



C. U. SHAH UNIVERSITY – WADHWAN CITY

FACULTY OF TECHNOLOGY AND ENGINEERING DEPARTMENT OF INFORMATION TECHNOLOGY

B. TECH. SEMESTER: - VI

Subject Name: Multimedia Technology

Subject Code : 4TE06MMT1

Teaching & Evaluation Scheme:-

Subject Code	Subject Name	Teaching Scheme (Hours)				Credits	Evaluation Scheme							
		Th	Tu	Pr	Total		Theory				Practical (Marks)			Total
							Sessional Exam		University Exam		Internal		University	
							Marks	Hours	Marks	Hours	Pr/Viva	TW	Pr	
4TE06MMT1	Multimedia Technology	3	0	2	5	4	30	1.5	70	3.0	-	20	30	150

Objectives:

- To introduce the different media used and the design issues in multimedia systems with understanding of multimedia programming. Provide an opportunity for students to apply design, implementation and evaluation concepts and techniques to the development of a realistic multimedia system.

Prerequisites:

- Basic knowledge of mathematics

Course outline:

Sr. No.	Course Contents	Total Hrs.
1	Introduction: Introduction to Multimedia and animation, Multimedia Systems, Design Fundamentals, Elements of multimedia and animation and their use, Back ground of Art, Color theory overview, Sketching & illustration, Storyboarding, different tools for animation .	10
2	Multimedia Projects: Multimedia Skills, Hardware, Use of Graphics in Multimedia, Overview of Vector and Raster Graphics, Basic software tools, Multimedia Authoring Tools, Planning and Costing, Designing and Producing, Contents and talent, Delivering, Enhancing and Testing Multimedia Projects.	12
3	Tools of Multimedia: Paint and Draw Applications, Graphic effects and techniques, Image File Format, Anti-aliasing, Morphing, Multimedia Authoring tools, professional development tools.	10
4	Animation: Introduction and Principles of Animations, Power of Motion,	13

	Animation Techniques, Animation File Format, Making animation for Rolling Ball, making animation for a Bouncing Ball, Animation for the web, GIF, Plugins and Players, Animation tools for World Wide Web.	
	Total	45

Learning Outcomes:

Upon completion of the course, the student will be:

- Be familiar with the software development process as practiced in a multimedia development environment
- Identify the media used in multimedia systems and to assess their relative advantages and disadvantages relative to both user and system points of view.
- Design, implement and evaluate a small multimedia system.

Books Recommended:

1. Multimedia, Making IT Work, **Tay Vaughan**, Tata McGraw Hill.
2. Multimedia Systems, **Buford**, Addison Wesley.
3. Multimedia System, **Sleinreitz**, Addison Wesley.
4. Fundamentals of Multimedia, **Ze-Nian Li and Mark S.Drew**, Pearson Education.
5. Principles of Interactive Multimedia, **Elsom Cook**, Tata McGraw Hill
6. Multimedia Computing, Communication and Applications, **Ralf Steinmetz and Klara Nahrstedt**, Pearson Education.