**CHAPTER 1** (Marks: 16)

1. Explain any four display terminology of multimedia system.
2. State the use of scanner in multimedia system.
3. Define :

i) Triad ii) Pixel iii) Video bandwidth iv) Barrel distortion v) Roping

1. List and explain different technologies used in optical storage media. OR State meaning of CD-ROM, WORM, Rewriteable, and Multifunction.
2. Describe holographic images and its use.
3. Discuss RAID technology for mass storage for multimedia servers.
4. State the application of DSP.
5. List any four components of Multimedia file.
6. Describe image Annotation and its use.
7. Why the traditional input devices are not suitable for multimedia systems? List the multimedia devices used for video conference.
8. Describe working of Digitizer and state function of dictionary of electronic pen. OR Explain working of Electronic Pen.
9. Explain the working of digital camera with its components.

**CHAPTER 2** (Marks: 16)

1. Describe briefly scripting language and conference service of multimedia distributed processing model.
2. Describe tightly controlled and bounding related to QOS architecture.
3. Describe orchestration related to multimedia system.
4. Describe the importance of synchronization in multimedia application.
5. Explain the architecture of multimedia system with neat diagram.
6. Explain in detail the framework of multimedia system with labeled diagram.

**CHAPTER 3** (Marks: 24)

1. What benefits are achieved by using compression in multimedia systems? OR Explain the need of Multimedia Compression and Decompression. OR Why compression and decompression technique are used in multimedia system?
2. Explain Lossless and Lossy compression with example. OR Write short note on color, gray scale and still image compression.
3. Draw and explain block diagram of video compression technique.
4. Describe simple video compression technique.
5. Explain various objectives of JPEG.
6. Explain JPEG architecture with block diagrams.
7. Describe with figure JPEG-DCT encoding, quantization and Zig-Zag Ordering.
8. What are JPEG and its requirement? Write full form of RTF and RIFF.
9. What are the I, P, B and D pictures related to MPEG coding?
10. Explain the objectives of MPEG.
11. Describe TIFF architecture with diagram.
12. Define the following terms related to TIFF:
    1. Basic tag field ii) Information field
    2. Facsimile fields iv) Document storage.
13. Compare RIFF and AVI file format.
14. Describe voice commands and voice synthesis.
15. Explain resource interchange file format in brief (RIFF).
16. What is transfer coding technique explain it with example?

**CHAPTER 4** (Marks: 16)

1. Describe multimedia authoring system. Different types of multimedia user & compare them.
2. Which steps are crucial for designing a hypermedia system?
3. Explain in detail the design issues for multimedia authoring system.
4. Describe the object display issues. OR Explain video scaling, planning and zooming. OR State image display issues in multimedia authoring system.
5. How to design an interactive user interface?
6. What are different Authoring Tools? Describe any one in details.
7. Draw and explain block diagram of model of a Timeline Based Multimedia Authoring System.
8. What is Scene Change Frame Detection? Why it is required?
9. Explain telephone Metaphor with example.
10. List the types of multimedia authoring system. Explain any two in detail.
11. What are the metaphors of multimedia system? Explain any two.
12. Explain navigation methods for information access. OR How the direct and index access to the information can be made in multimedia authoring and user interface?
13. What is scene change frame detection? Why it is required?
14. Discuss in brief video frame interleaving.
15. Describe dedicated multimedia authoring system.

**CHAPTER 5** (Marks: 20)

1. List the components of distributed multimedia system.
2. Explain multi server network topology. OR State four topologies used for multi-server network.
3. Explain distributed client server operation with its block diagram.
4. Define middleware and list its four functions related to distributed computing.
5. Describe what is object linking and embedding. State difference between them. OR Differentiate between embedding and linking with reference to storing and editing of multimedia objects.
6. Define objects for multimedia.
7. When different types of multimedia objects on the same server are combined? What should be motive to separate them?
8. Define middleware and list its four functions related to distributed computing.
9. Explain any four characteristics of multimedia transaction.
10. Describe the role of Data-processing server and full motion video server.
11. What are the different types of multimedia object server?

**CHAPTER 6** (Marks: 08)

1. List different editing tools. How to modify a created object? How to scale and rotate the shape?
2. Explain color mixer of flash.
3. Which tool is used to create shape in flash? Explain with example.
4. What is the use of paint bucket tool? How Gap size and Lock fill options are used?
5. Explain Ink bottle tool in details.
6. Describe the time-line, tool box, panels, and Stage of the Flash environment.
7. What is the use of color mixer and color component panel?
8. Compare circle and rectangle tool with respect to their use.
9. Explain line tool with the example.
10. Describe Eye dropper tool with example.
11. What is flash? Explain its uses in multimedia system.