

M.E. Second Semester (Information Technology) (Full Time) (C.G.S.)
13428 : Digital Media Development : 2 NMEF 2

P. Pages : 2

Time : Three Hours



AW - 3749

Max. Marks : 80

- Notes : 1. Assume suitable data wherever necessary.
2. Illustrate your answer necessary with the help of neat sketches.

1. a) Explain benefits offered by compression along with need of compression. Also state different between lossless and lossy compression. 8
b) Define multimedia and thus describe multimedia databases. 6

OR

2. a) What are the objects of multimedia system? Explain them with image hierarchy. 7
b) What are the requirements for full motion video compression. 7
3. a) Explain how TWAIN specifications differs from RIFF Specification. 6
b) Explain the JPEG AVI file format for still and motion image. 7

OR

4. a) Explain MIDI communication protocol. Which are the two types of messages defined under MIDI. 7
b) Explain the JPEG AVI file advantages and disadvantages. 6
5. a) Discuss the LAN and WAN for enterprise multimedia Application with their issues. 7
b) Explain different components of multimedia systems. 6

OR

6. a) Explain how OLE will be used for multimedia application with embedded and linked objects why should OLE be used? 7
b) Discuss the application work flow of a distributed application and list out their issues. 6
7. a) What does a good information structure consists of? Explain with an example. Thus discuss object type and object hierarchy. 7
b) What are the issues in multimedia authoring for user interface? Thus describe and discuss the design issues. 7

OR

8. a) What do you mean by vendor independent messaging? Does hyper media messaging plays any role? Justify your answer. 7
- b) Describe full motion video standards and their operations. 7
9. a) Explain the following. 6
- i) Document database server
- ii) Audio & Video mail server
- b) Explain transaction management for multimedia system. 7

OR

10. a) What do you mean by distributed multimedia system? Explain in view of Network Performance. 7
- b) What are the services provided by the multimedia object manager. 6
11. a) Explain the fundamental design issues that must be consider for a multimedia system. 7
- b) What are the development strategies for building a business information model. 6

OR

12. a) Explain the impact of performance issues on multimedia system design. 7
- b) Why architectural recommendation and technology feasibility report is prepared and what does it define? 6
