DR.KALAM POLYTECHNIC COLLEGE, AVANAM
DEPARTMENT OF COMPUTER ENGINEERING
MULTIMEDIA SYSTEMS
UNIT-I

PART-A

1. Define multimedia. (OCT 14)
2. List out the applications of multimedia. (APR 15)
3. What are the basic objects of multimedia? (APR 14,16)
4. What is document image?
5. Give example for multimedia business applications?
6. Define virtual reality?
7. Expand API?
8. Expand IMA?
9. List the factors that affect the speed of transmission?
10. Expand IEEE?
11. Define hypermedia documents?
12. What is the function of HTTP?
13. What is resolution?
14. Expand HDTV, UDTV? (APR15)
15. Expand MIDI?
16. List any three software drivers?
17. What are the places in which multimedia is used? (OCT 14)
18. Define VRML. (OCT14)
19. Define holographic images. (OCT14)
20. Define fuzzy logic. (OCT 15)

PART-B

1. Explain multimedia workstation architecture? (APR-15)
2. Explain about fuzzy logic? (APR-15)
3. Explain some useful editing tools? (APR-15)
4. Explain the network architecture
   of multimedia system? (OCT-15)
5. Explain the detail about evolving multimedia
   technology 3D and holography? (APR-16)

6. Explain about VRML? (APR-15)
7. Discuss the detail about the various
   multimedia applications? (OCT-14)
8. Define multimedia. Explain its elements. (APR-14)
9. Write about open source replacements. (APR-14)
10. Write about DSP and full motion videos?
11. Explain the types of multimedia
    software tools. (OCT-14)
12. Explain the multimedia architecture (OCT14
    based on interface bus. APR16)

UNIT-II

PART-A

1. Define ascender and descended?
2. List out some font style?
3. Give examples for sanserif font?
4. Define hyper text? (APR 15)
5. What is dithering? (APR16)
6. What is shading?
7. What is mean by power of sound?
8. What is amplitude?
9. List the audio recording hardware?
10. What is story board?
11. What is video format converter? (APR 14)
12. What are the characteristics of digital video?
13. Expand AMR and OLE (APR 16)
14. What is animation? (OCT 15)
15. What is the use of color palettes? (APR 15)
16. Define leading and tracking. (APR16)
17. Define rendering and reflection. (OCT 14)
18. What is toggling? (OCT 14)
19. What is analog video? (APR 15)
20. What is codec? (OCT 15)

PART-B

1. Explain about hypertext tools? (APR-15)
2. Write about color dithering?
3. Write about animation techniques? (APR14)
4. Explain codec. (APR-15)
5. Explain 3D drawing and rendering. (OCT-15)
6. Write about video convertors. (OCT-15)
7. Explain hypermedia structure and hypermedia tools. (APR-14)
8. Explain how to make MIDI files.
9. Compare MIDI and digital audio. (OCT-15)
10. Explain shooting and editing of a video. (APR-14)
11. Explain the audio formats supported
    by mobile and internet. (OCT-14)
12. Explain the various types of bit map images. (OCT-14)
13. Write about audio recording. (OCT-14)
14. Differentiate vector drawn object and bitmap. (APR-16)
15. Explain about fonts and typefaces. (OCT-15)
16. Explain applications of text in multimedia. (APR-16)
17. Explain the principle of animation. (APR-16)
18. Explain how video works. (APR-16)

UNIT-III

PART-A

1. List some lossy compression standards? (APR15 16)
2. What is entropy?
3. What is the function of a quatizer?
4. Define DCT?
5. What is interframe compression? (OCT 14)
6. What are fractals? (APR 14)
7. Expand RTF?
8. Define chunks?
9. What is the use of TWAIN? (APR15 16)
10. What is transmission latency? (OCT 14)
11. Give examples for bitmap images?

