Register Number:……..

B.E/B.TECH DEGREE EXAMINATIONS: APRIL/MAY 2014

(Regulation 2009)

Sixth Semester

CSE118: MULTIMEDIA SYSTEMS

(Common to CSE and IT)

Time: Three Hours **Maximum Marks: 100**

Answer ALL Questions:-

PART A (10x1=10 Marks)

1. FPS stands for ----------.
   a) Focal Point Scale b) Frames Per Second
   c) Film Perfect Standard d) Film Projection Standard
2. Surrogate travel is the ability to_____
   a) At least partially experience the effects of travel without actually incurring the time, expense, hassle, or hardships of actually making the trip yourself.
   b) Fully experience the effects of travel without actually incurring the time, expense, hassle, or hardships of actually making the trip yourself Employees
   c) Fully experience the effects of travel with actually incurring the time, expense, hassle, or hardships of actually making the trip yourself Employees
   d) At least partially experience the effects of travel with actually incurring the time, expense, hassle, or hardships of actually making the trip yourself.
3. Which is not a part of Multimedia frame work _____
   a) Multimedia Information Model
   b) Multimedia Conferencing Model
   c) Multimedia Distributed Processing Model
   d) Multimedia Content Development Model
4. Human audible frequency range _____
   a) 200 to 20000 KHz b) 20 to 20000Hz c) 20 to 20000 KHz d) 2 to 20KHz
5. Which is not a colour model?
   a) CMYK b) YIV c) YUV d)YIQ
6. ADPCM is a ……

   a) Transform Coding Technique b) Statistical Coding Technique
   c) Predictive Coding technique d) Interpolative technique
7. MPEG is standard under _____
   a) CCITT b) IEEE c) ISI d) ISO
8. In JPEG Zig-Zag ordering is carried out to enable_____
   a) RL Encoding b) CLUT c) Statistical Encoding d) Interpolation
9. For Multisite video conferencing, first large scale operational system was developed by
   a) British Telecom & University of London b) AT & T and MIT
   c) BSNL & IIT Mumbai d) TATA & IIT Delhi
10. Architectures of Multimedia communication can introduce
    a) Unifying principles which avoid redundancy of common services
    b) Reduce number of devices
    c) Interfaces that the user deals with
    d) All the above

PART B (10x2 = 20 Marks)

11. List issues of distributed multimedia system.
12. How digital audios are stored in computer?
13. List the advantages of image compression?
14. How colour pictures are stored in computer and name any one compression technique?
15. Compare multimedia and hypermedia.
16. State how presentation is different from authoring.
17. Draw the protocol reference model for multimedia services.
18. What is a Turing Machine?
19. Write a noted on HDTV.
20. State any two capabilities of an Intelligent Multimedia System.

PART C (5x14 = 70 Marks)

21. a) (i) Explain about the need for intra media and inter media synchronization in multimedia systems. (7)
    (ii) Illustrate Digital representation of sound and music. (7)

(OR)

b) (i) Write a note on MIDI Protocol. (7)

(ii) Write a note on Speech recognition and Synthesis. (7)

22. a) Explain in detail about JPEG.

(OR)

b) (i) Discuss about device control in multimedia services. (7)

(ii) Write the significance and functionality of Media Streaming Protocol (7)

23. a) Explain the file system support for continuous media.

(OR)

b) (i) Explain the current state of Multimedia presentation and authoring industry. (7)

(ii) Explain the barriers to widespread use of authoring and presentation systems. (7)

24. a) (i) Explain network services for multimedia services over the public network. (7)

(ii) Write a detailed note on QMF. (7)

(OR)

b) (i) Explain about Teleconferencing systems. (7)

(ii) Discuss about shared application architectures and embedded objects. (7)

25. a) (i) Write a note on Seams and design approaches. (7)

(ii) With a neat block diagram explain the architecture of Team Work Station. (7)

(OR)

b) Write in detail about intelligent multimedia system.

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