.2
$a_3$	0.4
$a_4$	0.2

- Q3) a) Sampling at the Nyquist rate can create a good approximation of the original wave. Justify. [5]
  - b) Write a short note on PCM Encoder.

[5]

OR

**Q4)** a) Draw and explain different blocks of VOC file format. [5]

b) Explain the Fractal compression algorithm.

[5]

<b>Q</b> 5)	a)	What is chroma subsampling, what are its types? Draw and explain.	[8]
	b)	Comapre NTSC ,PAL and SECAM techniques.	[8]
		OR	
Q6)	a)	Explain the concept of Motion estimation and compensation with diagram	am. [ <b>8</b> ]
	b)	What is MPEG 1 video? Expiain different types of frames?	[8]
Q7)	a)	What are basic principles of animation? Explain any four in detail.	[8]
	b)	What is OPEN GL? Explain OPEN GL rendering pipeline with l stages.	key [ <b>8</b> ]
		OR	
Q8)	a)	Explain stages in the Process of creating the animation.	[8]
	b)	What is animation'? How it differs from the video? What are applications of animation? Enlist some tools used to create the animation.	
Q9)	a)	What is virtual reality? Explain different applications of it.	[6]
	b)	Explain the IGMP and RSVP (Resource ReSerVation Protocol) with example. [6]	
	c)	What is IP multicast and M bone?	[6]
		OR	<b>)</b>
Q10	<b>)</b> a)	What are the broadcast schemes for video on demand? Explain any two	.[6]
	b)	Draw and Explain android multimedia framework architecture?	[6]
	c)	What is Open core and Open Max multimedia engine?	[6]
		3000	