Courses
Multimedia Technologies

Courses syllabus :

Chapter I : Introduction to Multimedia Technologies

1. Definition of multimedia and its importance.
2. Historical evolution of multimedia technologies.
3. Basic concepts: text, image, video, audio, animation.
4. Common multimedia file formats.

Chapter II: Graphics and Images

1. Image editing software: Photoshop, GIMP.
2. Image formats: JPEG, PNG, GIF.
3. Principles of graphic design.
4. Creating and editing images.

Chapter III: Video and Animation

1. Video formats: MP4, AVI, MKV.
2. Video editing software: Adobe Premiere, Final Cut Pro.
3. Animation principles: 2D, 3D.
4. Creating simple videos and animations.

Chapter IV: Audio and Sound

1. Audio formats: MP3, WAV, FLAC.
2. Audio editing software: Audacity, Adobe Audition.
3. Recording and editing sound.
4. Basic audio effects.

Chapter V: Web Multimedia

1. Multimedia integration in websites.
2. Web multimedia technologies: HTML5, CSS3, JavaScript.
3. Introduction to JavaScript libraries for media.

Chapter VI: Trends and Advances

1. Virtual and augmented reality.
2. Artificial intelligence in multimedia.
3. Multimedia and social media.