

Lesson Plan

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

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

