

SPCA 213

**MASTER OF COMPUTER
APPLICATIONS**

**SECOND YEAR
FOURTH SEMESTER**

CORE PAPER - XXII

**PRACTICAL - VIII
MULTIMEDIA SYSTEMS LAB**



**INSTITUTE OF DISTANCE EDUCATION
UNIVERSITY OF MADRAS**

WELCOME

Warm Greetings.

It is with a great pleasure to welcome you as a student of Institute of Distance Education, University of Madras. It is a proud moment for the Institute of Distance education as you are entering into a cafeteria system of learning process as envisaged by the University Grants Commission. Yes, we have framed and introduced Choice Based Credit System(CBCS) in Semester pattern from the academic year 2018-19. You are free to choose courses, as per the Regulations, to attain the target of total number of credits set for each course and also each degree programme. What is a credit? To earn one credit in a semester you have to spend 30 hours of learning process. Each course has a weightage in terms of credits. Credits are assigned by taking into account of its level of subject content. For instance, if one particular course or paper has 4 credits then you have to spend 120 hours of self-learning in a semester. You are advised to plan the strategy to devote hours of self-study in the learning process. You will be assessed periodically by means of tests, assignments and quizzes either in class room or laboratory or field work. In the case of PG (UG), Continuous Internal Assessment for 20(25) percentage and End Semester University Examination for 80 (75) percentage of the maximum score for a course / paper. The theory paper in the end semester examination will bring out your various skills: namely basic knowledge about subject, memory recall, application, analysis, comprehension and descriptive writing. We will always have in mind while training you in conducting experiments, analyzing the performance during laboratory work, and observing the outcomes to bring out the truth from the experiment, and we measure these skills in the end semester examination. You will be guided by well experienced faculty.

I invite you to join the CBCS in Semester System to gain rich knowledge leisurely at your will and wish. Choose the right courses at right times so as to erect your flag of success. We always encourage and enlighten to excel and empower. We are the cross bearers to make you a torch bearer to have a bright future.

With best wishes from mind and heart,

DIRECTOR

**MASTER OF COMPUTER
APPLICATIONS
SECOND YEAR - FOURTH SEMESTER**

**CORE PAPER - XXII
PRACTICAL - VIII :
MULTIMEDIA SYSTEMS LAB**

COURSE WRITER

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MASTER OF COMPUTER APPLICATIONS
SECOND YEAR
FOURTH SEMESTER
Core Paper - XXII
PRACTICAL - VIII: MULTIMEDIA SYSTEMS LAB
SYLLABUS

Objective of the course

This course gives practical training in various multimedia software.

Flash:

- 1) To Move an object in the path.
- 2) Text flip, Text color change,
- 3) Creating a link using texts and objects, change the color of the object.
- 4) Shape Tweening and Using shape hints, Motion tweening, hybrid tweening.
- 5) Character Animation, Object Animation, Drawing Images
- 6) An application to show the masking effect.
- 7) Slide show presentation.

Photoshop:

1. To create a greeting card, Create background picture
2. Text effects, photo effects
3. Color , Buttons
4. Editing Images
5. Designing web page

Dream weaver

1. Text Management
2. Tables – Layers
3. Creating menu bar
4. Creating Pages and sites
5. Animation in images

Cover page :1

INSTITUTE OF DISTANCE EDUCATION

RECORD OF PRACTICALS



M.C.A
(Second Year - Fourth Semester)
2018-2019

Practical – VIII
MULTIMEDIA SYSTEMS LAB

Name :

Enrolment Number :

Group No :

UNIVERSITY OF MADRAS
CHENNAI - 600 005

Cover page : 2

**INSTITUTE OF DISTANCE EDUCATION
UNIVERSITY OF MADRAS
CHENNAI – 600 005**

Certified that this is the Bonafide Record of work done by _____
With Enrolment Number _____ of Second year - Fourth Semester MCA
Degree Course in the Institute of Distance Education, University of Madras during in the
year _____ respect of practical under Paper _____.

Date: **Co-ordinator**

Submitted for MCA Degree Course practical Examination held on _____
at centre IDE, University of Madras.

Date: **Examiners**

(1) Name :

Signature:

(2) Name :

Signature:

MASTER OF COMPUTER APPLICATIONS
SECOND YEAR - FOURTH SEMESTER
CORE PAPER - XXII
PRACTICAL - VIII - MULTIMEDIA SYSTEMS LAB
SCHEME OF LESSONS

Sl.No.	Title	Page
	Flash	
1	A) Move an object B) Move an object like Jumping Ball C) Move an object in Rotational Path	
2	A) Text Flipping B) Change the text colour and create new words from original word	
3	Change the colour of the Button	
4	A) To change a circle into square using Tween Shape Effect B) To change a circle into square using Tween Motion Effect	
5	To create an animated object showing Rain Drops	
6	To create an object showing masking effect in Text	
7	Slide show presentation using different Images	
	Photoshop	
1	Greeting Card	
2	Image editing and frame filling with multiple photos	
3	Text effect and text effect using Neon	
4	Designing a webpage	
5	Editing Photo	
	Dreamweaver	
1	Text management	
2	Tables and Layers	
3	Create Webpages with Menus and Links	

FLASH

Flash, a popular authoring software developed by Macromedia, is used to create vector graphics-based animation programs with full-screen navigation interfaces, graphic illustrations, and simple interactivity in an antialiased, resizable file format that is small enough to stream across a normal modem connection.

ADOBE FLASH:

Adobe Flash is a deprecated multimedia software platform used for production of animations, rich Internet applications, desktop applications, mobile applications, mobile games and embedded web browser video players. ... Artists may produce Flash graphics and animations using Adobe Animate.

Advantages: Reasons to Use Flash

Flash use in advertising and online games is increasingly common. Should you use Flash on your Website? Of course, if you think that it can bring extra value to your users. There are several reasons for using Flash as elements of a Website.

1. Cross-browser compatibility

Flash is browser independent. It has no issues with cross browser compatibility. You don't have to worry about your HTML and CSS code being interpreted differently in different browsers. As long as the Flash player plugin is installed on the user's computer, s/he will be able to view Flash content with no issues.

2. Image Replacement for Special Fonts

Flash can be used to replace text elements on HTML Web pages with Flash equivalents. This image replacement technique is called Scalable Inman Flash Replacement.

3. Interactivity

Flash supports audio, animation, and advanced video handling and interactivity. Flash is vector-based, but allows incorporation of bitmaps where needed. Flash applications can collect

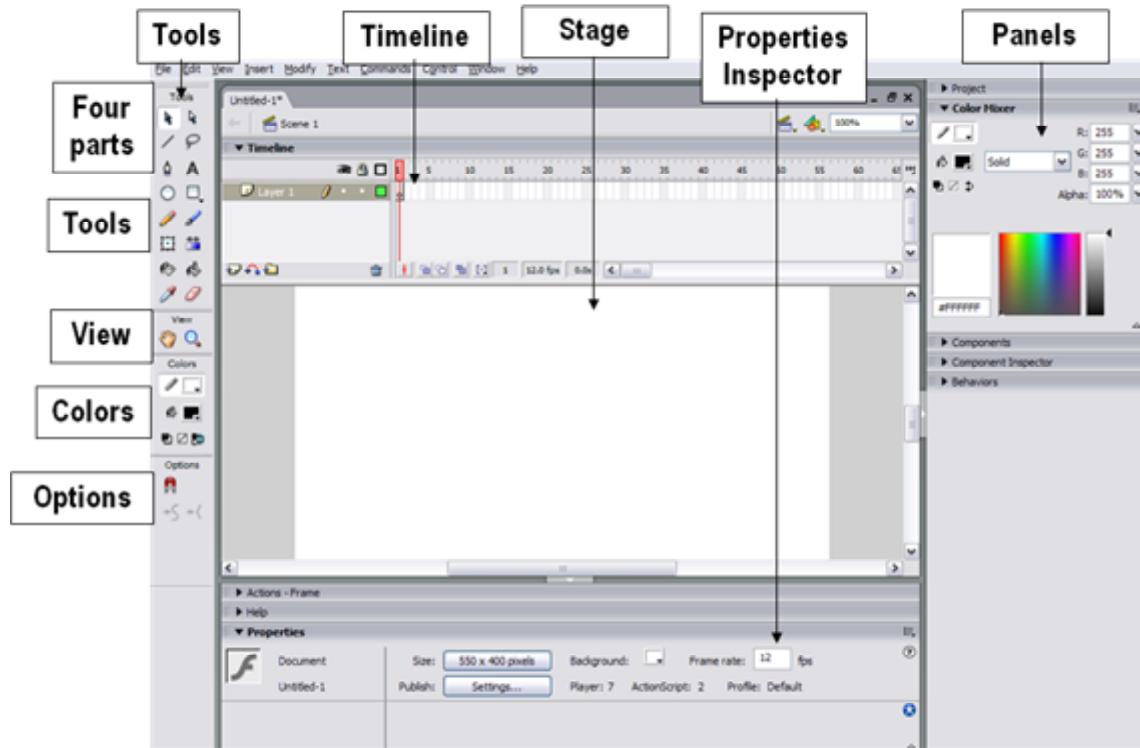
2

data, online games, feedback forms, photo slide show, audio, movies, charts, shopping carts, and different web applications that server-side scripts can do. Flash technology makes it possible to make your Website more interactive and expressive.

4. Better Expression Through Animation

Flash is vector based and hence a lightweight option for animation with smaller file size as opposed to real movie files that are raster based with much larger file size. With Flash, you can express something to a visitor in a more efficient and attractive way.

Adobe flash is used to create animation, web applications, games, videos and other programs or applications which can support flash content



✓ Timeline:

The Timeline organizes and controls a document's content / objects over time. The major components of the Timeline are layers, frames, and the playhead.

- ✓ Layers:
 - ✓ It's like invisible sheets of paper stacked on top of each other.
 - ✓ Each layer can have many objects on it.
- ✓ Frames:
 - ✓ One section (rectangles) in the timeline.
 - ✓ Adding frames increases the amount of time the object is viewed.
 - ✓ Extends the contents of the last keyframe.
- ✓ Keyframes:
 - ✓ A frame where you define changes in the animation.
 - ✓ Position, shape, color...
 - ✓ You will see a black dot in the frame (rectangle).
 - ✓ Creating another keyframe will copy the objects from the previous keyframe.
- ✓ Blank keyframes:
 - ✓ Creates a keyframe without the previous objects on the stage.
 - ✓ An empty keyframe.
- ✓ Playhead:
 - ✓ The RED rectangle above the frames; it moves through the Timeline to indicate the current frame displayed on the Stage.
 - ✓ Shows you the objects at that particular time.
- ✓ Frame Rate:
 - ✓ determines the length and speed of a movie.
 - ✓ The lower the frame rate, the less smooth / slower the animation.
 - ✓ The higher the frame rate, the smoother / faster the animation.

Tool box Palette:

Text tool



Use Properties Palette to change color, size, and font

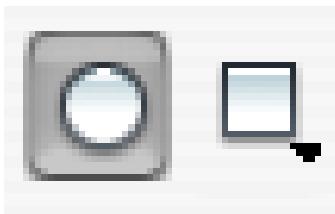
Selection Tool (Black Arrow):



- ✓ Select parts or all of an object.
- ✓ Click once on outline to select the stroke only
- ✓ Click once in center of shape to select the fill only.
- ✓ Click TWICE to select the stroke and the fill.
- ✓ Drag marquee (square) around object to select all elements (stroke and Fill).
- ü Select text and move it to another position on the stage.

Oval Tool:

- ✓ Makes ovals and Circles
- ✓ Press and hold down shift.
- ✓ Create 5 ovals and 5 circles
- ✓ Save file as “oval tool exercise”



Rectangle Tool:

- ✓ Makes rectangles and squares
- ✓ Press and hold down shift.
- ✓ Create 5 rectangles and 5 squares

Save file as “rectangle tool exercise

- ✓ Sub-Selection Arrow (white arrow):



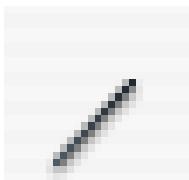
- ✓ Allows you to change the shape of the object by moving their points/dots.
- ✓ Draw a rectangle
- ✓ Select the “Sub-selection arrow
- ✓ Click once on rectangle
- ✓ Select dots/points on any of the corners
- ✓ Move point to make another shape.

Lasso Tool:



- ✓ Allows you to select all or parts of an object, using curves.

Line Tool:



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- ✓ Allows you to create lines at an angle
- ✓ Use Shift to create perfect horizontal or vertical lines.
- ✓ Draw 3 diagonal lines, 3 horizontal lines and 3 vertical lines.
- ✓ Change the property to a “Dash” style.
- ✓ Make one more line.
- ✓ Save file as “Line tool exercise”

Pen Tool:



- ✓ Allows you to make perfect curves.
- ✓ Uses the “Click, Move and Click” method
- ✓ Create 1 horizontal, 1 vertical and 1 curve line
- ✓ Create 1 closed shape
- ✓ Save file as “Pen tool exercise”

Pencil Tool:



- ✓ Allows you to create free-form lines.
- ✓ Usually they are bumpy, imperfect, uncontrolled.
- ✓ Draw 2 free-form curvy lines
- ✓ Change property of pencil tool: width and style

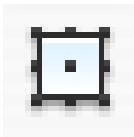
- ✓ Draw 1 horizontal line and 1 vertical line
- ✓ Save file as “Pencil tool exercise”

Paint Brush Tool:



- ✓ Similar to Pencil tool. Creates brush effect.
- ✓ You can change the options of the brush:
- ✓ Bottom section of the Tool Box: Square, circle, linear, size of brush
- ✓ Draw 4 different lines/shapes using different brush options for each line/shape.
- ✓ Save file as “Paint brush tool exercise.”

Free Transform Tool:



- ✓ You can rotate, skew, scale, or distort the objects / shapes / images.
- ✓ Draw 8 identical shapes and transform 4 of each shape:
 - ✓ 1 rotated shape
 - ✓ 1 skewed shape
 - ✓ 1 scaled shape
 - ✓ 1 distorted shape
- ✓ Save file as “Free transform exercise”

Paint Bucket Tool:

- ✓ Fills enclosed areas with color. It can fill empty areas and change the color of already painted areas.

Hand Tool:

- ✓ Lets you move the Stage to change the view without having to change the magnification.

Zoom Tool:

- ✓ To view the entire Stage on the screen, or to view a particular area of your drawing at high magnification.

Eraser Tool:

- ✓ Erases Flash shapes and lines. Will NOT erase imported images.

Zoom

Zoom In – **CTRL + ‘+’**

Zoom Out – **CTRL + ‘-’**

Frames

Add Frame – **F5**

Delete Frame – **SHIFT + F5**

Add Key Frame – **F6**

Add Blank Key Frame – **F7**

Symbol (MovieClip, Button, Graphic)

Turn Into Symbol – **F8**

Insert New Symbol – **CTRL + F8**

File

New Document – **CTRL + N**

Open Document – **CTRL + O**

Close Document – **CTRL + W**

Close All – **CTRL + ALT + W**

Save – **CTRL + S**

Save as... – **CTRL + SHIFT + S**

Import to Stage – **CTRL + R**

Publish – **SHIFT + F12**

Exit – **CTRL + Q**

Modifying and Editing

Undo – **CTRL + Z**

Redo – **CTRL + Y**

Cut – **CTRL + X**

Copy – **CTRL + C**

Paste – **CTRL + V**

Paste in Place – **CTRL + SHIFT + V**

Testing Your Movie

Test Movie – **CTRL + ENTER**

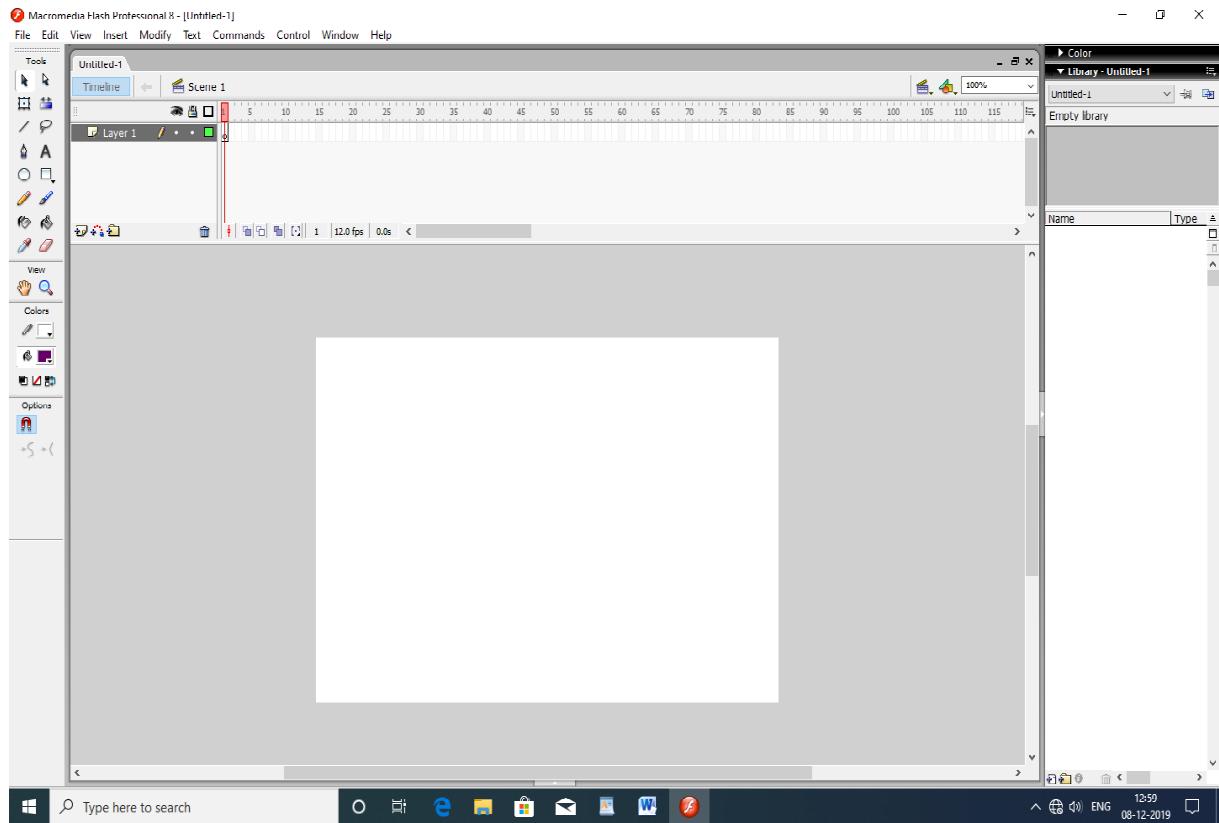
Debug Movie – **CTRL + SHIFT + ENTER**

A) To move an object in the path

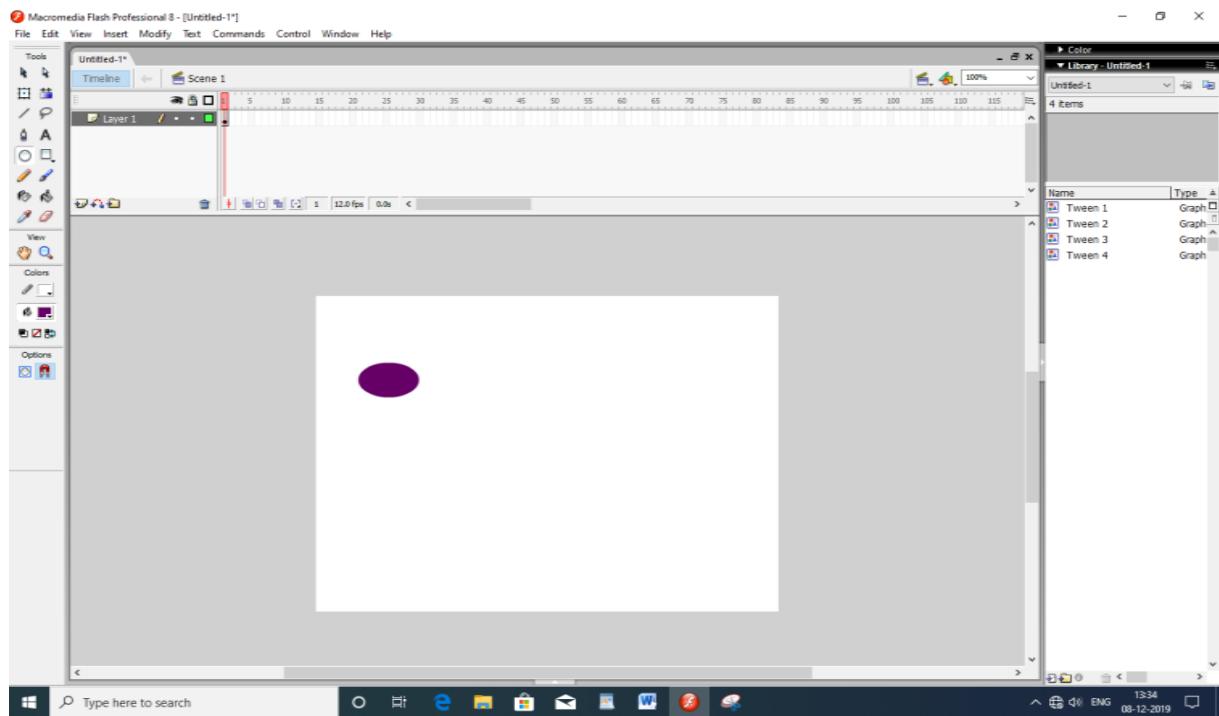
Step 1: Open Macromedia Flash 8

Choose the **create New** → select the **Flash Document**





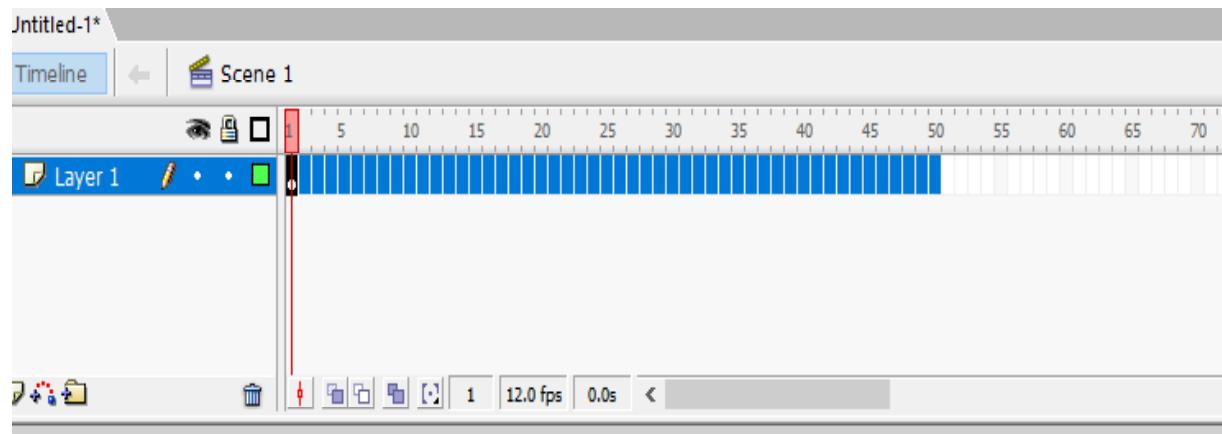
Step 2 : Select the object from toolbar drop it in to stage

