

SKILLBASED PRACTICAL : MULTIMEDIA

Semester	Subject Code	Category	Lecture Hrs		Theory Hrs		Practical		Credits
			Per week	Per Sem	Per week	Per Sem	Per week	Per Sem	
VI		SB Practical-3	2	30	0	0	2	30	2

COURSE OBJECTIVE

- To motivate the students to develop the project using Multimedia concept.
- This paper makes the students to obtain the knowledge about the flash environment which helps them to develop the projects.

COURSE OUTCOME

On successful completion of the course, students will be able to

CO Number	Co statement	Knowledge level (K1-K4)
C01	Learning the fundamental concepts of Multimedia in flash	K1
C02	To familiarize the student with the tools of flash.	K2
C03	To allow student to gain expertise in some specific areas of multimedia and flash.	K2&k3
C04	Understanding the importance of flash UI components.	K2
C05	Analyse the technique of interactive flash tools.	K4

Knowledge Level – K1-Remember, K2- Understand, K3-Apply, K4-Analyze

MAPPING WITH PROGRAMME OUTCOME

COS	PO 1	PO2	PO3	PO4	PO 5	PO6
CO1	M	M	S	M	S	S
CO2	L	S	M	M	S	M
CO3	S	M	S	M	S	S
CO4	S	S	M	S	M	M
CO5	M	S	S	M	M	M

S-Strong;

M-Medium;

L-Low

SYLLABUS

UNIT I – FLASH INTRODUCTION

6 Hrs

Introducing Flash – Basics – Creating Objects – Editing Objects.

UNIT II – WORKING WITH COLORS AND FONT

6 Hrs

Color and Text – Symbols and Instances – Library – Bitmaps, Sound, Video.

UNIT III – WORKING WITH FRAMES AND LAYERS

6 Hrs

Frames and Layers – Animation Basics – Understanding animation – Scenes – Frame-by-Frame Animation – Onion Skinning.

UNIT IV – WORKING WITH ANIMATIONS

6 Hrs

Text Animation – Motion Tweening – Shape tweening – Motion guide – Movie clips.

UNIT V – WORKING WITH MOVIES

6 Hrs

Making Buttons – Creating an animated button – Creating Linear Movies

TEXT BOOKS:

S.No	Authors	Title	Publishers	Year of Publication
1	Nick Van Dome	Flash MX: In easy steps	Dreamtech Publications	2000

REFERENCE BOOKS:

S.No	Authors	Title	Publishers	Year of Publication
1.	Tay Vaughen	Multimedia Making it Work	McGrawHill Publications.	2000

2.	Ze-Nian Li, Mark S. Drew, Jiangchuan Liu	Fundamentals of Multimedia	Springer Publicatio ns	2004
3.	Richard E. Mayer	Multimedia Learning	Cambridge University Press	2001
4.	John F. Koegel Buford	Multimedia Systems	Pearson Education	2006
5.	Ralf Steinmetz	Multimedia	Springer Publicatio ns	1994
6.	<u>Sugata Mitra</u>	Introduction to Multimedia Systems	Academi c Press, Inc.	2001

PRACTICAL EXERCISE

1. Creating And Editing Objects
2. Text Manipulation
3. Frame By Frame Animation
4. Motion Tweening
5. Shape Tweening
6. Animating Text
7. Movie Clips
8. Creating Buttons

**Distribution of Marks: Program Output with Viva voce: 85%
and Record: 15%**

SYLLABUS DESIGNER

1. Mrs. G. Sangeetha Lakshmi, Assistant Professor
and Head, Department of Computer Application

2. Mrs. R. Bhuvaneswari, Assistant Professor,
Department of Computer Application