

LESSON PLAN

NAME OF FACULTY: MRS. SUMAN CHAUDHARY

DISCIPLINE: COMPUTER ENGINEERING

SEMESTER: 3 rd

SUBJECT: MULTIMEDIA APPLICATIONS

LESSON PLAN DURATION: 14 WEEKS

WORK LOAD (LECTURE/ PRACTICAL): LECTURES-3, PRACTICALS -6

WEEK	THEORY		PRACTICAL	
1st	LECTURE DAY	TOPIC	PRACTICAL DAY/PERIOD	TOPIC
1st	1	UNIT 1 Introduction to Multimedia Systems Concept of Multimedia, History of Multimedia,		
	2	Multimedia hardware and software-various classes, Components, Quality criteria	1-6	Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	3	Specifications of different capturing devices, Communication devices		
2nd	1	Storage devices, ,Different multimedia file formats	1-6	Installing and use of various multimedia devices: - Scanner - Digital camera
	2	Display devices Elements of Multimedia, Applications of multimedia – benefits and problems.		
	3	Applications of multimedia – benefits and problems.		
3rd	1	UNIT 2 Content and Project Planning, Designing and development Planning steps and process,		
	2	Concept of data compression	1-6	- web camera
	3	Text encoding		
4th	3	Audio encoding techniques		
	1	Types of images	1-6	- Mike and speakers
	2	Capturing images using camera/scanner		
5 th	1	Coding techniques for Moving Images, Editing	1-6	- Touch screen
	2	Editing of images audio		
	3	Editing of Text		
6 th	1	Video Navigation		
	2	Graphics Navigation		

	3	User interface designing	1-6	Plotter and printers
7th	1	Use of various codes like bar code,		
	2	QR code in multimedia applications.		
	3	REVISION	1-6	- DVD - Audio CD and Video CD
8th	1	UNIT 3 Using Image Processing Tools Photo-shop workshop,		
	2	Image editing tools		
	3	Specifying and adjusting colors	1-6	Reading and writing of different format on CD/DVD
9th	1	Using gradient tools		
	2	Selection and move tools	1-6	Transporting audio and video files
	3	Transforming path drawing and editing tools		
10th	1	Using channels, layers, filters and actions		
	2	REVISION	1-6	Using various features of Flash
	3	UNIT 4 Multimedia Authoring Tools Types of Authoring programmes – Icon based		
11th	1	Time based, Story boarding/scripting		
	2	Object oriented working in macromedia flash	1-6	Using various features of Photo-shop/GIMP
	3	Exploring interface using selection of PEN tools		
12th	1	Working with drawing and painting tools	1-6	Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations.
	2	Applying colour viewing		
	3	Manipulating time line		
13th	1	Animating, Processing		
	2	Guiding layers, importing	1-6	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	3	Editing sound and video clips in flash		
14th	1	REVISION		
	2	REVISION	1-6	Revision of Practicals
	3	REVISION		