

**Name of Faculty** : **Krishan Kumar**  
**Department & Sem** : **Computer Engineering**  
**Sem** : **3<sup>rd</sup> Sem.**  
**Subject** : **Multimedia Applications**  
**Duration** : **16 Weeks**  
**Work Load** : **Lectures-03, Practical - 06)**

	Theory			
Week	Lecture Day	Topic(Including assignment/test)	Practical Day	
1 <sup>st</sup>	1 <sup>st</sup>	Introduction to Multimedia Systems	1 <sup>st</sup>	Introduction to Multimedia software
	2	Concept of Multimedia, History of Multimedia	2 <sup>nd</sup>	Revise
	3	Multimedia hardware and software		
2 <sup>nd</sup>	4	Various classes	3 <sup>rd</sup>	Practical checking
	5	Components & Quality Criteria		
	6	Revision	4 <sup>th</sup>	Installation of various multimedia software like Photoshop,
3 <sup>rd</sup>	7	Specifications of different capturing devices,	5 <sup>th</sup>	Practical checking and testing
	8	Communication devices, Storage devices		
	9	Display devices, Elements of Multimedia	6 <sup>th</sup>	Installation of Flash
4 <sup>th</sup>	10	Different multimedia file formats	7 <sup>th</sup>	Practical checking and testing
	11	Applications of multimedia	8 <sup>th</sup>	Director or any open source software
	12	Benefits and problems.		
5 <sup>th</sup>	13	Content and Project Planning, Designing and development	9 <sup>th</sup>	Practical checking and testing
	14	Planning steps and process		
	15	Concept of data compression, Text encoding	10 <sup>th</sup>	Installing and use of various multimedia devices
6 <sup>th</sup>	16	Audio encoding techniques	11 <sup>th</sup>	Practical checking and testing
	17	Types of images		
	18	Capturing images using camera/Scanner	12 <sup>th</sup>	Scanner, Digital Camera, Web Camera
7 <sup>th</sup>	19	Coding techniques for Moving Images, Editing	13 <sup>th</sup>	Mike and speakers
	20	Editing of images, audio & Text		
	21	Video and graphics	14 <sup>th</sup>	Touch screen

8 <sup>th</sup>	22	Navigation and user interface designing,	15 <sup>th</sup>	Practical checking and testing
	23	Use of various codes like bar code,		
	24	QR code in multimedia applications.	16 <sup>th</sup>	Plotter and Printers
9 <sup>th</sup>	25	Using Image Processing Tools	17 <sup>th</sup>	DVD - Audio CD and Video CD
	26	Photo-shop workshop,		
	27	Image editing tools,	18 <sup>th</sup>	Practical checking and testing
10 <sup>th</sup>	28	Specifying and adjusting colors,	19 <sup>th</sup>	Reading and writing of different format on CD/DVD
	29	Using gradient tools,		
	30	Selection and move tools,	20 <sup>th</sup>	Practical checking and testing
11 <sup>th</sup>	31	Transforming path drawing	21 <sup>th</sup>	Transporting audio and video files
	32	Editing tools		
	33	Using Channels	22 <sup>th</sup>	Assignment
12 <sup>th</sup>	34	Layers, Filters	23 <sup>th</sup>	Using various features of Flash
	35	Revision		
	36	Actions	24 <sup>th</sup>	Practical checking and testing
13 <sup>th</sup>	37	Multimedia Authoring Tools	25 <sup>th</sup>	Using various features of Photo-shop
	38	Multimedia Authoring Tools		
	39	Icon based, Time based	26 <sup>th</sup>	Practical checking and testing
14 <sup>th</sup>	40	Story boarding/scripting	27 <sup>th</sup>	Making multimedia presentations combining, Flash, Photo-shop,
	41	and object oriented		
	42	working in macromedia flash,	28 <sup>th</sup>	Department profile
15 <sup>th</sup>	43	Exploring interface	29 <sup>th</sup>	Lesson presentation
	44	Using selection of PEN tools.		
	45	Working with drawing and painting tools,	30 <sup>th</sup>	Project presentations.
16 <sup>th</sup>	46	Applying colour viewing and manipulating time line,	31 <sup>th</sup>	Generation and recognition of bar code
	47	Animating, processing, guiding layers,		
	48 <sup>th</sup>	Importing and editing sound and video clips in flash	32 <sup>th</sup>	QR code using pre built application/mobile applications.