

Madan Bhandari Memorial College

Department of Computer Science and Information Technology (B.Sc.CSIT)
Binayak Nagar, New Baneshwor, Kathmandu

Practical Sheet

Submitted By:- Ritika Thapa

Program No.: - 1

Submitted To Ram Kumar Basnet sir

Lab Date:- 0079/07/15

Submission Date:- _____

T.U.Roll.No. :- _____

Title: To create Logo design in Macromedia freehand MX 11.

Introduction:-

freehand MX software is a vector-based drawing application. freehand MX includes vector effects such as bend, sketch and transform. It combines a wide range of drawing tools with special effects. Logo design is the combination of image and graphics in multimedia. An image can be in formats like:- JPEG, GIF, etc. Graphics formats are specified through graphics primitive and their attributes. There are mainly two types of graphics :- Raster Graphics and vector graphics. The main purpose of using it is to create different logos of colleges, schools, offices, etc.

Purpose and Objective:-

- To create a logo using different tools available in macromedia freehand MX 11.
- To understand the use of different tools and be familiar with them.
- To be able to create different shapes of different sizes within the same or different designs.

Materials used:-

- Software used = Macromedia freehand MR 11.
- Different shapes in the macromedia freehand.

Methods or algorithms:-

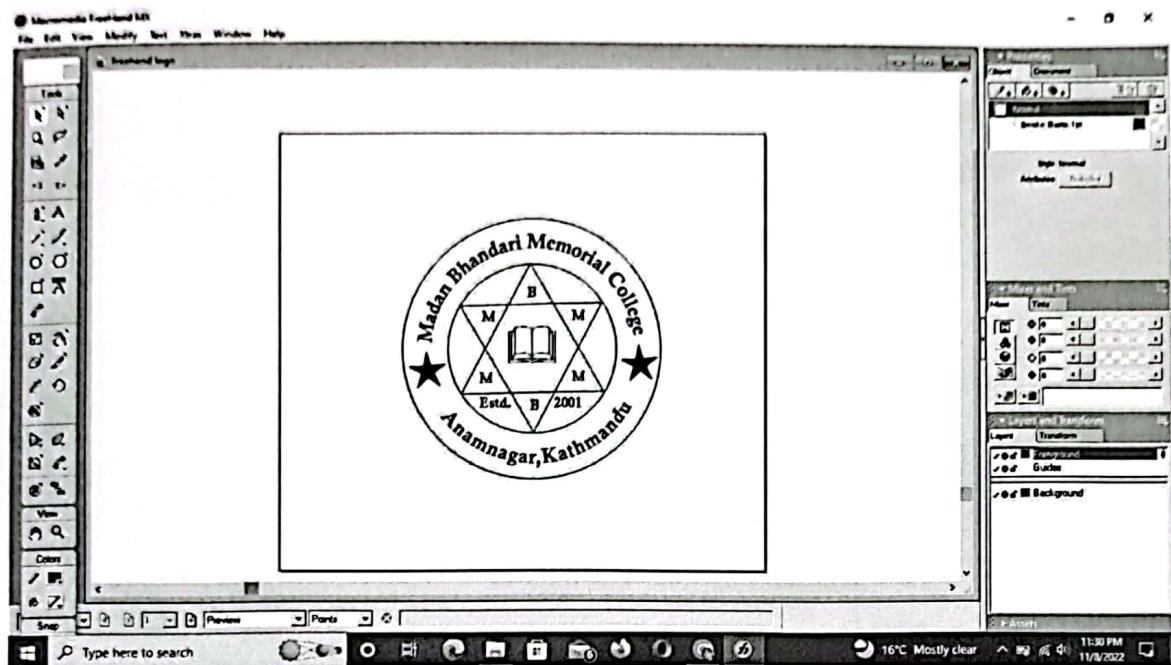
1. Step 1 • Use the ellipse tool to draw/create a circle.
2. Duplicate the circle using "ctrl + shift + D keys".
3. Decrease the size of the duplicated circle using "pointer tool".
4. Write a text ~~anywhere~~ near the circle ~~using~~ ^{using} "Attach to path tool".
5. Duplicate the circle once again and decrease its size according to user's need.
6. Use star shape using polygon tool.
7. Duplicate the star and invert it using "Rotate tool".
8. Align them properly according to need.
9. Use the font "wingdings (80 pt)" and enter shift + f keys to create a book which is to be placed at the centre of the circles and the stars inside the circle.
10. Use scale in order to keep the texts, shapes and all in proper manner.

Tools used:-

- Ellipse tool → to create circles.
- Polygon tool → to create triangles and star.
- Text tool → to create words and sentences for the logo.
- Rotate → to rotate the star.
- colour → to colour required shapes.
- Pointer tool → to point particular shapes or texts.
- Scale → to align everything correctly.

Lab-1

Logo Design using Macromedia Freehand



Logo Design

shortcut keys:-

- control + shift + D = Duplicate chosen object .
- control + alt + A = Aligns objects.
- control + shift + < creates small texts .
- control + shift + > = makes text bigger .
- control + shift + Y = aligns text along the circle .

