

1st SEMESTER
SKILL ENHANCEMENT COURSE
CAP122S: MULTIMEDIA APPLICATIONS

CREDITS: THEORY: 2, PRACTICAL: 2

THEORY (2 CREDITS)

UNIT-I

Multimedia:

Introduction to multimedia, components, uses of multimedia, multimedia applications, virtual reality.

Text:

Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext.

Images:

Still Images bitmaps, vector drawing, 3D drawing & rendering, natural light & colors, computerized colors, color palettes, image file formats.

Sound:

Digital Audio, MIDI Audio, MIDI vs Digital Audio, Audio File Formats.

UNIT-II

Video:

How video works, analog video, digital video, video file formats, video shooting and editing.

Animation:

Principle of animations, animation techniques, animation file formats.

Internet and Multimedia:

www and HTML, multimedia on the web - web servers, browsers, web page makers and site builders.

Making Multimedia:

Stages of a multimedia project, Requirements to make good Multimedia Hardware - Macintosh and Windows production Platforms, Hardware peripherals Connections, Memory and storage devices, Multimedia software and Authoring tools

REFERENCES:

Tay Vaughan, —Multimedia: Making it work, TMH. Eighth edition.2011

Ralf Steinmetz and KlaraNaharstedt, —Multimedia: Computing, Communications Applications, Pearson.2012

Keves. —Multimedia Handbook, TMH 2000.

K. Andleigh and K,Thakkar, —Multimedia System Design, PHI 2013

PRACTICAL (2 CREDITS)

1. Implement text formatting tags using HTML.
2. Write an HTML code to display tabular data.
3. Write an HTML code to implement anchor tags.
4. Write an HTML code to change colors for text and background.
5. Write an HTML code to display images in a tabular format.
6. Implement basic tool operations shown in tool box on an image using Photoshop.
7. Create a logo in Photoshop.
8. Create a text banner using various tools of Photoshop.
9. Implement image layering in Photoshop.
10. Using Photoshop perform various image conversion operations. Observe the change in quality after conversion in different formats.
11. Using an appropriate tool (like 3D Studio Max), create a 3D object (like space ship) of your choice.
12. Using 3D Studio Max create an animation file.
13. Using filmora software, edit a video file.
14. Using 3D Studio Max add a sound to a video clip.
15. Add animated text to a video file.