



DF-1464

M. Sc. (CA) (Sem. III) Examination

March/April - 2016

Paper - 305 : Multimedia Systems

(Old & New Course)

Time : 3 Hours]

[Total Marks : 70

Instruction :

नीचे दृष्टावेक निशानीवाणी विगतो उत्तरवही पर अवश्य लपवी. Fillup strictly the details of signs on your answer book.		Seat No. :	
Name of the Examination :		<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
<input type="text" value="M. Sc. (CA) (Sem. III)"/>		<div style="border: 1px solid black; border-radius: 15px; height: 80px; display: flex; align-items: center; justify-content: center;">Student's Signature</div>	
Name of the Subject :			
<input type="text" value="Paper - 305 : Multimedia Systems (Old & New Course)"/>			
Subject Code No. :	<input type="text" value="1"/> <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="4"/>	Section No. (1, 2,.....) :	<input type="text" value="Nil"/>

Q. 1. Do as directed.

[14]

- (i) Give any four file format that support video.
- (ii) Define multimedia.
- (iii) Explain I-frame and B-frame.
- (iv) Write note on image compression.
- (v) Explain Sprite animation.
- (vi) List any four Bitmap file formats.
- (vii) List various Distributed multimedia applications.

Q. 2. Write note on the following. (Any two)

[14]

- (i) Vector graphics.
- (ii) Transformations.
- (iii) Filters

Q. 3. Attempt following. (Any two)

[14]

- (i) What is digitization? Write advantages of digitization
- (ii) Explain various multimedia data compression techniques.
- (iii) Write note on various video standards.

Q. 4. Answer in detail. (Any two)

[14]

- (i) Write note on "Captured animation and image sequences".
- (ii) Write concept of Distributed Multimedia server.
- (iii) Explain concept of "Combining sound and picture".

Q. 5. Answer in detail. (Any two)

[14]

- (i) Write note on file formats..
 - (ii) Explain following terminology: Key frame, frame, frame rate, compression, and compression ratio.
 - (iii) Explain different type of sound compression.
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