Discussion or Analysis:-

→ To create any logo, macromedia freehand MX is a great application to do so. It is not only useful to beginners but to the professionals as well as it consists of many tools from simple to complex inorder to create any logo whether it is just a simple circle with school college or organisations name or whether some complex logo. It certainly requires a bit practice inorder to get used to the tools, its easier to create logo and designs per need.

References:-

- Youtube
- Google
- Notes .

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Practical Sheet

Submitted By:- Ritika Thapa
Submitted To Ram Kumar Basnet Sir
Submission Date: 2079 / 7 / 24

Program No:- 2
Lab Date:- 2079 / 7 / 15
T.U.Roll.No. :- _____

Title: To create and design bouncing ball by frame by frame animation in macromedia flash.

Introduction:-

Macromedia Flash is a program that creates interactive, and animated media such as motion graphics, videos, presentations and websites. To animate something is, literally to bring it to life. An animation covers all changes that have a visual effect. A computer-based animation is an animation performed by a computer using graphical tools to provide visual effects.

Eg:- designing a bouncing ball by frame by frame. we user/ designer we different tools for this kind of animation .

Purpose and Objective:-

- To animate something and bring it to life i.e. bouncing ball.
- To understand different uses of different tools for different purposes.
- To design bouncing ball.

Materials used:-

- Software used - Macromedia Flash.
- Different tools - to create animation.
- windows / macs - to install it.

Methods or algorithms:-

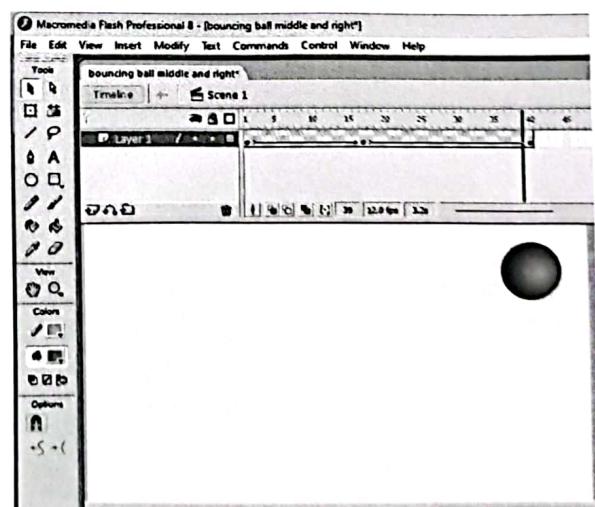
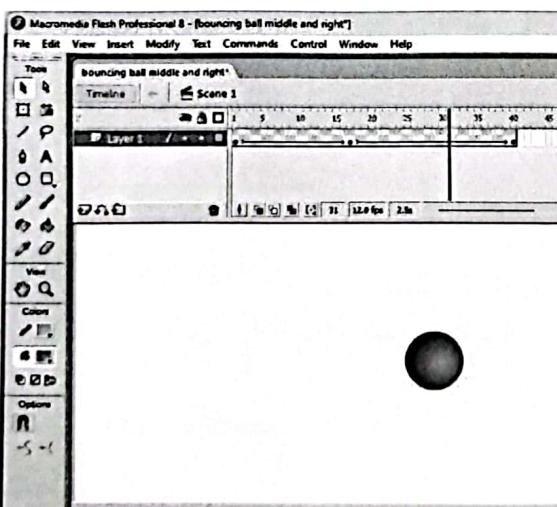
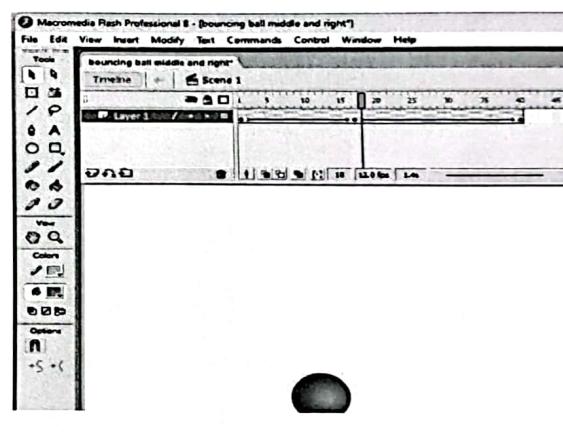
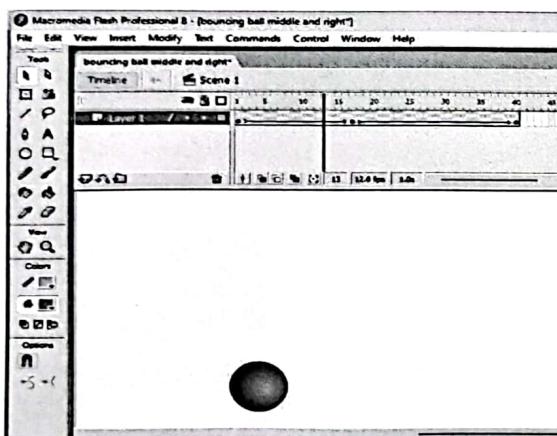
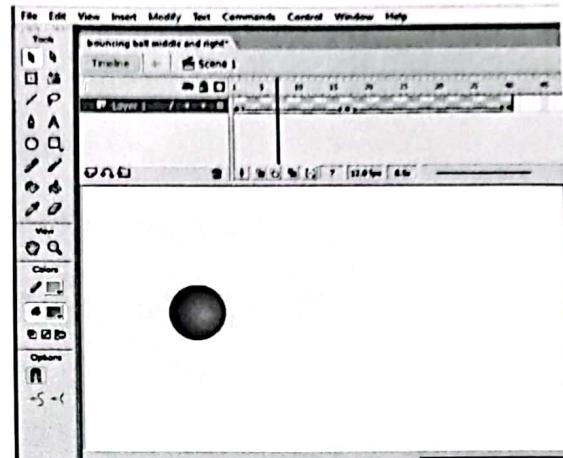
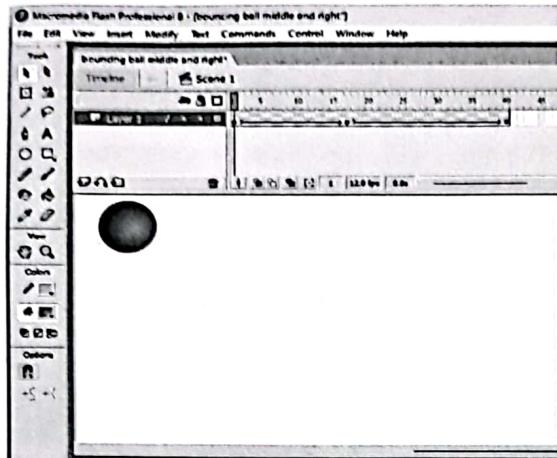
1. Open Macromedia flash, ^{and} new file using flash document.
2. Use the "line tool" to create a image of a stair.
3. choose the colour of your desire and fill the stain using "paint bucket tool".
4. Add a keyframe and create Motion tween.
5. Use "oval tool" to create a ball on top of the stairs.
6. Use colour of your for the ball and add a keyframe.
7. Use "free Transform tool" in order to select only the ball.
8. Move the ball as required to create as if the ball is falling down the stairs, bounching downward.
9. Add a keyframe each and every single time the ball is moved.
10. Repeat the process for the number of frames you want to take until the last step of stairs.
11. Enter control and enter keys to view the animation.

