Multimedia Technologies (End Term - Dec 2008)

Note : Attempt any 5 including Q1which is compulsory.

Q1. Explain the following   (2*10=20)

a) Hyper Media

b) Lossy and Lossless Compression

c) HTML

d) Plug-ins

e) Purpose of Dream weaver

f) Media consumption

g) Digital communication

h) Pulse code modulation

i) CD-ROM technology

j) ODA

Q2.

a) Define multimedia. Explain its applications in different fields.   (6)

b) Write short notes on Multimedia Production Platforms.   (4)

Q3.

a) What is authoring? Explain about different authoring tools.

b) Explain any text compression techniques with an example.   (10)

Q4.

a) Explain the concept of VRML.

b) Explain the concept of Web Servers and Web Browsers.   (10)

Q5.

a) What do you mean by Digital broadcasting? Explain.

b) Explain the production life cycle of multimedia project. (10)

Q6.

a) Differentiate between animation and video.

b) Explain the concept of Image Compression with an example. (10)

Q7. Explain the following : (3.5 + 3 + 3.5)

a) Interactive TV

b) Media Games

c) Multimedia Hardware