

Core Course – X (CC) - MULTIMEDIA & ITS APPLICATIONS

UNIT I

Definition -Multimedia Hardware - Multimedia software multimedia networking - Multimedia Applications -Multimedia Standards - Text : Elements of Text - Text Technology -Fonts -Coloring text .

UNIT II

Graphics: Elements of Graphics - Pictures and Images - Raster Images - Vector. Images - Images and Color - Bitmap, Vector, Compressed Formats - Hypertext - Hyperpicture - CD family - Various CD Formats - Audio: Digital audio - Calculating the digital audio data size - Digital Audio Systems - Audio File Formats - Digital Representation of sound -Transmission of digital sound - Digital signal processing

UNIT III .

Video: Analog Video ~ Digital Video - Calculating the digital video data size - video file size - video file formats. Digital Video and Image Compression: Video compression techniques -.JPEG Image Compression Standard - MPEG Video Compression Standard.

Photoshop : File types - Tool Box - Importing and Exporting Images - Image mode - Rotate Canvas - Extract -Layers - Feather - filters - Zooming Images - Navigator - Colors - Styles - Channels.

UNIT IV

Flash MX : File Types - MX interface on Machintosh and windows - Keyboard Shortcuts ,;. Toolbox - Document Window - Timeline Window - Editing frames and layers - Primary Drawing tools - Choosing Colors - Choosing line styles - Document Library - Editing Symbols - Color ~ watches Panel - Text Field types - Timeline Animation fundamentals - Applying Layer Types - Importing Sound into Flash - Editing audio in Flash - Bitmaps and File Formats Import to Flash - Importing. Video - Navigating Flash times lines.

UNIT V

3DS Max: Working With Cameras And Lights – Interface Elements – Main Toolbar - Additional Interface Controls - Viewport Navigation Controls – Working With Max Scene Files – Using Primitive Objects – Selecting Objects And Setting Objects Properties - Cloning Objects and Creating Object Arrays - Transforming Objects - Using Modifiers – Drawing and Using 2d Splines and Shapes – Working With Meshes – Building Compound Objects - Exploring The Materials Editors - Applying Materials - Using Maps - Working With Lights - Material Editor-Applying Materials-Using Maps-Working With Lights -

Controlling Cameras-Creating And Controlling Particles System - Animation Basics-Working With Track View - Using Render Elements and Effects.

Text Books :

1. Toy Vaughon, "Multimedia Making It Work" (Unit I, II, III).
2. John F.Koegel Buford, "Multimedia Systems", Addison Wesley, 1994 (Unit II, III)
3. Mastering in Photoshop (Unit III)
4. Robert Reinhardt, "Macromedia Flash MX Bible" (Unit IV)
5. Kelly L.Murdock, "3DS Max Bible". (Unit V).

Reference Books

1. Free T.Hosfstetter, "Multimedia Literacy", McGrawHill, 1995.
2. Simon J.Gibbs, Dionysios C.Tsichritzis, "Multimedia Programming", Addison Wesley, 1995