- 9. (a) Explain various multimedia file formats.
 7
 (b) Discuss database organization and transaction management for multimedia systems.
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 OR
- 10. (a) Give the working of each team member of multimedia team in detail.
 - (b) Discuss MPEG compression for video. 6
- 11. (a) Write note on animation, images and sound for the web.
 - (b) Explain the process of making multimedia production.

OR

- 12. (a) Explain in detail delivering on CD-ROM and DVD.
 - (b) Write note on web page makers and site builders.

NTK/KW/15/7588

Faculty of Engineering & Technology Seventh Semester B.E. (Infor. Tech.) (C.B.S.) Examination Elective—I: MULTIMEDIA SYSTEM

Time—Three Hours] [Maximum Marks—80 INSTRUCTIONS TO CANDIDATES

- (1) All questions carry marks as indicated.
- (2) Solve Question No. 1 OR Question No. 2.
- (3) Solve Question No. 3 OR Question No. 4.
- (4) Solve Question No. 5 OR Question No. 6.
- (5) Solve Question No. 7 OR Question No. 8.
- (6) Solve Question No. 9 OR Question No. 10.
- (7) Solve Question No. 11 OR Question No. 12.
- (8) Due credit will be given to neatness and adequate dimensions.
- (9) Assume suitable data wherever necessary.
- (10) Illustrate your answers wherever necessary with the help of neat sketches.
- (11) Use of non programmable calculators permitted.

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Hypermedia systems. (c) Write a note on dithering. (d) What is difference between 8 bit and 24 bit of images? What are look up tables? Explain. (e) Explain Cornections with respect to multimedia system. (f) Explain OCR software in detail. (g) Explain OCR software in detail. (h) What is CCD? What is its use? Explain in detail one of the devices in which it is used. (h) What are the types of authoring tools used in multimedia systems? Explain each of them. (g) Explain connections which it is used. (h) Explain in original systems. (c) Write a note on dithering. (d) What is difference between 8 bit and 24 bit of images? What are look up tables? Explain. (e) Explain Animation by computer. Also difference between computer animation and television animal devices of computer animation and television animal devices of the devices in which it is used. (e) Explain OCR software in detail. (f) Explain Hardware vs Software compression. (g) What is the need for compression? Explain in detail one of the devices in which it is used. (h) Explain in brief binary image compression technical images. (h) Discuss non-lossy compression for JPEG images.	1.	(a)	Define multimedia. Describe stages of multime project.	edia 6	5.	(a)	Give advantages and disadvantages of MIDI over Digital Audio. 5
2. (a) Give Multimedia Workstation Architecture, also explain Multimedia Architecture based on interface bus and network architecture for multimedia systems. 8 (b) What is Virtual Reality? Explain VRML. 5 3. (a) Write note on Macintosh and Windows platform for development. 5 (b) Explain connections with respect to multimedia system. 4 (c) Explain OCR software in detail. 4 (d) What is the need for compression? Explain in detail one of the devices in which it is used. 5 (e) Write a note on dithering. (f) Write a note on dithering. (g) Write a note on dithering. (h) Explain Animation by computer. Also difference between computer animation and television animal form of the need for compression? Explain in General Data Compression Scheme. (g) Explain OCR software in detail. 5 (h) Explain Hardware vs Software compression of the devices in which it is used. 5 (h) Discuss non-lossy compression for JPEG imaginary image compression for JPEG imaginary imaginary imaginary image compression for JPEG imaginary imaginary imaginary image compression for JPEG imaginary imaginar		(b)	Explain in brief applications of multimedia.	7		(b)	What is Hypertext? Explain in detail the structure of Hypermedia systems.
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