Course Code	UCS20D04J	Course Name	MULTIMEDIA AND ANIMATION	Course Category	E	Discipline Specific Elective	L	T	P	C
							4	0	4	6

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

Program Learning Outcome(PLO)

Course Learning Rationale (CLR):	The purpose of learning this course is to:	Learning			Program Learning Outcomes (PLO)														
		1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CLR-1	Formulate a working definition of interactive multimedia																		
CLR-2	Demonstrate competence in using the authoring program HyperStudio																		
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																		
CLR-6	Implementation of Design concepts																		

Course Learning Outcomes (CLO):	At the end of this course, learners will be able to:	Level of Thinking (Bloom)	Expected Proficiency (%)	Expected Attainment (%)	Scientific Knowledge	Problem Analysis	Design & Development	Analysis, Design, Research	Modern Tool Usage	Society & Culture	Environment & Sustainability	Ethics	Individual & Team Work	Communication	Project Mgt. & Finance	Life Long Learning	PSO - 1	PSO - 2	PSO - 3
CLO-1	Understand Multimedia works	3	80	70	L	H	-	H	L	-	-	-	L	L	-	H	-	-	-
CLO-2	Create a multimedia component using various tools and techniques	3	85	75	M	H	L	M	L	-	-	-	M	L	-	H	-	-	-
CLO-3	Import graphics and textures created on other applications into a multimedia software program	3	75	70	M	H	M	H	L	-	-	-	M	L	-	H	-	-	-
CLO-	Create a movie using simple animation	3	85	80	M	H	M	H	L	-	-	-	M	L	-	H	-	-	-
CLO-5	Create an effective interactive site for use on the internet	3	85	75	H	H	M	H	L	-	-	-	M	L	-	H	-	-	-
CLO-6	Do simple scripting for a file	3	80	70	L	H	M	H	L	-	-	-	L	L	-	H	-	-	-

Duration (Hour)		24	24	24	24	24
S-1	SLO-1	What Is Multimedia	Photoshop Introduction	Adjustments	Flash – Introduction	Introduction to Action Script
	SLO-2	Interactive Multimedia	Importance and Fundamentals	Retouching	Animation	Actions – Button
S-2	SLO-1	Advantages Of Interactive Multimedia	Opening Images	Tonal Adjustment	Interacting	Button Actions
	SLO-2	Where To Use Multimedia	Importing Images	Color Adjustment	Basic Concepts	Frame Action
S-3	SLO-1	Text ,Graphics	Resolution	Retouch by hand	Drawing Lines	Action scene
	SLO-2	Audio, Film, Video	Pixels	Smudge Tool	Shapes	Movie Clip
S-4	SLO-1	Understanding Text	Colour Models	Effects	Strokes	Symbols
	SLO-2	Typeface or Fonts	Colour Spaces	Filters	Fill	Browsers
S 5-8	SLO-1	Laboratory 1:Understanding Photoshop Environment, Learning the usage of tools in tool bar with sample images	Laboratory 4: Testing Laboratory Mode, Multichannel color mode, Edge Mask	Laboratory 7: Using Retouching Tools in a Image , Adjusting color and tone for a Image	Laboratory 10: Drawing spokes on a wheel and allow the wheel to rotate, Motion Tweening, Bouncing Ball	Laboratory 13: Automatic Slide show presentation and presentation with action script
	SLO-2					
S-9	SLO-1	Types of Fonts	Layers: Layer Properties	Blurring	Shapes and Brushes	Networks
	SLO-2	COMPUTER GRAPHICS	Layer Palette Menu	Sharpening	Selection	Beyond the Basic Actions
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	Laboratory 2: Understanding the usage of selection Tools: Marquee Selections and Lasso Selections	Laboratory 5: Clone an Image, Captain Kirk's Myophia Effect	Laboratory 8: Apply readymade effects to image using Filter menu	Laboratory 11: Text and Shape Tweening, Moving a bus from one end to other end of stage	Laboratory 14: Masking Effect and Water Masking
	SLO-2					
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	Laboratory 3: Adjusting Brightness and Contrast, Isolating image from complex image	Laboratory 6: Apply antique framing for photo, Apply various transformations for the selection	Laboratory 9: Designing ID Card and Invitation Card using Layer and Layer effects, Gradients	Laboratory 12: Moving an object and text along a curved path	Laboratory 15: Creating buttons using action script, States of button
	SLO-2					

Learning Resources	1. Vishnu Priya Singh, (2006), "A Text Book of Multimedia", 1st Edition, Computech Publication Ltd, (UNIT I) 2. Nigel Chapman and Jenny Chapman, " Practical Multimedia ", 2nd Edition, Wiley – Dream Tech Pvt. Ltd. (UNITS II, III, IV & V)

Learning Assessment

Bloom's Level of Thinking		Continous 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. S. Karthik, IT Analyst, Tata Consultancy Services	Dr. Neelanarayanan,, Professor, School of Computer Science and Engineering, VIT Chennai	1.Mr. M.D.Bakthavachalam
		2.Mrs.S.Parimala