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Date. 1.02.2024
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Practical No. 1

Aim : Introduction to Multimedia Systems.

Theory : Multimedia has become an inevitable part of any presentation. It has found a variety of applications right from entertainment to education. The evolution of internet has also increased the demand for multimedia content.

Definition

Multimedia is the media that uses multiple forms of information content and information processing (e.g. text, audio, graphics, animation, video, interactivity) to inform or entertain the user. Multimedia also refers to the use of electronic media to store and experience multimedia content. Multimedia is similar to traditional mixed media in fine art, but with a broader scope. The term "rich media" is synonymous for interactive multimedia.

Elements of Multimedia System

Multimedia means that computer information can be represented through audio, graphics, image, video and animation in addition to traditional media (text and graphics). Hypermedia can be considered as one type of particular multimedia applicati-on.

Categories of Multimedia

Multimedia may be broadly divided into linear and non-linear categories. Linear active content progresses without any navigation control for the viewer such as a cinema presentation. Non-linear content offers are user interactivity to control progress as used with a computer game or used in self-paced computer based training. Non-linear content is also known as hypermedia content.

Multimedia presentations can be live or recorded. A recorded presentation may allow

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interactivity via a navigation system. A live multimedia presentation may allow interactivity via interaction with the presenter or performer.

Features of Multimedia

- Multimedia presentations may be viewed in person on stage, projected, transmitted, or played locally with a media player. A broadcast may be a live or recorded multimedia presentation. Broadcasts and recordings can be either analog or digital electronic media technology. Digital online multimedia may be downloaded or streamed. Streaming multimedia may be live or on-demand
- Multimedia games and simulations may be used in a physical environment with special effects, with multiple users in an online network, or locally with an offline computer, game system, or simulator.

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Enhanced levels of Interactivity are made possible by combining multiple forms of media content But depending on what multimedia content you have it may vary Online multimedia is increasingly becoming object-oriented and data-driven, enabling applications with collaborative end-user innovation and personalization on multiple forms of content over time. Examples of these range from multiple forms of content on web sites like photo gallaries with both images (pictures) and title (text) user-updated, to simulations whose co-efficient, events, illustrations, animations or videos are modifiable, allowing the multimedia "experience" to be altered without reprogramming.

Applications of Multimedia

Multimedia finds its application in various areas including, but not limited to, advertisements, art, education, entertainment,

engineering, medicine, mathematics, business, scientific research and spatial, temporal applications.

A few application areas of multimedia are listed below:

- Creative Industries

Creative industries use multimedia for a variety of purposes ranging from fine arts, to entertainment, to commercial art, to journalism, to media and software services provided for any of the industries listed below. An individual multimedia designer may cover the spectrum throughout their career. Request for their skills range from technical, to analytical and to creative.

- Commercial

Much of the electronic old and new media utilized by commercial artists is multimedia. Exciting presentations are used to grab and keep attention in advertising. Industrial, business to business, and interoffice communications are often developed

by creative services firms for advanced multimedia presentations beyond simple slide shows to sell ideas or liven-up training. Commercial multimedia developers may be hired to design for government services and nonprofit services applications as well.

- Entertainment and Fine Arts

In addition, multimedia is heavily used in the entertainment industry, especially to develop special effects in movies and animations. Multimedia games are a popular pastime and are software programs available either as CD-ROMs or Online. Some video games also use multimedia features. Multimedia applications that allow users to actively participate instead of just sitting by as passive recipients of information are called Interactive Multimedia.

- Education

In Education, multimedia is used to produce computer-based training courses (popularly called

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CBTs) and reference books like encyclopaedia and almanacs. A CBT lets the user go through a series of presentations, text about a particular topic, and associated illustrations in various information formats. Edutainment is an informal term used to describe combining education with entertainment, especially multimedia entertainment.

- Engineering

Software engineers may use multimedia in Computer Simulations for anything from entertainment to training such as military or industrial training. Multimedia for software interfaces are often done as collaboration between creative professionals and software engineers.

- Industry

In the Industrial sector, multimedia is used as a way to help present information to shareholders, superiors and coworkers. Multimedia is also helpful for providing employee training, advertising and selling products all over the

world via virtually unlimited web-based technologies.

- Mathematical and Scientific Research.

In Mathematical and Scientific Research, multimedia is mainly used for modeling and simulation. For example, a scientist can look at molecular model of a particular substance and manipulate it to arrive at a new substance. Representati -ve research can be found in journals such as the Journal of Multimedia.

- Medicine

In Medicine, doctors can get trained by looking at a virtual surgery or they can simulate how the human body is affected by diseases spread by viruses and bacteria and then develop techniques to prevent it.

- Multimedia in Public Places

In hotels, railway stations, shopping malls, museums, and grocery stores, multimedia will become available at stand-alone terminals or Kiosks to provide information and help. Such installation reduce demand

on traditional information booths and personnel, add value, and they can work around the clock. even in the middle of the night, when live help is off duty. A menu screen from a supermarket kiosk that provide services ranging from meal planning to coupons. Hotel kiosk list nearby restaurant, maps of the city, airline schedules, and provide guest services such as automated checkout. Printers are often attached so users can walk away with a printed copy of the information. Museum kiosk are not only used to guide patrons through the exhibits, but when installed at each exhibit, provide great added depth, allowing visitors to browser though the exhibits, richly. detailed information specific to that display.

Conclusion: Thus, I have studied introduction to Multimedia Systems.

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Practical No. 2

Aim : To study Multimedia Hardware system.

Theory :

INPUT DEVICES :

A great variety or input devices from the familiar Keyboard and handy mouse to touch screen and voice recognition setups can be used for development and delivery or a multimedia project.

1) KEYBOARD :

A Keyboard is the most common method of interaction with a computer. Keyboards provide various tactile responses and have variously layout depending upon your Computer System and Keyboard - model. Keyboard is typically rated at least 50 million cycles. The most common Keyboard for PCs is the 101l style, although many styles are available with one or more special Key LED's.

2) MICE :

A mouse is the standard tool for interacting with a graphical user interface (GUI). All Mancintosh computers require a mouse; on PCs, mouse are not required but recommended. The buttons on the mouse provide additional user input, such as pointing and double clicking to open a document.

3) TRACK BALL :

Track ball are similar to mice except that the cursor is moved by using one or more fingers to roll across the top of ball. The track ball does not need the flat space required by a mouse. Track ball have at least two buttons; one for the user to click, and the other to provide the press and hold condition necessary for selecting & dragging operation.

4) TOUCHSCREEN :

Touch Screens are monitors that usually have a textured coating across the glass

face. This coating is sensitive to pressure and register the location of the user's finger when it touches the screen. The touch mate system, which has no coating, actually measures the pitch roll, and yaw rotation of the monitor when pressed by finger, and determine how much force exerted and the location where the force was applied.

5) MAGNETIC CARD ENCODERS AND READERS:

Magnetic card setups are useful when you need an interface for a data-base application or multimedia project that tracks users. You need both card encoder and a card reader for this type of interface. The encoder connects to the computer at the serial port and transfer information to magnetic strip of tape on the back of the card.

6) FLAT-BED SCANNERS:

A scanner may be the most useful piece of equipment you will use in the

course of producing a multimedia project. There are flat bed scanner and handheld scanners. Most commonly available are gray-scale and color flat-bed scanners that provide a resolution of 300 or 600 dots per inch. Professional graphics houses may use even higher resolution unit.

7) OPTICAL CHARACTER RECOGNITION (OCR) DEVICES:

OCR software, such as omni page from cacre or perceive from ocron, to convert printed matter to ASCII text files in our computer. We can also convert paper document into a word processing document on our computer without retyping or rekeying. An OCR terminal can be of use to multimedia developer because it recognizes not only printed characters but also handwriting.

8) INFRARED REMOTES:

An infrared remote unit lets a user interact with our project while we are freely moving about. Remotes work like mice and trackballs, except they use infrared light to

direct the cursor and require no cables to Communicate. Remote mice work well for a lecture or other presentation in an auditorium or similar environment, when the speaker needs to move around the room.

9) VOICE RECOGNITION SYSTEM :

Voice recognition system facilitates hands free Interaction with your project. These system usually provide a unidirectional cardiod, noise canceling microphone that automatically filters out background noise. Most voice recognition system currently available can trigger common events such as Save, Quit, Open, Print etc. The Macintosh A V and Power Macintosh Computer include voice recognition capability and add on sound board such as the Sound blaster or Diamond Sonic Sound and Other provide this features for PCs.

10) DIGITAL CAMERA :

Digital Camera use the same technology

i.e. CCD as video camera uses. They capture the still images of a given no. of pixels and the images are stored in camera's memory to be uploaded later to a computer. The higher the mega pixel rating, the higher the resolution of camera. Images are uploaded from the camera's memory using a serial, parallel cable.

B) OUTPUT HARDWARE

Presentation or the audio and the visual components or our multimedia project requires hardware that may or may not be included with the computer itself. Speakers, amplifiers, monitor, motion video devices and capable storage devices. There is no greater test of benefit of good output hardware than to feed the audio output of your computer into an external amplifier.

1) AUDIO DEVICES:

All Machintosh are equipped with an

internal speaker and a dedicated sound chip and they are capable of audio output without additional hardware and /or software. To take advantage of built in stereo sound, external speakers are required. Digitizing sound on your Machintosh requires an external microphone and sound editing/ recording software such as Sound edit 16 from Macromedia, Sound Forge.