Tools used:-

- Selection tool → to select object.
- Line tool → to create lines.
- oval tool → to create ball.
- Fill tool → to fill colours.
- Frame → to add keyframe.
- Rotate → to rotate the ball.

Lab-2

Bouncing ball ny frame by frame animation In Macromedi Flash



shortcut keys:-

- $\text{ctrl} + \text{N}$ → creates a new file.
- $\text{ctrl} + \text{Z}$ → to undo select E
- $\text{ctrl} + \text{+}$ → to zoom in
- $\text{ctrl} + \text{-}$ → to zoom out.
- $\text{ctrl} + \text{enter}$ → tests movie/animation.
- $\text{ctrl} + \text{k}$ → aligns selected objects at
-

Discussion or Analysis:-

- To create any animation and seem to bring them to life, Macromedia flash is a great application to do so. Macromedia flash is a very useful application tool to create and animate, simple as well as complex animations. It might seem difficult to understand the use of different tools and create perfect required animations but with bit of patience and practice, it is easy to use. It is used by beginners as well as professionals for either simple project or complex projects.

References:-

- Youtube.
- Ralfe & Kiara Book
- Provided Note .
- Google.

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Practical Sheet

Submitted By:- Rishika Thapa

Program No:- 03

Submitted To Ram Kumar Bawali sir

Lab Date:- 20/7/22

Submission Date:- _____

T.U.Roll.No. :- _____

Title: To create text animation using swish Max 4.

Introduction :-

swish Max 4 is an advanced flash creation tool for the graphic artist or web professional. It consists of advanced drawing tools, scripting, flash video and all the necessary things needed for a flash dynamic animation. It includes over 380 present Multimedia effect and over 300 ready-to-use components and vector shapes. This application is used to animate text, movies, etc. Text animation can be created and designed using it. Different text with different colour, font effects can be designed all at once using swishMax4. It is done so to make any texts of any logo or anything more attractive and eye-catching to the viewers.

Purpose and objective :-

- To animate different text and make it more attractive.
- To understand different use of different tools, effects, shapes for different animating purposes .
- To design text animation.

Materials used :-

- Software used - Swish Max 4
- Different tools and effects to create animation.
- windows/Mac

Methods or algorithms :-

1. Open SwishMax 4 and new file.
2. Use the "Text Tool" to create some text as per requirement.
3. Choose the colour for the text.
4. Copy the text and paste it right below the previous text.
5. Choose the colour as required.
6. Use the "Rectangular Tool" and place it right in front of the texts.
7. Color these rectangles as required from properties.
8. "Scene 1" will appear on top left. Arrange the text and rectangular shape by bring dragging text on top of the shapes inorder for those shapes to be visible.
9. After text, shapes and colours are created, we click on required time suppose 15 second on the text and shapes.
10. Add effect after timer has been set.
11. Repeat until required result is not obtained.
12. Enter "control" and "enter" keys to view how the animation turned out and save it to ".swf" to edit & ".exe" to run.
13. Enter $ctrl + T$ to view final animation (running file). ~~in~~ ^{save} ~~Rea~~

Lab-3

Text Animation using effects in Swish Max

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s c r i b e A n d

Shortcut keys :-

- $\text{ctrl} + \text{N}$ = creates a new file.
- $\text{ctrl} + \text{Z}$ = to undo
- $\text{ctrl} + \text{+}$ = to zoom in
- $\text{ctrl} + \text{-}$ = to zoom out
- $\text{ctrl} + \text{Enter}$ = test movie/animation.
- $\text{ctrl} + \text{K}$ = to align selected object.
- Effects - Add Effect - as per required
 - Delete Effect - as per requirements.