12. What is transmission latency? (APR 16)
13. What are the file name extensions of JPEG?
14. What are the advantages of GIF?
15. What is the use of multimedia database? (APR 15)
16. Define compression. List its types. (OCT 14)
17. What is MPEG? (APR 15)
18. Expand RIFF. (OCT 15)
19. Define transaction management. (OCT 15)

PART-B

1. Explain various standards of videos. (APR-14)
2. Explain about storage and retrieval methods. (OCT,APR 14,APR16)
3. Explain compression standards. (OCT-15, APR-16)
4. Explain TWAIN. (OCT-15)
5. Explain database organization?
   for multimedia,? (OCT15APR 14APR16)
6. Explain about JPEG compression? (APR-15)
7. Explain about transaction management
   of multimedia? (APR-15)
8. Explain RTF and WAV file formats. (APR-15)
9. Write about the requirements for (OCT-15,
   full-motion video compression? APR-16)
10. Explain DBMS for multimedia?
11. Explain binary image compression?
12. Explain non-lossy compression schemes. (APR-16)
13. Write about need of data compression. (APR-15)
14. Explain the TWAIN architecture. (OCT-14)
15. Explain the various techniques for audio compression. (APR-14)

UNIT-IV

PART-A

1. List some multimedia input and output devices?

2. Which are the multimedia data types?
3. What is digital pen?
4. What is bandwidth?
5. Expand CRT? (OCT 15)
6. Give examples for audio hardware?
7. What is the use of multimedia devices?
8. Differentiate passive LCD and active LCD? (OCT 14)
9. Why is laser printer suitable for multimedia?
10. What is voice recognition system?
11. What is normalization?
12. What are the advantages of hand-held scanner?
13. What is isolated word recognition?
14. What is color dithering?
15. List the types of authoring tools? (APR 15)
16. What is OCR? (OCT 15)
17. Define histogram stretching and shrinking. (APR 14)
18. What is the use of communication devices? (APR 14)
19. What is the image processing? (APR16)
20. What is the use of digital camera? (OCT 15)
21. what are the types of image scanner? (APR15 16)

PART-B
1. Explain the function of a digital pen? (OCT-14)
2. Explain the various types of scanners?
3. Explain the functions of laser printer? (APR14 16)
4. Explain the operation of video camera. (OCT-15)
5. Explain authoring tools and its types. (OCT-15)
6. Explain the voice recognition system? (APR-14)
7. Give the role of multimedia designer. (OCT-15)
8. Explain the working principle of electronic pen. (APR15 16)
9. Explain the function of a digital camera? (APR15 16)
10. Write about multimedia hardware? (APR-15)
11. Write about instant multimedia?
12. Write about the various multimedia software tools?
13. Explain the various team members
   of multimedia system. (APR14 16)
14. Explain types of authoring tools. (OCT 15)
15. Explain the function of CRT. (OCT-14)
16. Explain the stages of multimedia project. (OCT-14)
17. Write the role of project manager. (APR-15)

UNIT-V

PART-A
1. What is storyboard?
2. What is prototyping? (OCT 14)
3. What is dialogue box?
4. What is public domain?
5. Expand CBT?
6. What is bottleneck? (APR 14)
7. What is a MIME types? (APR 16)
8. What is nibbling?
9. What is Meta data?
10. List the advantages of DVD in multimedia? (APR 14)
11. What is documentation? (APR 14)
12. What is server-side scripting?
13. What is the use of buttons?
14. Define plug-ins?
15. Define virtual reality. (APR14 15)
16. What is copy right? (OCT14 15)
17. What is image map? (OCT 14 15)
18. What is clickable image button? (APR14 16)
19. Define bandwidth. (APR 16)
20. What do you mean by copyright?
21. What is file archiever? (APR 14)

PART-B
1. Write about MIME types? (APR-14)
2. Write about structured multimedia product. (APR14 16)
3. How multimedia products delivered
   on CD's and DVD's. (OCT-15)
4. Write about bandwidth and bottleneck. (OCT-15)
5. Explain in detail about virtual reality (OCT-15,
   designing and modeling. APR14 15)
6. Explain plug-ins and delivery vehicles. (APR15 16)
7. Explain GIF89a. (APR-15)
8. Explain file archives. (APR-15)
9. Explain the various user interfaces?

10. Define image map. Explain how it is created?
11. Write about workspace and nibbing.
12. How are the multimedia products   (APR14 16,
    prepared for deliver?   OCT-14)
13. Explain the steps of designing the structure of a project. (OCT-14)
14. Explain how text is used in various ways in web pages. (OCT-14)
15. Write about testing of multimedia product.   (OCT-14)
16. Write about testing of multimedia products.   (OCT-15)