

Course Code	UCA20D04J	Course Name	MULTIMEDIA AND ANIMATION	Course Category	D	Discipline Specific Elective Course	L	T	P	C
							4	0	4	6

Pre-requisite Courses	Nil	Co-requisite Courses	Nil	Progressive Courses	Nil
Course Offering Department	Computer Applications	Data Book / Codes/Standards	Nil		

Course Learning Rationale (CLR):		The purpose of learning this course is to:		
CLR-1 :	Formulate a working definition of interactive multimedia			
CLR-2 :	Demonstrate competence in using the authoring program Hyper Studio			
CLR-3 :	Demonstrate the use of animation, digitized sound, video control, and scanned images			
CLR-4 :	Demonstrate the use of Netscape to access the Course Home Page and Tips and Tricks			
CLR-5 :	Use basic instructional design principles in the development of stacks			
CLR-6 :	Will develop conceptual maps of content and process for interactive multimedia instructional programs			

Course Learning Outcomes (CLO):		At the end of this course, learners will be able to:		
CLO-1 :	Understand Multimedia works			
CLO-2 :	Create a multimedia component using various tools and techniques			
CLO-3 :	Import graphics and textures created on other applications into a multimedia software program			
CLO-4 :	Create a movie using simple animation			
CLO-5 :	Create an effective interactive site for use on the internet			
CLO-6 :	Do simple scripting for a file			

Learning			
1	2	3	
Level of Thinking (Bloom)	Expected Proficiency (%)	Expected Attainment (%)	

Program Learning Outcomes (PLO)														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Fundamental Knowledge	Application of Concepts	Link with Related Disciplines	Procedural Knowledge	Skills in Specialization	Ability to Utilize Knowledge	Skills in Modeling	Analyze, Interpret Data	Investigative Skills	Problem Solving Skills	Communication Skills	Analytical Skills	ICT Skills	Professional Behavior	Life Long Learning
H	H	H	H	H	M	L	M	H	M	-	H	H	H	M
H	H	H	H	H	M	L	M	H	M	-	H	H	H	M
H	H	H	H	H	M	L	M	H	M	-	H	H	H	M
H	H	H	H	H	M	L	M	H	M	-	H	H	H	M
H	H	H	H	H	M	L	M	H	M	-	H	H	H	M

Duration (hour)	24	24	24	24	24
S-1	SLO-1 <i>What Is Multimedia</i>	<i>Photoshop Introduction</i>	<i>Adjustments</i>	<i>Flash – Introduction</i>	<i>Introduction to Action Script</i>
	SLO-2 <i>Interactive Multimedia</i>	<i>Importance and Fundamentals</i>	<i>Retouching</i>	<i>Animation</i>	<i>Actions – Button</i>
S-2	SLO-1 <i>Advantages Of Interactive Multimedia</i>	<i>Opening Images</i>	<i>Tonal Adjustment</i>	<i>Interacting</i>	<i>Button Actions</i>
	SLO-2 <i>Where To Use Multimedia</i>	<i>Importing Images</i>	<i>Color Adjustment</i>	<i>Basic Concepts</i>	<i>Frame Action</i>
S-3	SLO-1 <i>Text , Graphics</i>	<i>Resolution</i>	<i>Retouch by hand</i>	<i>Drawing Lines</i>	<i>Action scene</i>
	SLO-2 <i>Audio, Film, Video</i>	<i>Pixels</i>	<i>Smudge Tool</i>	<i>Shapes</i>	<i>Movie Clip</i>
S-4	SLO-1 <i>Understanding Text</i>	<i>Colour Models</i>	<i>Effects</i>	<i>Strokes</i>	<i>Symbols</i>
	SLO-2 <i>Typeface or Fonts</i>	<i>Colour Spaces</i>	<i>Filters</i>	<i>Fill</i>	<i>Browsers</i>
S-5-8	SLO-1 <i>Lab1: Understanding Photoshop Environment, Learning the usage of tools in tool bar with sample images</i>	<i>Lab 4: Testing Lab Mode, Multichannel color mode, Edge Mask</i>	<i>Lab 7: Using Retouching Tools in a Image, Adjusting color and tone for a Image</i>	<i>Lab 10: Drawing spokes on a wheel and allow the wheel to rotate, Motion Tweening, Bouncing Ball</i>	<i>Lab 13: Automatic Slide show presentation and presentation with action script</i>
	SLO-2				
	SLO-3				
	SLO-4				
S-9	SLO-1 <i>Types of Fonts</i>	<i>Layers, Layer Properties</i>	<i>Blurring</i>	<i>Shapes and Brushes</i>	<i>Networks</i>
	SLO-2 <i>COMPUTER GRAPHICS</i>	<i>Layer Palette Menu</i>	<i>Sharpening</i>	<i>Selection</i>	<i>Beyond the Basic Actions</i>

