Reg. No. : | | | | | | | | | | | | |

Question Paper Code : X 67546

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2020
Sixth/Seventh Semester
Information Technology
CS 1354 – GRAPHICS AND MULTIMEDIA
(Common to Computer Science and Engineering)
(Regulations 2008)

Time : Three Hours | Maximum : 100 Marks

Answer ALL questions

PART – A **(10×2=20 Marks)**

1. Digitise the line AB with endpoints A(10, 10) and B(1, 1) using DDA line drawing algorithm.
2. List any four ellipse attributes.
3. What is meant by 3D-viewing ?
4. How are the object representations made ?
5. State any two advantages of multimedia.
6. List some multimedia applications.
7. Give some examples for lossy compression techniques.
8. What are the needs for full motion video compression ?
9. What is meant by INDEO ?
10. Define the term metadata.

PART – B **(5×16=80 Marks)**

11. a) Elaborate on curve and ellipse drawing algorithms. **(16)**

(OR)

b) Present an algorithm for 2D clipping. **(16)**

12. a) Give a detailed theory on graphical color models and animation concept. Emphasis on their significance. **(16)**

(OR)

b) Elaborate on 3D geometric and modeling transformation. Give required diagrams. **(16)**

13. a) Describe in detail how the evolving technologies of multimedia are used in developing a video conferencing application. **(16)**

(OR)

b) Discuss how the multimedia system architecture supports the various objects of multimedia in the development of multimedia applications. **(16)**

14. a) i) Describe and compare the applications of magnetic and optical media in multimedia. **(10)**

ii) Give a brief note on TIFF and RIFF file formats. **(6)**

(OR)

b) i) Explain the video frame grabber and video capture board with neat diagrams. **(10)**

ii) Give a brief note on multimedia I/O technologies. **(6)**

15. a) i) List out the design issues for multimedia authoring and explain in detail. **(8)**

ii) Explain the Directory System Architecture Model. **(8)**

(OR)

b) i) Explain the Integrated Multimedia Message standards. **(8)**

ii) Discuss about the Distributed Multimedia Systems. **(8)**

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