Effects → zoom in → to zoom into the texts.

fade in / fade out → to fade the text in or out.

slide out to left → texts appear from left.

slide out to right → texts disappear from right

core effects → wave

Discussion and Analysis:-

- To create any animation like text animation, *Scalish Max 4* is a great application to do so. It is a very useful software application to design and create animations using different tools, effects, time, similar to that of macromedia flash. It is the simplest application that can be used by both beginners and professionals. Different projects that includes large animated movies or just a small animation can be designed.

References :-

- YouTube
- Google
- Provided Note.

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Practical Sheet

Submitted By:- Ritika Thapa

Program No:- 04

Submitted To Ram Kumar Basnet Sir

Lab Date:- 2079/08/06

Submission Date:- _____

T.U.Roll.No. :- _____

Title: To create Bouncing Ball / Moving Ball using Macromedia Director.

Introduction :-

Macromedia Director, which is now called Adobe Director is a media application created by Macromedia, is now a part of Adobe systems. It allows users to build applications built on a movie metaphor, with the user as director of the movie. It also supports vector graphics and 3D interactivity. It can also create stand-alone executable applications from a project, called projectors. ~~It is an~~ It is an authoring tool designed to build rich content that delivers real results, integrating interactive audio, video, bitmaps, vectors, text, fonts and more. We get to understand about it in chapter four; video and animation.

Purpose and Objectives -

- To build rich content that delivers real results, integrating interactive audio, video, bitmaps, texts, fonts.
- To build an animation/movie of bouncing or moving a ball.

Materials used:-

- software applications used called Macromedia-Director 8.5 version

Algorithms :-

1. Open the application i.e. Micromedia Director
2. Use the "filled Ellipse" shape to create a ball, which is present on the left side.
3. Choose the colour for the ball as per your wish.
4. Select the ball and manage its size according to your need.
5. Select a certain time on the 'Score' just below the ball. Let's say we chose '5' on the timeline 'Score'.
6. After that drag the ball as your need, let's say down.
7. Similarly choose time as step 5.
8. Similar to step 6, drag the ball upward as if it is moving up.
9. Repeat steps 5 and 6, 7 and 8 until and unless required movement is for animated.
10. Play to see whether the ball moves/bounces as per need or not.
11. Stop.

Shortcut keys :-

ctrl + N = creates a new file.

