

# DIM

## Digital Multimedia

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- Course:
  - 12 weeks with 4 lessons each week
- Literature used:
  - Digital Multimedia 3rd Edition, Nigel Chapman & Jenny Chapman
  - Various internet resources

# Course main purpose

“To introduce students to basic principles of each media type - text, graphics, audio, animation and video - describing their digitization and progressing onto issues that arise when media are combined”

- Theory about the various media types and formats
- Practical exercises for creating and working with the media types

# Current course outline

- Topics
  - Introduction to multimedia and fundamentals
  - Graphics
    - Vector graphics
    - Bitmapped graphics
    - Colour
  - Animation
  - Video
  - Sound
  - Visual design, Text and Typography
  - XML and Multimedia (SVG)

# Current course outline

- Project and exercises
  - Small exercises during the lessons for creating and working with the various media types
  - Course assignment
    - Containing what you have learned from the theory and the exercises
- Study activities
  - Acquired workload for students is estimated to 137,5 hours – incl. examination and working on course assignment

# Evaluation

- Evaluation is based on a written group course assignment, where it must be clearly marked which sections of the course assignment each group member contributed with.
- Furthermore, each group member must also hand in an additional 1-2 pages of individual reflections on the work they have done in the course assignment.