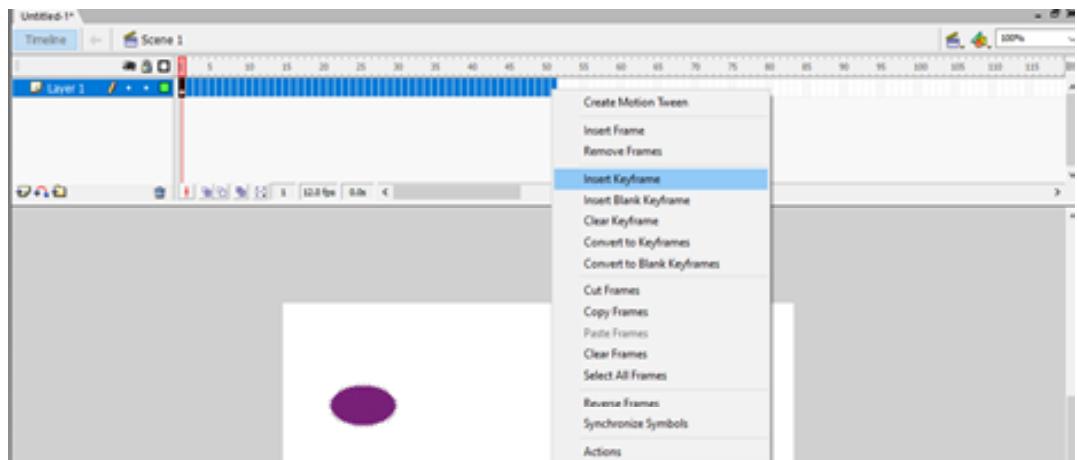


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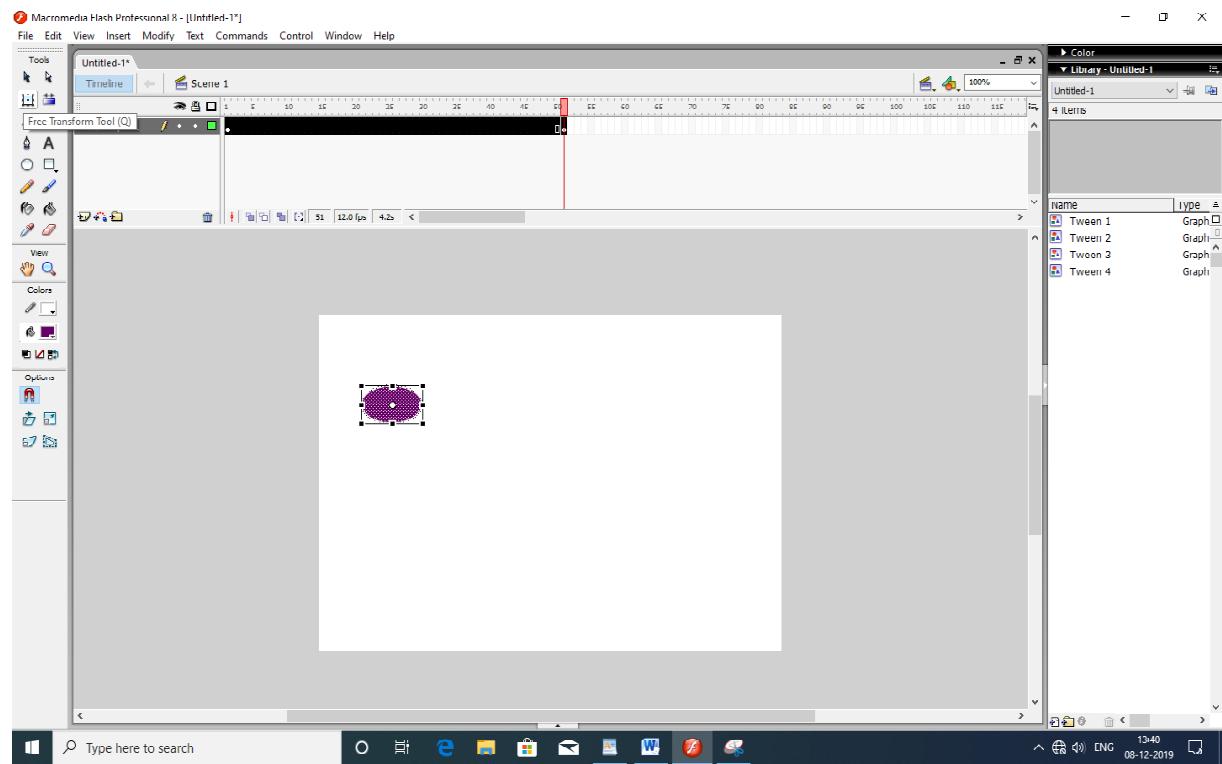


Step3 : In the timeline inset a frame at 50 by click → insert key frame



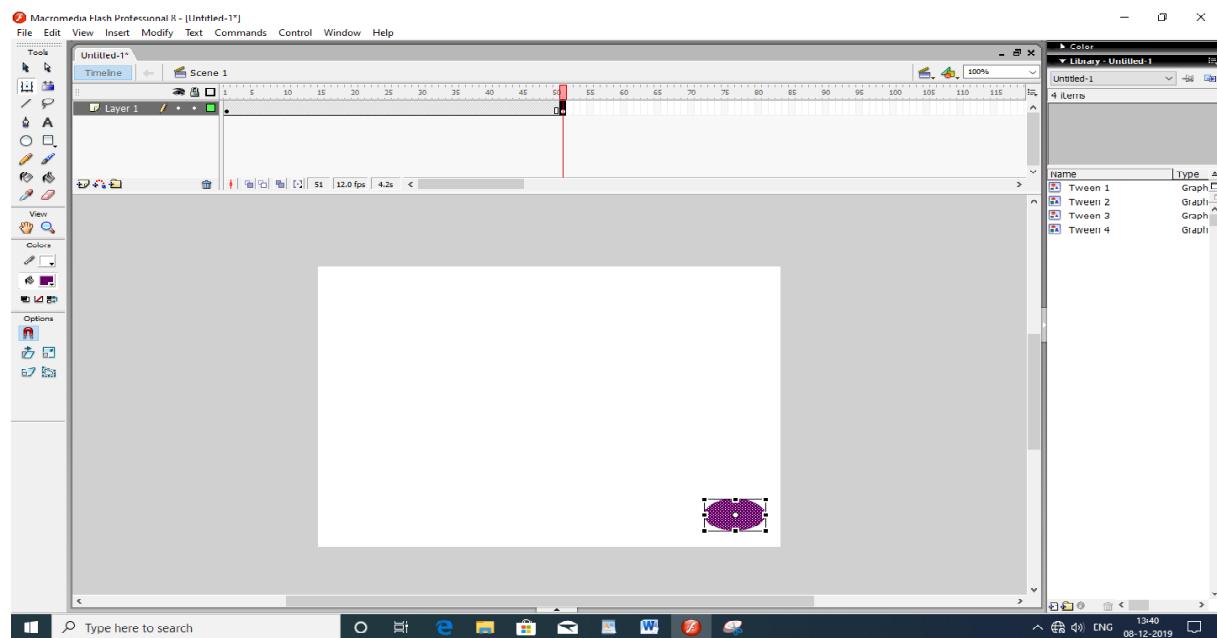


Step 4 : Go to toolbar choose free transform tool(Q)

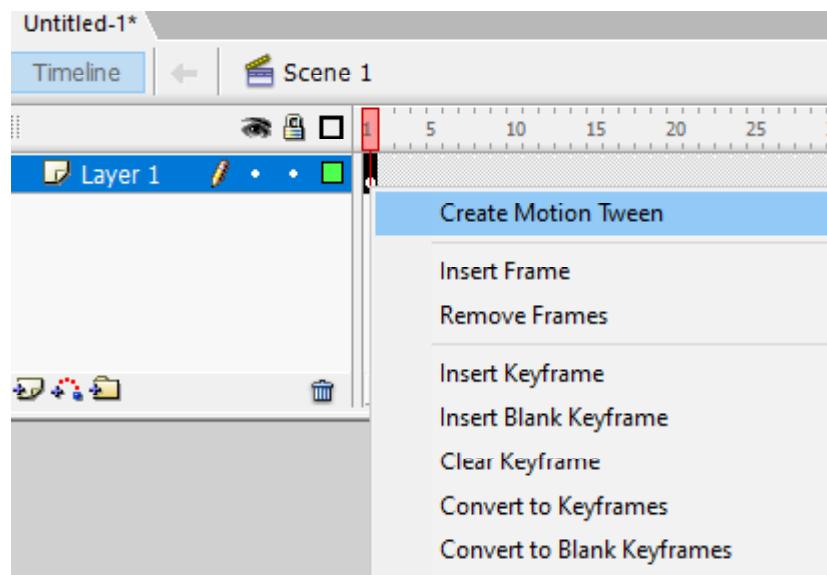


14

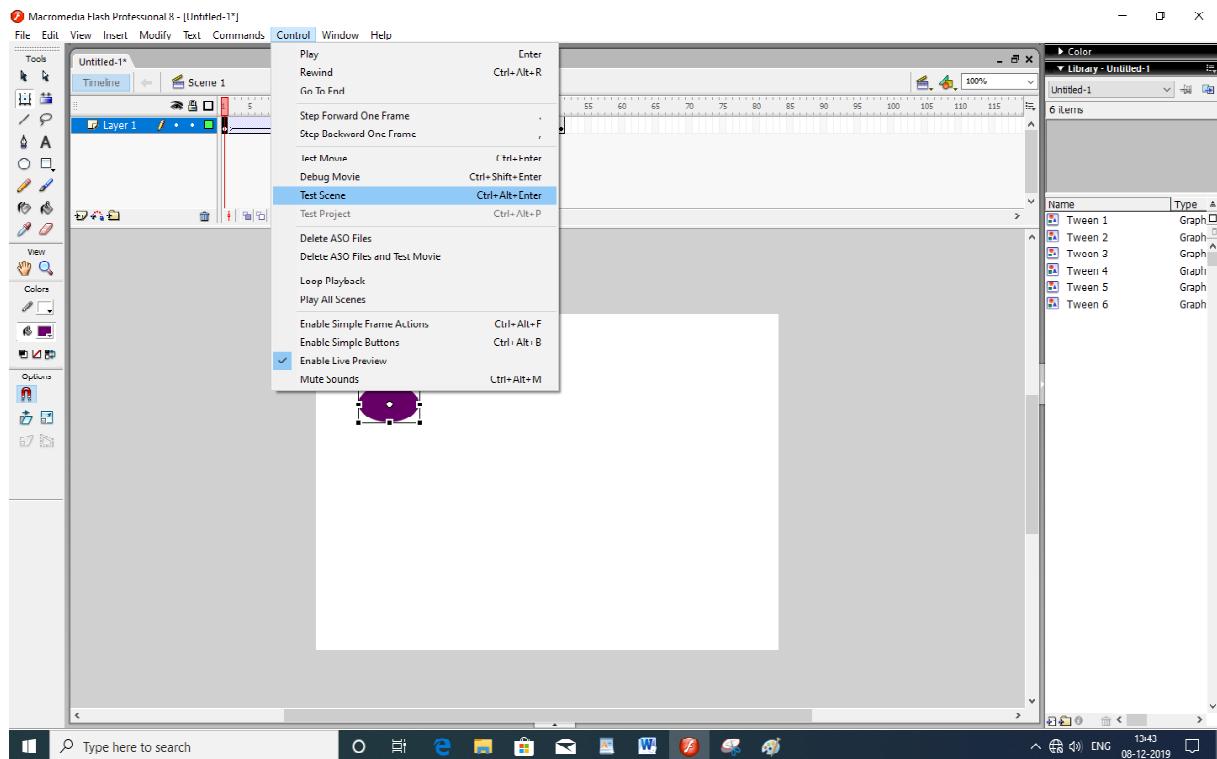
Step 5 : In the stage select object drag and drop in to another place



Step 6 : At 1st Frame in time line window, Right click and choose->Create motion bettween



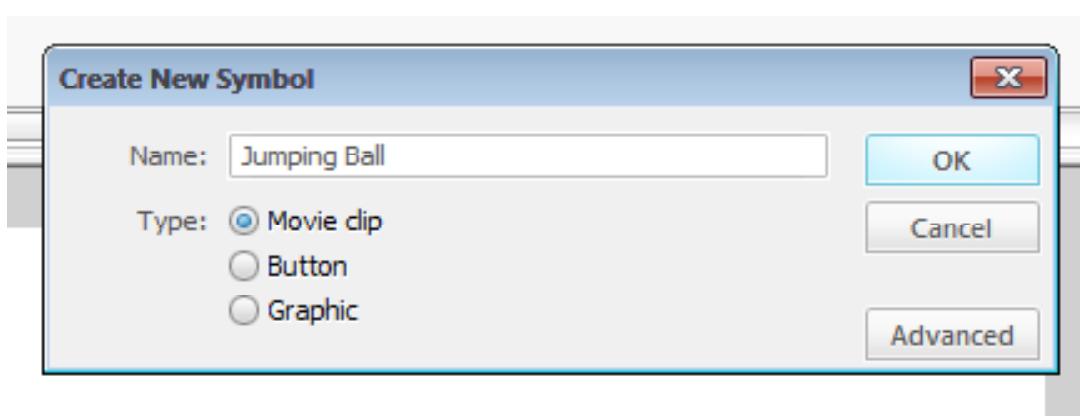
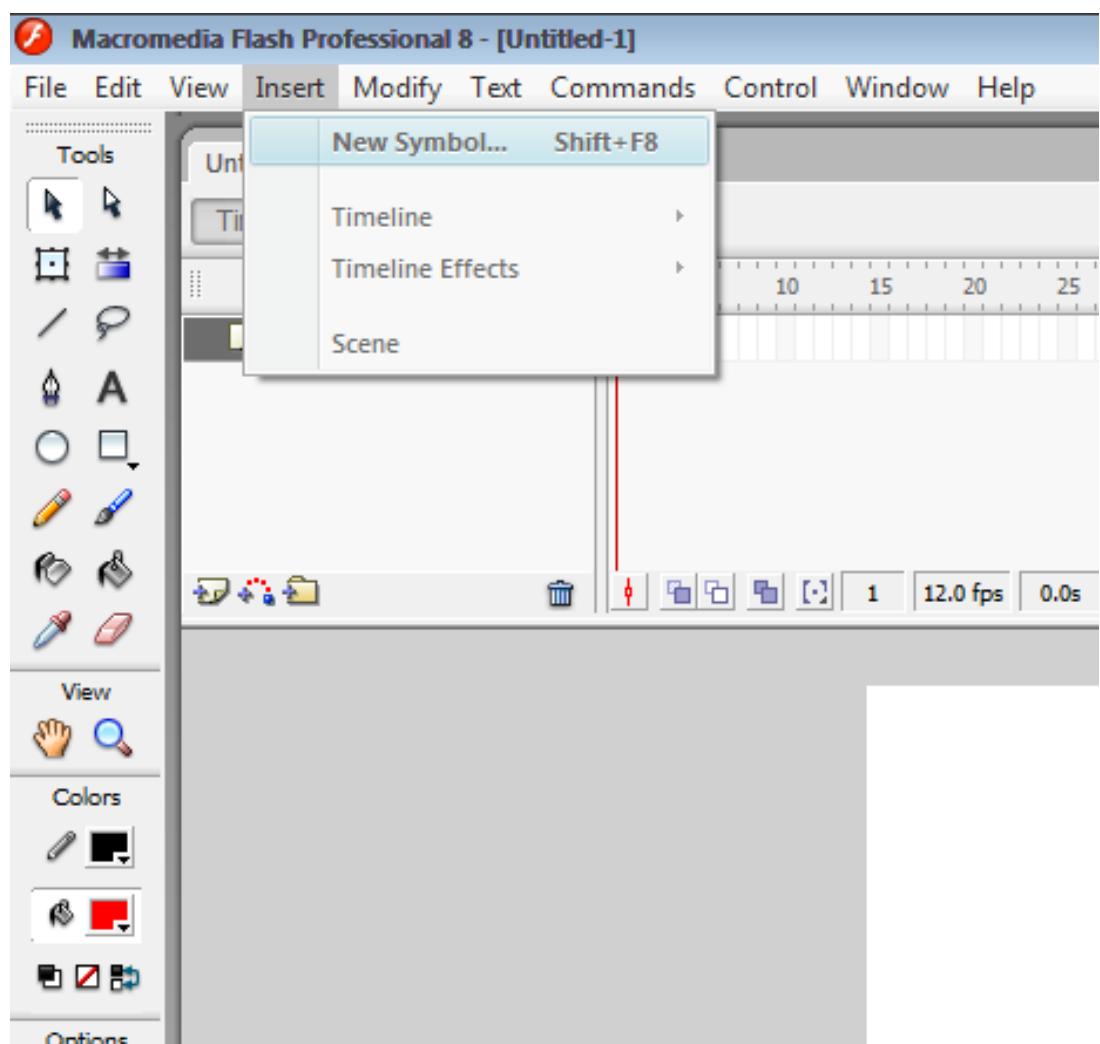
Step 7 : Go to menu bar -> Choose Control menu within that select ->play (or) Test Scene for visualizing the created scene that moving the object displays either in stage window or output window.



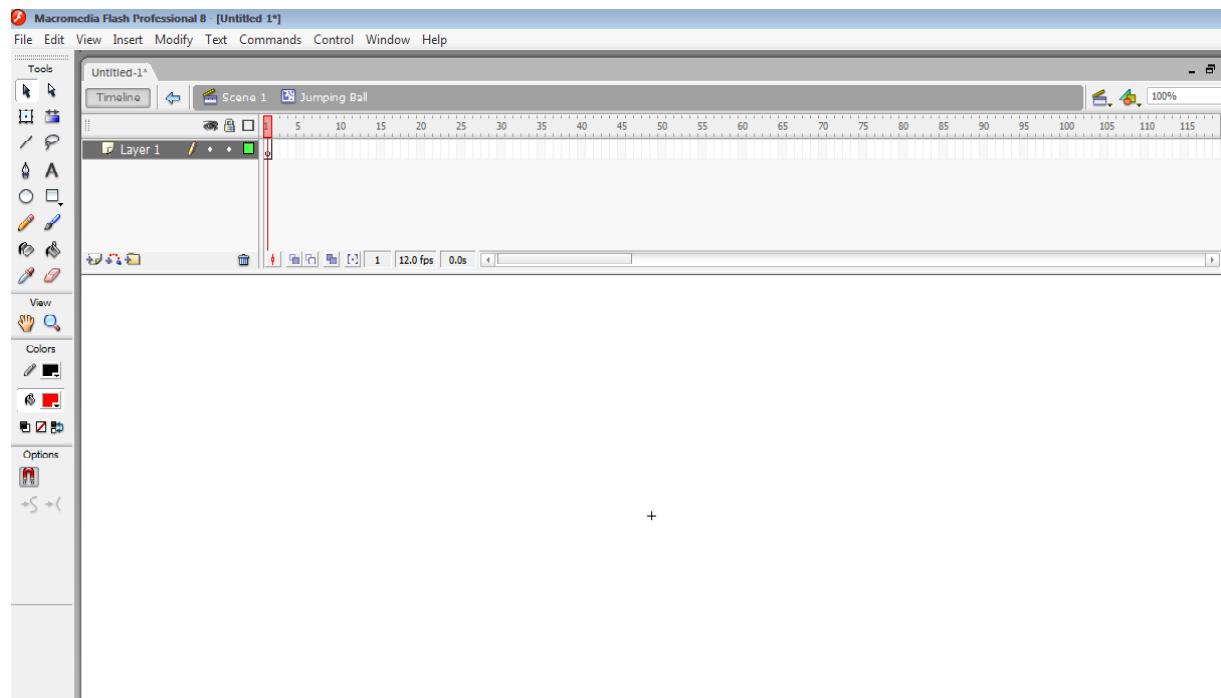
B) To move an object in the path “Jumping Ball”

Solution:

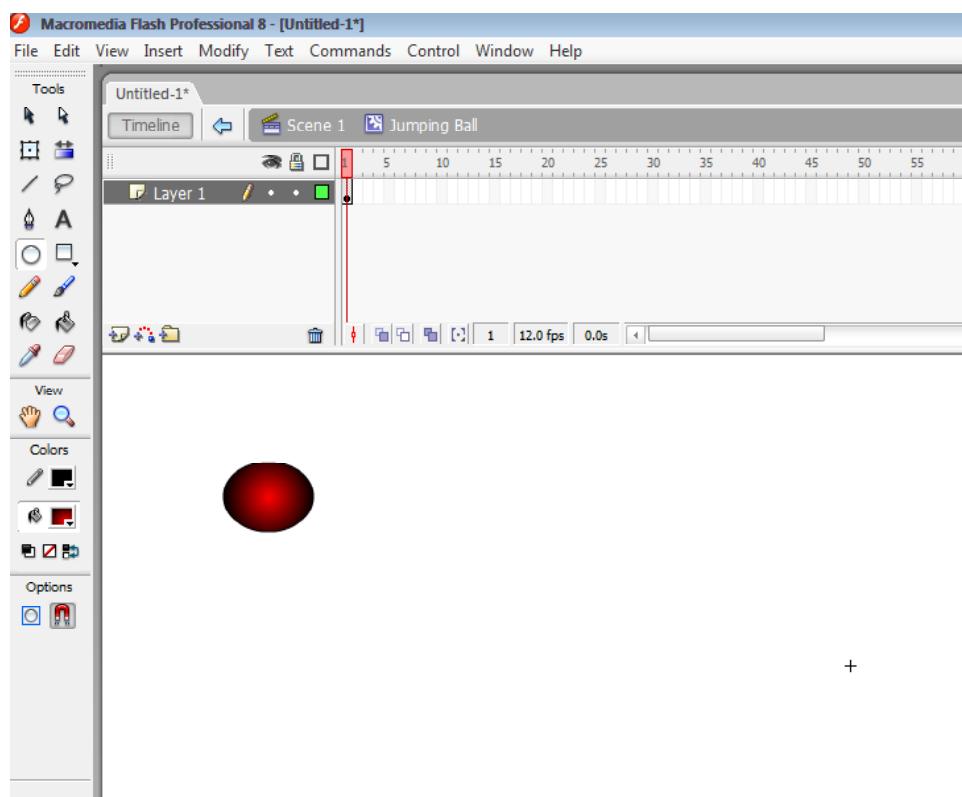
Step 1: Go to menu bar, choose inset menu-> select New symbol -> assign name for the symbol as “Jumping Ball”.