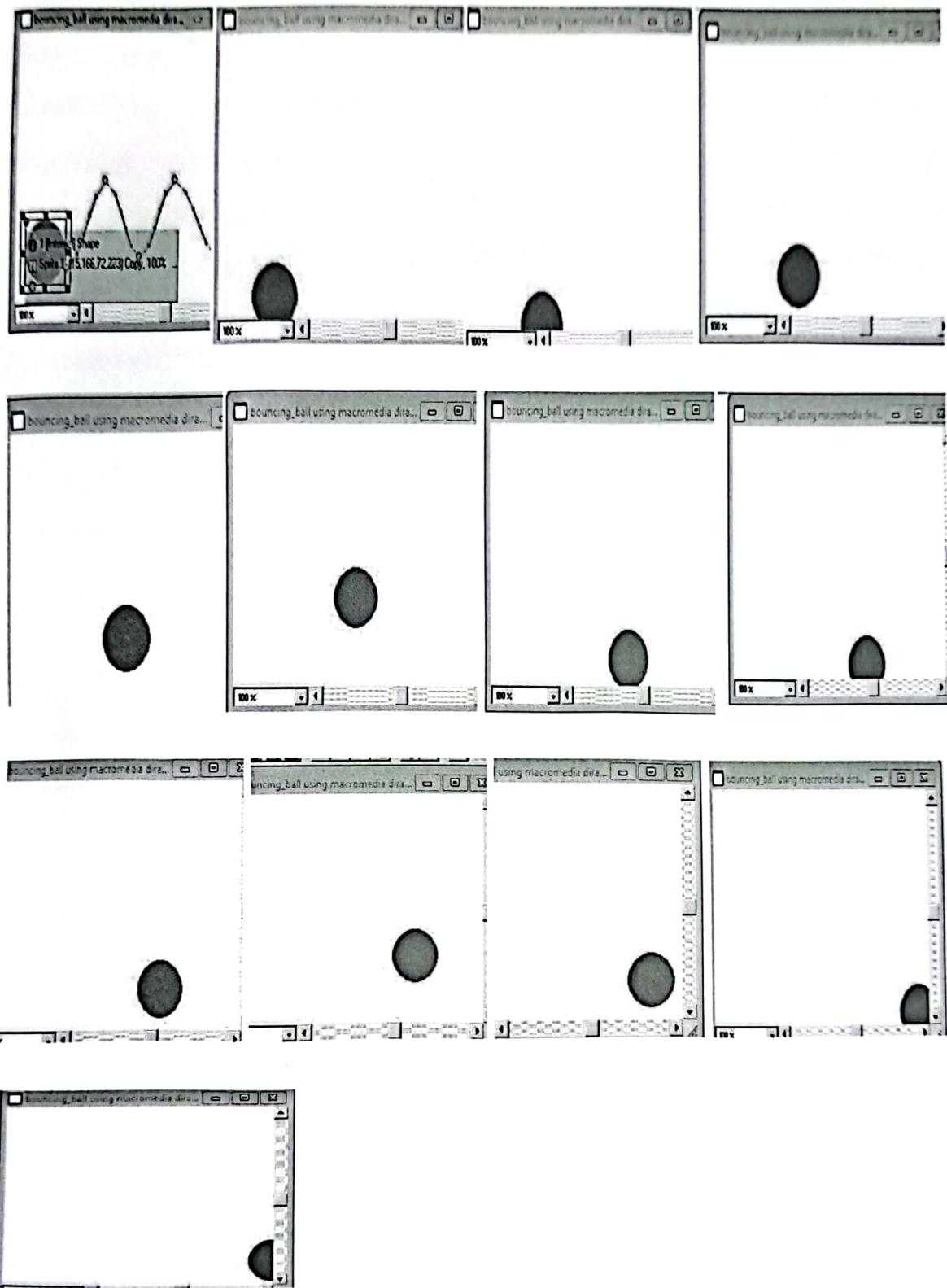
ctrl + z = to undo

ctrl + '+' = to zoom out

ctrl + '-' = to zoom in

Lab-4

Bouncing Ball using Macromedia Director



Discussion :-

To create any animation or movie like video, Macromedia Director is a great application to do so. User can use different tools, styles, methods to create required animation like bounding ball. It is an application which is easy to use. Different versions are available, with more features and more update with each version.

References:-

- Google
- YouTube
- Provided Note.

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Practical Sheet

Submitted By:- Ritika Thapa

Program No:- 5

Submitted To _____

Lab Date:- _____

Submission Date:- _____

T.U.Roll.No. :- _____

Title: To create a sample bill by using freehand MX tools.

Introduction:-

Text, Image and graphics are the basic components of multimedia. The combination of text and graphics like line and rectangle, can be used to create new graphics and image. An image is a spatial representation of an object. An image can be in formats like JPEG, GIF, PNG, etc. Graphics formats are either bitmap or pixmap. Raster and vector are the two types of graphics.

Freehand is used for image and graphics. It is used to create, logo, bills, etc.

Purpose and Objective:-

- To be familiar with Macromedia free hand.
- To be able to design a simple form using macromedia director.
- To be familiar with the tools in Macromedia freehand.

Materials Used :-

- Software used - Macromedia flash
- Different tools - to create bill.
- Windows / Mac - to install it.

Methods or Algorithms :-

1. Open Macromedia flash and new file wing flash document.
2. Use the 'rectangle tool' to draw a rectangle which is the outline for our bill.
3. Use the text tool to write in the bill like company name, order number, date, address, total amount and contact.
4. Format the text in your own style.
5. Use the line tool or rectangle to draw a table on the bill.
6. The table should consist of serial no., items, total quantity of items and amount of those items.
7. Adjust the table and serial no, items, quantity, and all the other components by aligning them in a proper way.
8. A simple bill is created.

Tools Used :-

- Rectangle - to draw outline of bill.
- Text - to write texts on the bill.
- Line - to create lines on table
- Rulers - to align the text properly.

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Accurate Lights

Order no.....

Date...../..../

M/C.....

Address.....

Contact No.....

S.No	Paticular	Qty	S.No	Amount
In Words.....			Total	
.....			Advance	
.....			Sub Total	

Receiver Signature

Thank you

Signature

Shortcut keys :-

- R = rectangle tool.
- T = text tool.
- N = line tool.
- ctrl + shift + D = Duplicates the chosen object.
- ctrl + alt + R = Ruler.
- ctrl + ~~alt~~ + Z = to undo select.
- ctrl + + = zooms in
- ctrl + - = zooms out.
- ctrl + alt + A = opens a align window to align object.

Discussion or Analysis :-

Macromedia freehand is a great application to design a bill. The application is a bit complex for beginners or to create a complex structure, which makes it hard to learn and understand. We can design from simple to complex design with it. Overall, it is a great application for designing. Simple bill can be easily designed using Macromedia freehand.

References :-

- Google.
- YouTube
- Provided Note

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Practical Sheet

Submitted By:- Ritika Thapa

Program No:- 06

Submitted To _____

Lab Date:- _____

Submission Date:- _____

T.U.Roll.No. :- _____

Title: write action script to play and stop animation in flash.

Introduction:-

Computer based animation is an animation performed by computer using graphical tools to produce visual effects. To animate something is ~~like~~ literally to bring it to life. The basic steps for computer based animation are input process, composition stages, inbetween the process and changing color.

There are many animation languages like linear-list, graphical language and general purpose language. We can also control the animation. The method of controlling animations are :- full explicit control, procedural control, constraint-based systems.

Tracking live action and kinematics and dynamics. Action script is also used for controlling animation.

Objectives and Purpose:-

- To be familiar with flash and action script.
- To be able to use script in animation.

