

CCX - MULTIMEDIA SYSTEMS AND DESIGN

UNIT I

Introduction : Definition – Multimedia H/W - Macintosh and Windows Platform – H/W Peripherals – Multimedia S/W – Basic Tools – Making Instant Multimedia - Multimedia Authoring Tools – The Stages of a Project – Multimedia Skills and Training – Multimedia Applications.

UNIT II

Text: Using Text in Multimedia – Computers and text – Font Editing and Design Tools – Hypermedia and Hypertext – Sound – MIDI Versus Digital Audio – Audio File Formats – Working with Sound in Window – Working with Sound in Macintosh – Animation – Principles of Animation.

UNIT III

Video Technology: Raster Scanning Principles – Color Fundamentals – Color Video - Video Performance Measurements – valuation a Compression System – Video Compression Techniques – JPEG Images Compression Std. – MPEG motion Video Compression std.

UNIT IV

Multimedia Communication Systems: Applications Network Services – Network Protocols – Multimedia Conferencing – Teleconferencing Systems – Requirements for Multimedia Communications – Multimedia Conferencing Architecture.

UNIT V

Multimedia and the Internet: Tools for The Worldwide Web – Assembling and Delivering a Project – Planning and Costing – Designing and Producing – Delivering.

TEXT BOOKS

1. Multimedia Marketing It Work – Taj Vaughan, 4th Edition, TataMcGraw- Hill Edition 2000(UNITS 1,2,4)
2. Multimedia system – John F. Koegel Bufered, 3rd Edition, Published By Addtion Wesley Longman.