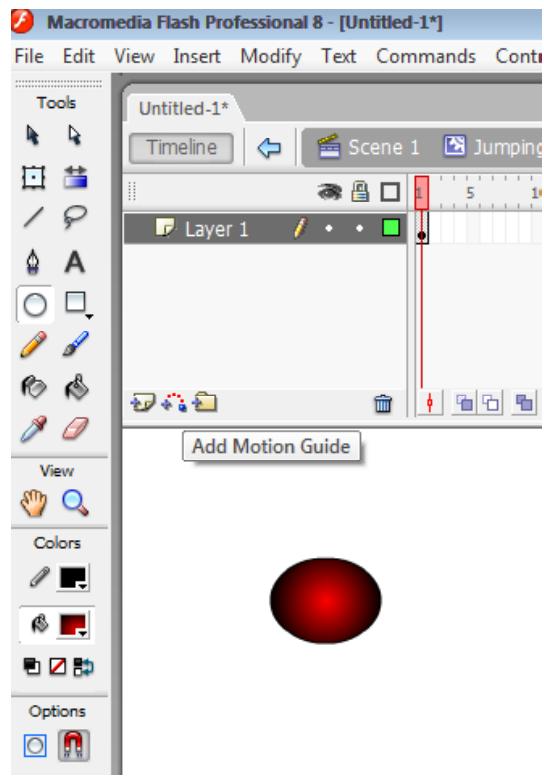
Now created



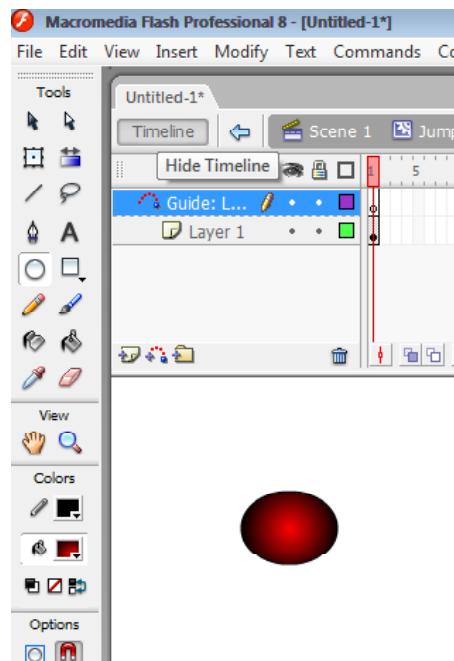
Step 2 : To create the oval shape using toolbox



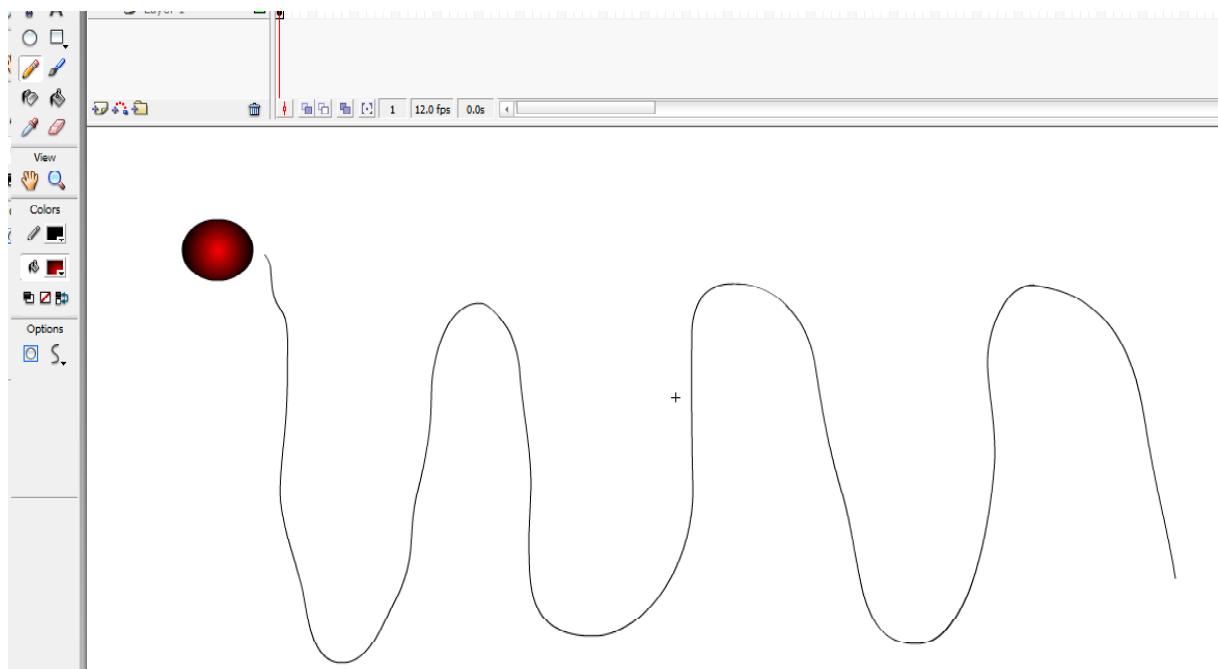
Step 3 : Next → click the Add Motion Option



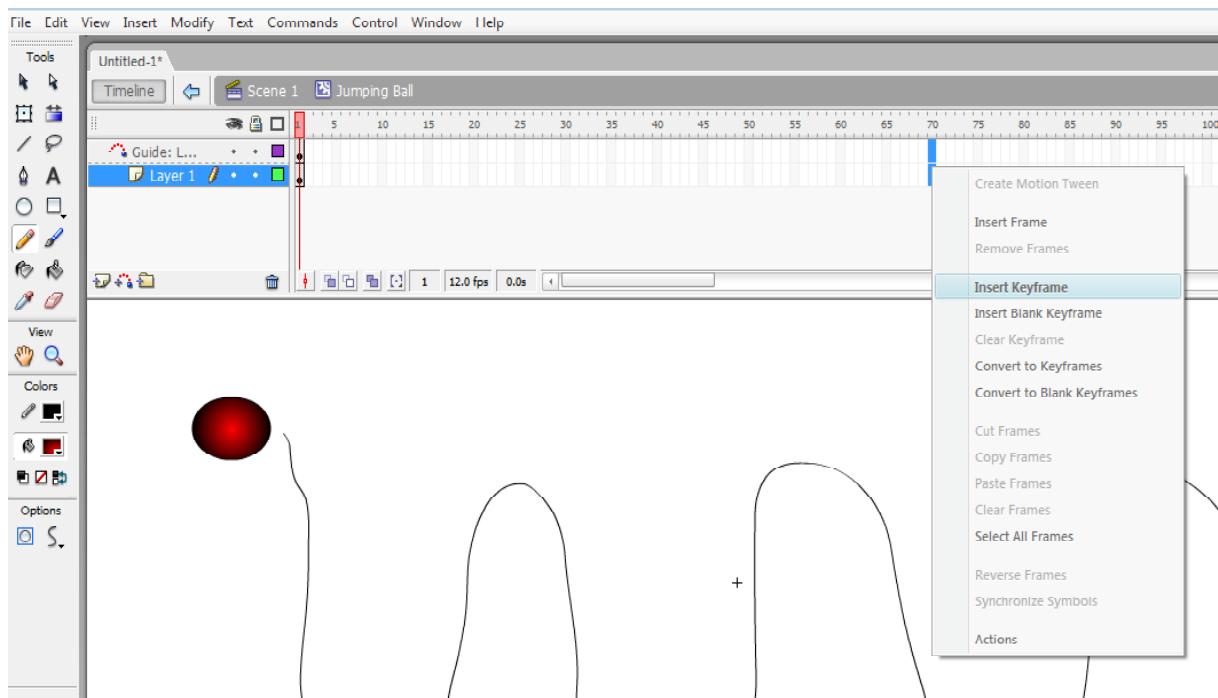
Step 4 : To create Add motion Guide for the object by clicking the add motion guide button in layer component of the timeline window

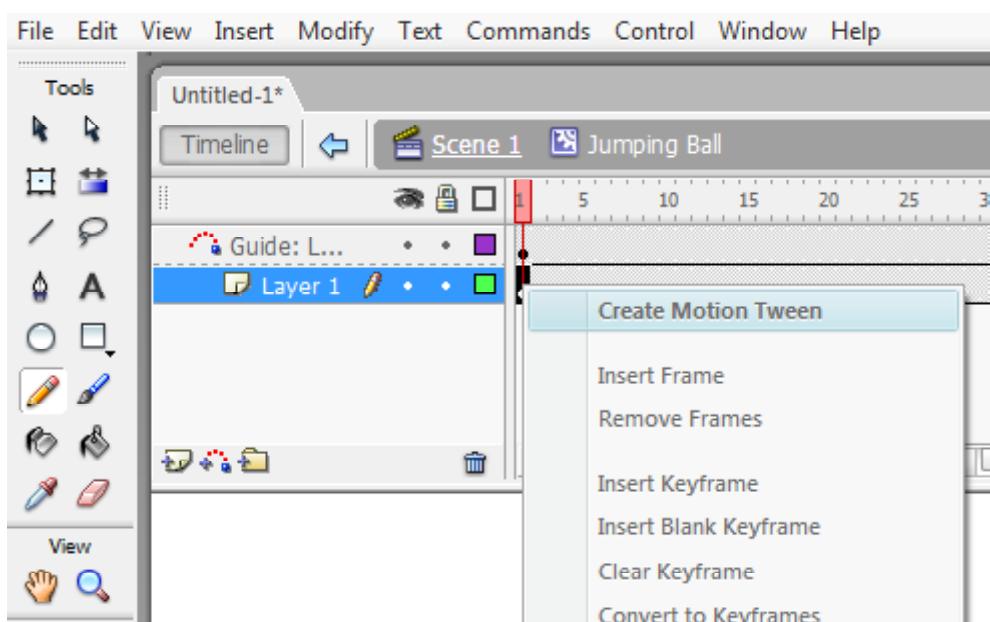
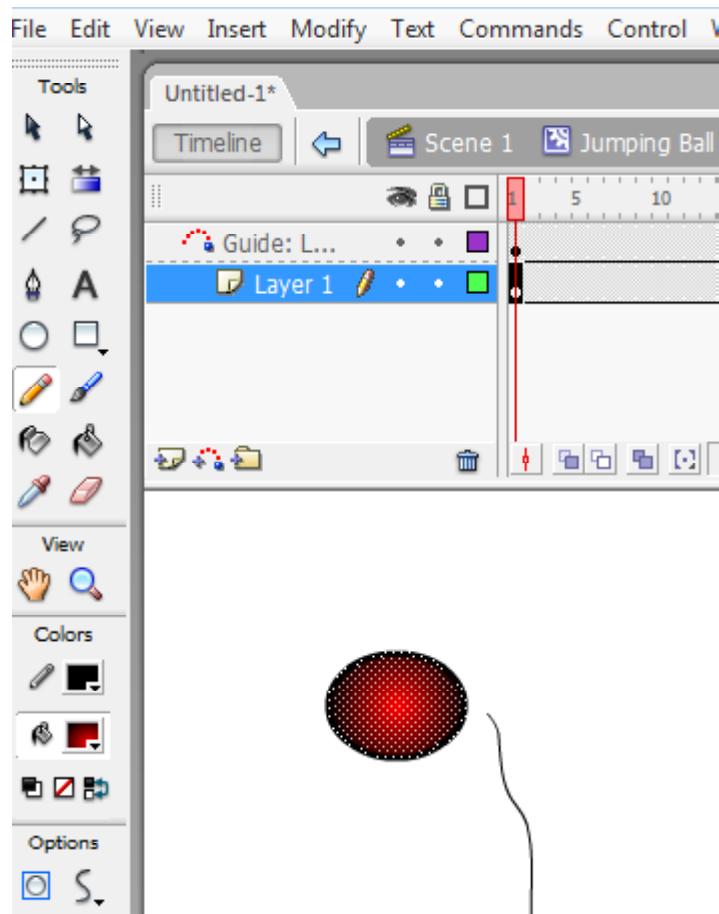


Step 5 : use the Pencil Tool → draw a bind line

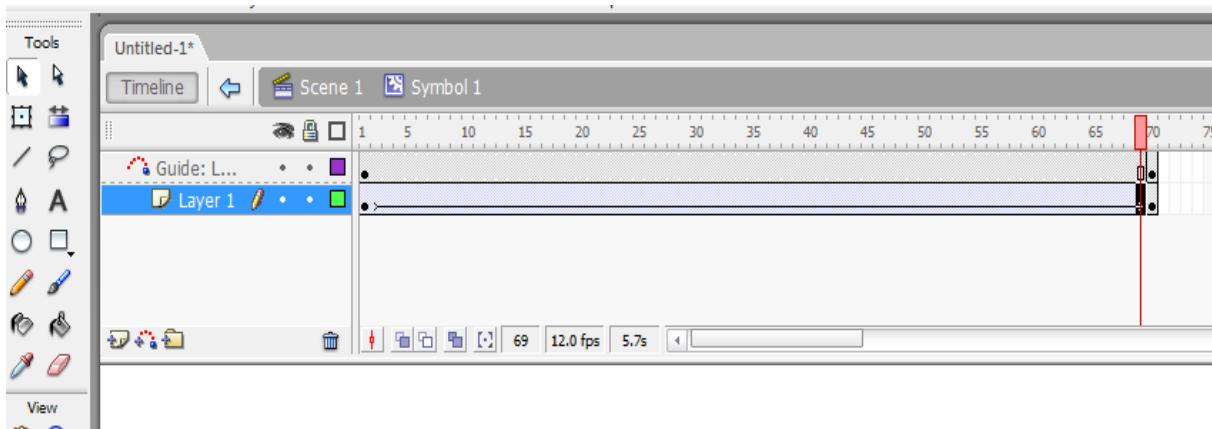
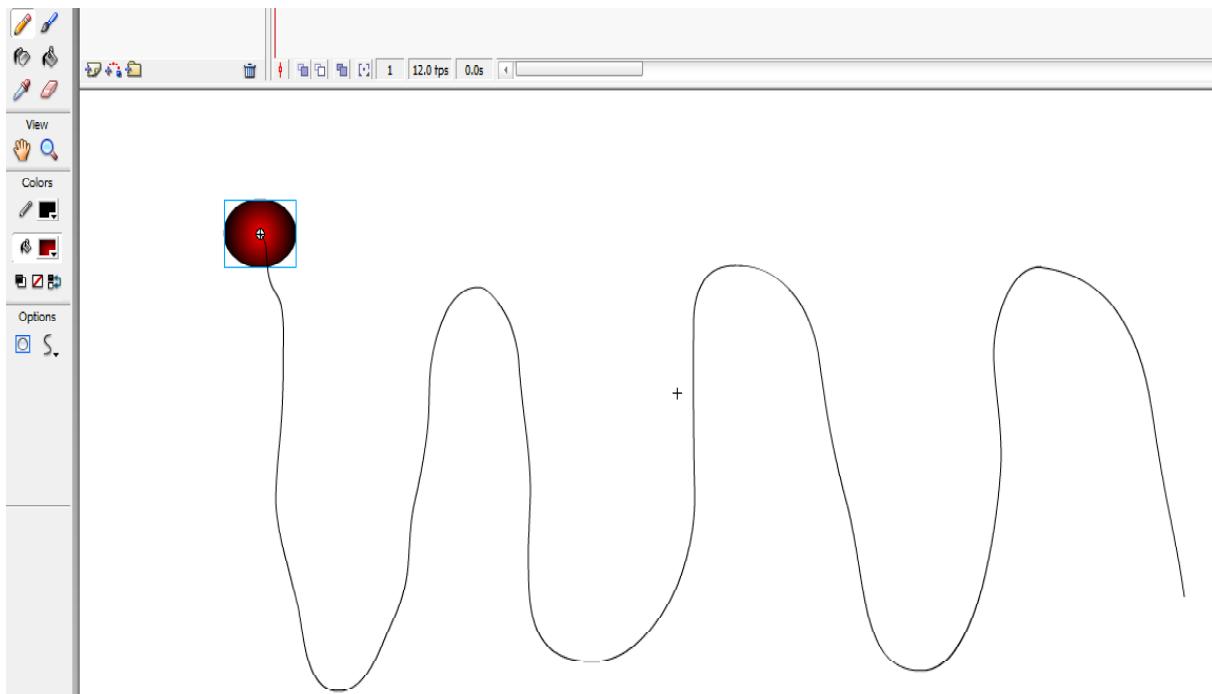


Step 6 : insert the key frame at 70 in the timeline window and create motion Tween in layer 1

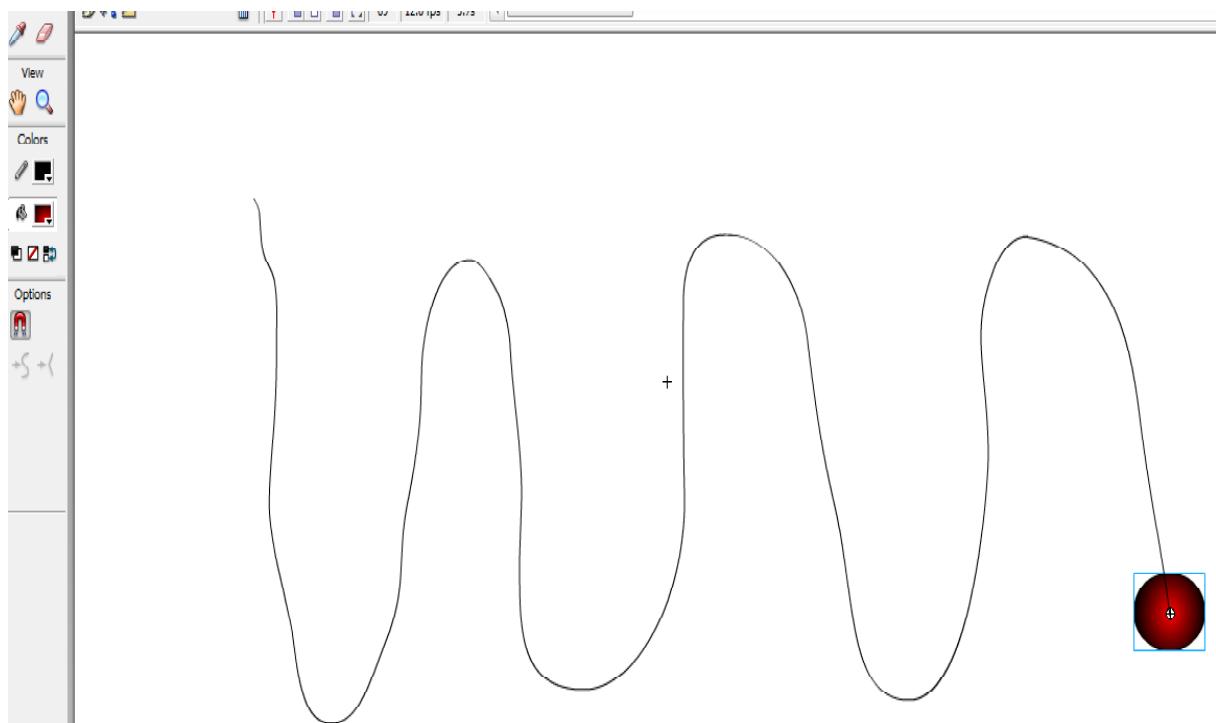




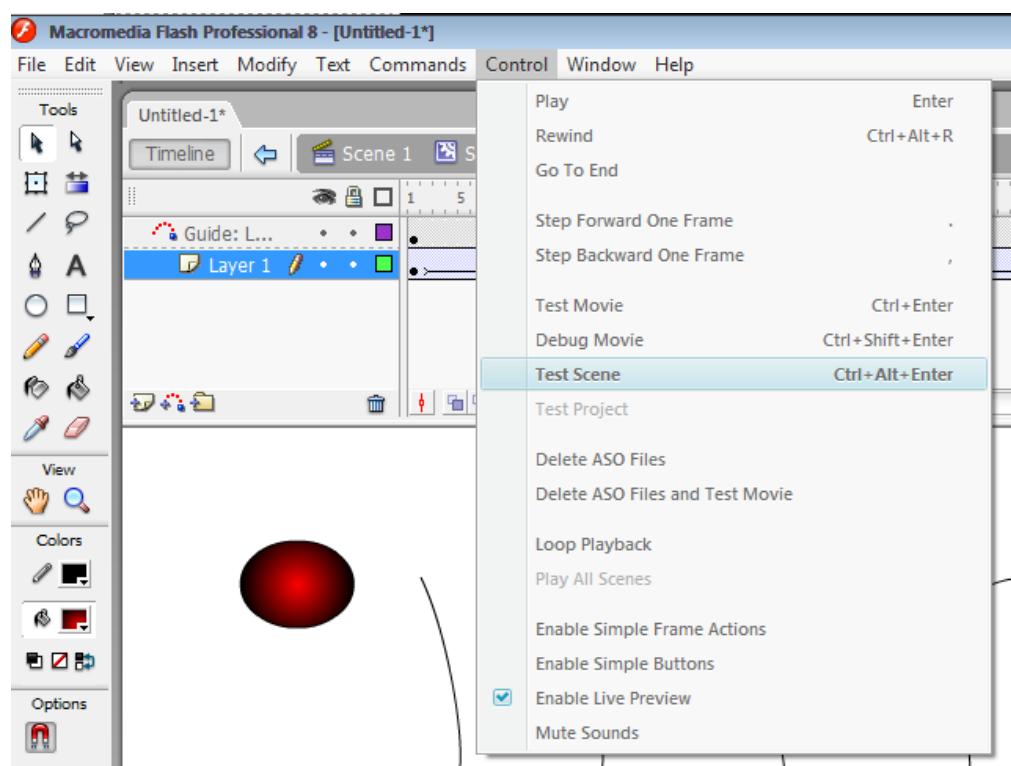
Step 7 : Now set the starting motion position on the object as follows in frame 1.