Materials used :-

- software used - Macromedia flash
- software version - version 8.

Methods or Algorithms :-

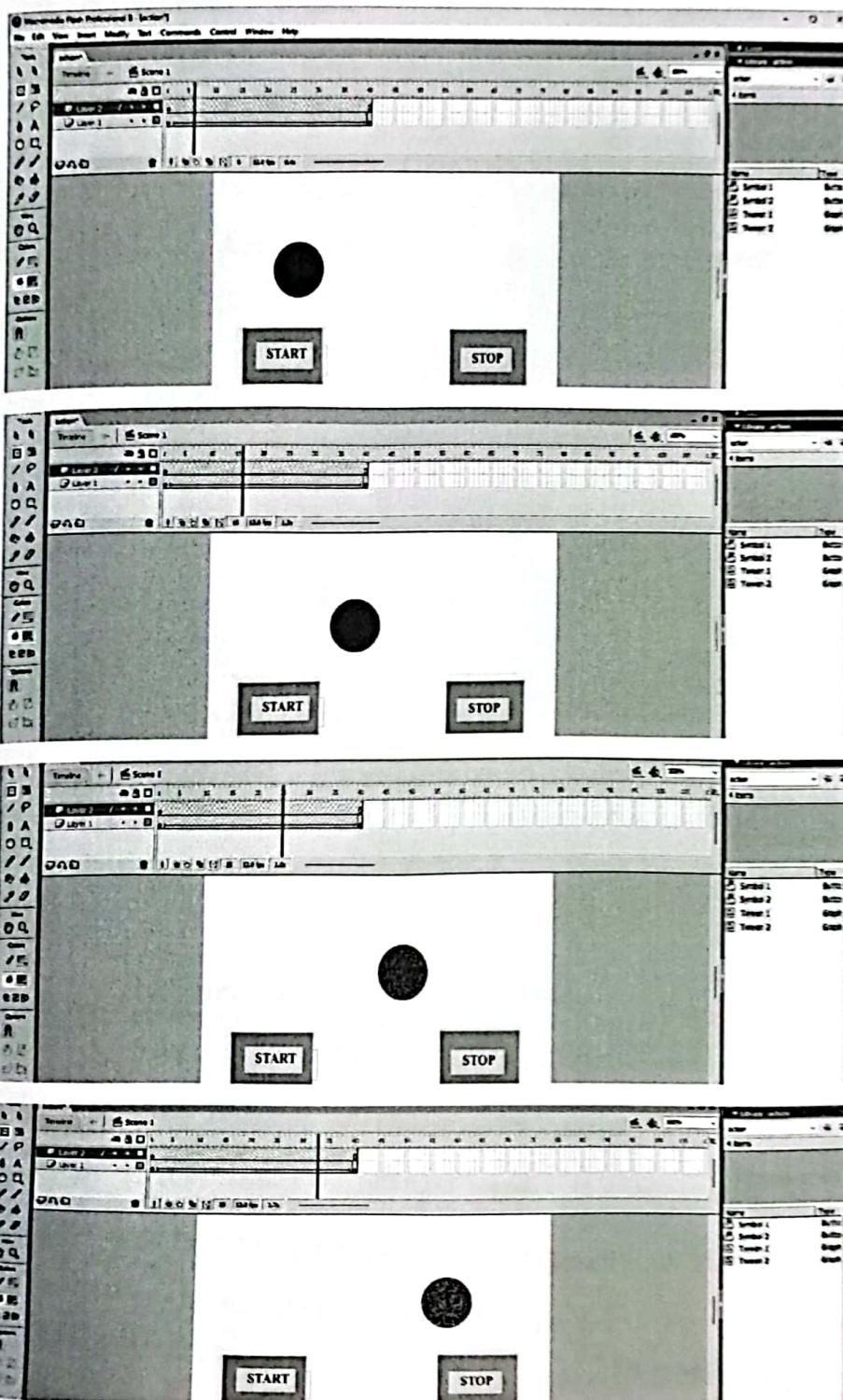
1. At first, we use the oval tool to draw ball.
2. Go to the 40 frame and press F6 to insert keyframe.
3. Then, drag the ball in the frame.
4. Go to the 20 frame in timeline, right click and choose create motion tween.
5. This moves the ball from the start frame to end.
6. Create a new layer in the timeline using 'insert layer'.
7. Create two boxes using the rectangle.
8. Convert the boxes to symbol by right click and choosing convert to symbol and choose button in type.
9. Then right click on the symbol then choose action to write action script.
10. Use text tool to add START and STOP over the button.
11. Ctrl + Enter to play the animation and we can control animation using the START and STOP buttons.

Tools Used :-

- Oval tool - to draw circle
- Rectangle tool - to draw rectangle.
- Select tool - to select objects.
- Timeline - used to make animation by inserting keyframe.
- Motion tween - create a motion from first frame to last.

Lab-6

Action Script to play and stop animation in Flash



shortcut keys:-

- R = Rectangle tool to draw rectangle
- O = Oval tool to draw rectangle.
- Ctrl + D = Duplicate an object.
- F6 = to insert keyframe.
- Ctrl + Enter → to run the animation.

