MULTIMEDIA

Semester	Subject Code	Category	Lecture Hrs		Theory Hrs		Practical		Credits
			Per week	Per Sem	Per week	Per Sem	Per week	Per Sem	
V		Core Theory – V	6	90	6	90	0	0	3

COURSE OBJECTIVE

- This course helps students to identify a range of concepts, techniques and tools for creating and editing the interactive multimedia applications.
- To identify the current and future issues related to multimedia technology.
- To identify both theoretical and practical aspects in designing multimedia systems surrounding the emergence of multimedia technologies using contemporary hardware and software

COURSE OUTCOME

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

CO Number	CO Statement	Knowledge Level (K1-K4)
CO1	To learn the basic of Components of Multimedia and its applications.	**K1**
CO2	Understanding multimedia audio and video techniques.	**K2**
CO3	Learn about the Different types of Graphics techniques.	**K2**
CO4	To Understand the Concept of Animation	**K3**
CO5	To develop multimedia project in real time.	**K4**

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

MAPPING WITH PROGRAMME OUTCOME

COS	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6
CO1	S	M	M	M	S	S
CO2	M	S	M	S	S	M
CO3	S	S	L	M	S	S
CO4	M	S	M	S	M	S
CO5	S	S	M	S	M	L

S-Strong ***M-Medium*** ***L-Low***

SYLLABUS

UNIT I – INTRODUCTION **16 Hrs**

History - Definition- Classification- Multimedia Applications – Multimedia Hardware-Multimedia Software –CDROM - DVD.

UNIT II – DIGITAL MEDIUM **19 Hrs**

MM Audio: Digital medium-Digital audio technology - Sound cards - Recording - Editing - MP3 - MIDI fundamentals - Working with MIDI - Audio file formats - Adding a sound to MM project.

UNIT III – MM TEXT **18 Hrs**

MM TEXT: Text in MM-MM graphics: Coloring – Digital imaging fundamentals –Development and editing file formats - Scanning and digital photography.

UNIT IV – MM ANIMATION **19 Hrs**

MM Animation :Compute animation Fundamentals - Kinematics - Morphing - animation - S/W tools and techniques - MM Video: How video works – Broadcast video standards - Digital video fundamentals - Digital video

production and editing techniques– File formats.

UNIT V – MM PROJECT **18 Hrs**

MM project: Stages of project - MM Skills - Design Concept - Authoring - Planning and costing – MM Team.

Distribution of Marks: Theory: 80% and Applications: 20%

TEXT BOOKS

S.No	Authors	Title	Publishers	Year of Publication
1.	S.Gokul	Multimedia Magic	BPB	2008

REFERENCE BOOKS

S.No	Authors	Title	Publishers	Year of Publication
1.	Tay Vaughen	Multimedia Making it Work	McGraw Hill Publications.	2000
2.	Ze-Nian Li, Mark S. Drew, Jiangchuan Liu	Fundamentals of Multimedia	Springer Publications	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 Publications	1994
6.	Sugata Mitra	Introduction to Multimedia Systems	Academic Press, Inc.	2001
7.	Brian Underdahl	Macromedia Flash MX 2004: The Complete Reference	McGrawHill Professional	2004
8	Gary Rosenzweig	Multimedia Flash 5 Action script for Fun and Games	QUE;Pap/Cdr edition	2001

WEB RESOURCES

1. https://www.tutorialspoint.com/basics_of_computer_science/b asics_of_comp uter_science_multimedia.htm
2. http://www.tutorialspoint.com/listtutorials/multimedia/1

TEACHING METHODOLOGY

- Class room teaching.
- Group discussions
- Seminars
- Demo using systems
- Chart/Assignment

SYLLABUS DESIGNER

1.Mrs. B.Arulmozhi, Assistant Professor and Head, Department of Computer science 2.Mrs. K. Ayesha, Assistant Professor, Department of Computer Science

3. Mrs. V. Lakshmi Pratha, Assistant Professor, Department of Computer Science