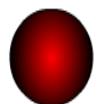
Step 8 : Now set the ending position of the moving object in the frame 70.

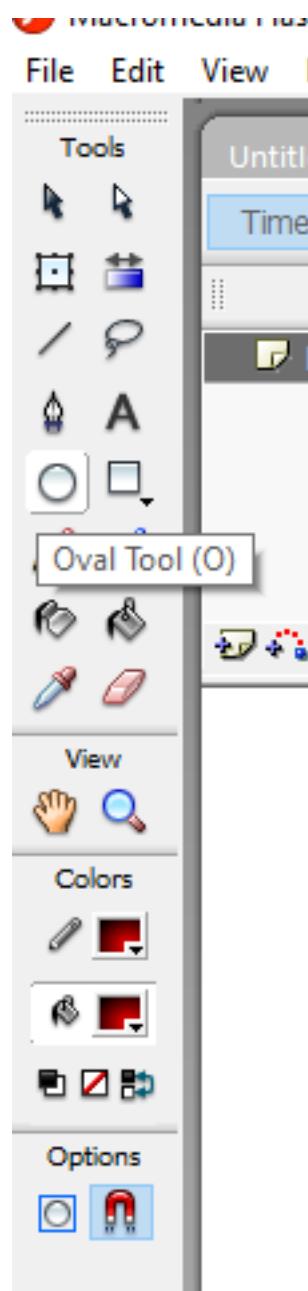


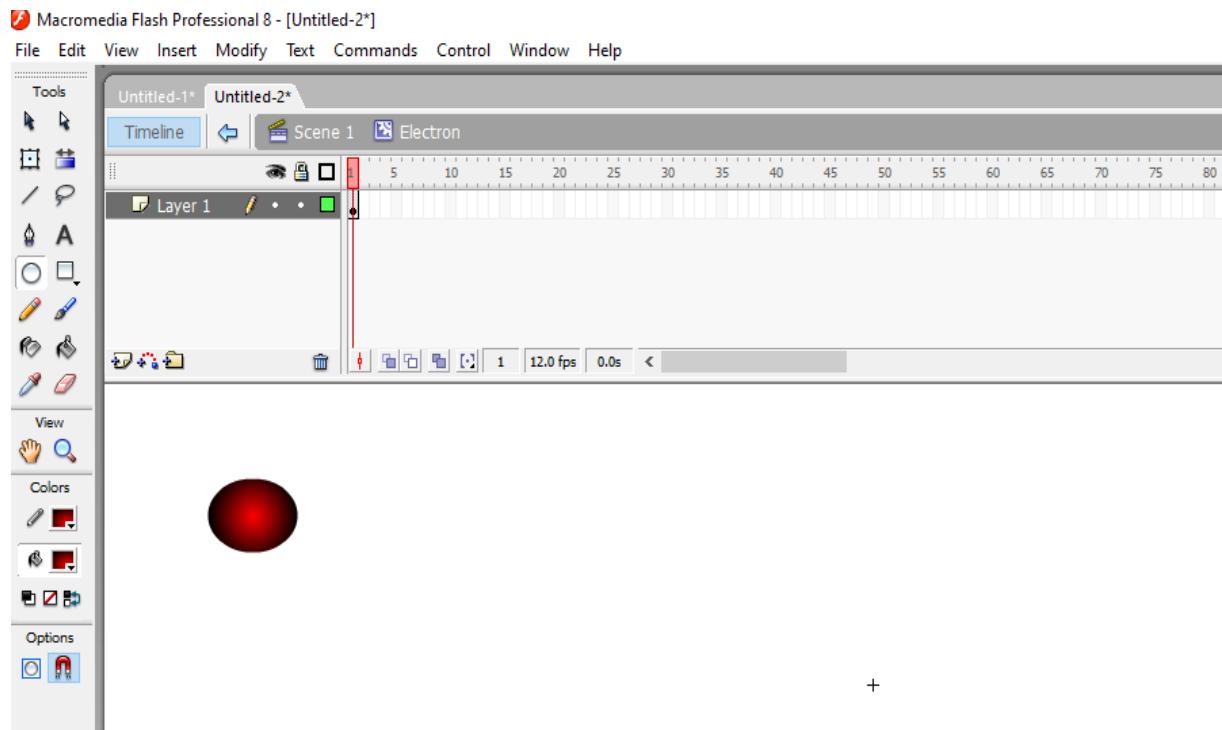
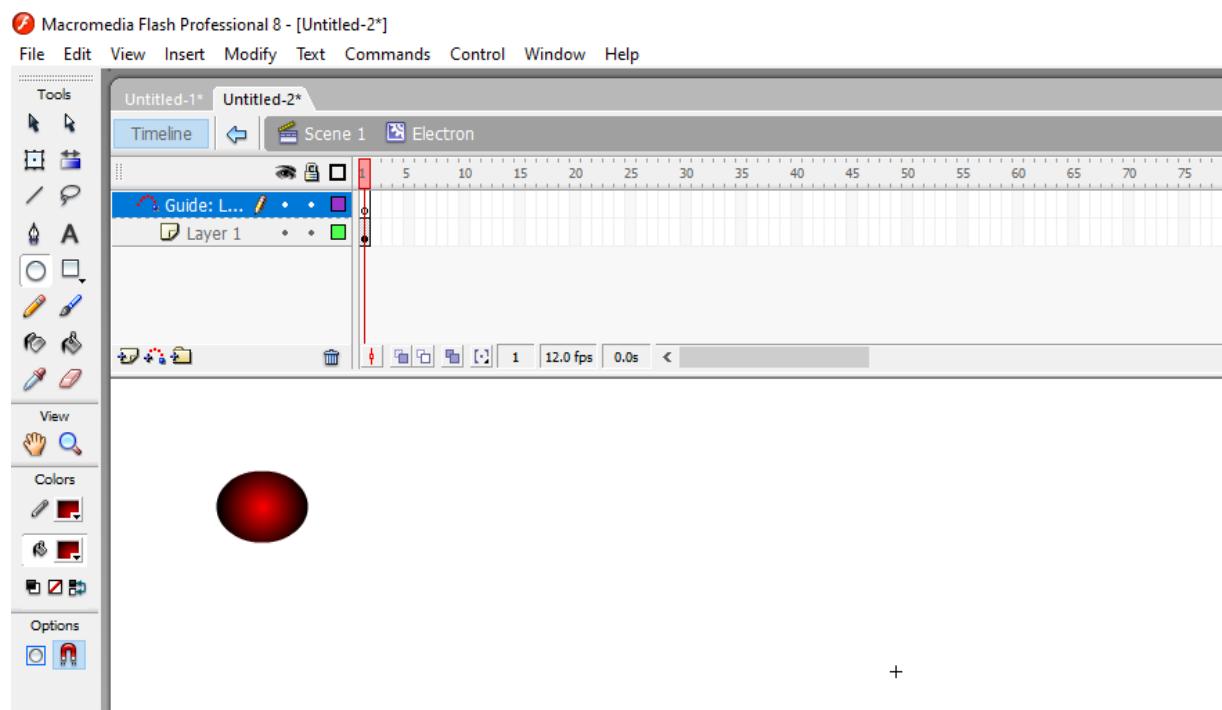
Step 9 : Goto menu bar and choose the control → Test Scene

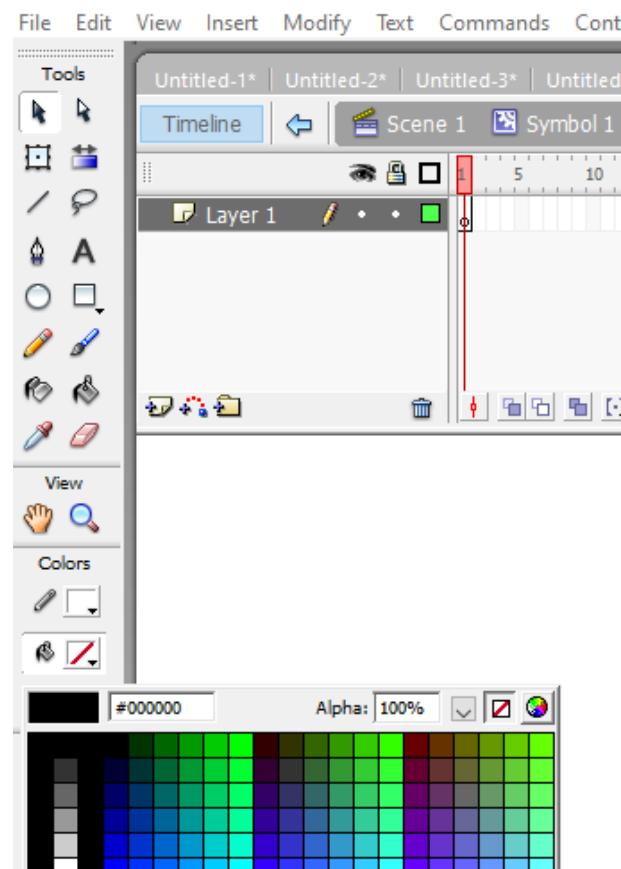


Output

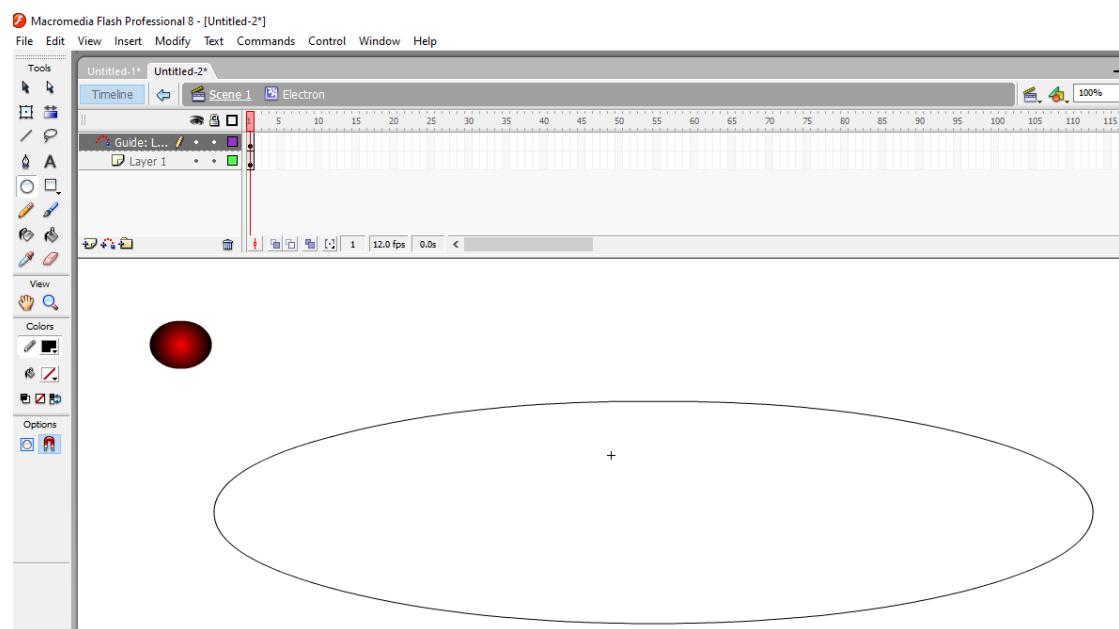


C) To move an object in the Rotational path**Step 1 :** Choose the Oval Tool

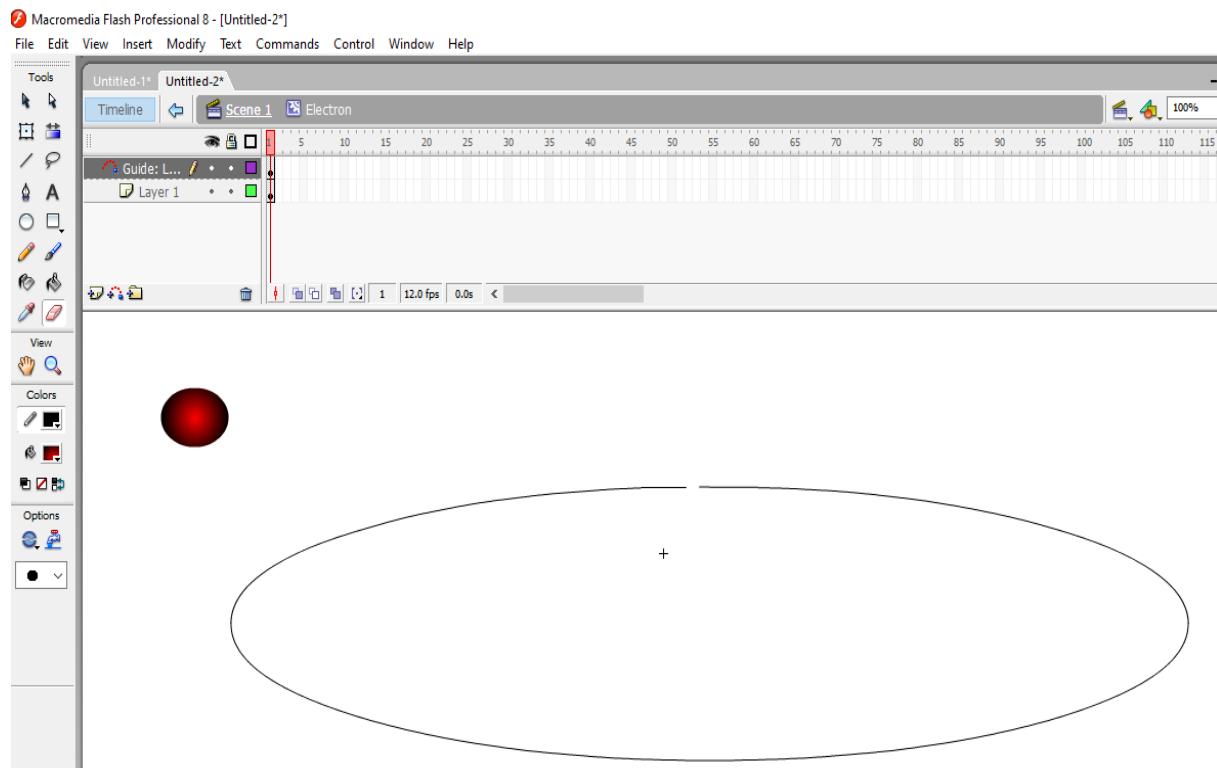
Step 2 : Insert the ball in the layer1**Step 3 : Add click the add motion option**



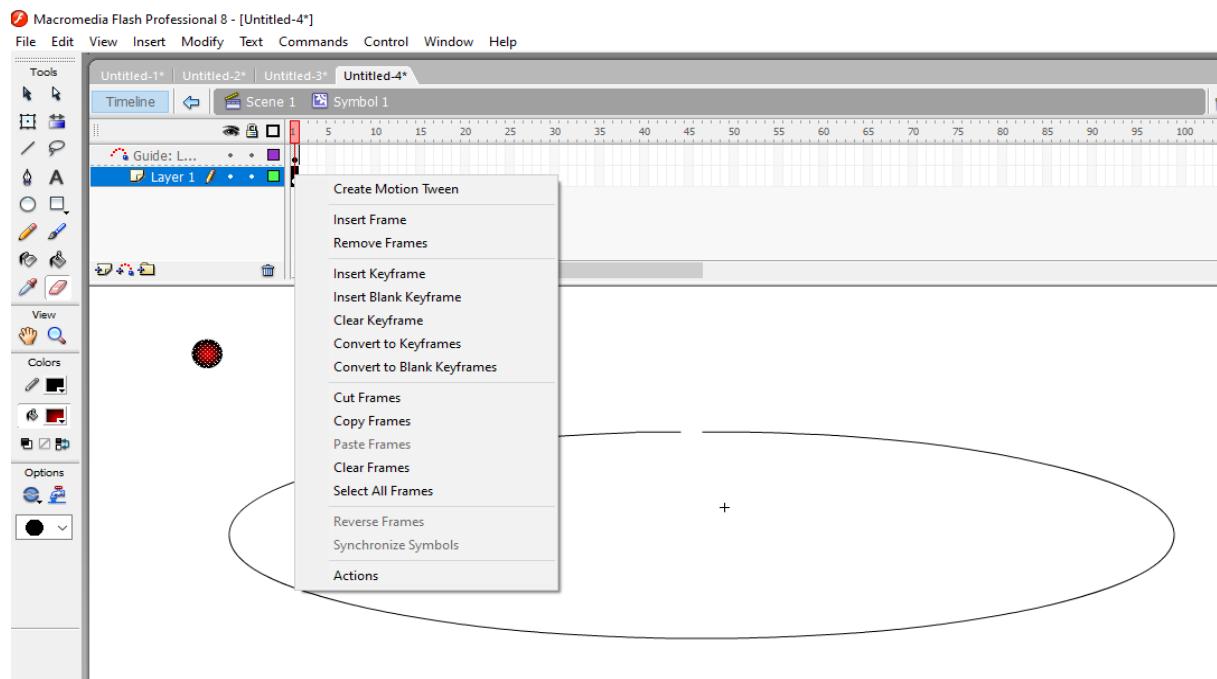
Step 4 : Now draw oval shape



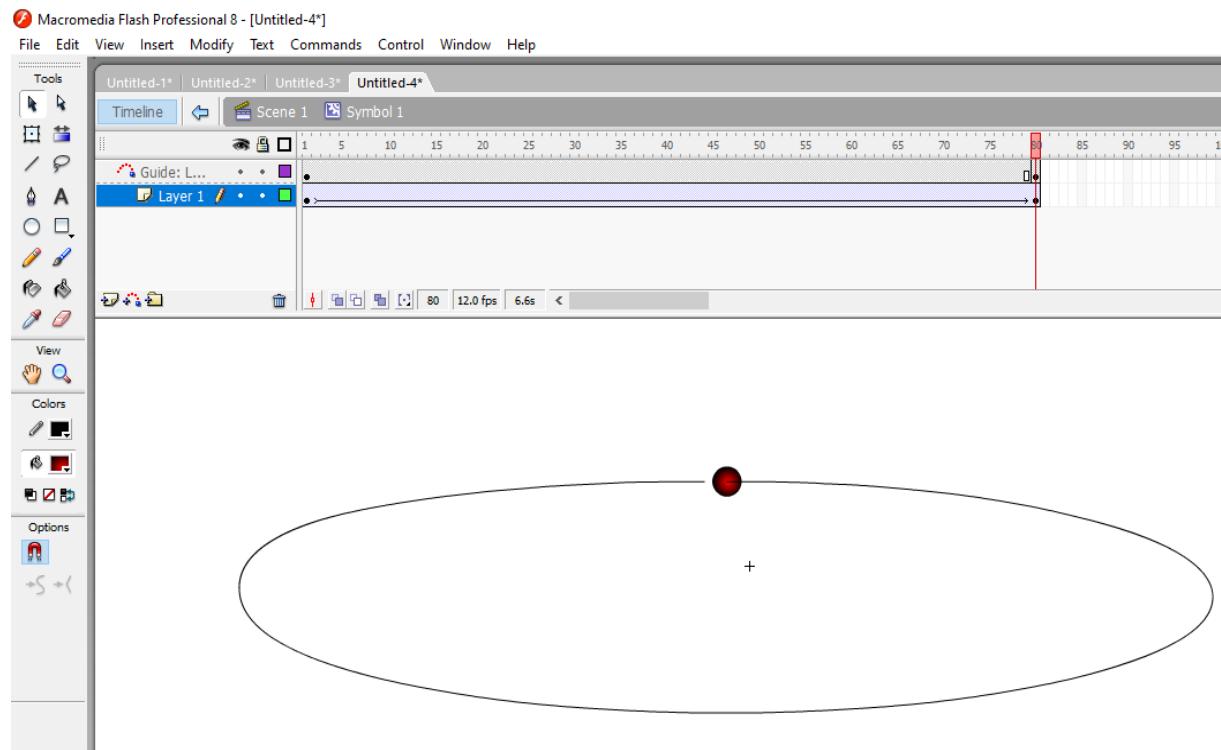
Step 5 : Next goto tool option and choose the erase and cut the any position on the oval shape



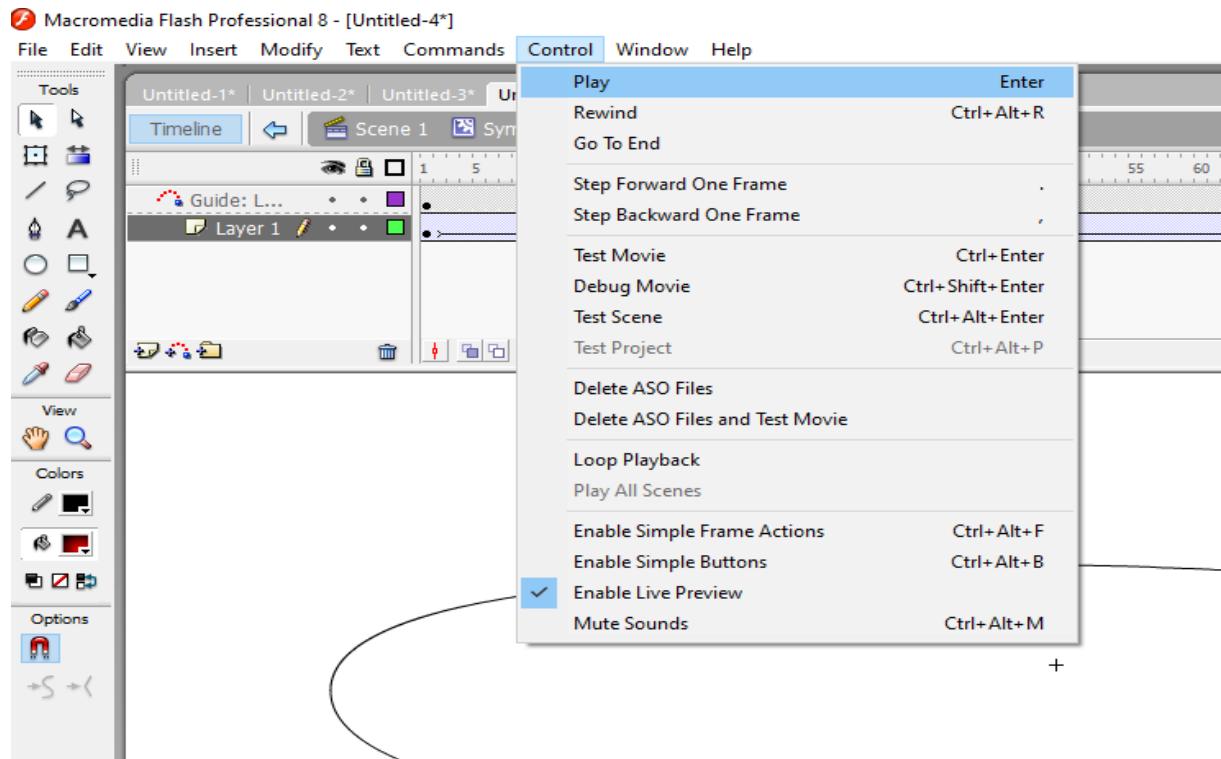
Step 6 : Click the layer1 to set the key frame 1 and right click and choose the Create Motion Tween



