

Total No. of Questions : 12]

SEAT No. :

P1888

[Total No. of Pages : 2

[5059]-208**B.E. (Computer Engineering) (Elective - II)****MULTIMEDIA SYSTEMS****(2008 Pattern)***Time : 3 Hours]**[Max. Marks : 100**Instructions to the candidates:*

- 1) *Answers to the two sections should be written in separate answer books.*
- 2) *Answer Q1 or Q2, Q3 or Q4, Q5 or Q6 from Section —I & Q7 or Q8, Q9 or Q10, Q11 or Q12 from Section —II.*
- 3) *Neat diagrams must be drawn wherever necessary.*
- 4) *Figures to the right side indicate full marks.*
- 5) *Use of Calculator is allowed.*
- 6) *Assume Suitable data if necessary.*

SECTION - I

- Q1)** a) Explain Microsoft Power Point in brief. [8]
 b) Compare streaming of Live audio, video and stored audio, video. [8]

OR

- Q2)** a) Explain with diagram structural components of Multimedia Database. [8]
 b) Describe in brief Multimedia file system with reference to conventional file system. [8]

- Q3)** a) Explain different techniques for enhancement of an Image using point processing. [8]
 b) Explain RLE compression technique by taking a suitable example. [8]

OR

- Q4)** a) Explain with diagram basic image Processing system. [6]
 b) Explain lossless and Lossy compression techniques of an Image. [10]

- Q5)** a) Which different parameters represents Sound Wave. [8]
 b) Explain with diagram chains and loops of MIDI. [10]

OR

- Q6)** a) Explain VOC audio file format. [8]
 b) What are different techniques of Audio Compression? Explain DM & DPCM in brief. [10]

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SECTION - II

Q7) a) Explain Huffman coding technique with example. [10]

b) Which are the different video broadcasting techniques? Compare them. [6]

OR

Q8) a) Enlist different video transmission standards. Explain any one in brief. [8]

b) Enlist text file formats and explain any two in brief. [8]

Q9) a) Describe following 2D animation techniques in brief [10]

i) Rotoscoping

ii) Onion skinning

b) Explain the architecture of Open GL [8]

OR

Q10) a) State and explain principles of 2D animation. [10]

b) Explain the role of animation in website development. [8]

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Q11) a) Explain in brief Rate Control and End-to-End Error control of Multimedia communication system. [8]

b) Explain use of virtual reality in Entertainment. [8]

OR

Q12) Write short notes on following - [16]

a) Kiosk

b) Quality of Service in Multimedia data transmission.

c) Applications of Multimedia in e-learning & Education.

