

## MCPE2020 MULTIMEDIA TECHNOLOGY (3-0-0)

### Course Objectives:

The objective of the course is to:

- Introduce various aspects of multimedia components like Images, audio, sound and computer graphics.
- Provide hands-on training in the use of Image Editing tools with software.
- Gain hands-on experience through a series of practical skill building tasks and exercises.

### Module I:

Multimedia- Definitions, Use of Multimedia, Introduction To Making Multimedia: The Stages of a Multimedia Project, Need, Creativity, Organization, Communication. Text-About Fonts and Faces, Cases, Serif Versus Sans Serif, Using Text in Multimedia, Computers and Text, Font editing and design tools, Hypermedia and Hypertext. Designing for the World Wide Web-Developing for the Web, Text for the Web, Images for the Web, Sound for the Web, Animation for the Web.

### Module II:

Images: Making Still Images, Bitmaps, Vector Drawing, 3-D Drawing and Rendering, Color, Understanding Natural Light and Color, Computerized Color, Color Palettes, Image File Formats.

### Module III:

Image Editing software: selection tools, working with layers, masks and channels, correcting and enhancing photographs, typographic design and vector drawing, working with 3D images, producing files for the web.

### Module IV:

Animation-Principles of Animation, Animation by Computer, Animation Techniques, Animation File Formats, Making Animations that Work, a Rolling Ball, a Bouncing Ball, Creating an Animated Scene; Installing and using animation software (Flash or Blender), adding animation, tweening, morphing; Interactive navigation-working with sound and video.

### Course Outcomes:

Upon successful completion of the course, the student shall be able to:

- CO1 Critically analyze the key components of multimedia technologies including text, graphics, voice, video and animation and the broad principles associated with multimedia concepts used in computer graphics.
- CO2 Create vector and typographic designs and apply masking effect to images and create an animation using the tools panel.
- CO3 Design an image using image editing tools and apply effectively.
- CO4 Create animated sequence with titles applying the principles of animation.
- CO5 Apply acquired knowledge in the field of multimedia for the good cause like advertisement in practice and independently continue to expand knowledge in this field.

### Textbook:

Tay Vaughan, Multimedia: Making it Work (Seventh Edition) (2010). McGraw Hill.