

UNIT I

1. Define multimedia.

Any object that conveys a message is called media. Multimedia is the combination of various medias such as Text, image, video, audio and animation

2. What are the basic objects of multimedia?

The basic objects of multimedia are text, image, video, audio, and animation.

3. Expand CBT.

CBT - Computer Based Training

4. What are the places in which multimedia is used?

1. Education
2. Entertainment
3. Business
4. Banking
5. Messaging

5. Define facsimile.

Facsimile means scanning and converting a document into coded information that described each pixel as white or black. This file can be printed by a laser printer. Also it can be transmitted over telephone lines.

6. What is document image?

Document images are the electronic form of the documents. They are used for storing long term used business documents. It is possible to store, retrieve and manipulate the documents, drawings and other graphics data.

7. What are holographic images?

Holographic images are the photographic images with the concept of virtual reality by allowing the users to get "inside" a part such as an engine and view its operation from the inside.

8. Write any three applications of photographic images.

ID cards, finger print cards, photo ID, patient ID etc.

9. What is the use of GIS?

GIS system is used to create maps for natural resources such as road maps, railway maps and urban planning. This system stores only the graphical information of the map with a database.

10. What is voice command?

Voice commands allow the user to operate the computer by spoken commands.

11. What is voice synthesis?

Voice synthesis is used to get result from the computer corresponding to the action of the user.

12. Give an example for voice synthesis.

Patient monitoring system in a surgical theatre.

13. Define fractals.

The objects that are stored as computer generated algorithms are known as fractals.

14. What is the use of OCR?

OCR is software that is used with a scanner. It is used to scan a document from the paper and stored as a text file.

15. What is Handwriting recognition?

This system is used to scan a hand written document. More algorithms are used to recognize the hand writing.

16. What is image annotation?

Image annotation can be performed either as a text file stored with the image or as a small image stored with the original image.

17. Give examples for multimedia business application.

E-mail, video conference, presentations, demos

18. Define virtual reality.

Virtual reality is a system that gives the user the feeling of being in control of the environment or the environment interacting in response to the user's action, that is, a sense of real time involvement.

In other words virtual reality is an experience where the participant feels totally immersed in the interaction with the environment.

19. Expand API.

API - Application Programming Interface

20. Expand GUI.

GUI - Graphical User Interface

21. What is the use of GUI?

GUI is the windows applications particularly designed to manage the multimedia application with low and high resolution display.

22. List any four multimedia peripherals.

Scanners, microphone, camera, speaker, and laser printer.

23. What is VGA mixing?

In VGA mixing, the image is adjusted so that fixing its position and size on screen.

24. What is VGA mixing and scaling?

It allows the sizing and positioning of the image in predefined windows. If the windows are resized, the image is retrieved again.

25. What is dual buffered VGA mixing?

The double buffer scheme maintains the original image in a decompression buffer and the resized image in a display buffer.

26. Expand IMA.

IMA --- International Multimedia Association

27. Expand IEEE.

IEEE --- Institute of Electrical and Electronics Engineering

28. Expand ATM.

ATM --- Asynchronous Transfer Mode

29. List the factors that affect the speed of transmission.

- Type of transmission medium
- Type of data
- Size of data
- Number of users accessing the network
- Networking standard and protocol

30. What is cell switching?

The data to be sent is divided into equal and fixed length packets called cells. This process is known as cell switching.

31. Expand FDDI.

FDDI --- Fiber Distributed Data Interface

32. Define Hypermedia documents.

Hypermedia documents are the electronic documents that contain not only text but linked multimedia objects such as image, audio and full-motion video.

In other words, the multimedia document with rich set of interlinks and hyperlinks are known as hypermedia document. Hypermedia document contains Hypertext and Hyper speech.

33. Define Hypertext. Or What is Hypertext?

Text that contains link with another document or another page of the same document is known as hypertext. When clicking on the hypertext, the corresponding linking page will open.

34. Expand HTTP.

HTTP --- Hyper Text Transfer Protocol

35. What is the function of the HTTP?

HyperText Transfer Protocol (HTTP) is a protocol that enables the hypermedia document sharing through the internet.

