(FOR THE CANDIDATES ADMITTED DURING   SUBJECT CODE [20 UCT 6E7]

THE ACADEMIC YEAR 2020 -21 ONLY)   REG.NO. [　　　　]

N.G.M.COLLEGE (AUTONOMOUS) : POLLACHI

END-OF-SEMESTER EXAMINATIONS : MAY – 2023

B.Sc. – COMPUTER TECHNOLOGY   **MAXIMUM MARKS: 70**

VI SEMESTER   **TIME : 3 HOURS**

PART – III
MULTIMEDIA TECHNIQUES

SECTION – A   (10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.
MULTIPLE CHOICE QUESTIONS.   (K1)

1. A full color system or a true color system stores _____ bits per pixel.

    a) 600 bits   b) 1024 bits   c) 24 bits   d) 300 bits

2. The translation distance pair (t_x, t_y) in the basic transformation is called ………

    a) Vector   b) Reposition   c) Translation Vector d) Translation

                                                                   Equation

3. Address range if UTF-32 requires from……………

    a) 0 – 10FFFF   b) 0 - FFFFFFFFFF   c) 0 – FFFF   d) 0 – 32FFFF

4. _____ are those in which the text is always present on the screen.

    a) Captioning   b) Closed captioning c) Open captioning d) Descriptions.

5. _____ is a combination of image and audio.

    a) Motion video   b) Frame   c) Motion picture   d) Analog video

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES.   (K2)

6. List the basic attributes of straight line segment.

7. Describe windowing transformation.

8. List the types of text.

9. Define a pitch

10. Describe animation.

SECTION – B   (5 X 4 = 20 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE
FOLLOWING QUESTIONS.   (K3)

11. a) Illustrate the working principles of CRT monitors

(OR)

    b) Describe frame buffers.

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12.   a)   Define scaling and explain its types.

(OR)

b)   Write about viewing pipeline.

13.   a) List and explain the text formats that are used for textual documents.

(OR)

b) Describe how triad factors influence the phenomenon of seeing color.

14.   a) Write the fundamental characteristics of sound.

(OR)

b) Describe MIDI cables and connectors.

15.   a) Illustrate the types of animation.

(OR)

b) Describe MPEG – I audio.

SECTION - C   **(4 X 10 = 40 MARKS)**
ANSWER ANY FOUR OUT OF SIX QUESTIONS
(16th QUESTION IS COMPULSORY AND ANSWER ANY THREE QUESTIONS
(FROM Qn. No : 17 to 21)   **(K4 (Or) K5)**

16.   Illustrate color and grayscale levels

17.   Outline the Bresenham's generating Line Algorithm

18.   Write how Cohen-Sutherland line clipping algorithm works.

19.   Discuss in detail scanners.

20.   Summarize the audio file formats

21.   Illustrate how the animation process is done on web.

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