

ANNA UNIVERSITY COIMBATORE
B.E. / B.TECH. DEGREE EXAMINATIONS : MAY / JUNE 2010
REGULATIONS : 2007
SIXTH SEMESTER : CSE

070230053 - GRAPHICS AND MULTIMEDIA SYSTEMS

TIME : 3 Hours

Max.Marks : 100

PART - A

(20 x 2 = 40 MARKS)

ANSWER ALL QUESTIONS

1. What is the drawback in DDA algorithm?
2. Define shear.
3. Write the formula for 2-D scaling.
4. Define view port and viewing transformation.
5. What do you mean by boundary and space partitioning representations?
6. What are the various types of projection?
7. List the various types of color models.
8. Mention the properties of B-Spline curves.
9. Mention the application groups of full motion video.
10. Write the differences between ATM and FDDI II.
11. What is the difference between full motion video and viewer interactive video?
12. Define replication.
13. List some of the lossy compression mechanisms.
14. What does TIFF version 6.0 offer?
15. What are the different types of RIFF chunks?
16. What are factors that affect the performance of multimedia applications?
17. What do you mean by active and passive links?

18. Mention the various sources of input for preparing the hypertext message.
19. What are the components of distributed multimedia systems?
20. Write the important characteristics of WORM.

PART - B

(5 x 12 = 60 MARKS)

ANSWER ANY FIVE QUESTIONS

21. Derive and explain the circle drawing algorithms.
22. Explain the three dimensional transformation schemes.
23. a. Discuss in detail about animation sequences. (8)
b. Write in detail about parameterized system and key frame systems. (4)
24. a. Explain in detail about multimedia storage and retrieval. (8)
b. Explain any one of the color models. (4)
25. Describe the algorithms for the CCIT3 standard. How does CCIT group 3 differ from CCIT 4.
26. Write the objectives of TWAIN specifications. Discuss the components of the TWAIN architecture.
27. Explain in detail about hypermedia message components.
28. Describe the various methods of multimedia authoring systems.

*****THE END*****