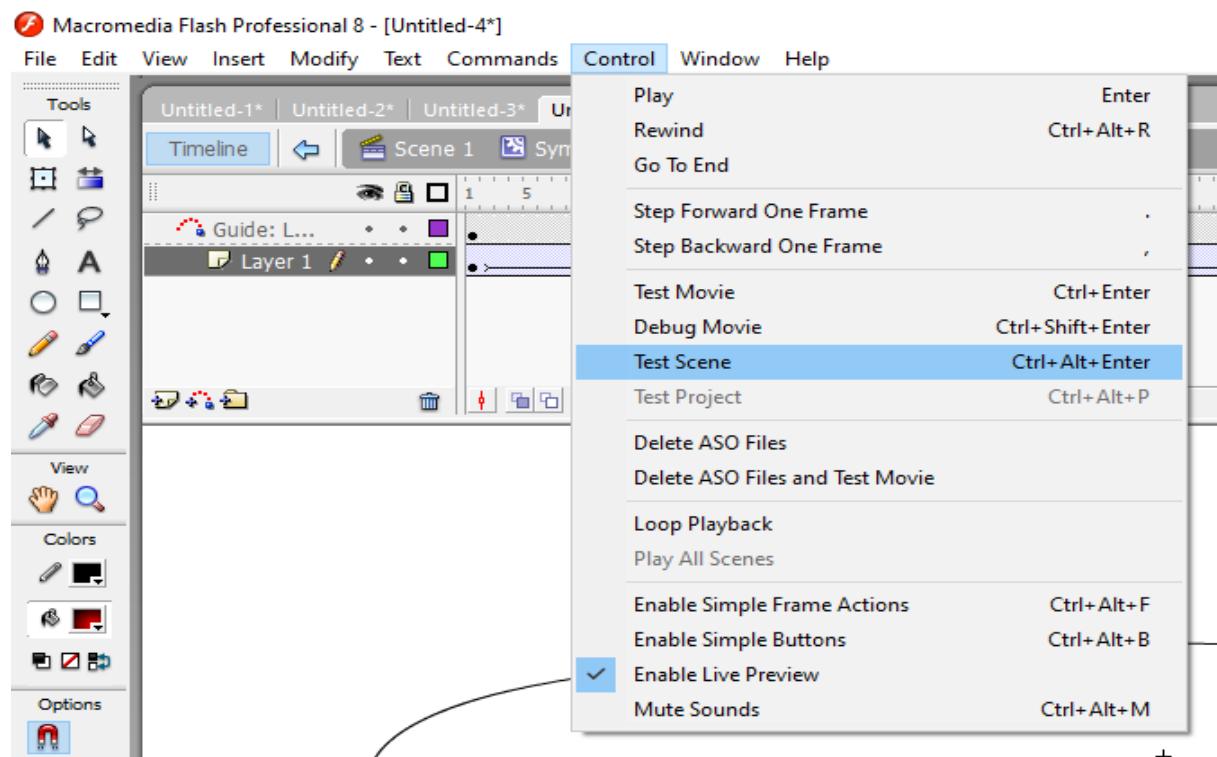
Step 7 : Next 'drag the second oval point and mouse right click to set the 80th key frame.



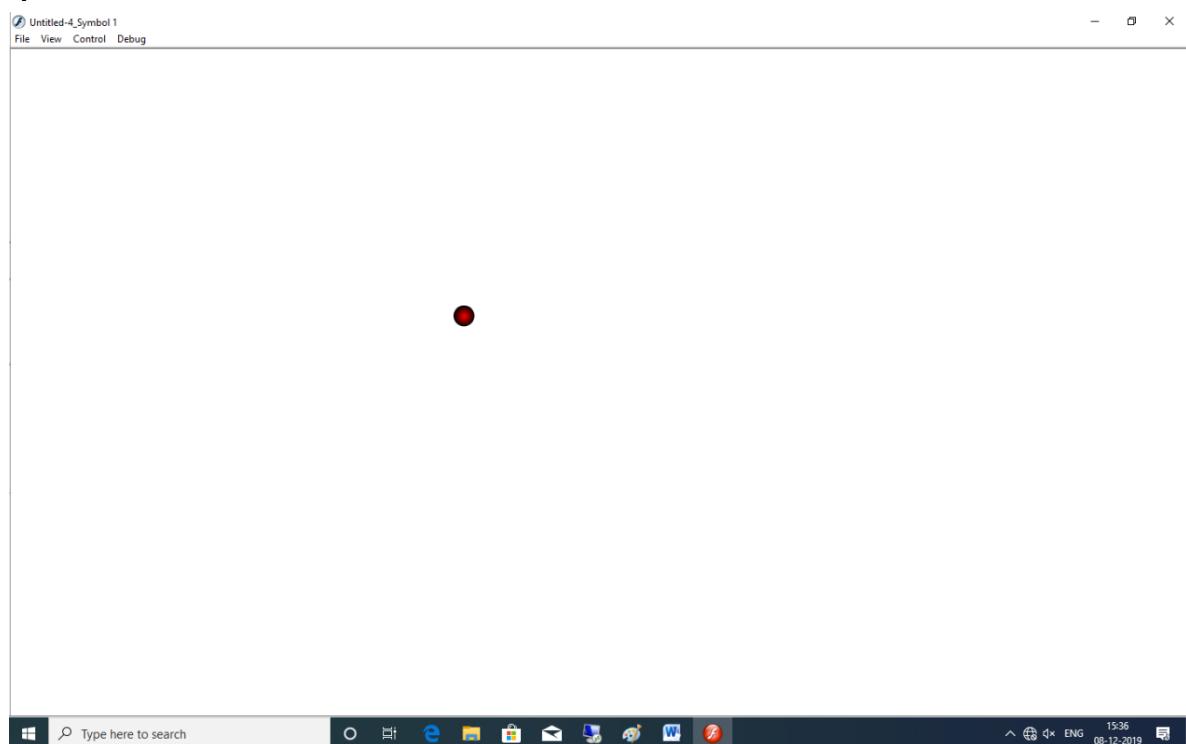
Step 8 : Now check the play option



Step 9 : run the program Go to menu item and choose control option and select the Test Scene

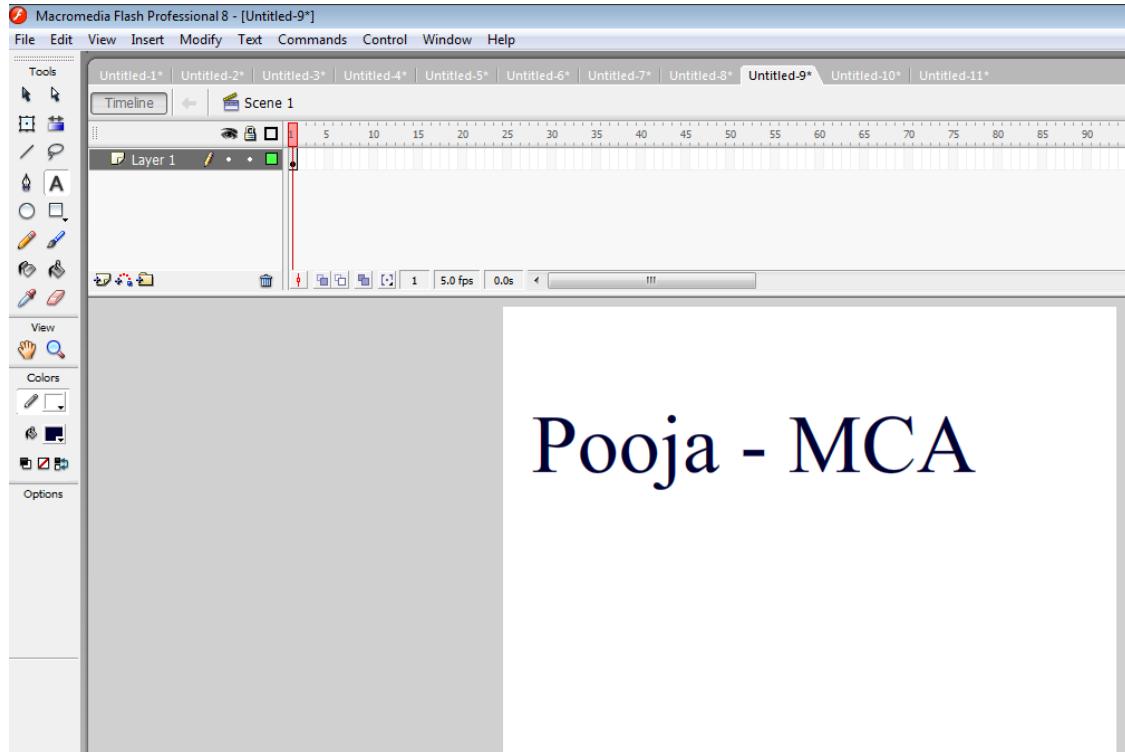


Output

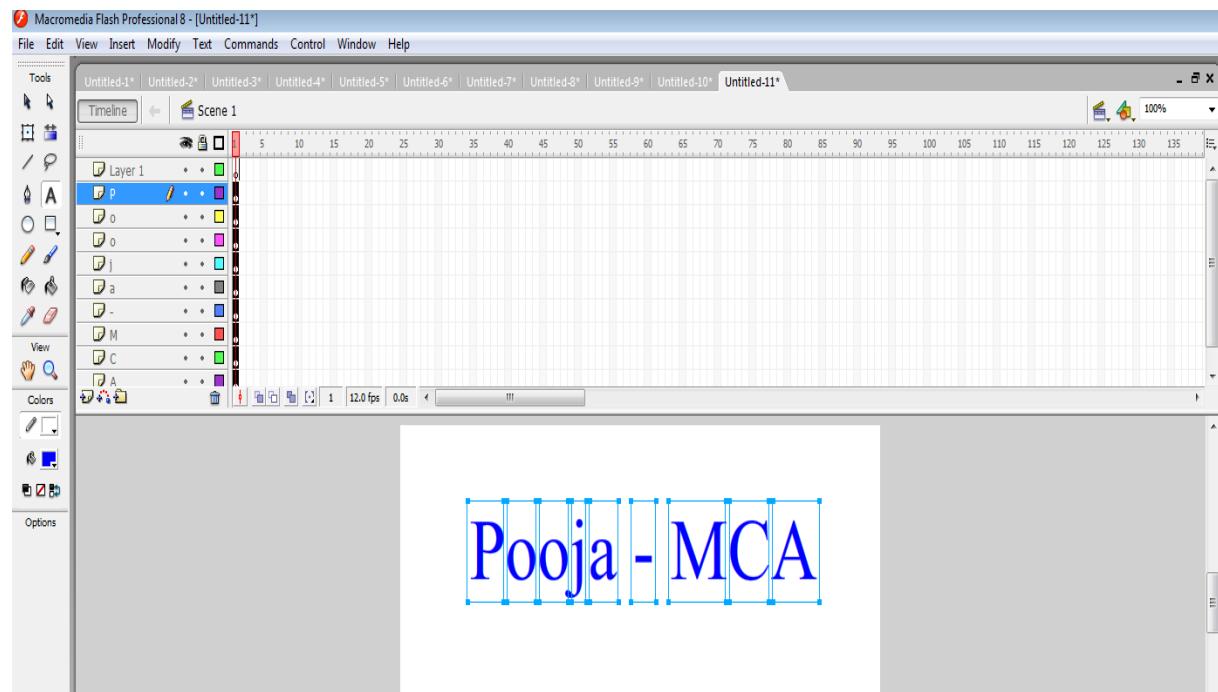


2A) Text flip text color change

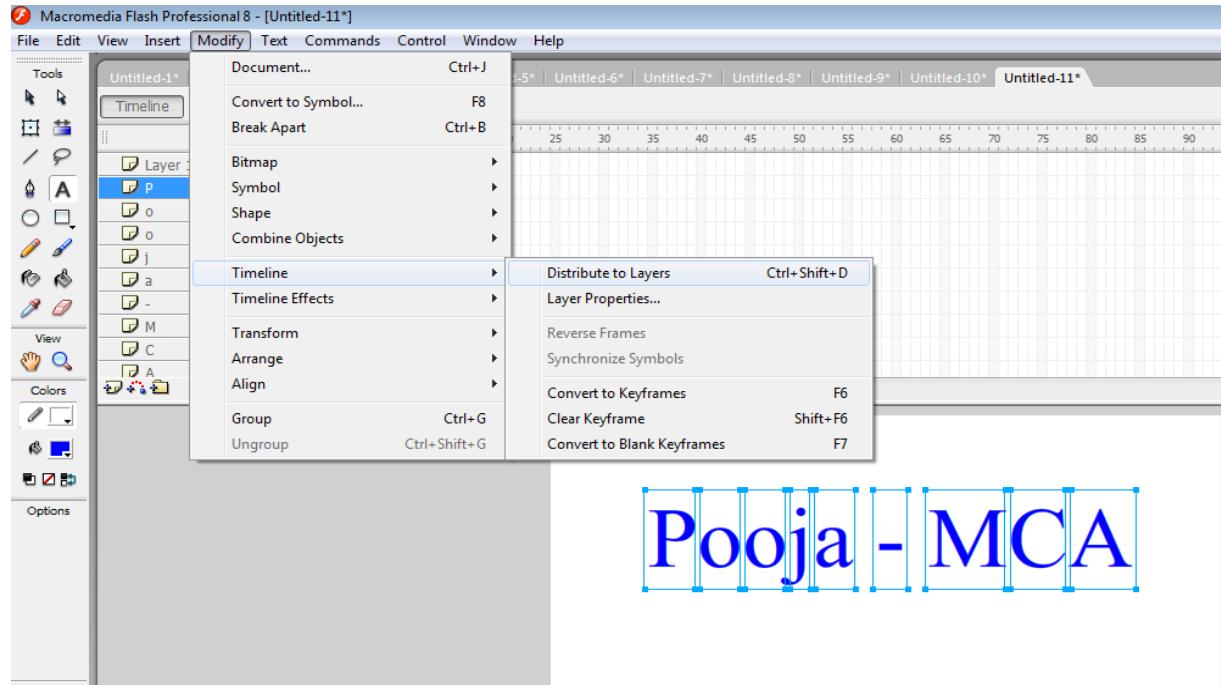
Step 1 : Select the text and press Ctrl+B to Break apart



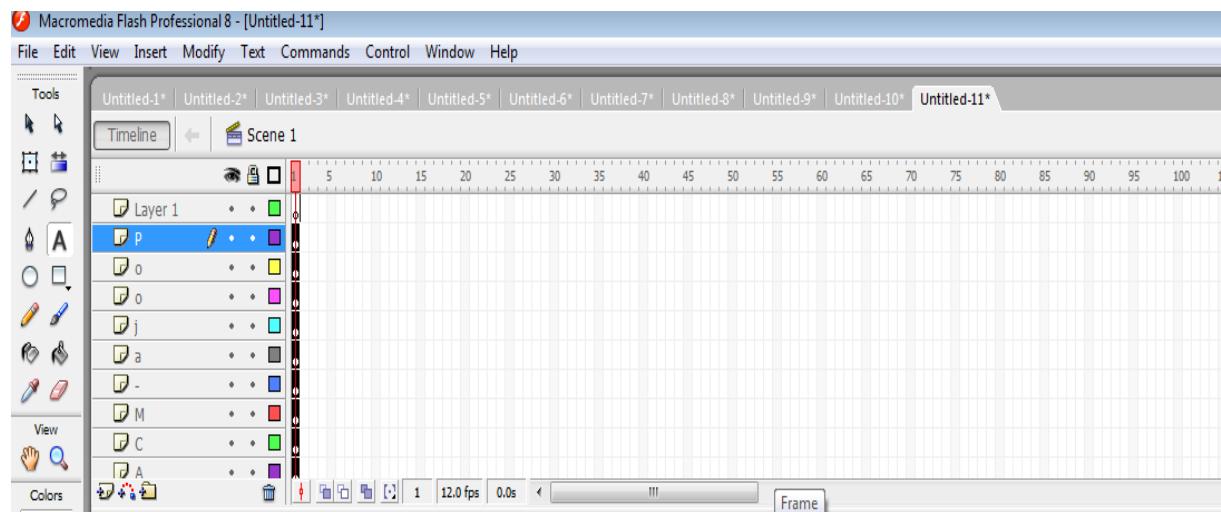
Step 2 : Select the text and press Ctrl+B to Break apart



Step 3 : Now Go To Modify ->Timeline-> Distribute To Layers. Now Each Character Will Be Distributed To Different Layer

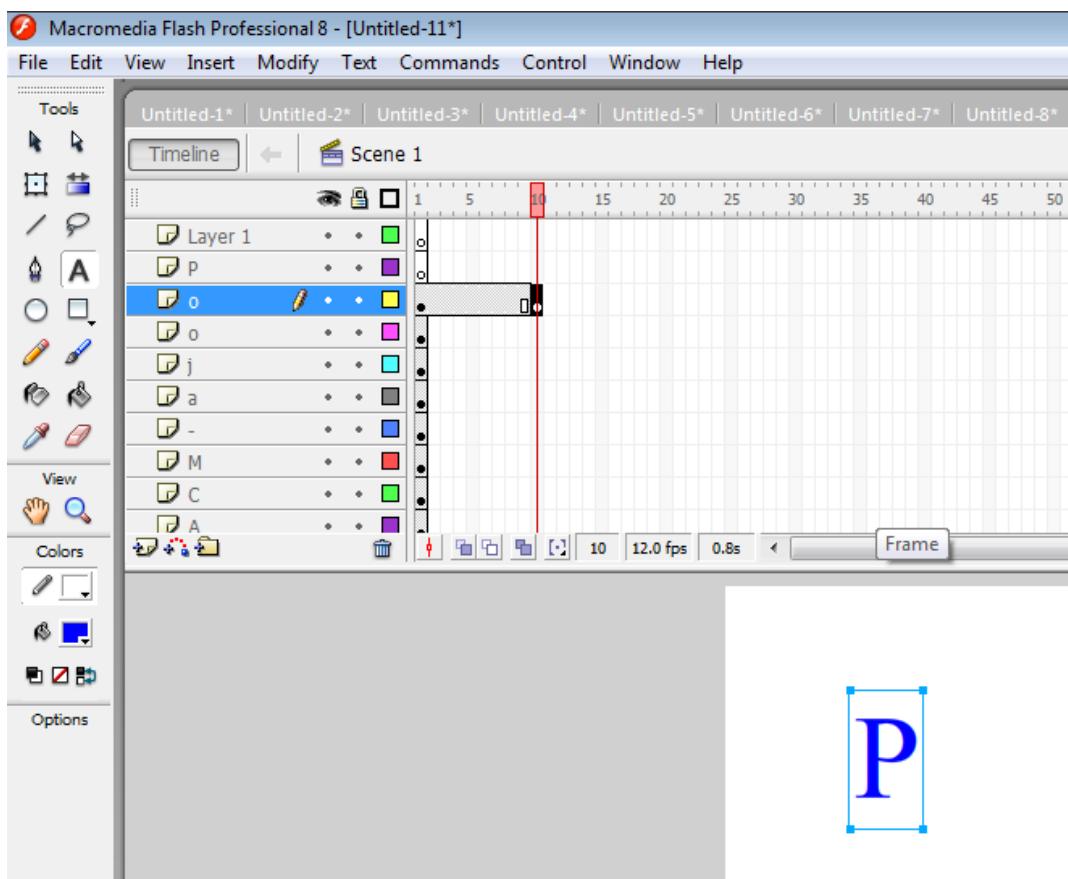


Step 4 : Now layers are created for each character.