Action script:-

* On start button :-

```
on (press) {  
    play();  
}
```

* On stop button :-

```
on (press) {  
    stop();  
}
```

Discussion or Analysis:-

Macromedia Flash is an animation software that can be used to make simple to complex animation. We followed the four basic steps of animation i.e. input stage, composition stage, inbetween process and changing colours. We also used script to control our animation. Action script is used in Macromedia Flash to control the animation.

Reference:-

Google.

Note Junction.

Youtube.

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Practical Sheet

Submitted By:- Ritika Thapa

Program No:- 7

Submitted To _____

Lab Date:- _____

Submission Date:- _____

T.U.Roll.No. :- _____

Title: Use animation on image from Swish Max.

Introduction:-

computer based animation is an animation performed by computer using graphical tools to produce usual effects. To animate something is like injecting life to it.

An image is a spatial representation of an object.

An image can be in formats like:- JPEG, GIF, PNG, etc.

We can animate an image using different effects on it like:- fade-in, fade-out, zoom-in, zoom-out and many more.

Swish max can be used to animate our image using different effects.

Purpose and Objectives:-

- To be familiar with Swish Max.
- To be able to create or use animation on images.
- To be able to use different effects for animation.

Materials Used :-

- software used -swish Max 4
- software version - version 4

Algorithm or Method :-

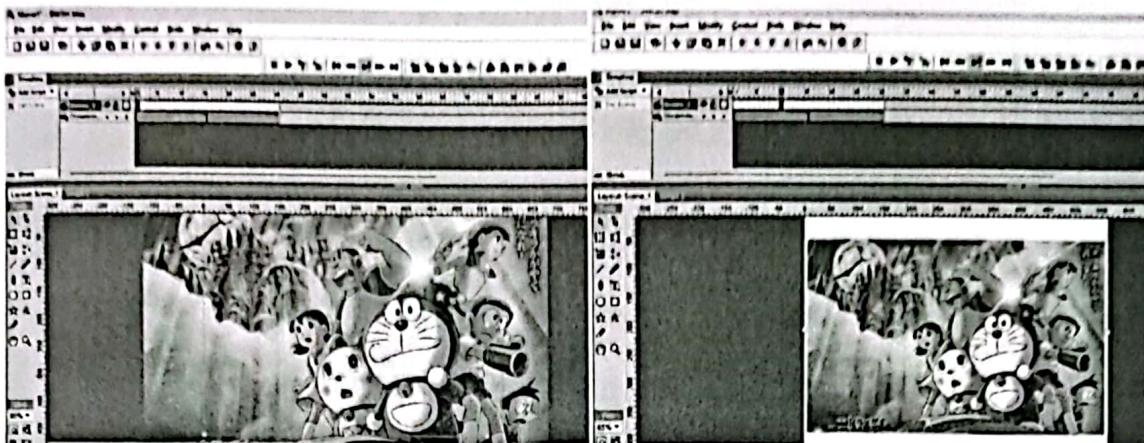
1. At first, go to file in top left corner and choose import to stage then image.
2. choose your desired image.
3. Go to timeline and press f6 at your desired time frame to create a keyframe.
4. Then, choose add effect & choose effect to the image.
5. Play the animation to see the effect.
6. Create another keyframe after the first effect and we can apply different effect in that time frame.

Tools Used :-

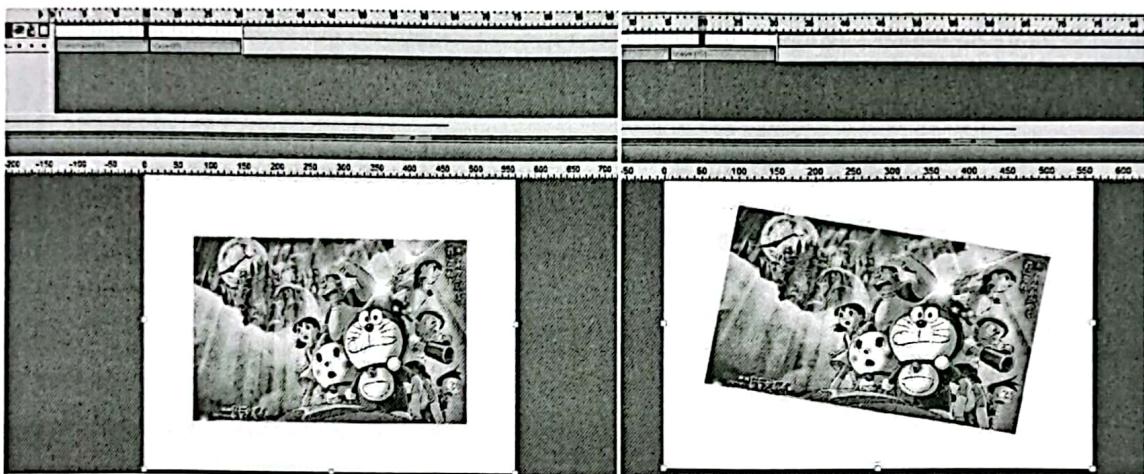
- Import - to import image, video, animation to the project file.
- select tools - to select object in the stage.
- Timeline - used for animation by inserting keyframe.
- Keyframe - main part of animation, collection of frame is animation.
- Add Effect - to put animation effect on the objects.