2) AMPLIFIERS ANS SPEAKERS:

Often the speakers we use during a project development will not be adequate for development of multimedia project. Speakers with built in amplifier are important when our project will be presented to a large audience.

3) MONITORS:

The monitors we need for development of multimedia projects depend on the type of application we are creating. A wide variety of monitors areavailable for both Machintosh and PCs. High-end, large screen

graphics monitors and LCD panels are available for both, and they are expensive. Serious multimedia developers will often attach more than one monitor to their computers, using add-on graphics boards. This is because many authoring system allow us to work with several open windows at a time so we can dedicate one monitor to viewing the work we are creating or designing and can perform various editing tasks in windows on other monitor that do not block the view of work.

4) VIDEO DEVICES :

Message medium has the visual Impact of video with a video digitizing board installed in computer, can display a television picture on monitor. Some boards include frame-grabber features for capturing the images and turning it into a color bitmap, which can be saved as a PICT or TIFF file and then used as a part of a graphics or a background project.

5) PROJECTORS :

When we need to show material to more viewer that can huddle around a Computer monitor, we will need to project it onto a large screen or even a white painted wall. Cathod-ray tube projectors, liquid crystal display (LCD) panel attached to an overhead projector, stand alone LCD projectors, and light-valve projectors are available to splash work onto big screen surfaces.

6) PRINTERS :

With the advent of reasonably priced color printers, hard copy output has entered the multimedia scene. From storyboa-rds to presentation to production of collateral marketing material, color printers have become an important part of the multimedia development environment. Color helps clarify concept, improve understanding and retention or information, and organize complex data. Xerox offers both solid ink and laser options.

c) COMMUNICATION DEVICES:

Many multimedia application are developed in workgroups comprising instructional designers, writers, graphics artists, programmers, and musician located in the same office space or building. The workgroup member's computers typically are connected on a local area network (LAN) the client's computers, however, may be thousand miles distant, requiring other methods of good communication.

In the work place us quality equipment and software for your communica-tion setup. The cost in both the time and money of stable and fast networking will be returned to you.

1) MODEMS:

Modems can be connected to your computer externally at the serial port or internally as a separate board. Internal modems often include fax capabilit-y. Be sure that the modem is Hayes

compatible. Hayes AT standard command set allows us to work with most software communication packages.

Modem speed, measured in band, is the most important consideration. Because the multimedia files that contain the graphics, audio resources, video samples and progressive version of the project are usually large and in many cases we need to move as much data in short period of time. Compression saves significant transmission time and money, especially over long distance.

2) ISDN:

For higher transmission speed, we will need to use Integrated service Digital Network (ISDN), switched - 56, T1, T3, DSL, ATM etc. ISDN lines are popular because of their fast 128 Kbps data transfer rate - four to five times faster than the more common 28.8 Kbps analog modem. ISDN lines are important for Internet

accessing, Networking and audio and video conferencing. They are more expensive than the convention analog lines, so analyze your costs and benefits. Carefully before upgrading to ISDN. Newer and faster Digital Subscriber Line (DSL) technology using copper lines and promoted by the telephone companies may overtake ISDN.

3) CABLE MODEM:

Cable modems usually send and receive data symmetrically - they receive more (faster) than they send. In the downstream direction from provider to user, the data is modulated and placed on a common 6Mhz television carrier, somewhere between 42MHz & 750 MHz. The Upper stream channel, or reverse path, from user to provider is more difficult to engineer because cable is more noisy environment with interference from HAM

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Practical No. 3

Aim : Installation of Basic Multimedia Basic Software Tools.

Theory : a. Text editing and Word Processing tools :-

A word processor is usually the first software tool computer users learns. From letter invoice and story boards to project content word processors may also be our most often used tool, as we design or build a multimedia project. Word processor such as Microsoft word and Word Perfect are powerful that includes spell checkers, table formatters, templates for letters, resume purchase orders and other common documents. In many word processor we can actually embed multimedia elements such as sound, images and video etc.

b. OCR software network :-

With optical character recognition (OCR) software, a flat-bed scanner and our

Computer, we can save many hours of rekeying printed words, and get the job done faster and more accurately than roomful of typists. OCR software turns bitmapped characters into electronically recognizable ASCII text. A scanner is typically used to create the bitmap. Then the software breaks the bitmap into chunks according to whether it contains text or graphics by examining the texture and density of area of the bitmap and by detecting edges. The text areas are then converted into ASCII character using probability and expert system algorithms.

C. Painting and Drawing tools :-

Painting and drawing tools as well as 3D modelers, are perhaps the most important items in your toolkit because of all multimedia elements, the graphical impact of our project will likely have the greatest influence on the end user. Painting software such as Corel draw, free hand is dedicated to producing vector based line art easily printed to paper at high resolution.

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d. 3D modeling and animation tools :-

With 3D modeling software, object rendered in perspective appear more realistic. We can create stunning scenes and wander through them by choosing just the right lighting and perspective for our final renedered image. Powerful modeling packages such as Inffini-D, auto-desk, Strata Vision's, Secular logo motion, wave front, aids Soft images. Important for multimedia developers, many 3D modeling applications also include export features enabling us to save a moving view or journey through our scenes as a quick time or AVI animation file. Each rendered 3D image takes from a few seconds to few hours to complete, depending upon the complexity of the drawing and the number of drawn objects included in it. A good 3D modeling tool should include the following features :

i. Ability to drag and drop primitive shapes into a scene. Graphics & multimedia.

ii. Lathe and extrude features.
iii. Color and texture mapping.
iv. Ability to create and sculpt organic objects from scratch with Bezier spline drawing tools.
v. Unlimited cameras with focal length.

e. Image editing tools :-

Image editing applications are specialized and powerful tools for enhancing and retouchi -ng existing bitmapped images. These applicati -ons also provide many of the features and tools of painting and drawing programs and can be used to create images from scratch as well as images digitized from scanners, video frame grabbers, digital camera clip art files or original artwork files created with painting or drawing package.

f. Animation :-

Video and digital movie tools : today the most widely used tool for creating multimedia animations for Machintosh and Windows environment is Macromedia director. Animations

and digitized video moules are sequences of bit-mapped graphics scene, rapidly played back. Most authoring tools adopt either a frame or object oriented approach to animation, but rarely both. Moule making tools typically take advantage of quick time for Machintosh and Windows and Microsoft video for Windows technology and let you create, edit and present digitized motion video segments, usually a small window in your project. To make a movie from video, you need special hardware to convert the analog video signal into digital data movie making tool such as Premer, video shop, media studio pro and let you edit and assemble video clips captured from camera, tape and other digitized audio or midi files.

g. Sound editing tools :-

System sounds are shipped with both Machintosh and window system, and they are available as soon as we install

the Operating system. System sounds and beeps are used to indicate an error, warning or special user activity. Using sound editing software we can make our own sound effects. We need software for editing digital Sounds. Although we can usually incorporate MIDI Sound files in our multimedia project without learning any special skill, using editing tool to make our own MIDI file requires that we understand the way music is sequenced, stored and published. We need to know about tempos, clips, notations and instruments. And we will need a MIDI synthesizer or device connected to our computer. Many MIDI applications provide both sequencing & notation capabilities & let you edit both digital audio and MIDI within same application

Conclusion: Thus, I have studied the above specified multimedia software tools, successfully.

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Practical No. 4

Aim : Write a multimedia practical on aim design, a poster and show the difference in resolution and quality for web print.

Software: MySQL Canva

Requirement
- Computer with graphic design software (e.g. Adobe Photoshop or Illustrator)
- High-quality image or artwork
- Printer

Theory : Steps for design a poster and compair resolution:

1. Choose a design software to work with, such as Adobe Photoshop or Illustrator. If you're new to graphic design, you may want to try a simpler software such as Canva or PicMonkey.
2. Decide on the purpose and message of your poster. This will help you choose the appropriate size, layout, and colors.
3. Choose a high-quality image or artwork to use as the main visual element of

your poster. This can be a photograph, illustration, or graphic design element.

4. Create a new document in your design software and set the dimensions to the size of your poster. For example, a standard poster size in the United States is 24 x 36 inches.
5. Import your chosen image or artwork into your design software and resize it to fit your poster layout.
6. Add text and other design elements to your poster as desired.
7. Save your poster as both a high-resolution JPG or PNG file for web use, and a PDF or TIFF file for print use.
8. To compare the differences in resolution and quality for web and print, open both the web-resolution and print-resolution files side-by-side on your computer.
9. Zoom in on each file to view the details of the image and text. Notice how the web-resolution file may appear slightly blurry or pixelated, while the print-resolution

file appears sharper and more detailed.

10. Print the print-resolution file on a high-quality printer to see the final printed product.

Tips :

- When designing for print, make sure to use CMYK color mode instead of RGB color mode, which is used for web-design.
- Keep in mind that print resolution is typically much higher than web resolution. A standard print resolution is 300 dpi (dots per inch), while web resolution is typically around 72 dpi.
- Choose high-quality images and artwork that will look good both online and in print.
- Be minded of the file size of your web-resolution file, as large files can slow down website loading times.

Conclusion: Thus, I have studied practical on aim design a poster & show differences also.

Fig. Poster saved with .PNG

...sion & Thus, I have studied practical on aim design a poster & show differences in resolution & quality also.