36. What is hyperspeech?

Hyperspeech is a speech-only hypermedia application that explores issues of speech user interfaces and navigations.

37. What is speech recognition?

Speech recognition is the process of converting the analog speech into a computer action and into ASCII text.

38. List any four broadcasting standards.

NTSC, PAL, SECAM, NHK

39. What is resolution?

Resolution means number of pixels displayed per inch.

40. Expand HDTV, UDTV.

HDTV ---- High Definition Television

UDTV ---- Ultra Definition Television

41. What is hologram?

Photographic recording of an image is known as hologram.

42. What is holography?

Holography is a technique of creating 3D images by applying light effects, laser beam and optical illusion on a photographic image.

43. What is wand?

A special pointing device Wand is used for holography. Wand is just like a mouse with three buttons and a track ball.

44. What is fuzzy logic? Or Define fuzzy logic.

Fuzzy logic is a form of mathematical logic in which truth can be assumed a number of values between 0 and 1

45. What is digital signal processing?

Digital Signal Processing (DSP) is the representation of signals by a sequence of numbers or symbols.

46. What is non-visible image?

Image that are not stored as images but displayed as images are known as non-visible images.

47. What is abstract image?

Images that are computer generated on some arithmetic calculation are abstract images.

48. Give examples for non-visible images.

1. Temperature gauges
2. Pressure gauges

49. Give examples for abstract images.

Fractals, vector images

50. Expand MIDI.

MIDI ---- Musical Instrument Digital Interface

51. Expand DVI.

DVI --- Digital Video Interface/Interleave

52. List any four multimedia file formats. Or Write any two file format for Multimedia.

1. Digital Video Interface/Interleave
2. Audio Video Interface/Interleave
3. Quick time
4. Wave Form Audio
5. Rich Text Format

53. Expand RIFF, AIFF.

RIFF --- Resource Interchange File Format
AIFF --- Audio Interchange File Format

54. What are the video processing standards?

AVI, DVI, Quick time ஆகியன Video Processing Standards-களாகும்.

55. Give example for sound and video recording tools.

Sound Recorder, Windows Movie Maker, U-Lead, Adobe Adition, Sound Forge, Audacity

56. Give examples for play back tools.

Media Player, Real Time Player

57. What do you mean software driver?

Software drivers are the special utility programs to manage the various devices of the computer such as scanner and printer

58. List any three software drivers.

Scanner driver, camera driver, printer driver

59. What do you mean open source tools?

Most of the **Multimedia** software tools are free to use through internet. They are called open source tools.

60. What is the use of text editing tools?

These tools are used to create text documents with various types of facilities like Spell check, mailmerge etc.

61. Give examples for text editing tools.

Microsoft word, notepad, wordpad

62. What is the use of image editing tools?

These tools are used to improve or to retouch an existing image and to draw new images.

63. Give example for image editing tools.

Photoshop, coreldraw, irfanview

64. Give example for image editing tools.

U-lead, Adobe adiation, sound forge, audacity

65. Give example for video editing tools.

DVD cutter, Total video converter

66. Give example for authoring tools.

Hypertalk, Authorware, Atsound

67. Give example for open source tools.

Eye candy, Free hand, i-shell

68. What is the use of video editing tools?

These tools are used for making necessary changes in Video files.

69. Expand VRML.

VRML --- Virtual Reality Modelling Language

70. Define VRML. Or What is VRML?

VRML (Virtual Reality Modelling Language) is a Language that is used to create 3D objects and combine them into an interactive scenes and words.

71. List out the applications of Multimedia.

1. Document Imaging Applications
2. Image Processing Applications
3. Full-motion video Applications
4. Electronic messaging Applications
5. Universal multimedia Applications

72. What is Multimedia data interface standards?

The file formats of Multimedia systems are not static. New file formats and standards are introduced for every year. Some of the important file formats file formats are listed below.

AVI, DVI, Quick Time, MIDI, WAVE, DIB, RIFF.

73. List out the Multimedia elements.

1. Facsimile
2. Document images
3. Photographic images
4. Holographic images
5. Geographic Information System Maps
6. Voice commands and voice synthesis
7. Audio messages
8. Video messages
9. Stored and live full motion videos
10. Fractals