ROLL NO.

Subject: Multimedia

AMIETE - IT

Time: 3 Hours

Code: AT65

DECEMBER 2013

studentBounty.com Max. Marks: 100

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE OUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q. 1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the O.1 will be collected by the invigilator after 45 minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

Q.1	Choose the correct or the best alternative in the following:	(2×10)
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a. Which of the following is NOT a video file extension?

(A) MP4	(B) AVI
(C) JPG	(D) MOV

b. A broadcast/NTSC video requires how many FPS for it to play smoothly?

(A) 15	(B) 30
(C) 45	(D) None of these

c. MP3 as an extension of a _____ file.

(A) Sound	(B) Music
(C) Audio	(D) All of these

d. If you want to enlarge/ reduce an image size which differs extensively from its original size without loss in its quality, that image should be in which format?

(A) Vector	(B) Raster
(C) Encapsulated	(D) None of these

e. What is another name for 2D animation?

(A) Clay animation	(B) Computer animation
(C) Cell animation	(D) Stop-motion animation

f. What method of animation creates the in- between frames when you create the start and end points of the animation?

(A) Action script(C) Authoring	(B) Tweening(D) None of these	
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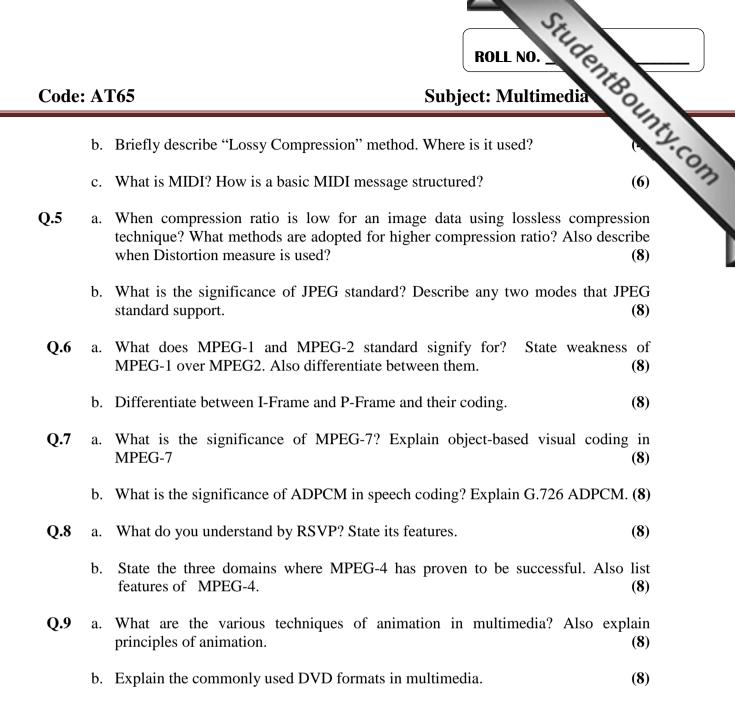
AMIETE- IT

	ROLL NO. Subject: Multimedia Illed a (B) Bitmap (D) Thumbnail
Code: AT65	Subject: Multimedia
g. A smaller version of an image is ca	lled a
(A) Clipart(C) Portable network graphic	(B) Bitmap(D) Thumbnail
•	ndard is for higher quality video at a bitrate of eveloped as a standard for digital broadcast TV.
(A) MPEG-1 (C) MPEG-7	(B) MPEG-2(D) None of these
	coder /decoder for audiovisual services at PX 64
(A) H.242 (C) H.261	(B) H.230 (D) H.320
j. ATM adaptation layer (AAL) conv	erts
 (A) User data into ATM data stream (B) ATM data streams into user dat (C) None of these (D) Both (A) and (B) 	

Answer any FIVE Questions out of EIGHT Questions. Each question carries 16 marks.

- Q.2 a. What is meant by the terms Multimedia and Hypermedia? Distinguish between these two concepts. (4)
 - b. Briefly explain why we need to have less than 24-bit colour representations (typically down to 8-bit) and why this is sometimes a problem? Give one example where 8-bit colour representation have an advantage in terms of image/video processing? (4)
 - c. What is VRML? Explain.
 - Q.3 a. List three distinct models of colour used in Multimedia. Explain why there are a number of different colour models exploited in multimedia data formats. (5)
 - b. What are the advantages and disadvantages of digital representation for video? (5)
 - c. Compare between various standards for the transmission and reception of analog broadcast TV systems. (6)
- Q.4 a. What do you understand by Huffman coding? What is the principle in generating the Huffman code? (6)

(8)



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