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Date 29.02.2024
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Practical No. 5

Aim : Write a multimedia practical on aim use of effective swapping technique to design a collage using photo maker or online animato.

Software: MYSQL
& Hardwa • Photo maker or online animato
-re Required

Theory : Effective swapping technique:

Steps:

1. Choose a set of high-quality images to use for your collage. These can be personal photos or royalty-free images from websites such as Unsplash or Pexels.
2. Open Photo Maker or Animato on your computer.
3. Choose the option to create a new collage and select the layout you want to use.
4. Upload your chosen images to the collage tool.

5. Use the swapping technique to experiment with different images placements until yo -u find a layout that works well for your collage.
6. Pay attention to the color scheme and balance of the collage as you make changes.
7. Consider adding text or other design elemen -t to enhance the visual impact of your collage.
8. Save your finished collage to your computer.

Tips:

- Experiment with different layouts & images place -ments to find the most effective composition for your collage.
- Consider adding text or other design elements to help tell story or theme.

Conclusion: Thus, Swapping technique are used to design a collage using photo maker or online animato.

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5. Use the swapping technique to experiment with different images placements until you find a layout that works well for your collage.
6. Pay attention to the color scheme and balance of the collage as you make changes.
7. Consider adding text or other design element to enhance the visual impact of your collage.
8. Save your finished collage to your computer.

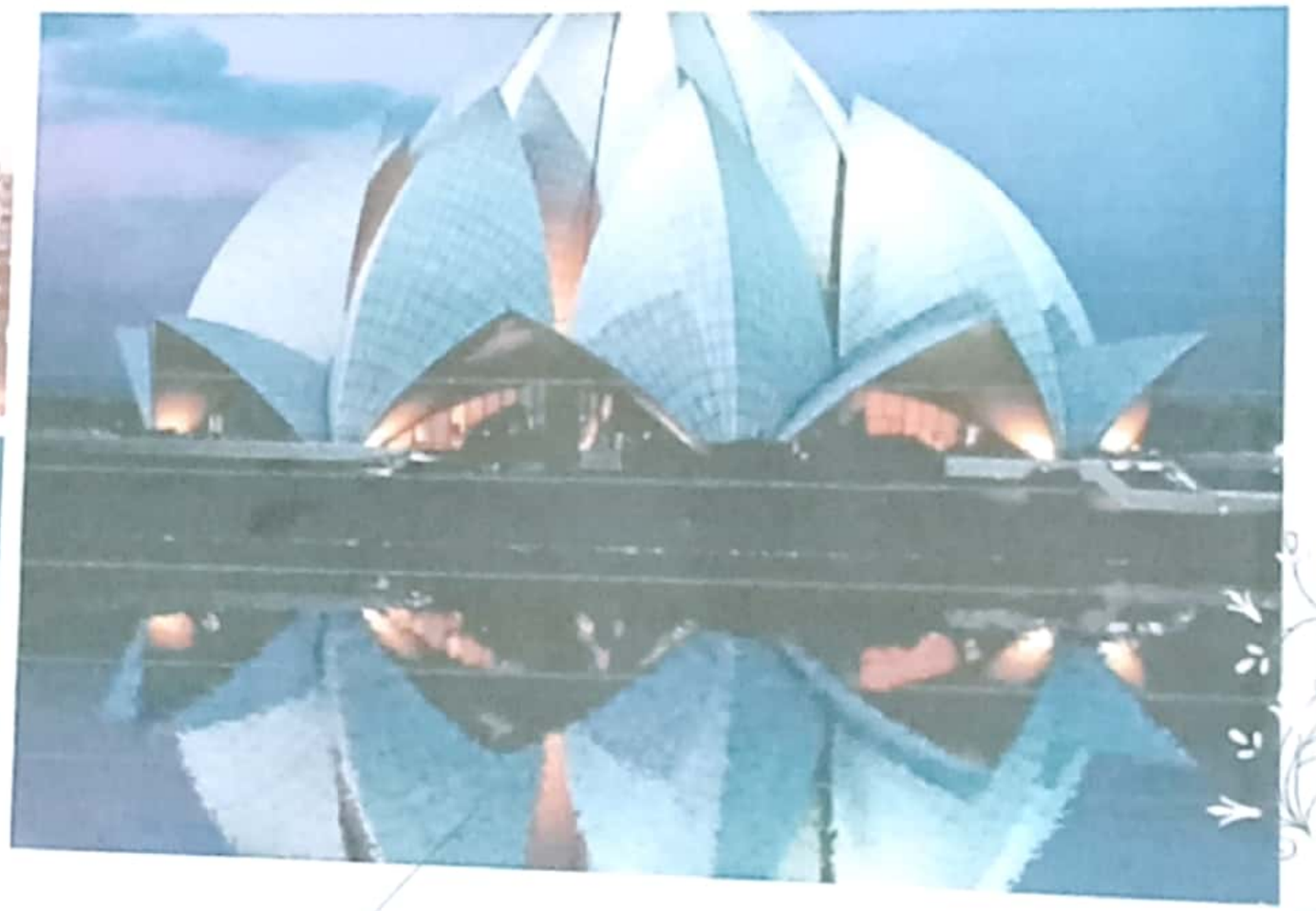
Tips:

- Experiment with different layouts & images placements to find the most effective composition for your collage.
- Consider adding text or other design elements to help tell story or theme.

Conclusion: Thus, Swapping technique are used to design a collage using photo maker or online animate.

Output :

MONUMENTS



Conclusion: Thus, Swapping technique are used to design a collage using photomaker or online animator.

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Date 7.03.2024
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Practical No. 6

Aim : Perform step by step procedure to v capture Audio from Microphone.

Software: Windows sound Recorder, Microphone, Required Windows XP.

Theory :

Microphone - Allows you to record the Sound from a microphone connected to the microphone input of your computer soond card.

Flow Chart/Steps (If Requried):-

Steps :-

1. The first step in recording audio resource is to open Soung Recorder. Click on the Start menu, go up to Programs, highlight Accessories, go over to Entertainment, then seled Sound Recorden.

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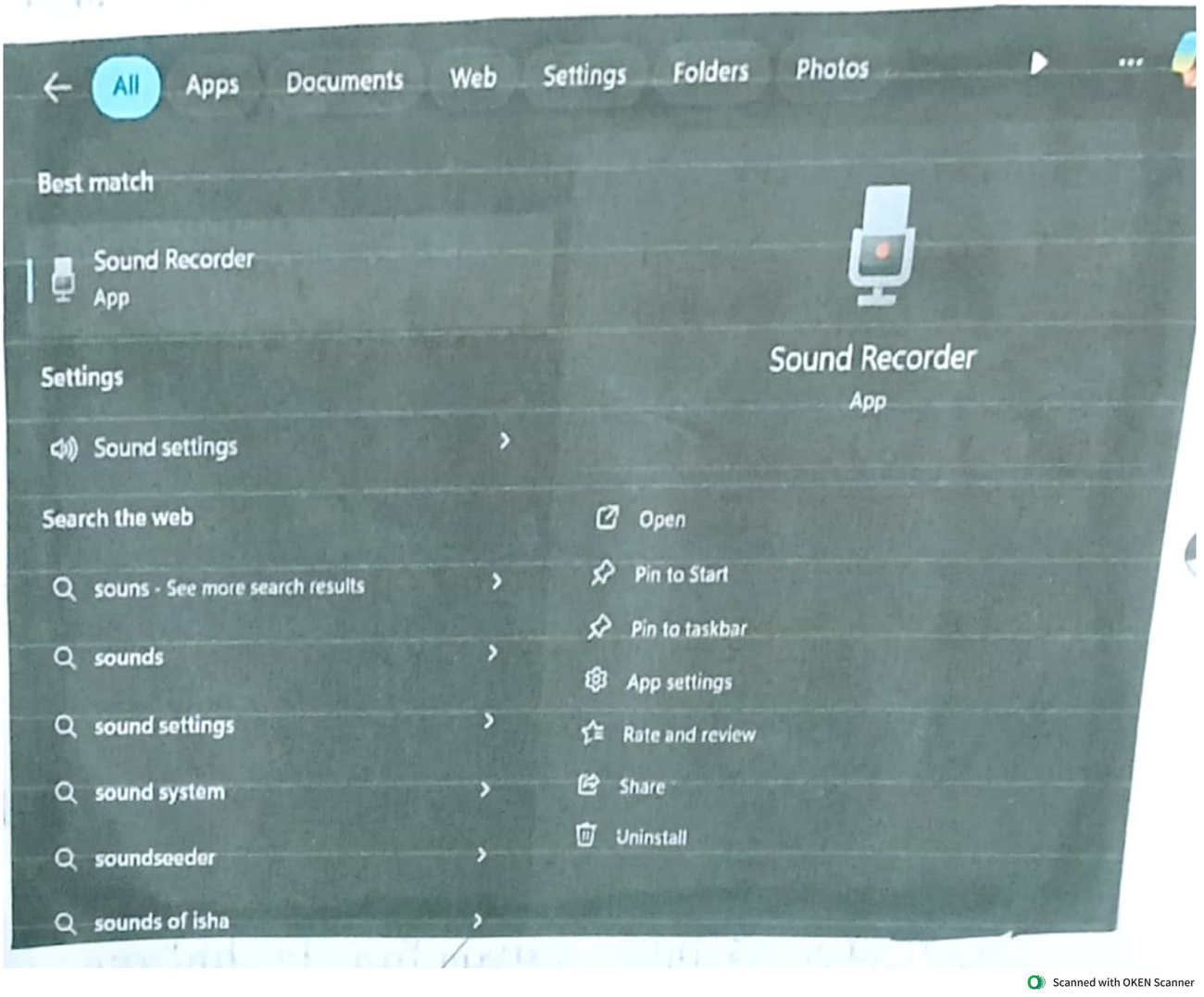
erform step by step procedure t
apture Audio from Microphone.