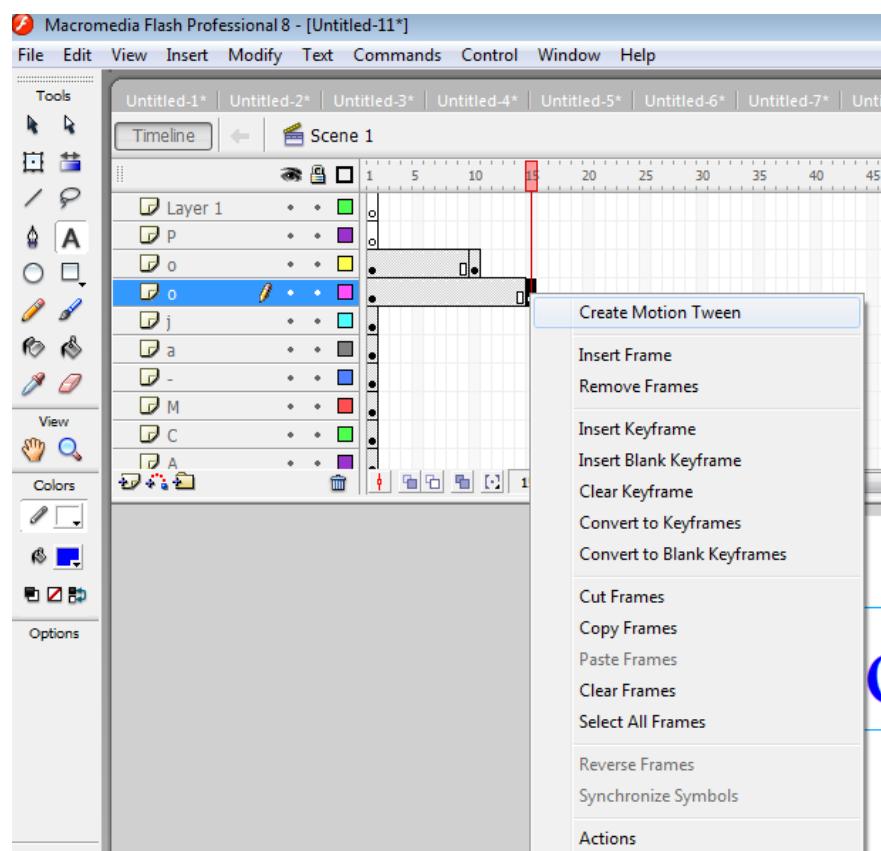
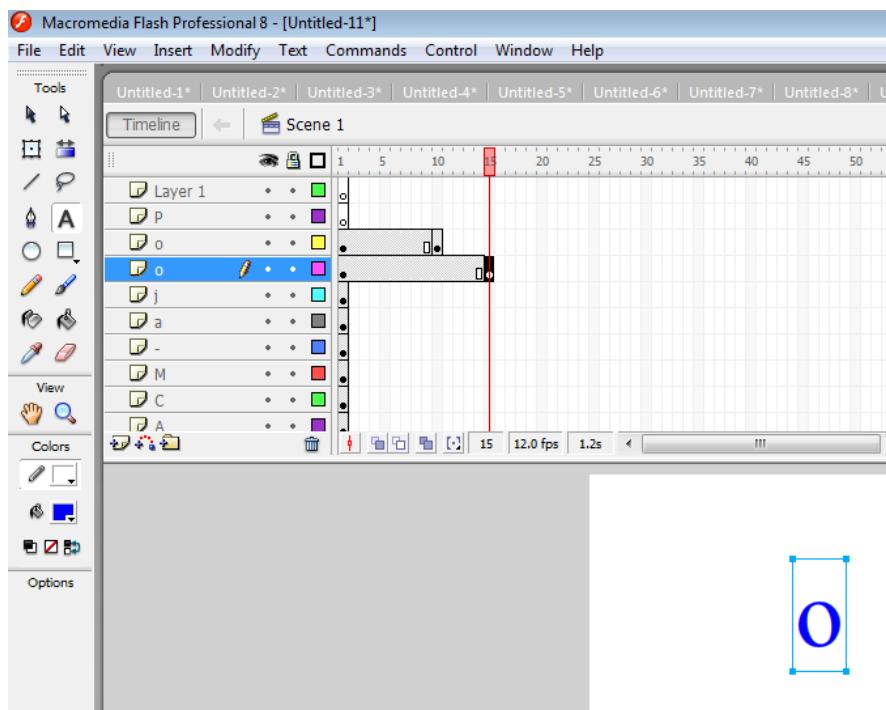


Step 5 : Insert the keyframe in specified position for each character then by setting the create motion tween and filp the character by CTRL + SHIFT+9 as per the table given below.

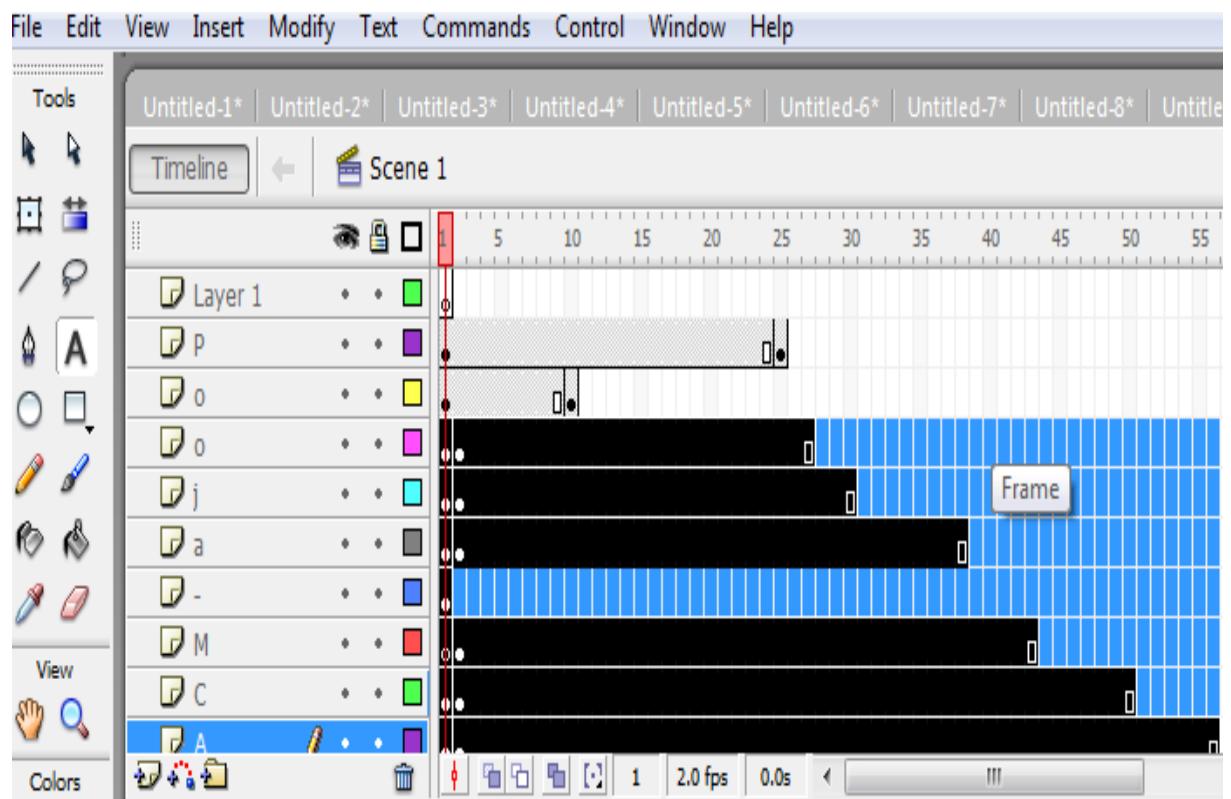
LAYER	FRAME SET	ROTATE OPTION	SET→ CREATE MOTION TWEEN
P	10	CTRL+SHIFT+9	Right Click on Mouse
O	15	CTRL+SHIFT+9	Right Click on Mouse
O	20	CTRL+SHIFT+9	Right Click on Mouse
J	25	CTRL+SHIFT+9	Right Click on Mouse
A	30	CTRL+SHIFT+9	Right Click on Mouse
-	35	CTRL+SHIFT+9	Right Click on Mouse
M	40	CTRL+SHIFT+9	Right Click on Mouse
C	45	CTRL+SHIFT+9	Right Click on Mouse
A	50	CTRL+SHIFT+9	Right Click on Mouse



Next



Next



Step 6 : Press Ctrl+Enter to play and view the result.

Output

C - j o
- a M o p
A

2B) Text color change

- Letters should appear one by one
- The fill colour of The text should change to a different colour after the display of the full word.

Step 1 : Go to start->Macro Media-click on Flash document.

Step 2 : Choose the textbox from the tool bar. Type the Name as 'GANESH RAJA' on layer1.

Step 3 : Select the complete word, increase its Font size and change the colour.

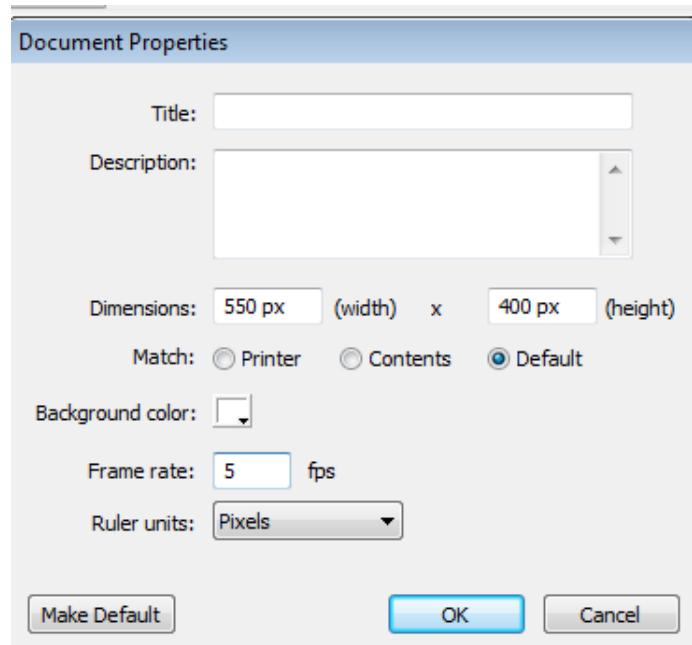
Step 4 : In the timeline window, select the 1st frame-Right click on it-choose insert key frame. Now delete a last letter {A} and change the colour of the remaining word.

Step 5 : Repeat the above procedure till you delete every word in 'GANESH RAJA'.

Step 6 : Now select all the key frames->Right click ->choose 'Reverse key frames'.

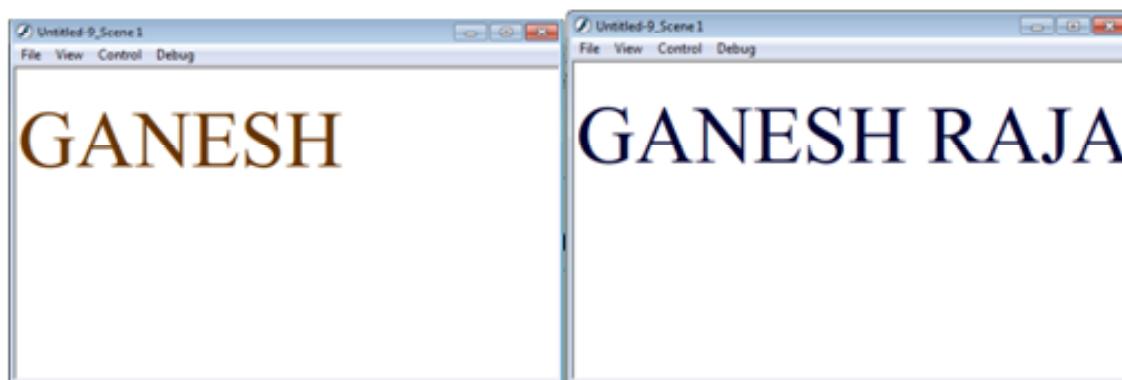
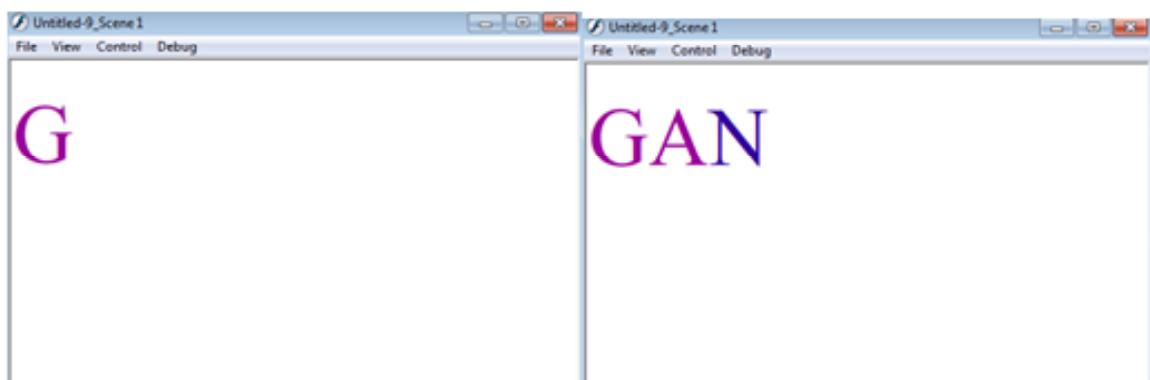
Step 7 : After reversing the frames copy the last frame and paste on its next. now in the new frame

Select all the complete word 'GANESH RAJA' and change the colour. Goto document properties and set the frame rate(3)



8. Finally, go to 'control'-click on 'test movie' you will get the required animation.

OUTPUT

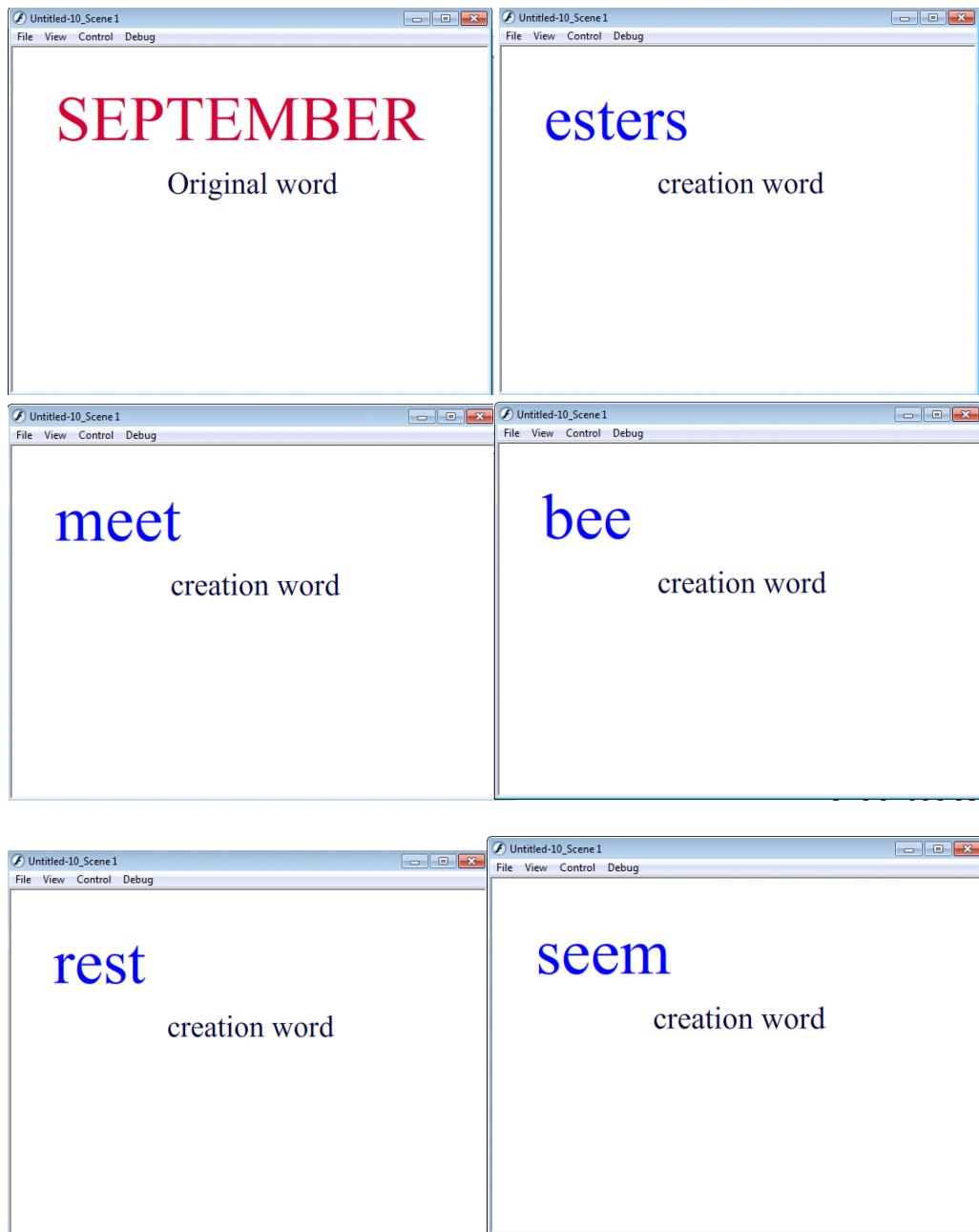


Another method of Text Change

September original word and Create there words from original word

**See, Pet, Bee, Set, Step, Meet, Meter, Tree, Tempers,
Peter, Seem, Mere, Beeps, Peers, Ester, Beep, Rest,
Perm, Temp**

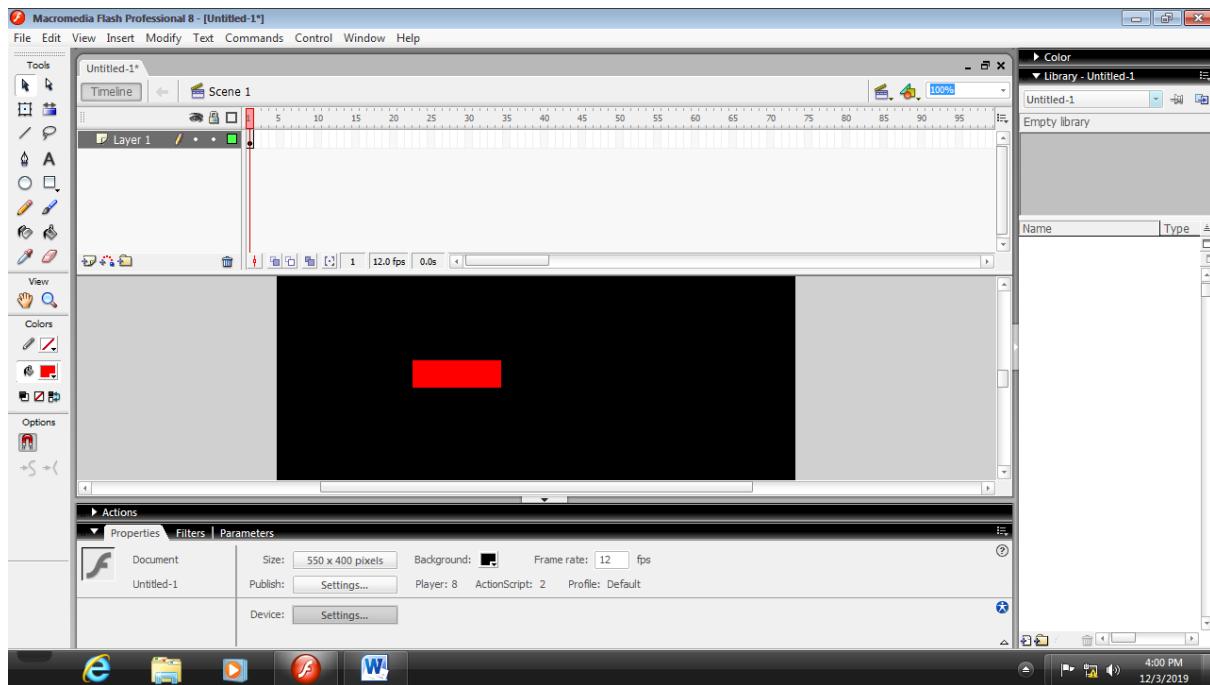
September original word



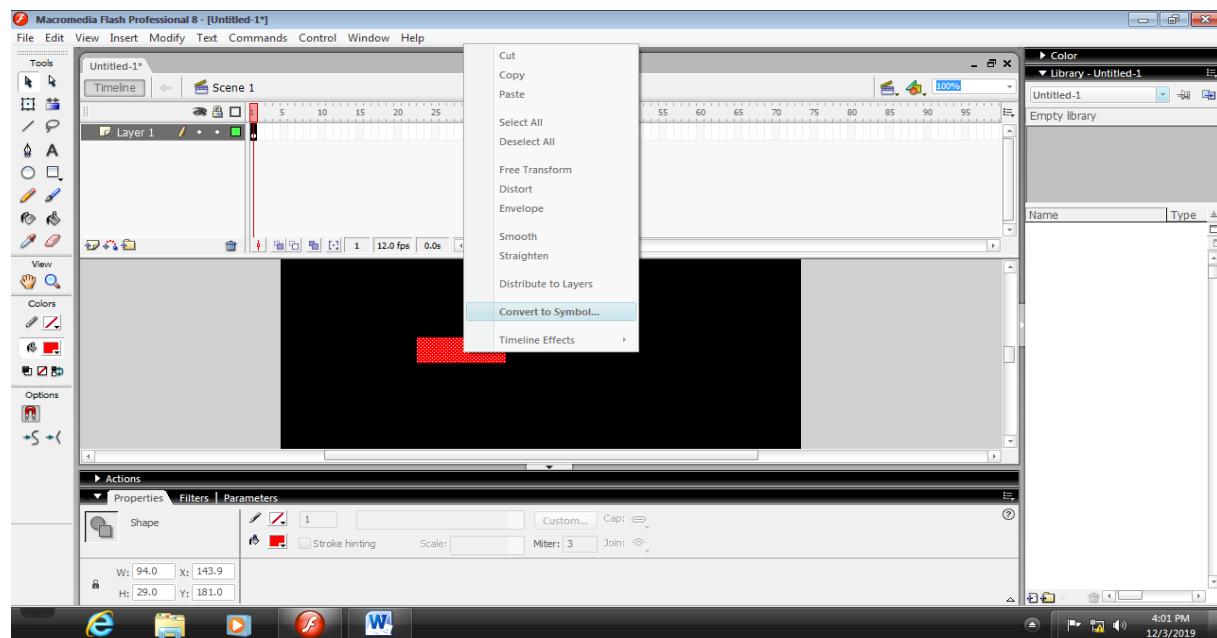
3. Creating Link using Objects and changing the color of the object

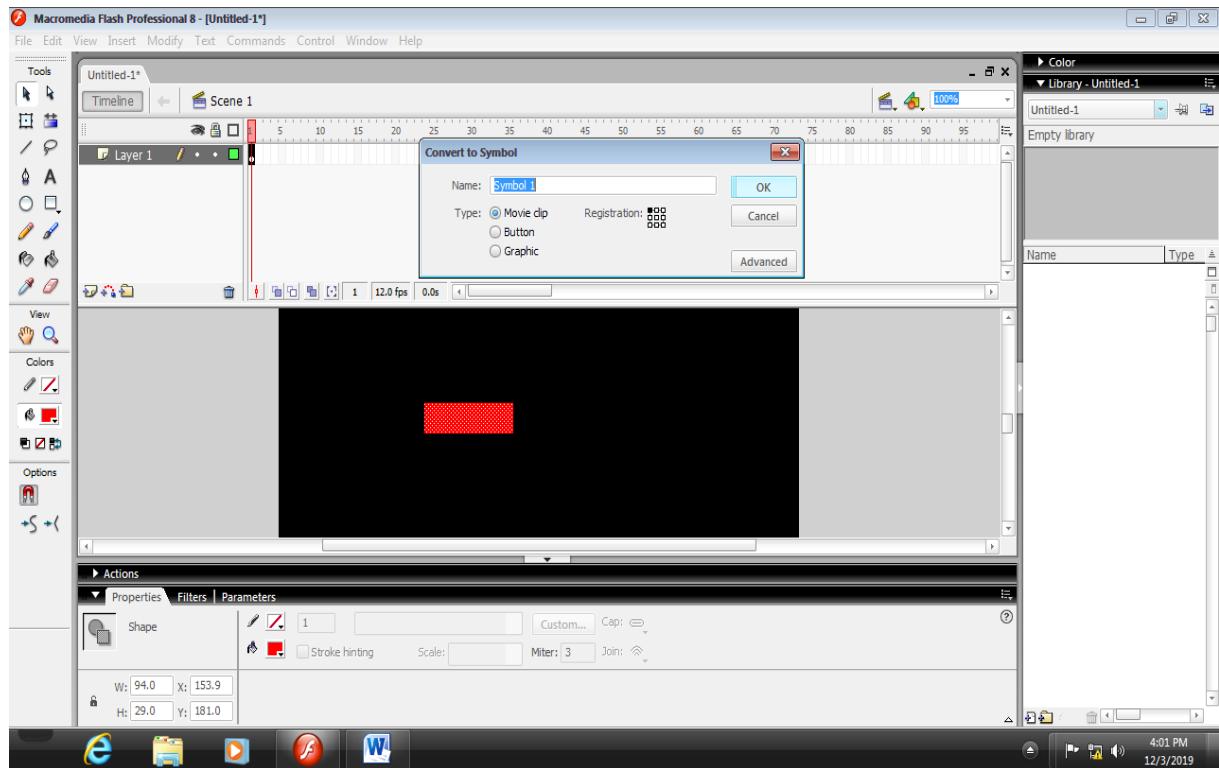
Step 1 : open new flash window and change the background