S-10	SLO-1	2D Computer Graphics	Painting Pixels	Special Effects	Transformation	Flash MX275: Introduction
	SLO-2	3D Computer Graphics	The Painting Tools	Distortion	Reshaping	Home Page
S-11	SLO-1	API	Paint Bucket, Gradient Tool	Merge layer	Importing Art Work	Usage of Tools
	SLO-2	UNDERSTANDING SOUND: Basic Sound Concept	Erasers :Normal	Guide Layer	Manipulating	Interface Elements
S-12	SLO-1	Audio Formats	Background Eraser	Effects	Images : Animation	Panels
	SLO-2	Quality Levels	Magic Eraser	Filters	Frame Animation	Tools
S-13-16	SLO-1	Lab2: Understanding the usage of selection Tools: Marquee Selections and Lasso Selections	Lab 5: Clone an Image, Captain Kirk's Myophia Effect	Lab 8: Apply readymade effects to image using Filter menu	Lab 11: Text and Shape Tweening, Moving a bus from one end to other end of stage	Lab 14: Masking Effect and Water Masking
	SLO-2					
	SLO-3					
	SLO-4					
S-17	SLO-1	AIF Format	Fills and its Types	Layer Palette	Animating One Frame at a time	Layer Folders
	SLO-2	AU Format	Selection and allied operations	Layer effects	Motion Tweening	Layer Accessibility
S-18	SLO-1	EA Format	Marquee selection	Layer Sequence	Object, Text	Masking Layer
	SLO-2	MIDI Format	cropping	Masking Effect	Symbols	Video
S-19	SLO-1	Mp3 Format	Lasso selections-Paths	Layer styles	Instances	User Interface Components
	SLO-2	UNDERSTANDING VIDEO	Combining	Background layer	Shape Tweening, Sound	Changing the Appearance of Component
S-20	SLO-1	Digital Video	Transforming	Adding image to background Layer	Bouncing Ball with Star shape	Transforming view
	SLO-2	Analog Video	Selections	Filters	Moving a Truck with wheel	Transition
S-21-24	SLO-1	Lab 3: Adjusting Brightness and Contrast, Isolating image from complex image	Lab 6: Apply antique framing for photo, Apply various transformations for the selection	Lab 9: Designing ID Card and Invitation Card using Layer and Layer effects, Gradients	Lab 12: Moving an object and text along a curved path	Lab 15: Creating buttons using action script, States of button
	SLO-2					
	SLO-3					
	SLO-4					

Learning Resources	<ol style="list-style-type: none"> 1. Vishnu Priya Singh (2006), "A Text Book of Multimedia", 1st Ed., Computech Pub. Ltd, New Delhi. 2. Nigel Chapman and Jenny Chapman, " Practical Multimedia ", 2nd Ed., Wiley – DreamTech Pvt. Ltd.
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Learning Assessment											
Level	Bloom's Level of Thinking	Continuous Learning Assessment (50% weightage)								Final Examination (50% weightage)	
		CLA – 1 (10%)		CLA – 2 (10%)		CLA – 3 (20%)		CLA – 4 (10%)#			
		Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice
Level 1	Remember	20%	20%	15%	15%	15%	15%	15%	15%	15%	15%
	Understand										
Level 2	Apply	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
	Analyze										
Level 3	Evaluate	10%	10%	15%	15%	15%	15%	15%	15%	15%	15%
	Create										
	Total	100 %		100 %		100 %		100 %		100 %	

CLA – 4 can be from any combination of these: Assignments, Seminars, Tech Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.,

Course Designers		
Experts from Industry	Experts from Higher Technical Institutions	Internal Experts
Mr.G.Muruganandam, Group Project Manager, HCL Technologies, Chennai	Dr.S.Gopinathan, Professor, University of Madras, Chennai	Mrs.A.Jenita Mary, SRMIST
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