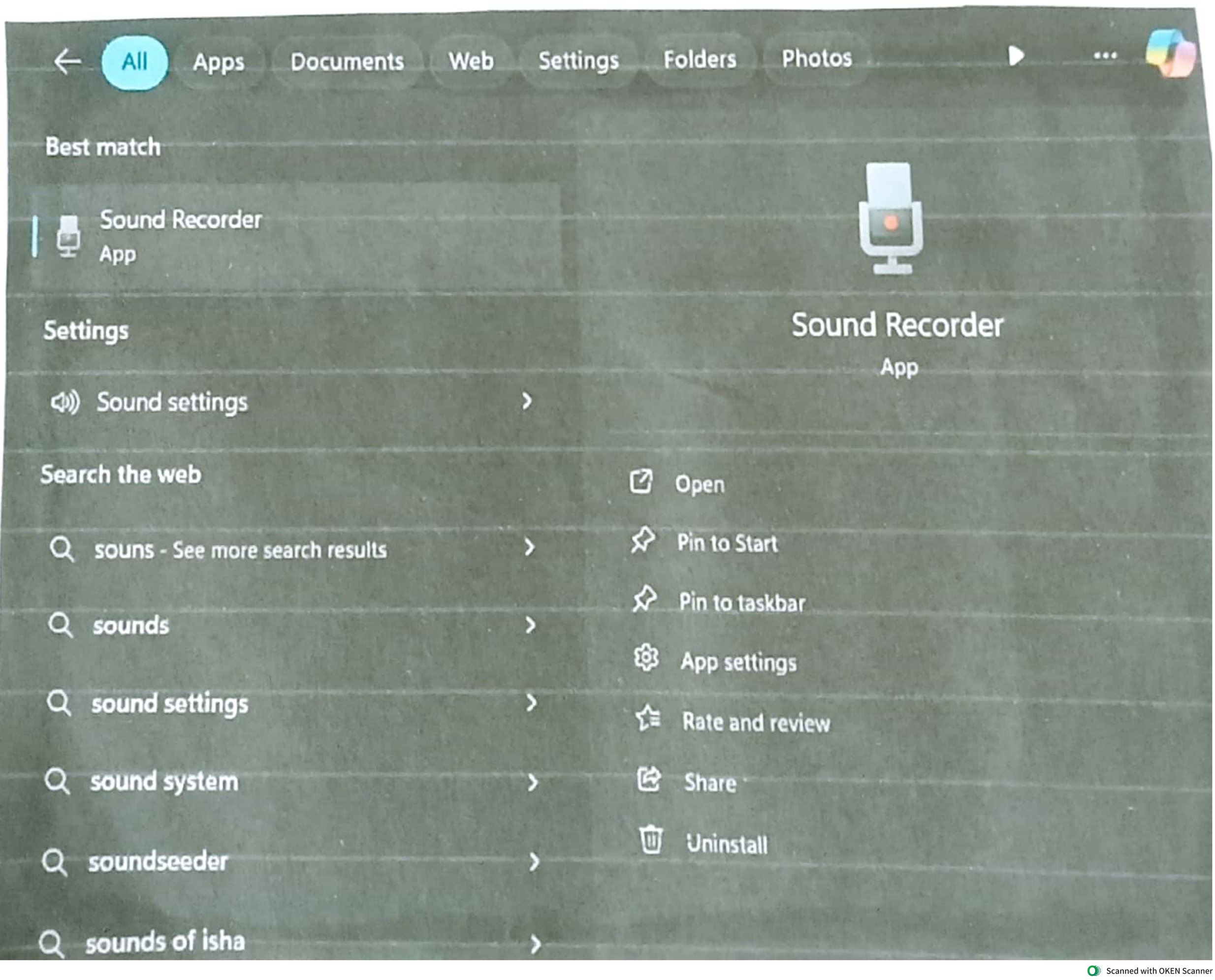
Vindows Sound Recorder, Microphone,
Vindows XP



Practical No. 6

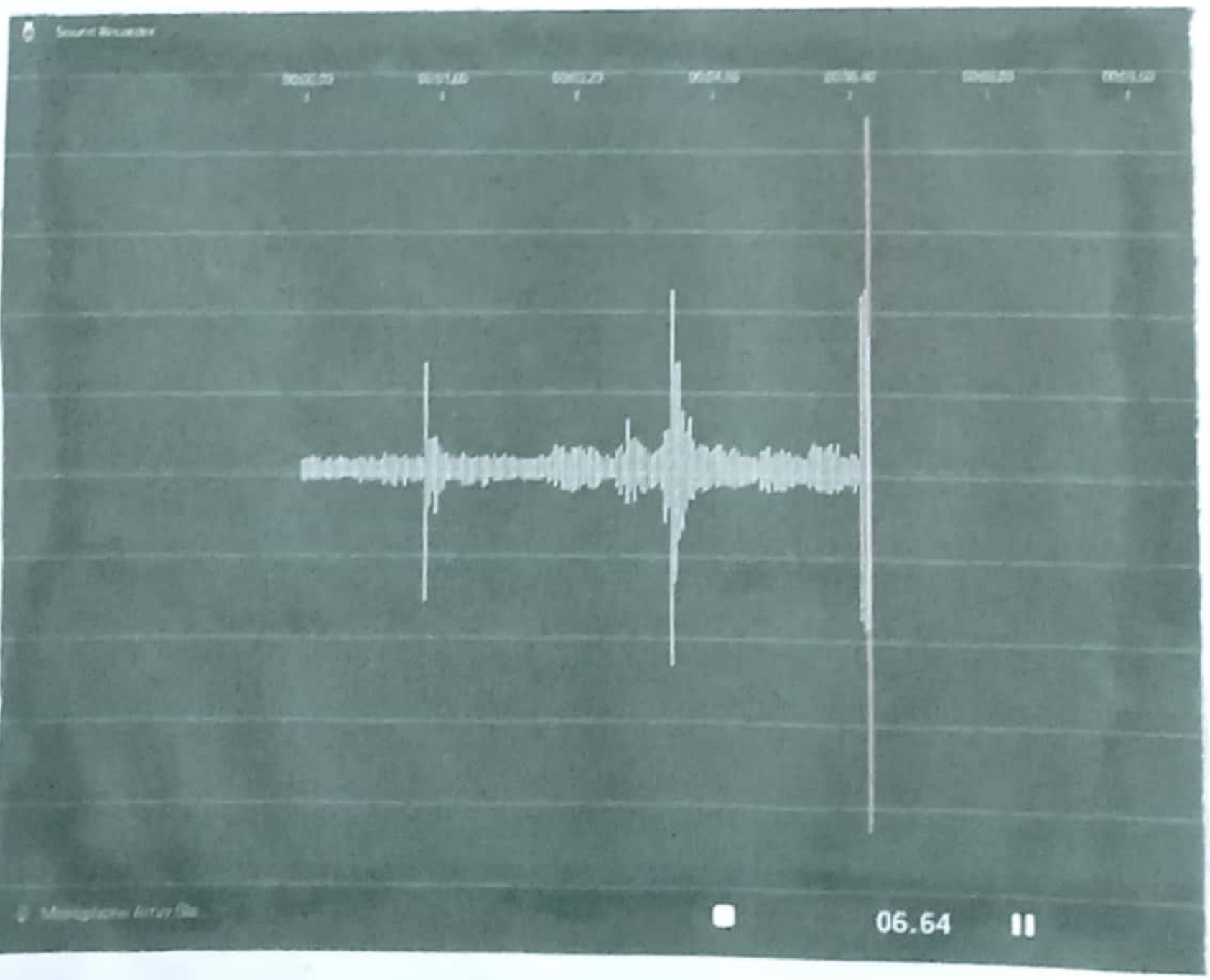
Perform step by step procedure to capture Audio from Microphone

Windows Sound Recorder, Microphone, Windows XP



2. After Sound Recorder is open, you will need to check that the setting are correct. The device to select as the source for recording is the Microphone. Start by clicking on Edit then go down to Audio Properties.

Next, click on Volume under Sound Recording.



