

Q.P. Code : 31607

(3 Hours)

[Total Marks : 80

- N.B. : (1) Question No. 1 is compulsory.
(2) Solve any **three** questions from the remaining questions.
(3) Assume suitable **data** wherever **required**.
(4) **Figures** to the **right** indicate **full** marks.

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| 1. (a) | Explain Colour Models for Images & Videos | 5 |
| (b) | Explain Motion Compensation | 5 |
| (c) | Explain Card and Page based Authoring tools with Examples? | 5 |
| (d) | What do you mean by entropy of information? Find the entropy of string "cccccc" where the probability of 'c' is = 1/16? | 5 |
| 2. (a) | Explain different architectures for content organization in multimedia databases. | 10 |
| (b) | An MPEG-1 video has a frame sequence : IBBPBBPBBPBBBI. Determine the size of GOP. Derive the transmission sequence of the frames? | 10 |
| 3. (a) | Explain and Draw neat and labeled diagram for encoder and decoder of H.261 | 10 |
| (b) | Explain different broadcasting schemes of video on demand. | 10 |
| 4. (a) | Explain Media Abstraction in Multimedia Databases | 10 |
| (b) | Consider an image of dimensions 640 x 480 and color depth of 16 bits. If this image is to be transmitted along a 56 kbps line from a Web server, calculate how long it would take before the entire image is visible on the screen? | 10 |
| 5. (a) | Describe the Standardization process on Multimedia Communication. | 10 |
| (b) | Explain JPEG Compression in detail. | 10 |
| 6. | Write short notes on (Any Two) | 20 |
| (a) | Multimedia over IP | |
| (b) | Digital broadcasting applications | |
| (c) | JPEG 2000 standard | |