Program: BIT, 6th Semester Subject: Multimedia System

Texas College of Management and IT Shipal, Kathmandu

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| **Weeks** | **Units** | **Topics/Sub topics to be covered** | **Remarks** |
| 1 & 2 | 1: Introduction | Define common multimedia terms such as multimedia, integration, interactive, hypermedia, HTML, and authoring and qualify various characteristics of multimedia: nonlinear versus linear content  Applications of Multimedia: Multimedia in Business, Multimedia in Schools, Multimedia at Home, Virtual Reality |  |
| 3 | 2: Multimedia Skills | Identify the typical members of a multimedia project team and describe the skills that they need for their work: Project Manager, Creative Director/Multimedia Designer, Art Director/Visual Designer, Artiest, Interface Designer, Game Designe, Subject Matter Expert, Instructional Designer/Training Specialist, Scriptwriter, Anamitor(2-D/3- D), Music composer, Multimedia Programmer, HTML coder,  Lawer/Media Acquistion, Marketing Director |  |
| 3 | 3: Text | Importance of word choice, Describe between the difference between a typeface and a font, Discuss the presentation of  text |  |
| 4 | 4: Sound | What is sound ?; Digital Audio; Editing Digital Recordings;  File size vs Quality; MIDI Audio; Audio File Formats; Adding sound to the multimedia project |  |
| 5 | 5: Images | Bitmap and Vector images, 2D and 3D images, Use of colors  and palettes in Multimedia, Image file types used in multimedia |  |
| 6 | 6: Animation | Define animation, Computer Animations, Animation  Techniques, Animation File formats |  |
| 7 | 7: Video | Digital Video, Screen Resolutions for computer monitors, Video containers and codecs, Shooting and Editing Video,  Video Editing |  |
| 8 | 8: Hardware | Computer platforms: Windows Vs Macintosh, Connecting  Devices, Memory and storage devices, Input and output devices |  |
| 8 | 9: Basic Software Tools | Text Editing and Word processing tools; OCR Software; Painting and Drawing Tools; Image-editing software; Sound-  Editing tools; 3-D Modeling and Animation tools; Animation, Video, and Digital Movie Tools; Format converters |  |
| 9 | 10: Multimedia  Authoring tools | Need of authoring tools; Types of Authoring tools; Choosing  an Authoring Tool |  |
| 9 | 11: Designing for World Wide Web | Basic methods for displaying elements of multimedia on a web page; Text, Image, Audio, Animation and Video for the  Web |  |
| 10 | 12: Planning and Costing | The Process of Making Multimedia; Scheduling, Estimating, Writing a multimedia project proposal |  |
| 11 | 13: Designing and Producing | Designing: Designing the structure, Designing the user Interface; Producing: Starting Up, Working with Clients,  Tracking, Copyrights |  |
| 12 | 14: Content,  talent and delivering | Acquiring Content, Acquiring Talent, Delivering |  |
| 13 |  | Revision |  |