



THE MOMBASA POLYTECHNIC UNIVERSITY COLLEGE

(A Constituent College of JKUAT)

(A Centre of Excellence)

Faculty of Engineering & Technology

DEPARTMENT MECHANICAL & AUTOMOTIVE ENGINEERING

**UNIVERSITY EXAMINATION FOR:
BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY
(BS.IT M12)**

ICS 2303: MULTIMEDIA SYSTEMS

**END OF SEMESTER EXAMINATION
SERIES: DECEMBER 2012
TIME: 2 HOURS**

Instructions to Candidates:

You should have the following for this examination

- *Answer Booklet*

This paper consist of **FIVE** questions

Answer question **ONE (COMPULSORY)** and any other **TWO** questions

Maximum marks for each part of a question are as shown

This paper consists of **TWO** printed pages

Question One (Compulsory)

- a) Explain any **FOUR** reasons for compressing a file. **(4 marks)**
- b) Explain the difference between the following terms:
- (i) “Inter-object Synchronization” and “Intra-object Synchronization”
 - (ii) “Hypertext” and “Hypermedia”
 - (iii) “Virtual Reality and “Virtual Environment” **(12 marks)**
- c) Explain the difference between the following terms:
- (i) “Lossless Compression” and “Lossy Compression” techniques
 - (ii) “JPEG” and “MPEG” standards **(8 marks)**

- d) Explain the following terms:
- (i) Multimedia Information Systems
 - (ii) Virtual Reality Modeling Language
- (6 marks)**

Question Two

- a) Explain the role of multimedia in the following areas:
- (i) Entertainment and Fire Arts
 - (ii) Education
 - (iii) Industry
 - (iv) Medicine
- (8 marks)**
- b) Describe any **FOUR** types of media used in multimedia application, stating an example of suitable application software in each case. **(12 marks)**

Question Three

- a) Explain the following terms as used in digital video editing.
- (i) Rendering
 - (ii) Lip synchronization
- (4 marks)**
- b) Explain any **FOUR** types of hybrid data compression techniques. **(8 marks)**
- c) Describe any **FOUR** types of virtual realities. **(8 marks)**

Question Four

- a) State any **FOUR** technological advancements that are driving multimedia revolution. **(4 marks)**
- b) There are two major components of a three-dimensional virtual reality movement stereoscopy. Explain these **TWO** components. **(4 marks)**
- c) Explain the **FOUR** major modules of multimedia information systems. **(8 marks)**

Question Five

- a) Describe the following virtual reality components.
- (i) Input devices **(4 marks)**
 - (ii) Output devices **(4 marks)**
 - (iii) Software **(2 marks)**
- b) Explain the application of virtual reality in the following areas:
- (i) Process control
 - (ii) Visualization
 - (iii) Design and prototyping
 - (iv) Telepresence
 - (v) Training pilots
- (10 marks)**