MULTIMEDIA

Semester	Subject Code	Category	Lecture Hrs		Theory Hrs		Practical		Credits
			Per week	Per Sem	Per week	Per Sem	Per week	Per Sem	
II		ELECTIVE -II	5	75	5	75	0	0	5

COURSE OBJECTIVE

- The course provides to develop the Graphics skill and to develop the Creativity thoughts for doing animation.

COURSE OUTCOME

Successful completion of the course, students will be able to

CO Number	CO Statement	Knowledge Level (K1-K4)
CO1	To Develop an Understanding and Awareness of Motion,sound,design and Technology	K1
CO2	To study the Basic tools of Multimedia, Various Software programs used in the creation and implementation of multi media.	K2
CO3	To Study the Text and sound	K3
CO4	To understand the Graphics and transformation	K3
CO5	To have an introductory knowledge about Planning and costing	K4

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

MAPPING WITH PROGRAMME OUTCOME

COS	PO1	PO2	PO3	PO4	PO5	PO6
CO1	S	S	S	M	M	S
CO2	M	S	M	M	S	S
CO3	S	S	M	M	S	S
CO4	S	M	S	S	M	M
CO5	S	M	S	S	M	S

S-Strong, M-Medium and L-Low

UNIT I – INTRODUCTION TO MULTIMEDIA **14 Hours**

Definition – Classification – Multimedia application – Multimedia H/W – Multimedia S/W – CDROM – DVD.

UNIT II - MULTIMEDIA AUDIO **15 Hours**

Digital medium – Digital audio technology – Soundcards – recording – editing – MP3 – MIDI Fundamentals – Working with MIDI – audio file formats – adding sound to MM Project.

UNIT III - MULTIMEDIA TEXT **16 Hours**

Text in Multimedia – Multimedia graphics: Coloring – digital imaging fundamentals – development and editing – file formats – Scanning and Digital Photography.

UNIT IV - MULTIMEDIA ANIMATION AND VIDEO **16 Hours**

Computer animation fundamentals – Kinematics – Morphing – animation s/w tools and techniques.

How Video works – Board cast video standards – Digital video fundamentals – Digital video Production and Editing techniques – file formats.

UNIT V - MULTIMEDIA PROJECT **14 Hours**

Stages of Project – Multimedia skills –Design concept – authoring – Planning and Costing – Multimedia team.

Distribution of Marks: Theory 85% and Application Oriented 15%

TEXTBOOKS

S. NO	AUTHORS	TITLE	PUBLISHERS	YEAR OF PUBLICATION
1	Tay Vaughan	Multimedia: Making it work	Fourth Edition	1999
2	John F Koegel Buford	Multimedia System	First Indian Reprint	2000

REFERENCEBOOKS

S. NO	AUTHORS	TITLE	PUBLISHERS	YEAR OF PUBLICATION
1	Brusilovsky,Peter	The Adaptive Web	Berlin Springer	2007
2	Christopher D.Manning	Introduction to information Retrievel	Cambridge University Press	2008

WEB RESOURCES

1. https://www.enggedu.com
2. https://multimedia.journalism.berkeley.edu/tutorials/

TEACHING METHODOLOGY

- Class room teaching & Group discussions
- Seminars & Smart Class room
- Chart/Assignment & Simulation Model

SYLLABUS DESIGNER

- Mrs.G.SANGEETHA LAKSHMI, Assistant professor & HOD, Dept of Computer Science & Applications
- Mrs. M MARIA MADHANA, Assistant professor, Dept of Computer Science & Applications