Reg. No. :

Question Paper Code: U5F03

B.E./B.Tech. DEGREE EXAMINATION, NOV 2023

Fifth Semester

Computer Science and Design

21UCD503 MULTIMEDIA TECHNOLOGIES

(Regulations 2021)

Duration: Three hours   Maximum: 100 Marks

Answer All Questions

PART A - (10 x 2 = 20 Marks)

1.	What are the challenges in multimedia?	CO1-U
2.	List the key issues in data organization for multimedia systems.	CO1-U
3.	Write down the TIFF file format specifications.	CO1-U
4.	Define Codec.	CO1-U
5.	State the key difference between I-frame, P-frame and B-frame.	CO1-U
6	Give two examples for lossless compression techniques.	CO1-U
7	What are standard types of Multimedia Object Servers?	CO1-U
8	Differentiate Virtual Reality Vs Augmented Reality.	CO1-U
9	What are the key components of the Blender interface?	CO1-U
10	What do you mean by extrusion in Blender?	CO1-U

PART – B (5 x 16= 80 Marks)

11.	(a)	Explain in detail about Multimedia Systems Architecture with neat sketch.	CO1-U	(16)
		Or		
	(b)	Describe in detail how the evolving technologies of Multimedia are used in developing a video conferencing application.	CO1-U	(16)
12.	(a)	Explain YUV and YIQ Color models with neat sketches.	CO1-U	(16)
		Or		
	(b)	Describe in detail about MIDI.	CO1-U	(16)

13. (a) What are the various types of optical storage devices? Explain how it works in detail with diagram.　　CO1-U　　(16)

Or

(b) Explain in detail about JPEG Encoder with neat block diagram.　　CO1-U　　(16)

14. (a) Explain in detail about different types of multimedia authoring systems.　　CO1-U　　(16)

Or

(b) Explain in detail about the components of a distributed multimedia system　　CO1-U　　(16)

15. (a) Write the steps to design a 3D model of an auditorium with rows of seats, a stage, and lighting fixtures. Make it suitable for a concert or presentation.　　CO1-U　　(16)

Or

(b) Write the steps to model a 3D cup or mug in Blender, considering the shape, handle, and any intricate details. Apply materials and textures to make it look like a real object.　　CO1-U　　(16)

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