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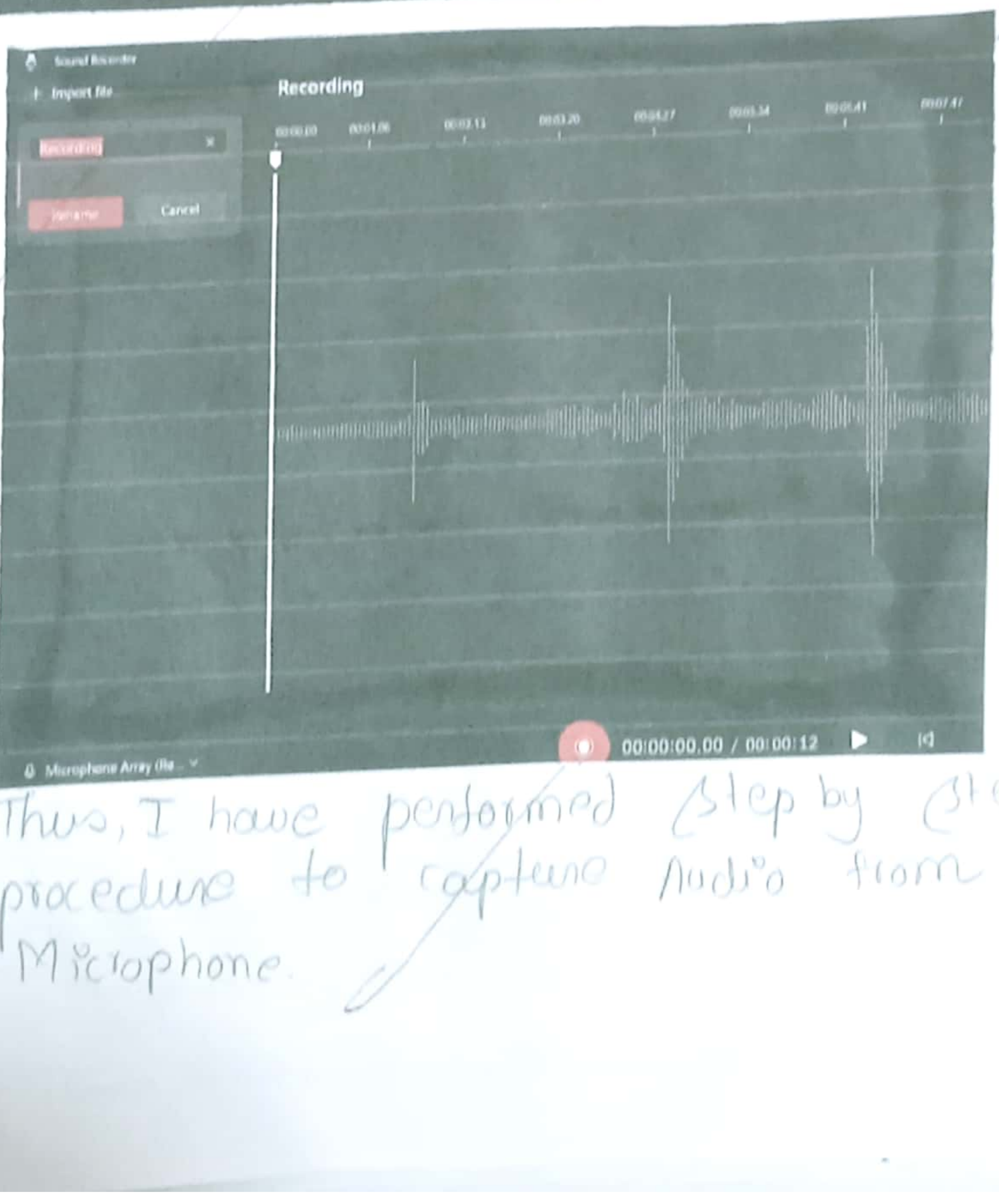
8. As you can see from the diagram below, the Microphone is selected.

4. Hit Record and begin speaking! When you are finished recordings, hit Stop. Click on File then click on "Save As...". Select the location that you would like to save your Sound file under. Type in your desired file name and hit Save.

Conclusion: Thus, I have performed Step by Step procedure to capture Audio from Microphone.



Thus, I have performed step by step procedure to capture audio from Microphone.

nclusion:

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Practical No. 7

Aim : Write and perform steps to cut/copy clips from any VCD.

Theory : BS Editor :

VCD Cutter is a very easy to use free VCD Cutter which can cut clips from any of your VCD in simple 3 steps. It maintains the VCD quality so you can enjoy the final clipped video without any quality loss. The new version of VCD Cutter download is available now.

Steps (If Required) :-

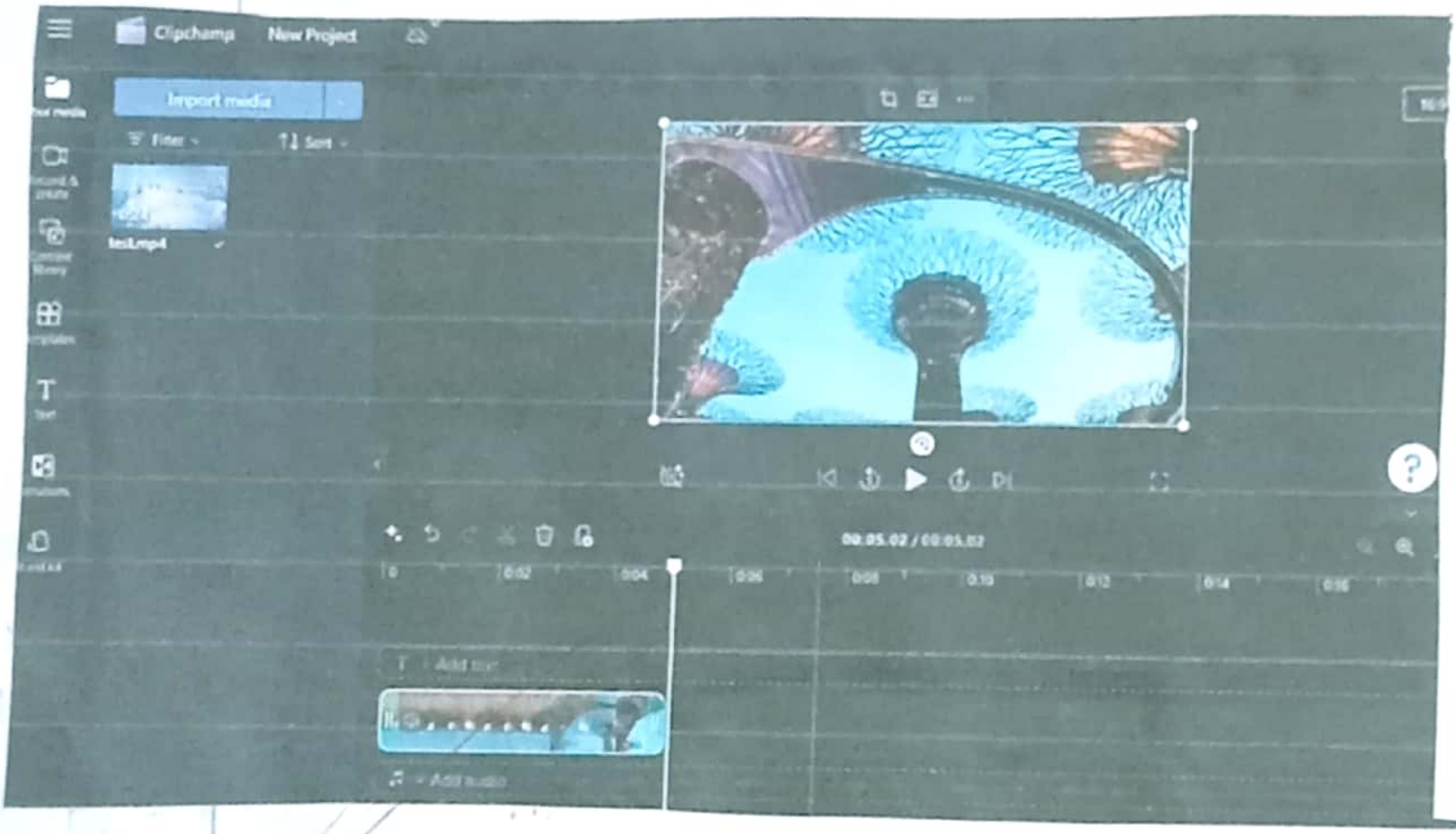
To cut clips from your VCD you need to follow simple steps.