Step 2 : Draw button shape image

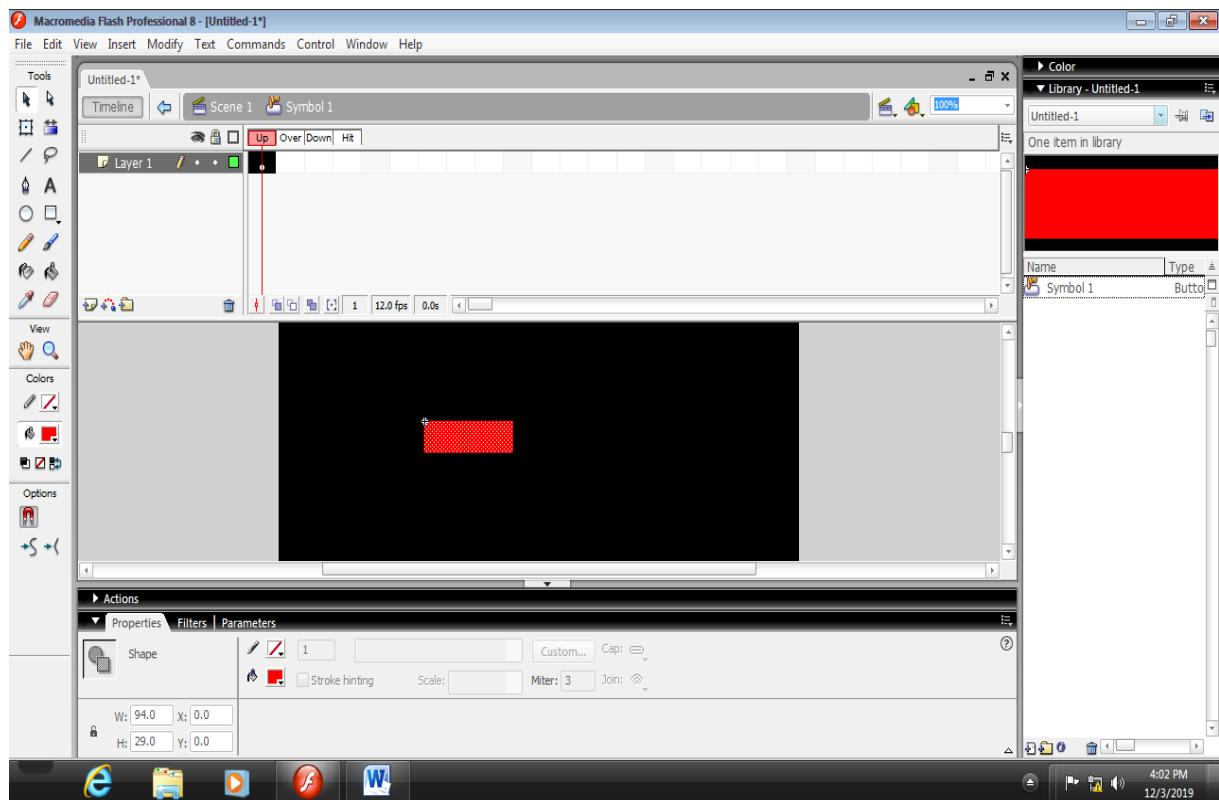


Step 3 : Right click on image → choose convert to symbol → Choose button



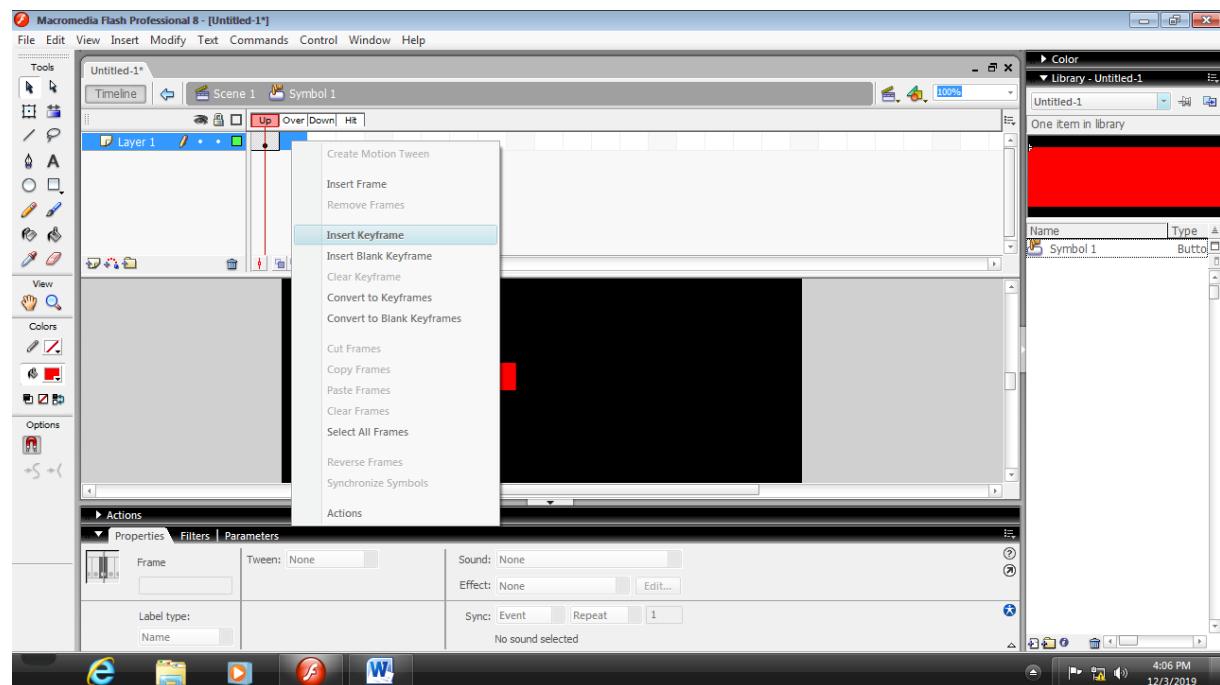


Step 4 : Choose the section option and Double click on the button → change the button into symbol.

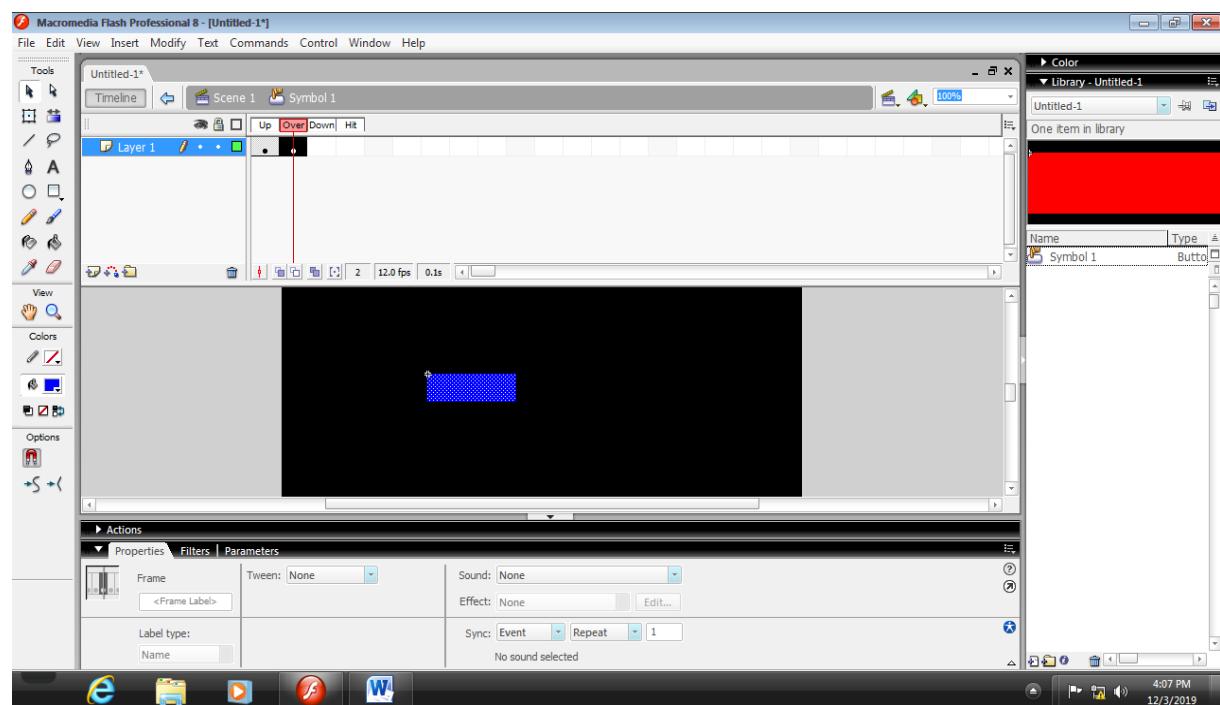


Step 5 : We can see the up, over, down, and kit effect in the timeline window.

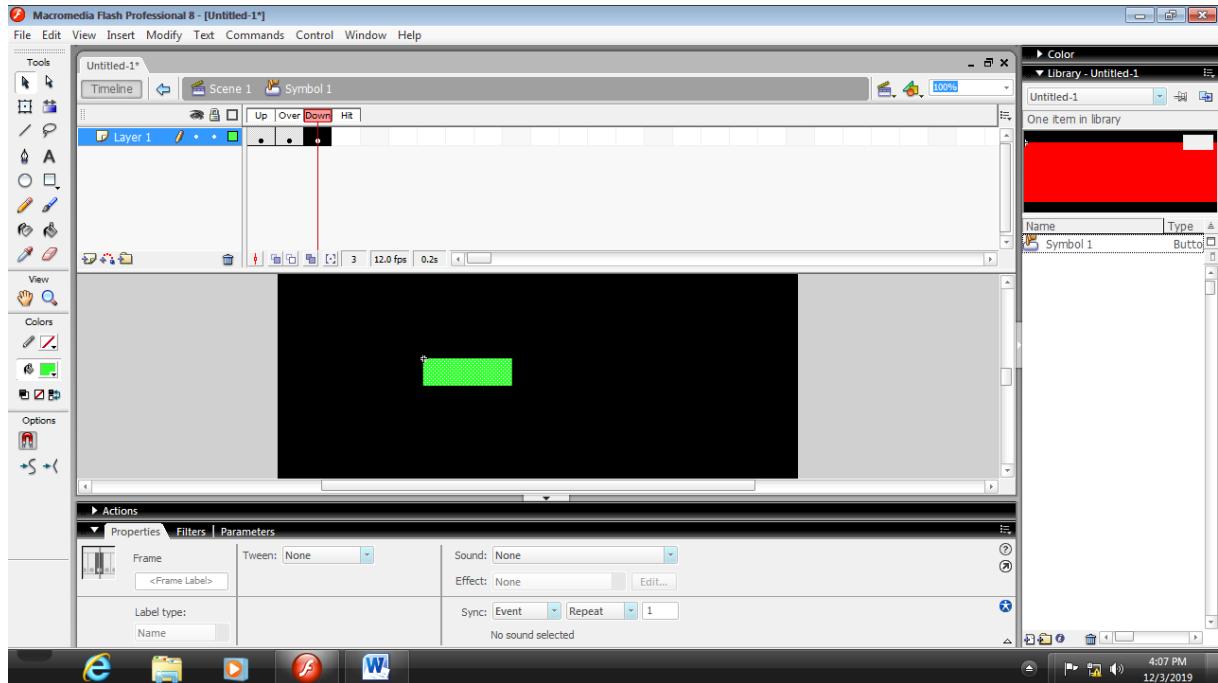
Step 6 : Insert key frame up



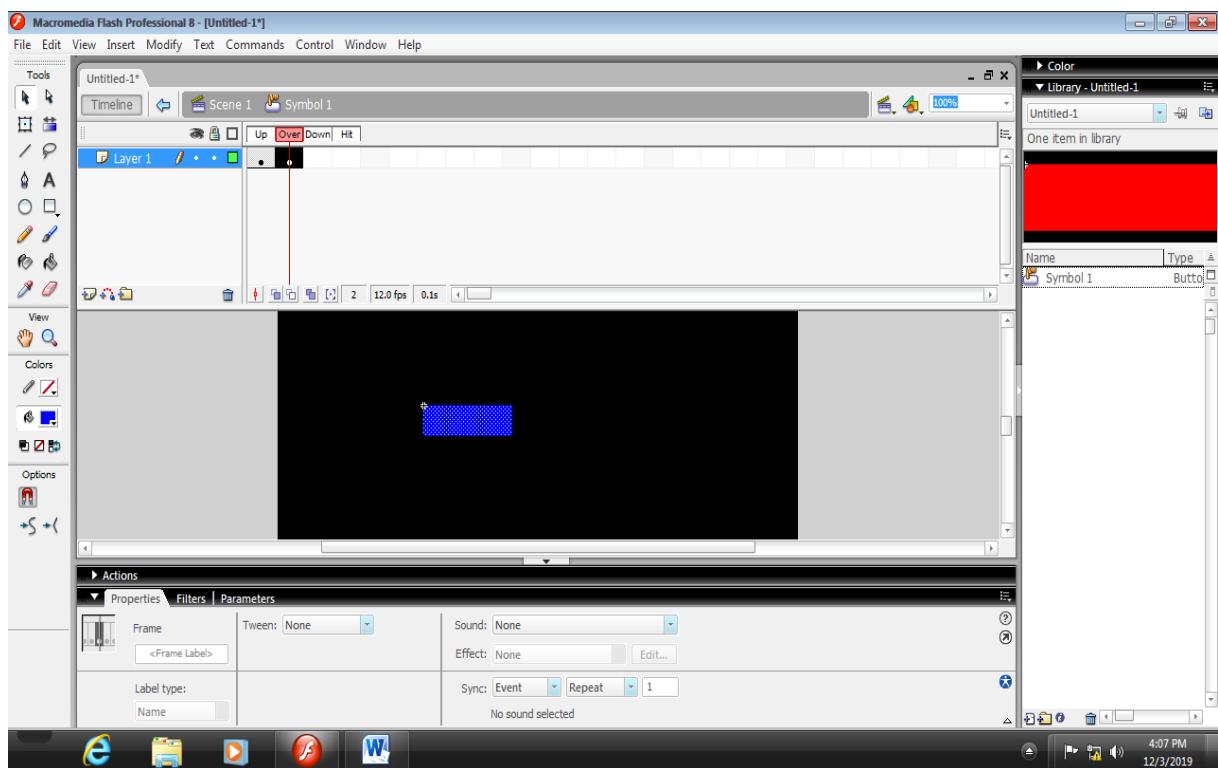
Step 7 : Change the color of the image



Step 8 : Insert key frame in down

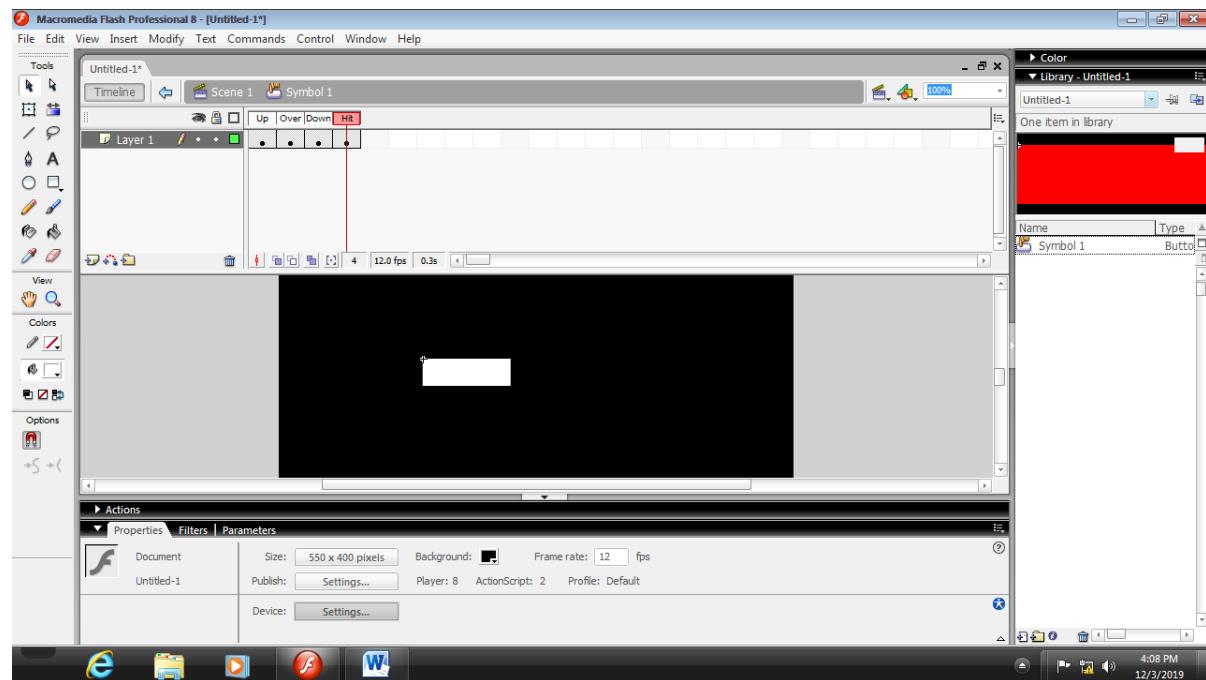


Step 9 : Change another color of the image.

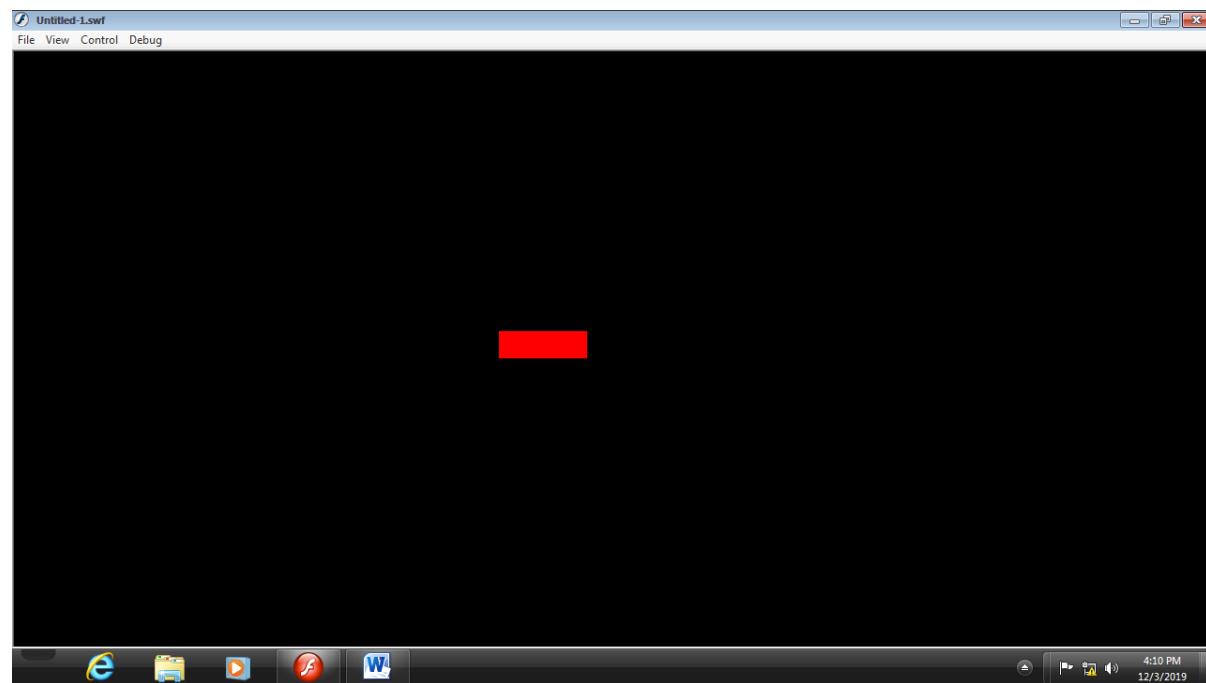


Step 10 : Insert key frame in hit effect.

