

## **LESSON PLAN**

NAME OF FACULTY : Smt Shabnam Sharma

DISCIPLINE : Computer Engineering

SEMESTER : 3rd

SUBJECT : MULTIMEDIA APPLICATIONS

LESSON PLAN DURATION : 16 WEEKS

**WORKLOAD (LECTURE/PRACTICAL) :** LECTURES -3 , PRACTICALS -6

WEEK	THEORY		PRACTICAL	
	LECTURE DAY	TOPIC	PRACTICAL DAY/Period	TOPIC
1 <sup>st</sup>	1	<b>Unit 1 Introduction to Multimedia Systems</b> Concept of Multimedia, History of Multimedia	1-3	Installation of Photoshop, Flash
	2	Multi media hardware and software- various classes, components,	1-3	Installation of Director
	3	Multi media hardware and software- various classes, components,		
2 <sup>nd</sup>	1	Quality criteria and specifications of	1-3	Installation of scanner, Digital camera, Web camera

		different capturing devices		
	2	Quality criteria and specifications of different capturing devices	1-3	Installation of Mike and speakers, Touch screen, Printer
	3	Communication devices, Storage devices		
3 <sup>rd</sup>	1	Storage devices, Display devices	1-3	Installation of DVD, Audio D and Video CD
	2	Elements of Multimedia	1-3	Reading and writing of different format on CD/DVD
	3	Different multimedia file formats		
4 <sup>th</sup>	1	Applications of multimedia	1-3	Transporting audio and video files
	2	benefits and problems.	1-3	Transporting audio and video files
	3	<b>Unit 2: Content and Project Planning, Designing and development</b>		
		Planning steps and process, Concept of data compression		
5 <sup>th</sup>				
	1	Text encoding, Audio encoding techniques	1-3	Using various features of Flash
	2	Types of images Capturing images using camera/scanner,	1-3	Using various features of Flash

	3	Problems of Unit 1 & Unit 2		
6 <sup>th</sup>	1	Coding techniques for Moving Images,	1-3	Making multimedia presentations combining, Flash, Photo-shop
	2	Coding techniques for Moving Images, Editing ,	1-3	Making multimedia presentations combining, Flash, Photo-shop
	3	Editing of images audio, text,		
7 <sup>th</sup>	1	Video and graphics	1-3	Making multimedia presentation of Department
	2	Use of various codes like bar code navigation	1-3	Making multimedia presentation of Department
	3	User interface designing		
8 <sup>th</sup>	1	QR code in multimedia applications	1-3	Making multimedia presentation of lesson plan
	2	<b>Unit 3: Using Image Processing Tools</b> Photo-shop workshop	1-3	Making multimedia presentation of lesson plan
	3	Photo-shop workshop ,image editing tools		

9 <sup>th</sup>	1	image editing tools	1-3	Making multimedia presentation of games
	2	specifying and adjusting colors	1-3	Making multimedia presentation of games
	3	specifying and adjusting colors,selection andmove tools		

10 <sup>th</sup>	1	Selection and move tools,	1-3	Making multimedia presentation of project presentations
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	2	Transforming path drawing and editing tools	1-3	Making multimedia presentation of project presentations
	3	Problems of Unit 2 & Unit 3		
		<b>Test 2</b>		
11 <sup>th</sup>	1	transforming path drawing and editing tools	1-3	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	2	transforming path drawing and editing tools	1-3	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	3	channels		
		layers, filters		
12 <sup>th</sup>	1	Filters and actions	1-3	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	2	<b>Unit 3:Multimedia Authoring Tools</b>  Types of Authoring programmes – Icon based, Time based,	1-3	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	3	Story boarding/scripting		
13 <sup>th</sup>	1	Object oriented working in macromedia flash	1-3	Revision of all practical

	2	Exploring interface using selection of PEN tools	1-3	Revision of all practical
	3	Working with drawing and painting tools,		
14 <sup>th</sup>	1	Applying colour viewing and manipulating time line	1-3	Revision of all practical
	2	Animating		Revision of all practical
	3	Processing, guiding layers,		
15 <sup>th</sup>	1	importing and editing sound and video clips in flash	1-3	Revision of all practical
	2	importing and editing sound and video clips in flash	1-3	Revision of all practical
	3	Problems of Unit 3 & Unit 4		
16 <sup>th</sup>	1	Revision of unit 1 and unit-2	1-3	Revision of all practical
	2	Students doubt session and class test	1-3	Revision of all practical
	3	Revision of syllabus		