

November 2022

Time - Three hours  
(Maximum Marks: 75)

- [N.B. 1. Q.No. 8 in PART - A and Q.No. 16 in PART - B are compulsory. Answer any FOUR questions from the remaining in each PART - A and PART - B.  
2. Answer division (a) or division (b) of each question in PART - C.  
3. Each question carries 2 marks in PART - A, 3 marks in Part - B and 10 marks in PART - C.]

PART - A

1. Define virtual reality.
2. What are color palettes?
3. Define computer animation.
4. What is the need for data compression?
5. Expand: JPEG and MPEG.
6. What is video frame grabber?
7. Give any two examples for web based applications.
8. What is holography?

PART - B

9. Define hypermedia document.
10. What is multimedia authoring? List any two authoring tools.
11. Differentiate vector images and bitmap images.
12. What are the multimedia standards for video?
13. What are the limitations of traditional input devices?
14. What is an OCR software?
15. Define media on demand.
16. What are the differences between MIDI and digital audio?

[Turn over.....

17. (a) Explain the network architecture for multimedia systems.

(Or)

(b) Explain about the file formats for multimedia systems.

18. (a) Explain about gray level image and colour images.

(Or)

(b) Explain how video works are displayed.

19. (a) Explain about the various data compression standards.

(Or)

(b) (i) Write about storage and retrieval of multimedia data.  
(ii) What is content based retrieval in digital libraries?

20. (a) Explain about the various printing technologies.

(Or)

(b) Explain about the 3D modelling and animation tools.

21. (a) Discuss about virtual reality designing and modelling.

(Or)

(b) Explain in detail the web based applications.

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