END SEMESTER EXAMINATION

SEMESTER- VI

COURSE CODE: CSE-506
COURSE TITLE: MULTIMEDIA TECHNOLOGY & DESIGN
SESSION: JULY-DEC'2021

DURATION: 3 (THREE)HRS
MAXIMUM MARKS: 75
PASS MARKS: 35 %

NOTE:
1. Attempt any 5 (five) questions.
2. Mark for each question is shown against it.
3. Assume suitable logical data wherever necessary.

1.	**(a)**	Explain Redundancies and its types.	**6**
	(b)	Discuss the types of animation.	**6**
	(c)	Define Onion Skinning and Motion Cycling.	**3**
2.	**(a)**	Differentiate between Lossy and Lossless compression.	**6**
	(b)	What is the difference between Keyframing and Tweening?	**3**
	(c)	Explain the Multimedia Software Life cycle.	**6**
3.	**(a)**	Discuss the different movements of camera.	**3**
	(b)	What is Rainbow book? Discuss the different specifications mentioned in it.	**4**
	(c)	Explain the different methods of 3D animation Modelling.	**8**
4.	**(a)**	Take an example set of data and explain the working of Huffman Compression Coding Algorithm.	**6**
	(b)	What is Virtual Reality? Explain the applications of VR.	**5**
	(c)	Explain the various types of DVD Specifications.	**4**
5.	**(a)**	What do you mean by animation? Explain the principles of animation with the help of diagrams and examples.	**15**
6.	**(a)**	Explain DPCM Coding with an example.	**7**
	(b)	Explain how data is written on a CD-RW.	**8**
7.	**(a)**	Explain the different type of game genres.	**3**
	(b)	Define Special Effects and COI.	**3**
	(c)	Explain the steps followed for Lossy Compression.	**6**
	(d)	Explain the types of authoring metaphors.	**3**
8.	**(a)**	Write Short notes on: i) CODEC ii) Storyboard ii) Arithmetic Coding	**5x3=15**

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