Lesson Plan

**Discipline :** Computer Engg.

**Semester :** 2nd (Sanjeev Kumar)

Subject : Multimedia Applications Lesson Plan Duration : 15 weeks

**Workload (Lecture / Practical) per week (in hours):** Lectures-02, Practical-04

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Week** | **Theory** | | **Practical** | |
| **Lecture day** | **Topic** | **Practical Day** | **Topic** |
| **1st** | **1st** | Concept of Multimedia, History of  Multimedia | 1st | Study of Adobe flash tools, frame by frame animation |
| **2nd** | Multimedia hardware and software |
| **2nd** | **3rd** | Meetings the analog signals (analog vs digital signal). | 2nd | Motion Tweening; Simple Tweening |
| **4th** | Digital recording, search of digital recording by converting sound into numbers) |
| **3rd** | **5th** | Sound cards, connections, types etc. | 3rd | Using Guide Layer; Shape Tweening |
| **6th** | Advantages of external sound cards |
| **4th** | **7th** | Playback and recording | 4th | Simple Tweening; Shape Hint |
| **8th** | Components of MIDI, MIDI connectors |
| **5th** | **9th** | Features of MIDI | 5th | Masking; Single Layer Masking; |
| **10th** | Working of MIDI |
| **6th** | **11th** | Multimedia Text (hardware requirement, software requirement) | 6th | Double Layer Masking |
| **12th** | Digital imaging fundamentals |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Week** | **Theory** | | **Practical** | |
| **Lecture day** | **Topic** | **Practical Day** | **Topic** |
| **7th** | **13th** | Digital Image Development, editing | 7th | Movie Clip; Buttons; Publishing of Flash Movie |
| **14th** | Characteristics of digital image |
| **8th** | **15nd** | Advantages & disadvantages of Digital Image | 8th | Simple functions: Stop, Play, Go to |
| **16rd** | Animation fundamentals |
| **9th** | **17th** | Animation techniques | 9th | Get URL, Call |
| **18th** | Digital video fundamentals, relation between pixels and kbps |
| **10th** | **19th** | Parameters of Digital video, digital video production | 10th | Properties - \_x, \_y, \_x Scale,  \_y Scale, \_alpha |
| **20th** | Video production equipment |
| **11th** | **21st** | Digital video production techniques | 11th | Event handling |
| **22nd** | Revision |
| **12th** | **23th** | Features of authoring tools | 12th | Study of Adobe Photoshop tools |
| **24th** | Card or page based authoring tools |
| **13th** | **25th** | .Icon based tools, time based tool | 13th | Study of Adobe Photoshop tools |
| **26th** | Multimedia project planning and costing |
| **14th** | **27th** | Multimedia design and planning pyramid | 14th | Image editing |
| **28st** | Multimedia team |
| **15th** | **29rd** | Revision | 15th | Applying special effects. |
| **30th** | Revision |