

IV B.Tech II Semester Regular Examinations, Apr/May 2006
MULTIMEDIA SYSTEMS
(Common to Computer Science & Systems Engineering and Electronics & Computer Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. Discuss in detail the history of film & Animation with examples And also explain the features of early cinema. [16]
2. (a) Identify three phenomena in the natural world that exhibit continuous change. What values you store to represent each one & how would digitization affects them?
(b) The sampling rate of 44.1 KHz used for audio CD's adequate to reproduce musicals sound adequately? Justify your answer. [8+8]
3. (a) What are Gradient fills?
(b) Explain with a diagram the two examples of gradient fills?
(c) What are patterns? Explain. [4+8+4]
4. (a) Define resolution? Explain what are the two common ways of specifying resolution?
(b) Discuss in detail about image resolution? [8+8]
5. (a) Describe in detail the colors and pallets in Multimedia?
(b) Locate the various file types used in Multimedia? [8+8]
6. Discuss in detail the font encoding system and HTML character encoding standard? [16]
7. Describe in detail some tips for shooting video for your multimedia projects. [16]
8. (a) Explain the advantages & Disadvantages of MIDI over Digital Audio.
(b) Explain in detail the concepts involved in Digital Audio. [8+8]

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1. (a) Define & Explain with example What is Multimedia?
(b) What are the components of multimedia?
(c) Discuss the history of Multimedia? [4+4+8]
2. (a) What do you mean by compressing Movie File. [4]
(b) Explain
 - i. Compression ratio
 - ii. Image quality
 - iii. Compression / Decompression Speed. [4x3=12]
3. (a) List the Visual elements of multimedia?
(b) Define Pixel? Explain the role of Pixel in graphics.
(c) Distinguish between two different approaches to graphical modeling? [4+4+8]
4. Explain in detail Image Compression? [16]
5. (a) Describe in detail the colors and palettes in Multimedia?
(b) Locate the various file types used in Multimedia? [8+8]
6. Write short notes on
 - (a) HTML character level Formatting
 - (b) HTML & WWW
 - (c) Designing a table in HTML
 - (d) Hyper card. [4x4=16]
7. Discuss in detail the working with text and tables and also list suggestions for creating good titles. [16]
8. Is there a limit on how far you can a) Stretch b) Contract, a digitized sound successfully? What aspects of particular kinds of sound might effect the limit. [16]

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1. (a) Explain with an example the basic stages in the multimedia project?
(b) List all the specification of DVD? [8+8]
2. (a) Describe in detail the basic components of computer Graphics.
(b) Describe the co-ordinates of Pixel Representation? [8+8]
3. (a) List the Visual elements of multimedia?
(b) Define Pixel? Explain the role of Pixel in graphics.
(c) Distinguish between two different approaches to graphical modeling? [4+4+8]
4. Discuss in detail pixel group Processing? [16]
5. What is quantum theory? Explain how this theory is related to natural light and color? [16]
6. Define & Describe
 - (a) Multimedia
 - (b) Interactive Multimedia
 - (c) Hypermedia
 - (d) Hyper Text
 - (e) Links
 - (f) Anchors
 - (g) Notes
 - (h) HTML. [2x8=16]
7. What do you mean by digitizing video? Write different video standards in detail? [16]
8. Differentiate between MIDI Versus Digital Audio. Explain general MIDI & Quick Music Archicture. [16]

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1. (a) Define
 - i. Multimedia
 - ii. Interactive multimedia(b) Justify your explanation, why multimedia required large amount of digital memory & large amount of band width
(c) List the area in which multimedia is used? [6+6+4]
2. (a) Identify three phenomena in the natural world that exhibit continuous change. What values you store to represent each one & how would digitization affects them?
(b) The sampling rate of 44.1 KHz used for audio CD's adequate to reproduce musicals sound adequately? Justify your answer. [8+8]
3. (a) Explain in detail
 - i. Bit mapped graphics
 - ii. Vector graphics.(b) With the help of diagram, Explain the various visual representations of data? [8+8]
4. Discuss in detail convolution mask? [16]
5. Write short notes on:
 - (a) Video Performance measurement
 - (b) Measurement of resolution
 - (c) Measurement of gray scale response
 - (d) Measurement of noise. [4x4=16]
6. (a) Describe in detail the structure and navigation Hypermedia.
(b) What do you mean by Complimentary Navigational Structures. [8+8]
7. What do you mean by digitizing video? Write different video standards in detail? [16]
8. (a) Explain the advantages & Disadvantages of MIDI over Digital Audio.
(b) Explain in detail the concepts involved in Digital Audio. [8+8]
