

969

Register No.:

April 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. What are the uses of OpenGL?
2. List out any three multimedia applications.
3. Write notes on multimedia system sounds.
4. What is animated text?
5. What is the difference between lossy and non – lossy compression standards?
6. Define RTF.
7. What is full motion video controller?
8. What is Image-Editing?
9. What are multimedia networks?
10. Write down the MIME types.

[Turn over.....

PART - B

11. (a) Explain about Multimedia Workstation Architecture with diagram.

(Or)

(b) Explain about Multimedia Data Interface Standards and Video Processing Standards.

12. (a) (i) Explain about shooting and editing of video. (7)

(ii) Explain computer animation techniques. (7)

(Or)

(b) Explain the 1 bit images, 8 bit color images and 24 bit color images.

13. (a) Explain about color layout and texture layout of C-BIRD.

(Or)

(b) (i) Write the algorithm to compress a movie file.(7)

(ii) Explain TWAIR architecture.(7)

14. (a) (i) Explain the working principle of Electronic pen.(7)

(ii) Explain about Text Editing and Word Processing Tools. (7)

(Or)

(b) (i) Explain about the stages of a multimedia project. (7)

(ii) Explain about the types of authoring tools. (7)

15. (a) Explain about sound and video for the web.

(Or)

(b) Explain about Video Conferencing and Internet Telephony.