Lab-7

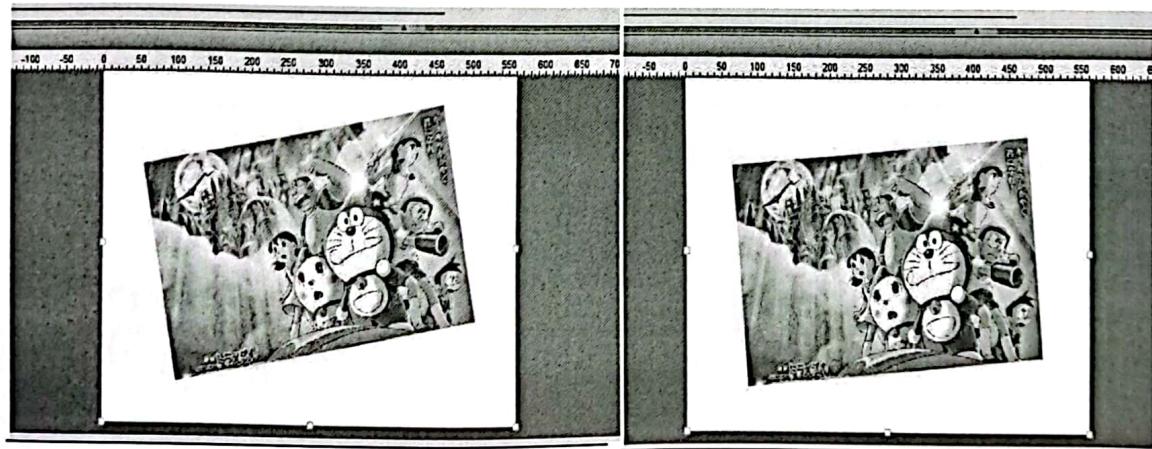
Use animation on image from Swish Max



ZOOM-IN EFFECT



WAVE EFFECT



shortcut keys :-

- f6 → insert keyframe in the timeline.
- ctrl + enter → plays the animation.
- ctrl + T → Runs the animation.

* Effects :-

- Import fade-in → Image appears in the screen.
- fade-out → Image disappears from the screen.
- zoom-in → The image zoom into the screen.
- zoom-out → The image zoom-out from the screen.

* Extensions :-

- .swi → ~~not~~ editable swish file.
- .swf → swish output that can be added to the website.
- .exe → projector file that displays our output.

Discussion or Analysis :-

Swish Max is a graphical language animation. we can add effect to the objects to animate the object. we can control animation by the effect.

Animation on image can be done from swish Max.

References :-

- Google
- Note Junction
- YouTube

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Practical Sheet

Submitted By:- Ritika Thapa

Program No:- 808

Submitted To _____

Lab Date:- _____

Submission Date:- _____

T.U.Roll.No. :- _____

Title: Video Editing using Adobe Premiere Pro.

Introduction:-

Video editing is the manipulation and arrangement of video shots. video editing is used to structure and present all video information, including films and television shows, video advertisements and video essay.

It is one of the major application of multimedia. Adobe premiere pro is a video editing and production system.

In this application, we can input audio, video, image, etc and edit, trim, add effect in our own ways and create output videos.

Purpose and Objectives:-

- To be familiar with Adobe premiere pro.
- To be able to edit using Adobe premiere pro.
- To be able to trim, crop, edit, add, transition, write text, bg-sound, in our video using it.

Materials Used:-

- Software used - Adobe premiere - 2019
- version 2019

Algorithms or Methods:-

1. At first, we create a new project -
2. We then import clips in project window. We can drag and drop our clip or double click the project media window to import clip -
3. We then, drag those imported clips onto the timeline.
4. The audio & video will be separated in timeline.
5. We can mute audio by clicking 'M' in audio side of timeline.
6. Then, we use Razor clip, to cut our clips.
7. We can also add songs , just by dragging into timeline.
8. We use text tool (T) to write text on our video.
9. Click on text tool on timeline then, click on the video in the viewer window & start typing.
10. We can use the select tool, to adjust in the audio.
11. Then in the project import tab, we can find effect and use a transition between clips.
12. After all needed editing, we export our video.

* Tools used:-

- Razor tools - to cut our clips.
- select tools - to select our video & audio.
- Text tool - to write tool on our video.

Lab-8

Video Editing using Adobe Premiere Pro Software



Shortcut keys :-

- C → select Razor tool.
- V → selection tool
- T → text tool.
- Del → selected clip or audio.
- space → play & pause video.
- ctrl + M → export video.
-

* Windows in premiere pro !-

1. Timeline - it keeps tracks of all the clips during editing.
2. Project Media - we import our clip in this window.
3. Effect Control - we control the effect in audio & video like speed, volume, etc.
4. Video viewer → we view our editing video.

* Effects:-

- Transition, we add this effect between our clips to give transition effect like zoom-in, zoom-out, fade-in, fade-out, etc.
- Zoom-in → zooms into video
- Zoom-out → zoom out from video.

* Discussion or Analysis !-

Adobe premiere pro is a great tool which can be used for video editing of production system. We can import clips, concatenate them, mix them, add texts, effects, bg sounds & finally export the edited video. Videos can be edited contact using Adobe premiere pro.

* References:-

- Google
- Youtube
- Provided Note.