

Register No.:

1318

October 2024

Time - Three hours
(Maximum Marks: 100)

- [N.B.** 1. Answer all questions under Part-A. Each question carries 3 marks.
2. Answer all the questions either (A) or (B) in Part-B. Each question carries 14 marks.]

PART - A

1. Define multimedia. List its applications.
2. Define multimedia software. Give an example.
3. Write short notes on analog video.
4. Compare MIDI and digital audio.
5. List out the lossy and non-lossy compression standards.
6. Write notes on TIFF.
7. List out the multimedia input / output devices.
8. List the types of authoring system.
9. Define plug-ins.
10. Write the advantages of e-learning.

[Turn over.....

PART - B

11. (a) (i) Discuss the elements of multimedia.(7)
(ii) Explain the multimedia data interface standards.(7)

(Or)

- (b) (i) Describe about IMA architectural frameworks for multimedia system. (7)
(ii) Write about open source replacements. (7)

12. (a) Discuss about image acquisition, processing and enhancement.

(Or)

- (b) Explain the applications of text in multimedia.

13. (a) (i) Discuss about the lossy compression schemes.(7)
(ii) Illustrate the TWAIN architecture.(7)

(Or)

- (b) Describe about the database organization and transaction management in multimedia systems.

14. (a) Discuss about the various multimedia software tools with an example.

(Or)

- (b) Discuss the role of different team members in multimedia development.

15. (a) Discuss the major classifications of multimedia network.

(Or)

- (b) Explain about the architecture of streaming.
