

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 are 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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