

IV B.Tech. II Semester Regular Examinations, April/May -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

1. When do you say multimedia is non-linear?
2. Differentiate among the windows and Macintosh platform for multimedia with reference its specifications, applications and merits.
3. What is the use of spreadsheets? Where it is useful? Why it is required? Explain the same 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) Write about various Broadcast video standards.
(b) Describe how using video overlay systems can integrate computers and television.
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 notes on:
 - (a) Acrobat reader
 - (b) Word viewer
 - (c) CMS viewer
 - (d) Fractal viewer
8. Write a detailed note on multimedia entertainment and the ways in which it can be provided.

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1. List the features of a multimedia authoring tool.
2. What do you mean by OCR Devices? Explain the different types of OCR devices with its applications.
3. What are the different media types for quick time. Explain each with one application.
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. 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. Present a detailed note on multimedia consumption and issues involved in it.

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1. How multimedia is useful in training?
2. Explain the windows multimedia PC platform with its applications and also discuss its applications.
3. (a) Explain the necessary basic tools for multimedia software.
(b) Write note on OCR software.
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 digital video recording formats.
(b) Write about various video compression techniques in digital video.
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) What is HTML? Explain.
(b) Present a detailed note on various html tags and their use.

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1. What are the qualities of a good multimedia producer?
2. Describe the following:
 - (a) Digital Cameras
 - (b) Voice Recognition Systems
 - (c) Graphic tablets.
3. List the types of authoring tools. Explain each one of them with reference to its applications and uses.
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.
 - (a) Describe how compact disc made and then describe about family process.
 - (b) Write down issues you come across for packaging various multimedia products to make them to generate more profits.
8.
 - (a) What are the various audio file formats?
 - (b) Explain how sound can be provided for the WebPages with an example.
