Mansoura University
Faculty of Computers
4<sup>th</sup> Year- IS && IT
Departments



Date :18/1/2016
Time: 3Hours.
Total Marks: 60 M

## **Multimedia Systems Final Exam**

## Question 1 [15 M]

- 1. [7 M] What is the CMYK colour model? Give an application in which this colour model is mostly used and explain the reason. Given a colour represented in CMYK colour space as C=0.4, M=0.0, Y=0.3, K=0.4. What is its representation in the RGB colour model?
- 2. <u>[6 M]</u> What is a colour look-up table and how is it used to represent colour? Give an advantage and a disadvantage of this representation with respect to true Colour. How do you convert from true color to color look up table representation?
- 3. [2 M] What characteristics of the colour sensory of human visual system can be utilized for the size reduction of colour images and videos?

### Question 2 [15 M]

1. [6 M] Dithering is often used when converting greyscale images to monochrome. What is the idea of dithering process? Write the dithering algorithm. By using 2X 2 dither matrix, find the binary representation for this block of gray image.

25	130
70	220

- 2. [5 M] GIF is famous file format for web while SVG is preferable for mobile device. Do they use the same method for image representation? State three major differences between them.
- 3. [4 M] Audio signals are often sampled at different rates. CD quality audio is sampled at 44.1 kHz rate. If the sample size is 8 bits and duration is 2 minutes. What is the file size for this stereo Audio CD?

#### Question 3 [15 M]

- 1. [8M]: If you have 2 minutes duration time of video signal transmitted using PAL Standard with the following Parameters: 800 pixels per horizontal line, 4.2.2 chroma sub sampling and 8 bits color depth. Find the following:
  - 1. Bit rate of the video
  - 2. Size of the video
  - 3. Size of the frame
  - 4. Size of luma and chroma in each frame.
- 2. [4 M]: State Nyquist's Sampling Theorem. What are general considerations affects the selection of the sampling rate in multimedia data?
- 3. [3M]: SQNR is a type of noise in Digital Audio. What is the reason of SQNR. If sample size is 3bits, how much noise is added?

#### Question 4 [15 M]

- A. [10 M] Put True or False and Correct the false statement
- 1. Flickering is occurred in progressive scanning
- 2. Final cut pro is audio editing software
- 3. De-interlacing process is occurred when reducing in video size
- 4. PNG file format support color lookup table
- 5. Freehand is image editing software
- 6. Increasing the Number of levels in dithering process increase the number of gray levels
- 7. HSV is Digital video color model
- 8. 4:2:0 Creates half of the data required in 4:4:4
- 9. NTSC frame takes 30milli seconds to be displayed
- 10. Higher video bit rate accommodate higher image quality
- B. [5 M]: Define The following Processes
  - 1. Sampling
  - 2. Thresholding
  - 3. Auto-tracing
  - 4. Posterization
  - 5. Quantization

## End of Exam, Dr Sameh

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