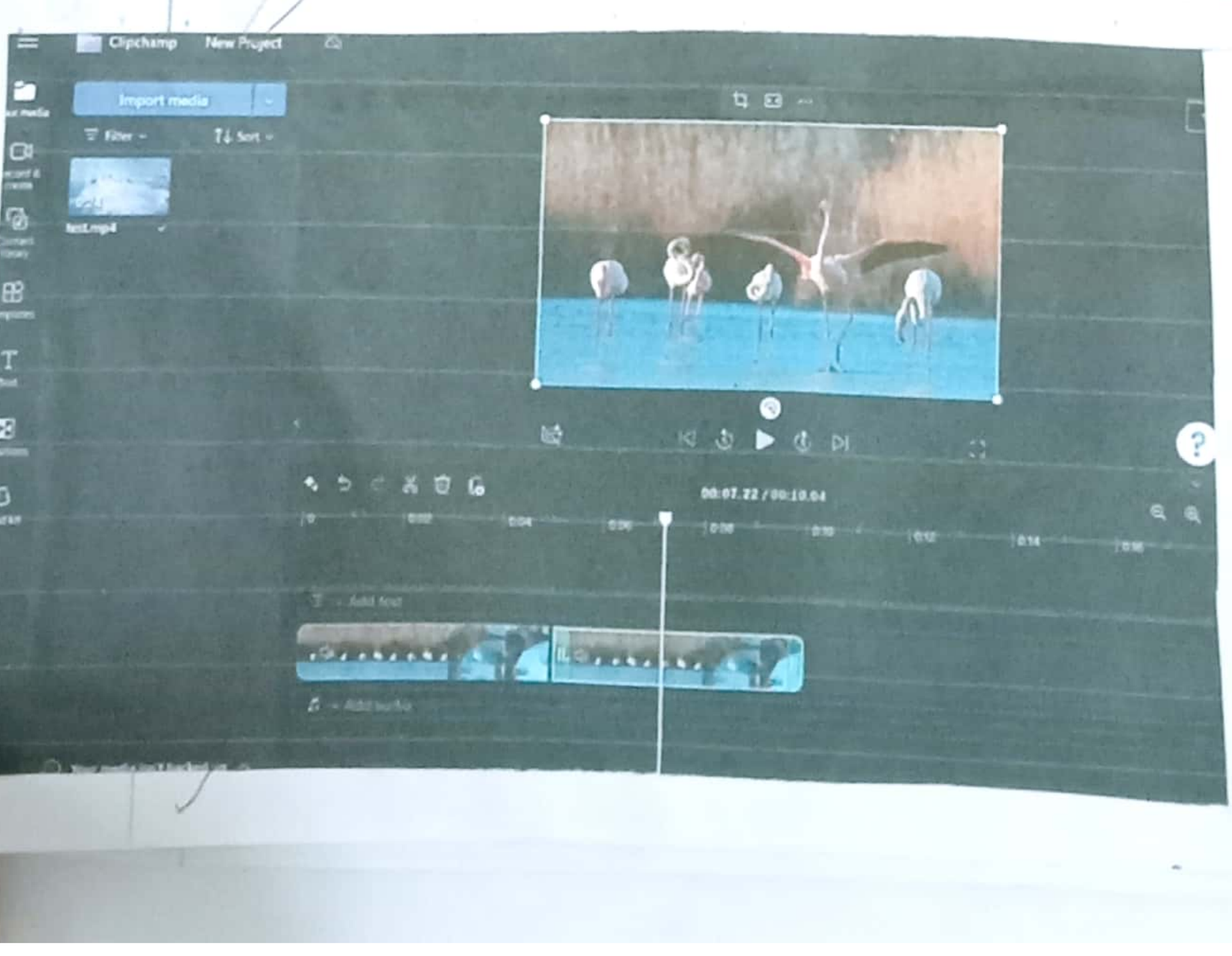
1. Open the VCD (DAT) file by clicking open.
2. Mark start and end of VCD Clip to be made.
3. Click save and choose the output filename.

Practical No. 7

Aim : Write and perform steps to cut / copy clips from any VCD.

Outputs :





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4. Done.

Conclusion : Thus, I have studied the experiment that it can be easily done with the help of VCD cutter to cut an important clip from a large VCD which are important to someone.

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Practical No. 8

Aim : To study the basic features of Windows XP Movie Maker and create a short movie.

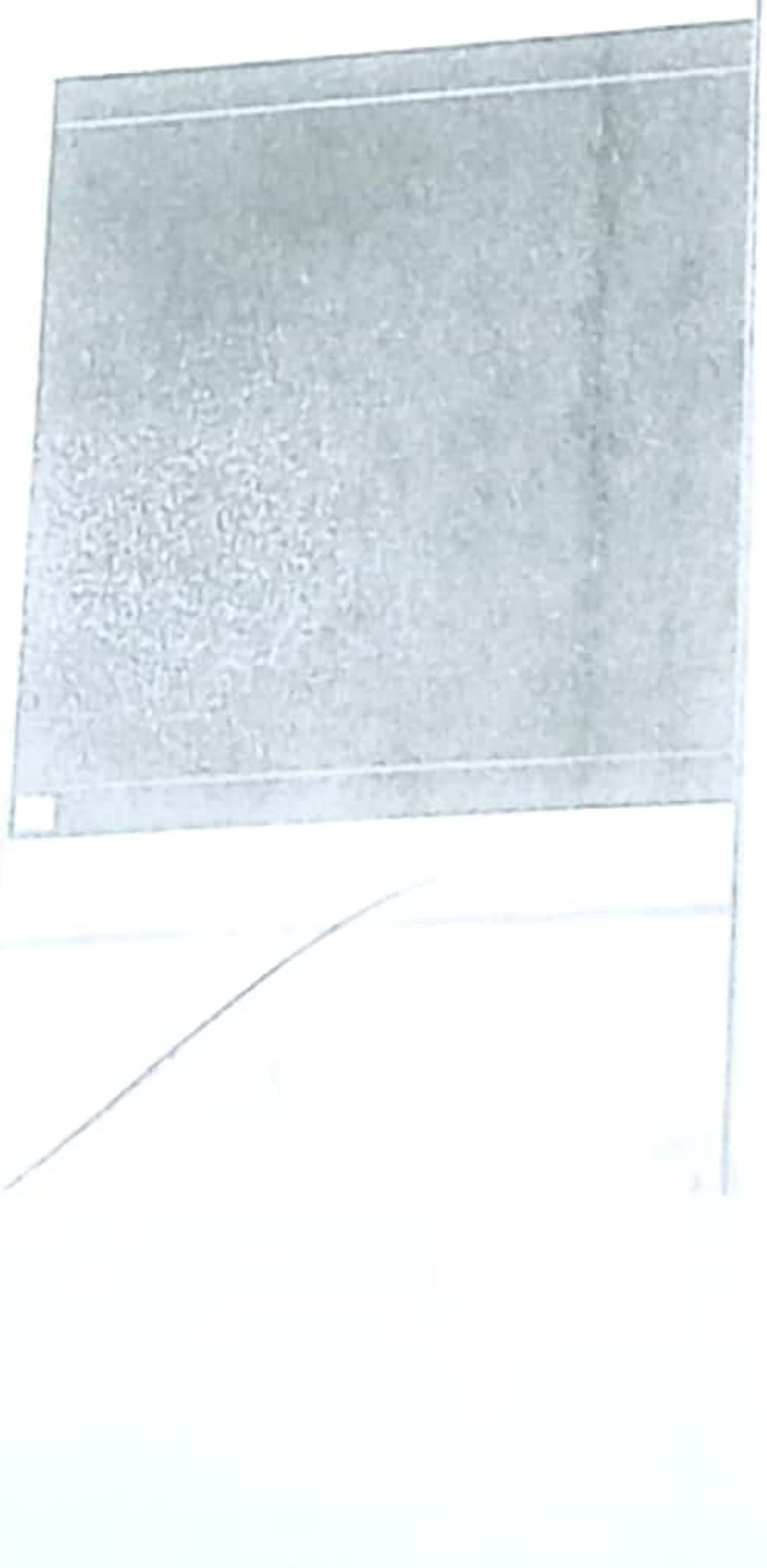
Theory : Windows Movie Maker is video editing software that allows you to work with your own videos and/or your collection. It can be videos that you have already recorded with your recording camera or a project that you are going to be recording, and then, uploading to your computer. Working with your collection means working with pictures, videos and sound files that you have already saved in your computer.

When you start the program, you will be interacting with a screen like this :

On the left, you can see three of the main tasks, you are going

Practical No. 8

To study the basic features of: Windows XP Movie Maker and create a short movie



to be using ; Capture Video, Edit Movie and Finish Movie. We'll be working more with the first two, since the option to Finish Movie is the last thing we do when our video is done.

The center of the screen will hold any objects that we add to our collection or import from the Camera. It will also show the transitions and effects available to the user. The right side of the screen will be use to preview any existing video added to the project or our project added to the storyboard. The bottom of the screen called the Storyboard, Will be use to drag and drop any media that will be added to the project.

Here's a collection showing a sound file, a picture, and a video :

As you can notice, the first object is an audio object called Beethoven's Symphony.... Its Icon represents a music sign.

The second object is just a picture named Water lilies.
The third object is a video object that can be identified by the "film" looking picture, it's name is Bear.

Importing Media

Pictures, Videos, music or any type of audio can be defined as media. When clicking on Videos, Pictures. Audio or Music options under the task "Import", you will be directed to the specific media folder selected and we'll be able to import those objects saved in the folder.

If you are importing videos that are saved on your camera, then you will have to connect the camera to the computer first, and then click under "Import" on From digital video camera to import to the project.

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Adding Media to the Project

When you are ready to add media to the project, you select the media you want to add and drag it to the Storyboard's empty spaces. You can add multiple media objects and you can always change the position by drag and drop. The video lake has been added to the Storyboard. This is how it looks like:

Editing the Project

One of the best ways to edit the project is while you are adding media. You can also edit the project after all the media it's been added, but just take into consideration that the changes made could affect the other media objects.

Adding Titles:

To add a title to a picture or video, select the media object located in the Storyboard and then click on Titles and credits under the "Edit" task. You'll see the following screen.

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In this case, the option Add title on the selected clip on the storyboard. will be the one to choose. You can choose any of the four options at any time by clicking on Titles and Credits.
After clicking title on the selected clip, you have to enter the text for the title.
Then you click on Done, add title to movie, and the title will be added to the media object. While you write the text, you will be able to preview how it looks on your media object by looking at the screen on the right side. It automatically plays as you add it.

Adding Audio.

To add Music or Audio to the project, you will have to change the view from Storyboard to Timeline. If you click on the Audio file Beethoven's Symphony.... and drag it while the Storyboard is open, the Computer automatically changes the view to Timeline. Here's how it looks:

As you can see, this view shows the time and each object and title added. We have added four objects so far.

