

Total No. of Questions :10]

SEAT No. :

P2913

[4958]-1108

[Total No. of Pages :2

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

Time : 2½ Hours]

[Max. Marks :70

Instructions to the candidates:

- 1) *All questions are compulsory.*
- 2) *Neat diagram must be drawn wherever necessary.*
- 3) *Figures to the right indicates full marks.*
- 4) *Assume suitable data, if necessary.*

- Q1) a)** What is Distributed Multimedia System explain with suitable example. **[5]**
- b) What is Authoring Tools. Explain the Authoring tools used in a Education field. **[5]**

OR

- Q2) a)** What is a need of image enhancement? Explain any one image enhancement technique. **[5]**
- b) What are different Image File Format explain each. **[5]**
- Q3) a)** What are various audio compression techniques? Explain any one in brief. **[5]**
- b) Write a short note on characteristic of sound wave Amplitude, frequency, Waveform, Speed. **[5]**

OR

- Q4) a)** What are the Multimedia Supported audio formats in Android. **[5]**
- b) Explain text compression technique Huffman Encoding with suitable example. **[5]**

P.T.O.

Q5) a) What is component, composite and S-video signal formats with there application. [8]

b) Explain each video transmission standard briefly. [8]

OR

Q6) a) What is a need of video file formats? Explain AVI and H.261 briefly.[8]

b) What is digitization of video? Explain process of digitization of video.[8]

Q7) a) What is OpenGL? Explain OpenGL shadowing and rendering technique. [8]

b) What is Animation? Explain different technique used to create Animation. [8]

OR

Q8) a) Enlist the 12 principles of Animation. Explain any three in detail. [8]

b) What is Steaming Technology? Explain RTSP and RTP Protocols used for streaming. [8]

Q9) a) What is Virtual Reality? Describe the devices used in Virtual Reality. [6]

b) Explain GStreamer based Multimedia Framework. [6]

c) Explain CCD and its use in the multimedia application. [6]

OR

Q10)a) Explain the need for synchronization in multimedia applications. State and explain types of synchronizations. [6]

b) Explain the terms Multimedia over IP and Media on demand briefly. [6]

c) Describe Android Multimedia Framework Architecture. [6]

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