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Question Paper Code : P 1219

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Seventh Semester

Information Technology

CS 1354 — GRAPHICS AND MULTIMEDIA

(Regulation – 2004)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define the term "Clipping".
2. List the attributes of a two dimensional graphics primitive.
3. What do you mean by 'color model'?
4. What is the need for modeling transformations?
5. What are the issues analysed Multimedia Data Interface Standards?
6. List the methods of defining objects for multimedia systems.
7. State the role compression in multimedia.
8. List the components of full motion video models.
9. Define the term "Multimedia Authoring".
10. State the needs for distributed multimedia systems.

PART B — (5 × 16 = 80 marks)

11. (a) Discuss a line drawing method with an example and its principles. (16)
Or
(b) Discuss the needs and methods of two-dimensional clipping. (16)

12. (a) Define and discuss the term three dimensional object representation. (16)

Or

(b) Discuss in detail the three dimensional transformations with suitable examples. (16)

13. (a) (i) Discuss the term "Multimedia System Architecture". (8)

(ii) State the need for evolving technologies in Multimedia. (8)

Or

(b) (i) Define and discuss the term 'Multimedia Databases'. (6)

(ii) Develop a simple multimedia application that receives one of the biometrics of an employee and announces the status of matching with the records along with suitable displays. (10)

14. (a) (i) State the need for studying and contents of the format used for Multimedia systems. (8)

(ii) Discuss the needs and issues in 'digital audio'. (8)

Or

(b) Describe the design aspects for animating human movements with realism. (16)

15. (a) (i) Discuss the issues in Hypermedia. (8)

(ii) Describe the issues related to mobile messaging. (8)

Or

(b) Explain the features and facilities incorporated in any one of the integrated document management system. (16)