Adding Transitions

Transitions are used to change from different media objects if required. If to add a transition, click on View video transitions under the "Edit" task. You will see all the transitions available instead of the "Imported Media".

Video Transitions

Drag a video transition and drop it between two video clips on the timeline below.

You can add transitions by selecting the one of your preference and dragging in to the place where you want it, on the Timeline. I have added Diagonal, Box Out between the picture Water lilies and the Bear video.

As you may notice, the Timeline has slightly changed. The chosen transition is now in the Transition row.

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Adding Effects, as the name implies, are added to the media to give it a little more excitemend to the project. It makes it more professional and gives it styles. To add an Effect, Click on View video effects under the "Edit" task. You will see all the effects available:

You can add effects by selecting the one of your preference and dragging to the media object on which you want the effect, on the Timeline, I have added Fade in, From White on the picture Water lilies. This has added a moving effect to a previously static picture.

You cannot see the effect as you can see the Transitions, but you can preview the project by playing it on the preview screen to see how this effect has taken place. You can also right click on the picture to which you added the effect, then click on Video effects... to see the effects that picture has.

Trimming, you can trim any object that is in the Timeline. You can trim objects by selecting either side, right or left and dragging inwards.

Credits

Why not get a little fancy and make your movie look like those from Hollywood? You can add credits at the end of your project. To add credits, click on the option "Make titles or credits under the "Edit" Movie" task.

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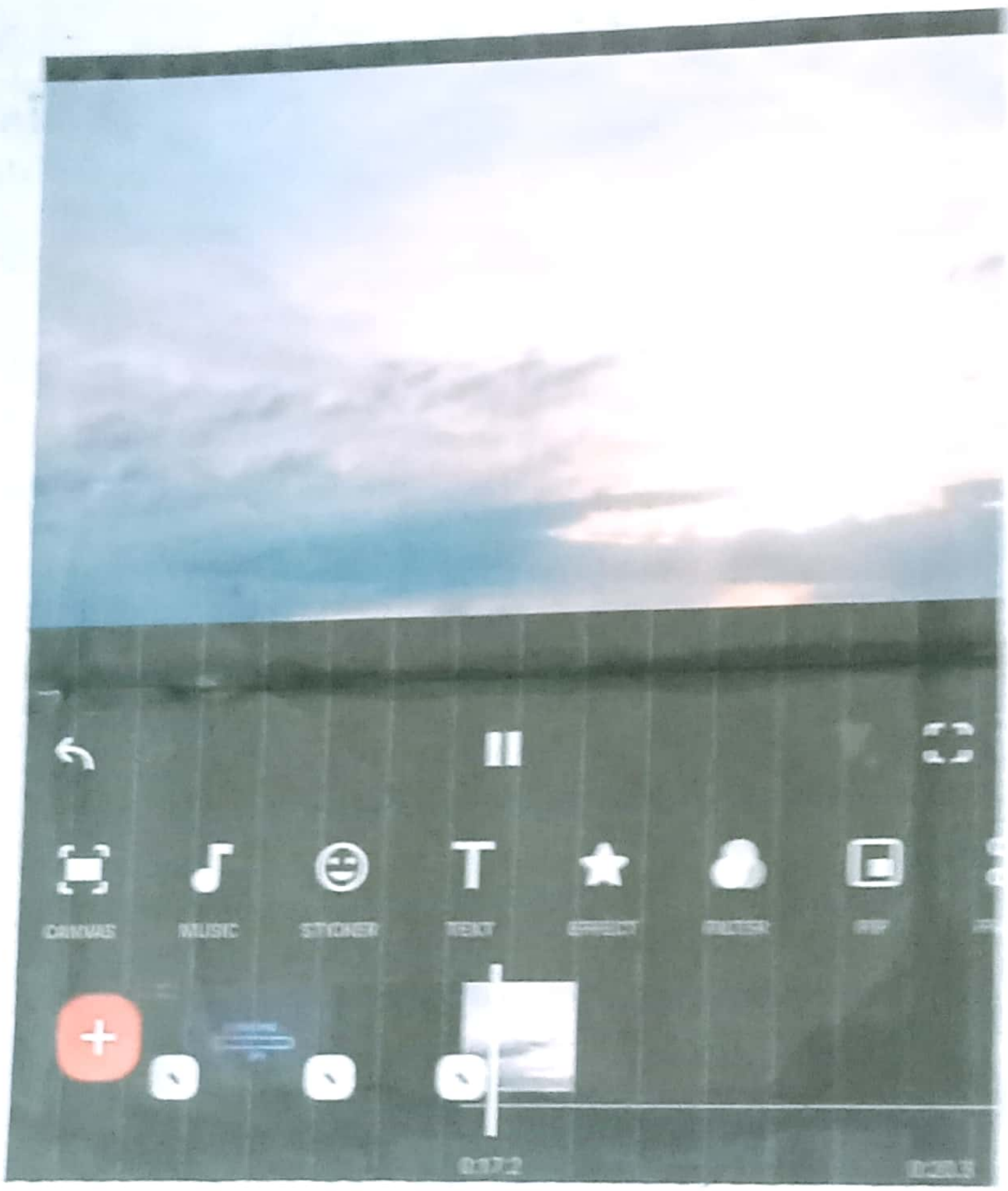
By clicking on Add credits at the end of the movie, you will be able to enter the credits. After adding the text, simply click on Done, add title to the movie, and it's done.
Before publishing your movie, you can preview it as many times as you want by clicking the play button on the bottom of the preview pane on the right side.

Finishing your movie

Under tasks, you will find the option "Finish Movie" with different ways to save your movie. If you are planning on saving it to a CD. make sure you insert a blank CD before and then follow the On-screen directions.

Conclusion: Thus, I have studied basic features of Windows XP Movie Maker and create a short movie



Conclusion | Thus, I [illegible] windows XP [illegible] and create a short movie.

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Practical No. 9

Aim : To Study the working of micro media MX player.

Theory :

In Flash animation can be done in four basic ways :

1. Motion Tween
2. Shape Tween
3. Frame-by-Frame Animation
4. Guided Motion Tween

FLOW CHART / STEPS (IF REQUIRED) :-

A. Creating Motion Tween in Flash

Steps :-

1. Draw a vector using any of the drawi -ng tools in Flash, say a small circle and convert it into a symbol (F8) by selecting the Graphic option and name the symbol say 'ball'.
2. Click the 20th frame in the Timeline and Insert a frame (f5).

3. Now right-click the 20th frame in the Timeline and select Create Motion Tween (or Motion option from the Tween panel of the properties inspector) and Insert a Key Frame (F6).
4. Select the 10th frame and Insert a Key frame (F6) and move the ball to a different position say, above the current position to create a motion sequence (automatically tweened by Flash).
5. Save your work and test the Movie (Ctrl + Enter). That's it you have created simple animation using motion Tween.

B. Creating Shape Tween in Flash

1. You can create Shape Tweened animations using Shape option from the Tween panel of the properties inspector. Draw a vector using any of the drawing tools in Flash, say a small circle and remove its border.
2. Click the 10th frame in the Timeline and

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insert a Key Frame (F6). Now draw another shape say a diamond using the rectangle tool without a border.

3. Now right-click on any frame in between these two Key Frames and select Shape option from the Tween panel of the Properties inspector.

4. Save your work and test the Movie (Ctrl + Enter). That's it you have learn how to create Shape Tween in Flash.

C. Frame-by-Frame Animation

1. Create a vector/plain text using any of the drawing tools in Flash, say a text with 'Animation' typed as shown in the example and break it using Break Apart (Ctrl + B) to separate the alphabets as shown below:

2. In Frame-by-Frame animation we create the object for each frame so as to produce an animation sequence.

3. Insert Keyframe (F6) and move the

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alphabets so as to produce an animation sequence.

4. Repeat the above step as far as desired to create Frame-by-Frame animation as shown in the example.

5. Save your work and test the Movie (Ctrl + Enter). That's it you have created an animation using Frame-by-Frame animation.

D. Creating a Guided Motion Tween in Flash.

1. Create a vector/plain text using any of the drawing tools in Flash, say a text with 'Flash' typed and break it using Break Apart (Ctrl + B) as done in the previous example and put each alphabet in different layers and name the layers as shown in the picture below.

2. Insert a guide layer by right-clicking the topmost layer and select 'Add Guide Layer' (Insert --> Timeline --> Motion Guide), draw any path using the pencil tool in

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the guide layer as shown in the example.

3. Now create Motion tween by selecting the object in the 1st frame and snapping its registration point to one end of the path.

4. Snap the object in the last frame to the other end of the path in the guide layer.

5. Repeat the same for all the objects (alphabets) by snapping their registration points to the path in the guide layer.

6. Save your work and test the Movie (Ctrl + Enter). That's it you have learn how to create motion along a guided path.

Conclusion: Thus, I have studied the working of micromedia MX player.

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Practical No. 10

Aim : To perform animation using any animation software.

Theory : Animated visuals are a lot more engaging than plain, static images, In fact, they generate the highest number of shares on social media compared to other forms of visual Content. Some of the best animation software in the market are Visme, Adobe Animate, Adobe Character Animator, Pencil2D, Biteable and Animaker.

Visme

Visme is a cloud-based, online design tool that lets anyone create animated social media agao, infographic-s, presentations, ads, banners and other visuals. It comes packed with animation and interactivity features to help you create eye-catching designs that do much more than just

static images. Visme's animation software lets you access thousands of premade templates, a library of free stock photos and videos, customizable pre-animated characters, illustrations and gestures, and much more.

