

April 2019

Time – Three hours
(Maximum Marks: 75)

[N.B: (1) Q.No. 8 in PART – A and Q.No. 16 in PART – B are compulsory.
Answer any FOUR questions from the remaining in each PART – A
and PART – B

(2) Answer division (a) or division (b) of each question in PART – C.

(3) Each question carries 2 marks in PART – A, 3 marks in Part – B
and 10 marks in PART – C.]

PART – A

1. Define virtual reality.
2. What are color palettes?
3. Define computer animation.
4. What is the need for data compression?
5. Expand: JPEG and MPEG.
6. What is video frame grabber?
7. Give any two examples for web based applications.
8. What is holography?

PART – B

9. Define hypermedia document.
10. What is multimedia authoring? List any two authoring tool.
11. Differentiate vector images and bitmap images.
12. What are multimedia standards for video?
13. What are the limitations of traditional input devices?
14. What is an OCR software?
15. Define media on demand.
16. What are the differences between MIDI and digital audio?

[Turn over.....

PART - C

17. (a) Explain the multimedia workstation architecture.

(Or)

- (b) (i) Explain the elements of multimedia.
(ii) Write about high resolution graphics display.

18. (a) Explain about image acquisition, processing and enhancement.

(Or)

- (b) Explain the various animation techniques.

19. (a) (i) Explain about JPEG compression.

(ii) Explain about any five multimedia file formats.

(Or)

- (b) Explain about database organization and transaction management for multimedia systems.

20. (a) Explain in detail about different types of image scanners.

(Or)

- (b) What are the roles of different team members in multimedia development?

21. (a) (i) Explain how the user interfaces are designed for multimedia.

(ii) Discuss about the text and images for the web.

(Or)

- (b) Explain about cloud computing for multimedia services.
