

**IV B.Tech. II Semester Supplementary Examinations, July -2005**  
**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**

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1. What are the responsibilities of a audio specialist?
2. Differentiate among the windows and Macintosh platform for multimedia with reference its specifications, applications and merits.
3. Explain the method of importing multimedia elements using the Microsoft Word with an example.
4. (a) Describe about font types and faces.  
(b) What ways a text can be used to present information and manage operations of a multimedia application?
5. (a) What are bitmap images? How are they made?  
(b) What are vector drawn images?  
(c) Differentiate between bitmap and vector drawn images.
6. Assuming that you are having a multimedia company you got a contract to develop applications for an entertainment firm. The applications require more use of computer animation and videos. The product is to be in kiosks. Write in detail the procedure you adopt in planning and designing for the production and delivery of the application.
7. Write a detailed note on the various hardware and software requirements to connect to the Internet.
8. (a) What is SGML? Explain.  
(b) Write a note on XML and its applications in multimedia development.

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1. Where to use multimedia?
2. Describe the Storage devices with its applications, limitations, merits and uses.
3. Describe the good desirable features of image-editing tools with examples.
4. (a) Which do you prefer, in digital audio and MIDI for your multimedia applications? Write down advantages and disadvantages of using digital audio over MIDI.  
(b) Explain the relation between file size and quality in digital audio.  
(c) How would you use digital audio to enhance a graphic or text based presentation.
5. (a) What are bitmap images? How are they made?  
(b) What are vector drawn images?  
(c) Differentiate between bitmap and vector drawn images.
6. Describe the steps that you might use in planning a multimedia product. Explain with an example.
7. Write a detailed note on the history and evolution of Internet.
8. (a) Explain in detail how images can be put in to the web with an example.  
(b) What are the various image file formats?

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1. How multimedia is useful in training?
2. Explain the types of memory with its applications and characteristics with an example.
3. What are the different kinds of Presentation tools are available? Explain each one with its applications.
4. (a) Which do you prefer, in digital audio and MIDI for your multimedia applications? Write down advantages and disadvantages of using digital audio over MIDI.  
(b) Explain the relation between file size and quality in digital audio.  
(c) How would you use digital audio to enhance a graphic or text based presentation.
5. (a) Write about various Broadcast video standards.  
(b) Describe how using video overlay systems can integrate computers and television.
6. Describe the steps that you might use in planning a multimedia product. Explain with an example.
7. (a) What issues are important for multimedia products that depends on the new creation of significant amounts of content, i.e. for using content created for a project.  
(b) Describe the ways in which you can get the existing talent to use for creation of content for your project.
8. Present a detailed note on various multimedia applications.

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1. What is a kiosk? and its use.
2. What is DVD? Explain its features with its main specifications with an example.
3. What is 3-D modeling? Explain principle of 3-D modeling with an example.
4. (a) Describe about font types and faces.  
(b) What ways a text can be used to present information and manage operations of a multimedia application?
5. (a) Describe following animation techniques
  - i. Cel animation
  - ii. Computer animation.  
(b) Explain how you can create an animated scene with an example.
6. Assuming that you are having a multimedia company you got a contract to develop applications for an entertainment firm. The applications require more use of computer animation and videos. The product is to be in kiosks. Write in detail the procedure you adopt in planning and designing for the production and delivery of the application.
7. Write a detailed note on the various hardware and software requirements to connect to the Internet.
8. (a) What is HTML? Explain.  
(b) Present a detailed note on various html tags and their use.

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