

Lesson Plan

Name of Faculty : INDU BALA
Department & Sem : Computer Engg. 3rd Sem.
Subject : Multimedia Applications
Duration : 15 Weeks
Work Load : Lectures-03, Practical - 06)

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

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