

(4<sup>th</sup> year, 2<sup>nd</sup> semester)

Time: Three hours

Full Marks : 100

## MULTIMEDIA TECH

PART-I1. Attempt any three (3) questions: (3\*5=15)

- (a) What do you mean by I-frame, B-frame, and P-frame in the context of video compression?
- (b) Define color Look-up tables (LUT).
- (c) Explain about Graphics interchange format.
- (d) What are the different types of color models? What are additive and subtractive color models?

2. Attempt all questions: (10\*1=10)

- (a) An image scanner can be used for storing-
  - (i) Text material
  - (ii) Engineering drawings
  - (iii) Pictures
  - (iv) All of these
- (b) Which of the following are interactive?
  - (i) Radio broadcast
  - (ii) A talk shown on TV
  - (iii) A Newspaper
  - (iv) A Computer game
- (c) MPEG stands for
  - (i) Moving picture expert group
  - (ii) Moving picture Engineers' group
  - (iii) Movie pictures Expert group
  - (iv) Motion picture Expert group
- (d) Which of the following attributes of text box control allow to limit the maximum character?
  - (i) Size
  - (ii) Len
  - (iii) Maxlength
  - (iv) All of these
- (e) A video sequence is usually captured by a video recorder at the rate of
  - (i) 1 frame/sec
  - (ii) 2 frames/sec
  - (iii) 25 frames/sec
  - (iv) None
- (f) The quality of the picture produced by a laser printer depends on
  - (i) It's resolution
  - (ii) Size of the picture file
  - (iii) The internal memory
  - (iv) The resolution of the monitor
- (g) The resolution of a typical monitor is about:
  - (i) 10dpi
  - (ii) 60dpi
  - (iii) 200dpi
  - (iv) 300dpi
- (h) To store good quality sound and audio signal in a multimedia PC is sampled at a rate of
  - (i) 44.1HZ
  - (ii) 4.41KHZ
  - (iii) 44.1KHZ
  - (iv) 4.41HZ
- (I) The format used for storing digital audio in the multimedia application is
  - (i) JPEG
  - (ii) TIFF
  - (iii) WAV
  - (iv) BMP
- (J) To provide comfort to the computer user, the graphics screen is refreshed at the rate of
  - (i) 5 frames per sec
  - (ii) 25 frames per sec
  - (iii) 60 frames per sec
  - (iv) 200 frames per sec

PART -II

Attempt any five (5) questions: (5\*15=75)

3. (i) Describe the steps of JPEG compression with full explanation.  
(ii) Compare and contrast JPEG and MPEG  
(iii) A series of messages is to be transferred between two computers. The message comprises the character A to E. Analysis has shown that the probability of each character is as follows:  
A = 0.35   B = 0.17   C = 0.17   D = 0.16   E = 0.15  
Using the Huffman coding derive the Huffman tree and also calculate the code word set.  
5+5+5 = 15
4. (i) Write the node structure of K-d tree.  
(ii) Write the algorithm that how to insert and delete an element in case of R-tree.  
5+10 = 15
5. Write short notes on any three of the following  
(a) Encryption  
(b) Inter object synchronization  
(c) MPEG  
(d) Quad tree  
5\*3=15
6. (i) What do you mean by animation? Differentiate between video and animation.  
(ii) Compare bitmaps with vector drawn graphics.  
(iii) Explain the different image file formats.  
5+5+5 = 15
7. (i) Briefly describe the multimedia synchronization model.  
(ii) What is multimedia? Illustrate the key properties of a multimedia system.  
(iii) Describe the application of Lip synchronization.  
5+5+5 = 15
8. (i) Describe the transmission of multimedia information.  
(ii) What are the challenges in multimedia.  
(iii) Write down about the Multimedia system.  
5+5+5 = 15