Features :

- Friendly and intuitive drag-and-drop editor.
- Thousands of animated templates in various categories.
- Customizable pre-animated assets: characters, illustrations and gestures.
- Animation timeline feature to customize scenes and sync audio.
- 14+ different types of animated charts, graphs and maps.
- Advanced custom animation that can be applied to any object.
- Interactive links, call-to-action buttons and hover effects.

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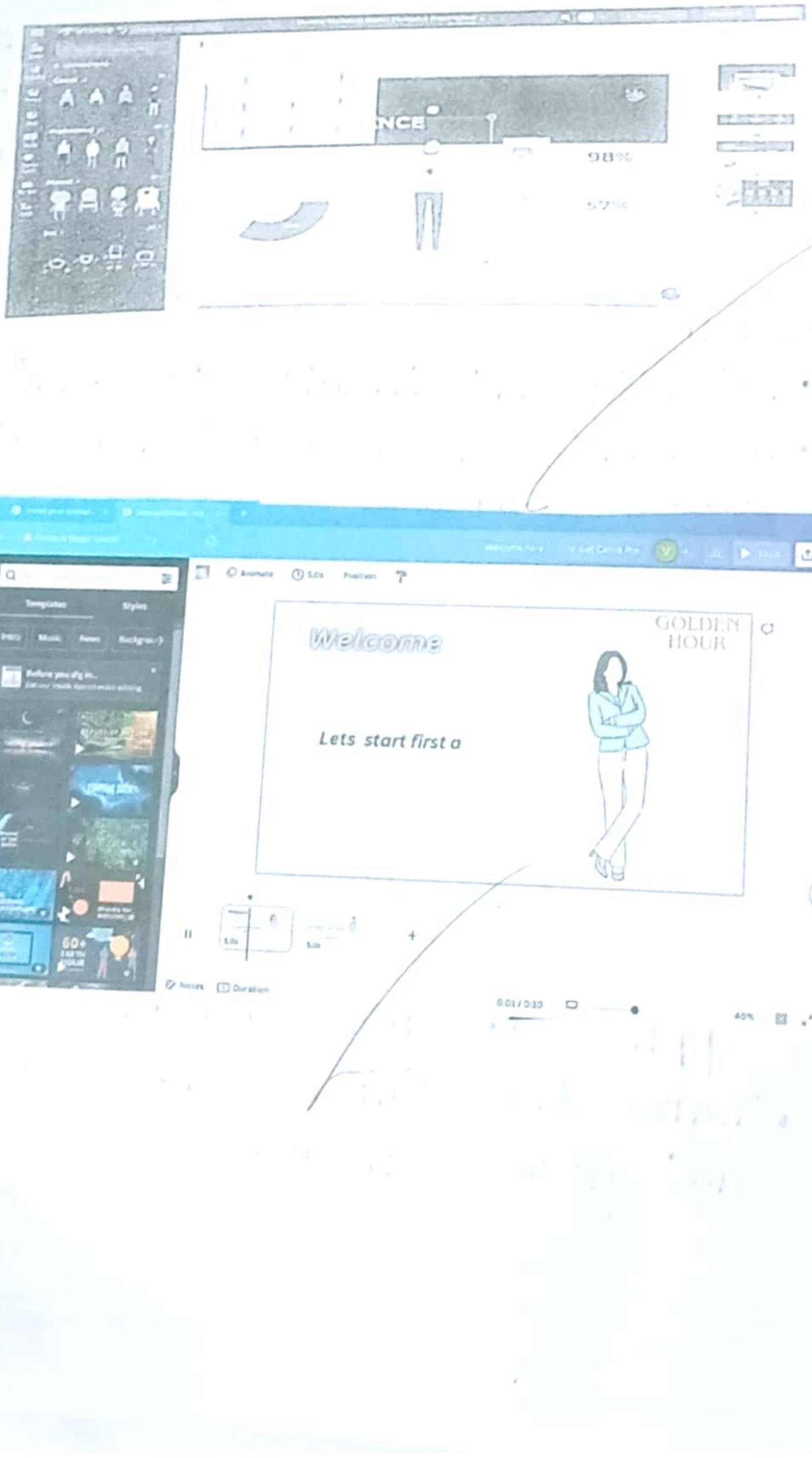
Adobe Character Animator :

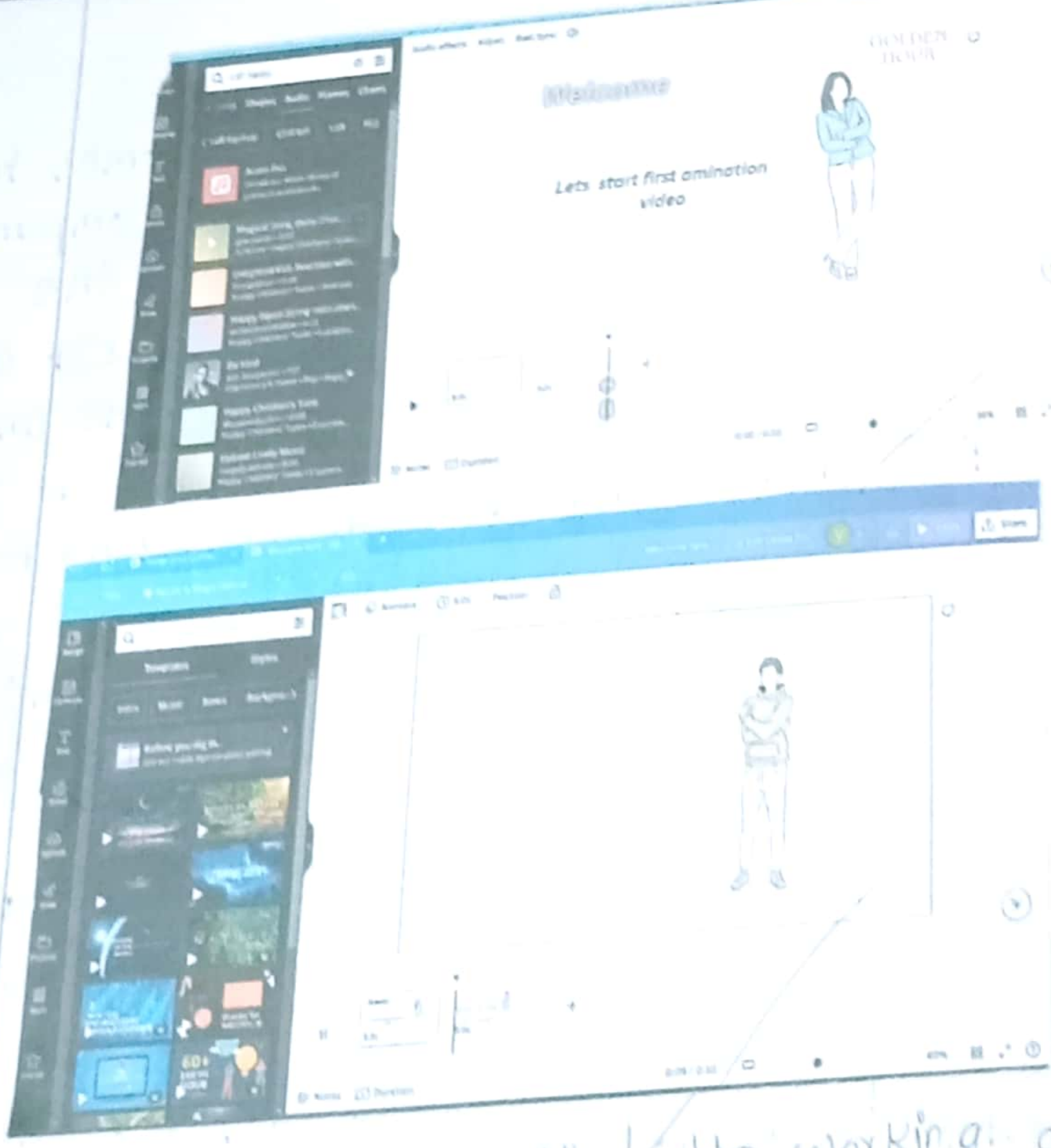
This animation software comes from one of the biggest development companies in the world and serves up to the hyped expectations. One of the recent addition -s to the Adobe family, this simple animation Software uses facial recognition, gesture recogni -tion, etc. to animate cartoon characters. The Character Animator is a real-time animator that uses your facial expressions, hand movem -ents, full-body motion capture, and various Other inputs to animate characters. It is extremely smooth and fast and you can live stream your development process to share work with team members or your audience. Just plug in your microphone, web camera & start animating! Also create a character from your artworks in a few mouse clicks using the built-in Adobe Sensei.

Cartoon Animator 5

Cartoon Animator 5 is a 2D animation Software intended for both beginners as well

Outputs :





conclusion: Thus, I have studied the working of micromedia MX player.

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as for professionals. You can design characters and digitally animate them via expressions and lip-sync capabilities. The Cartoon Animator 5 community is a strong one and materials for learning the software are easily available. Much like Adobe's Character Animator, you can use your facial expressions and your voice to make animations. A few examples of videos made using this animation software are given here; The Curious Child, a TV series by Eon De Bruin. and an Animated comic by Francesco.

Conclusion: Thus, I have studied the working of micromedia MX player.