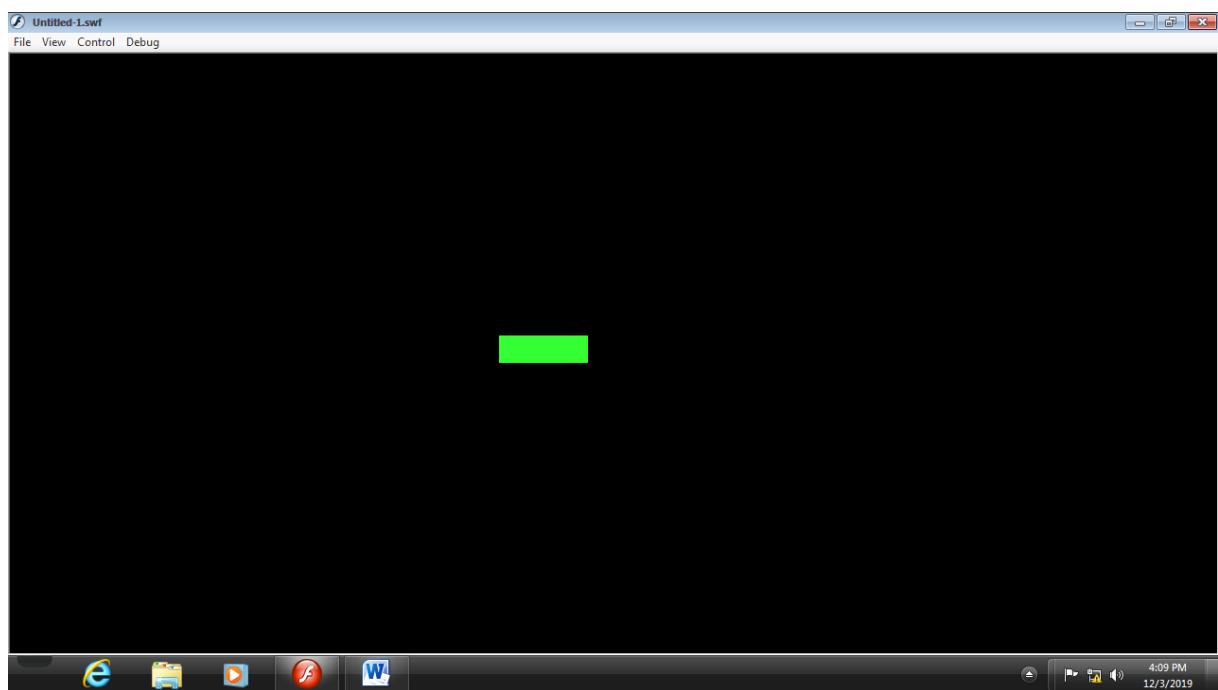
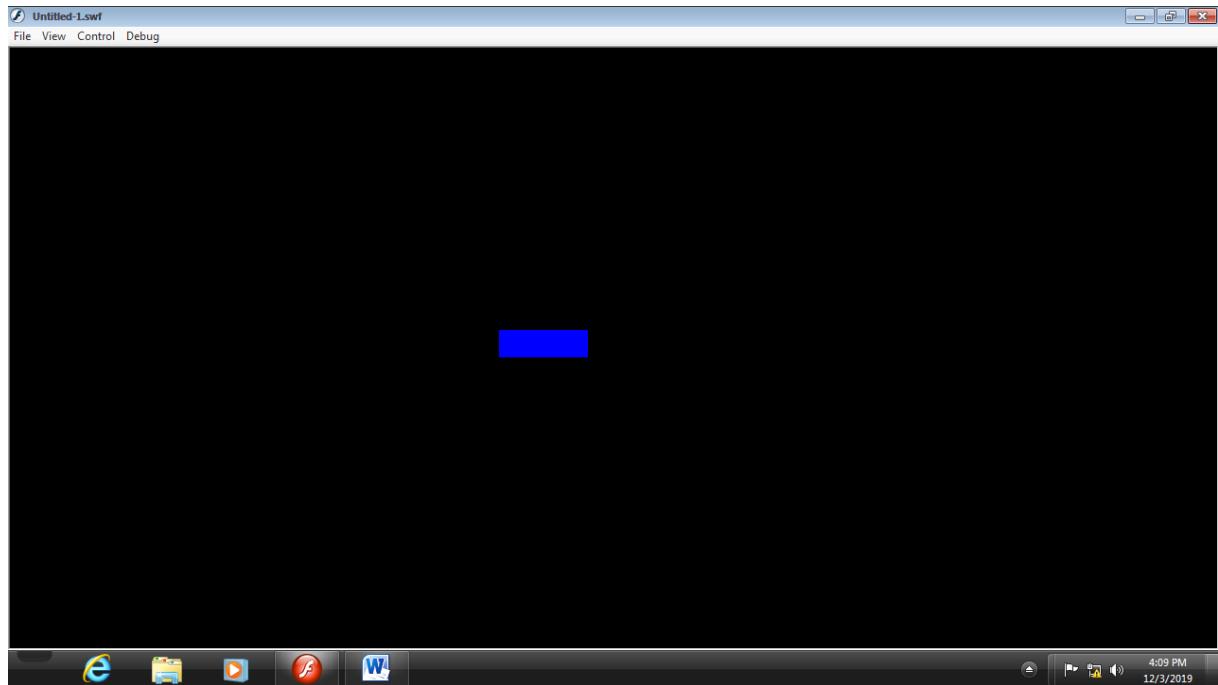
Change another color of the image.



Step 11 : Press **ctrl + Enter** → we can see the linking tool display over the image with different effect.



Output



4A) PROCEDURE TO CHANGE A CIRCLE INTO A SQUARE USING FLASH. (Tween Shape)

Step 1 : Go to start->macromedia->flash document

Step 2 : Select the circle tool from the tool bar. draw a circle on the work area.colour it

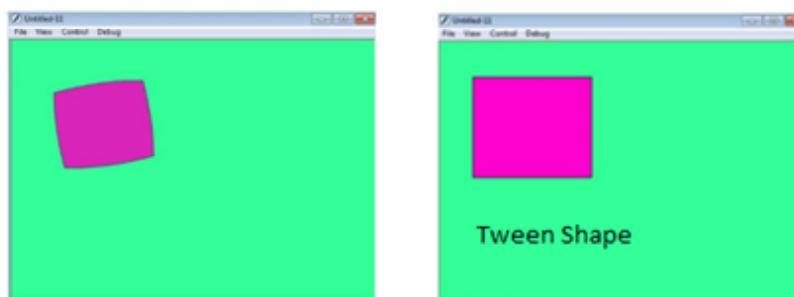
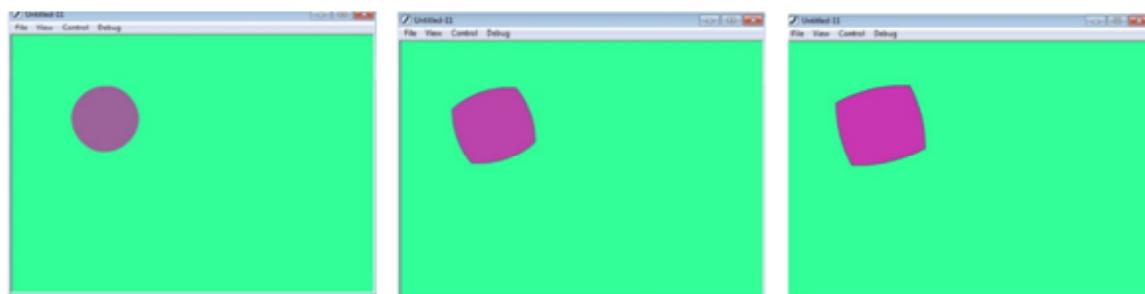
Step 3 : Click on the 60th key frame-> insert new key frame.

Step 4 : Selecting the last key frame->draw a rectangle on the circle by selecting the rectangle tool bar so that it will cover the circle. colour the rectangle by the different colour.

Step 5 : Again click on the last frame->under properties->under tween->change the option shape from none.

Step 6 : Then again select the first frame->go to properties->tween->change to shape.

Step 7 : Go to control->test movie->see the circle changing in to rectangle.

OUTPUT

4B) PROCEDURE TO CHANGE A CIRCLE INTO ASQUARE USING FLASH. (Tween Motion)

Step 1 : Go to start->macromedia->flash document

Step 2 : Select the circle tool from the tool bar. draw a circle on the work area.colour it

Step 3 : Click on the 60th key frame-> insert new key frame.

Step 4 : Selecting the last key frame->draw a rectangle on the circle by selecting the rectangle tool bar so that it will cover the circle. colour the rectangle by the different colour.

Step 5 : Again click on the last frame->under properties->under Motion ->change the option shape from none.

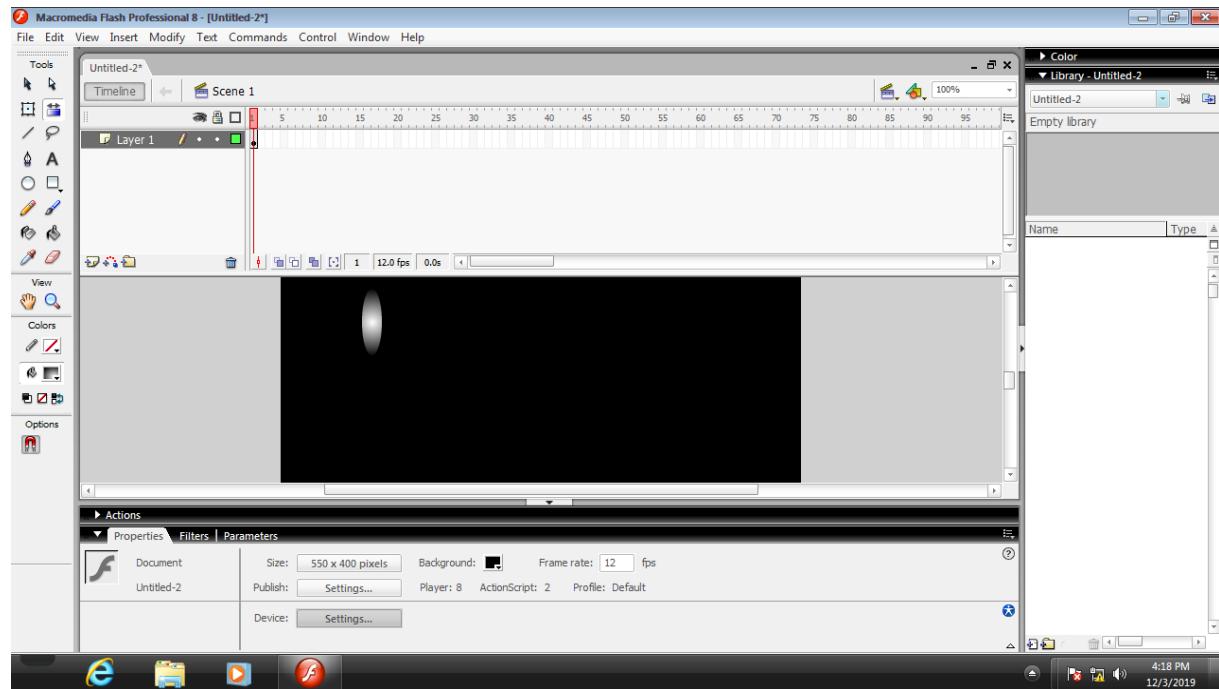
Step 6 : Then again select the first frame->go to properties->Motion->change to shape.

Step 7 : Go to control->test movie->see the circle moving to the destination of the next image (i.e) rectangle and rectangle displayed.

OUTPUT

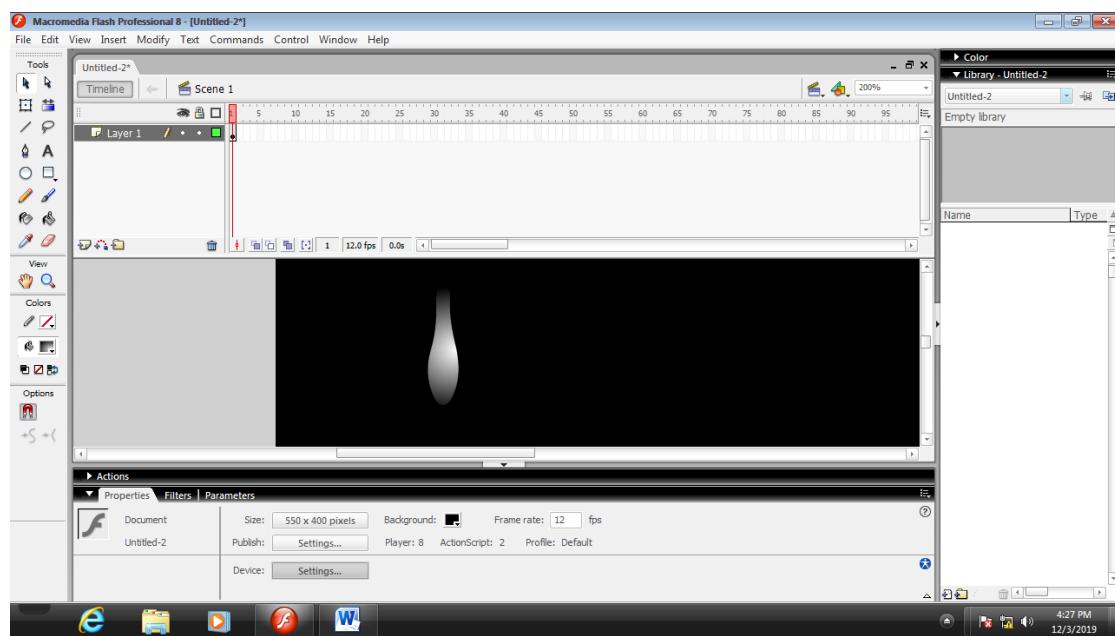
5. Object animation -Raindrops:

Step 1 : New flash window → change the background color → draw an shape like oval shape image like water drop

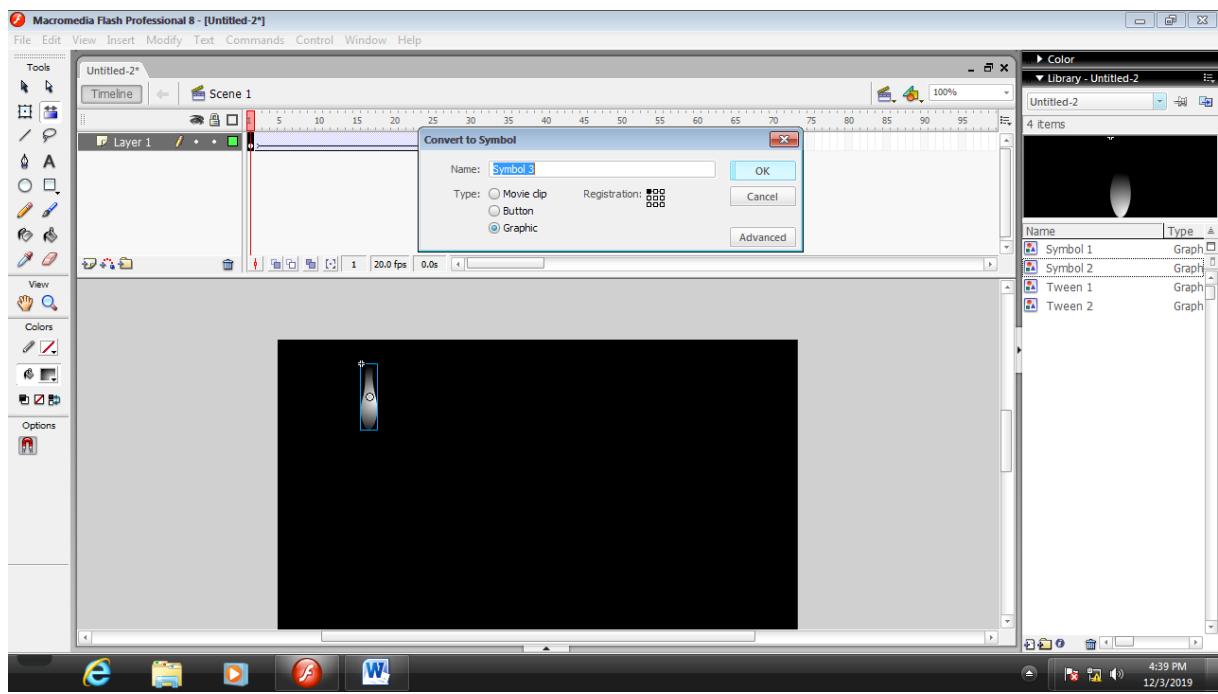
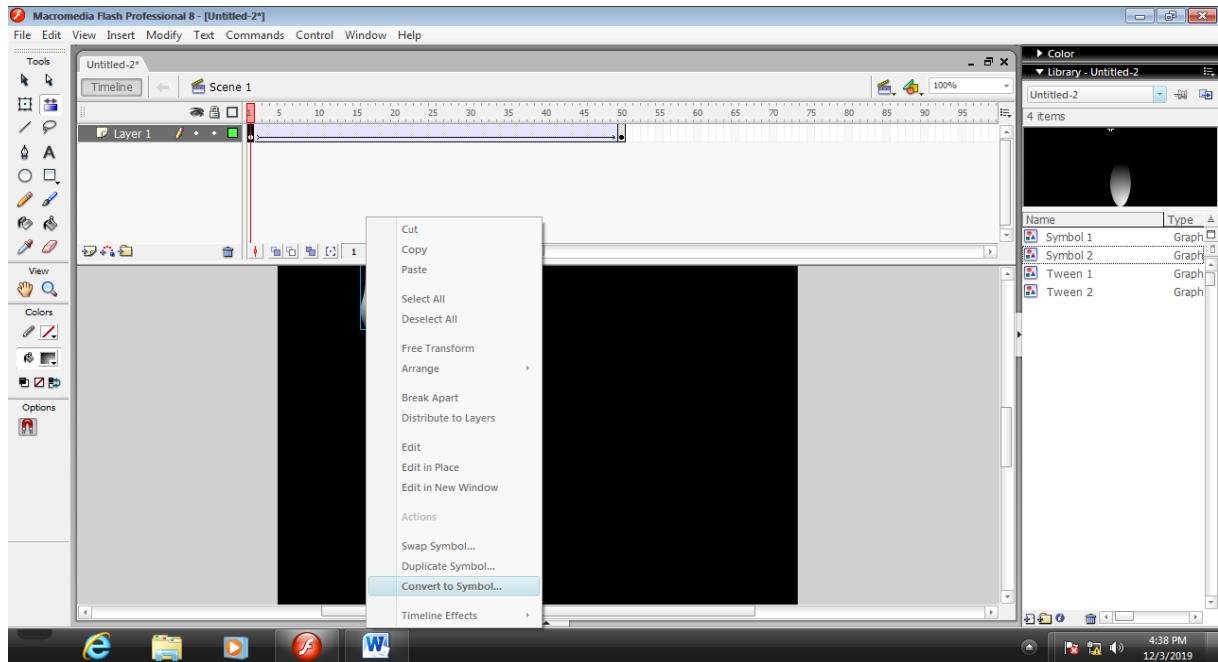


Step 2 : choose gradient tool → change the color effect with reality of water drop

Step 3 : select sub selection tool change shape like water drop

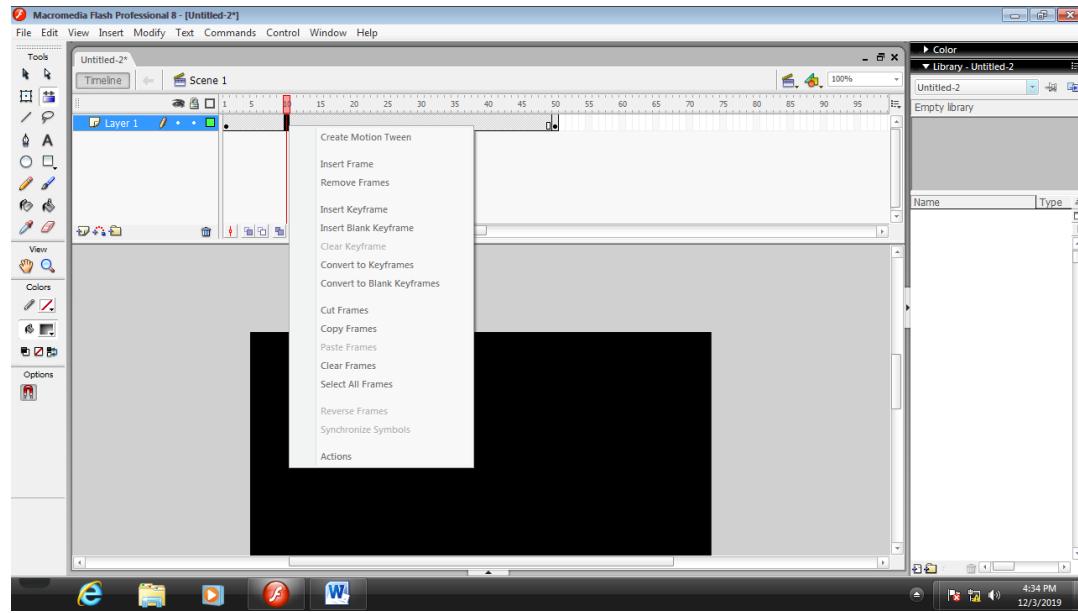


Step 4 : Right click → convert to symbol → graphics



Step 5 : Insert key frame at 50 Drag the image in down position

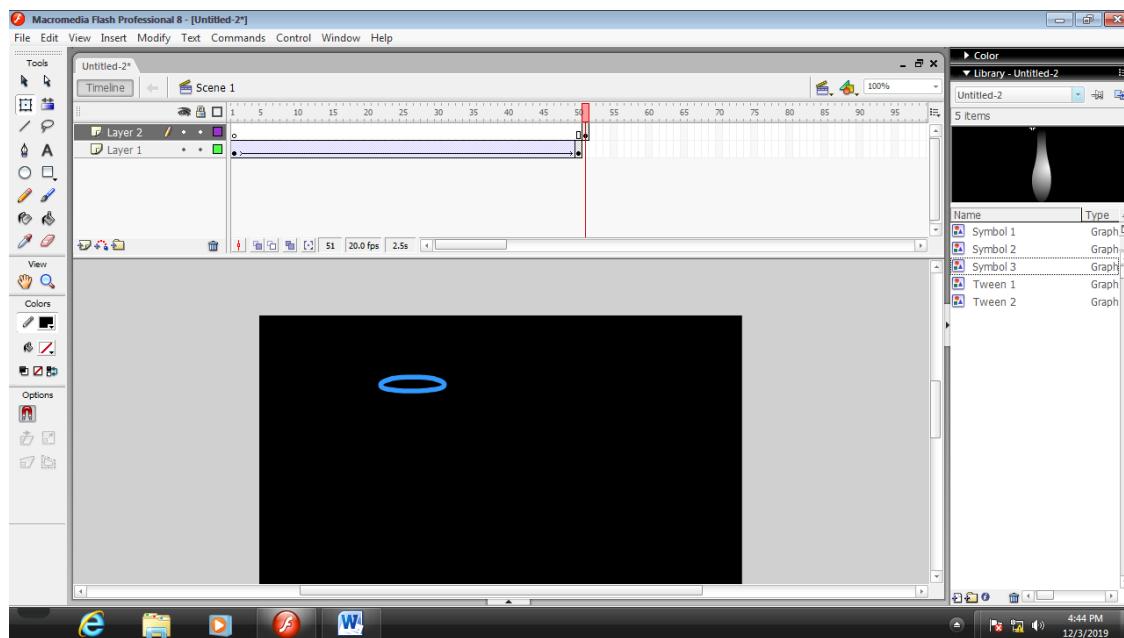
Step 6 : Create motion tween in between the 1 to 50 key frame.



Step 7 : water drop moving from top to bottom.

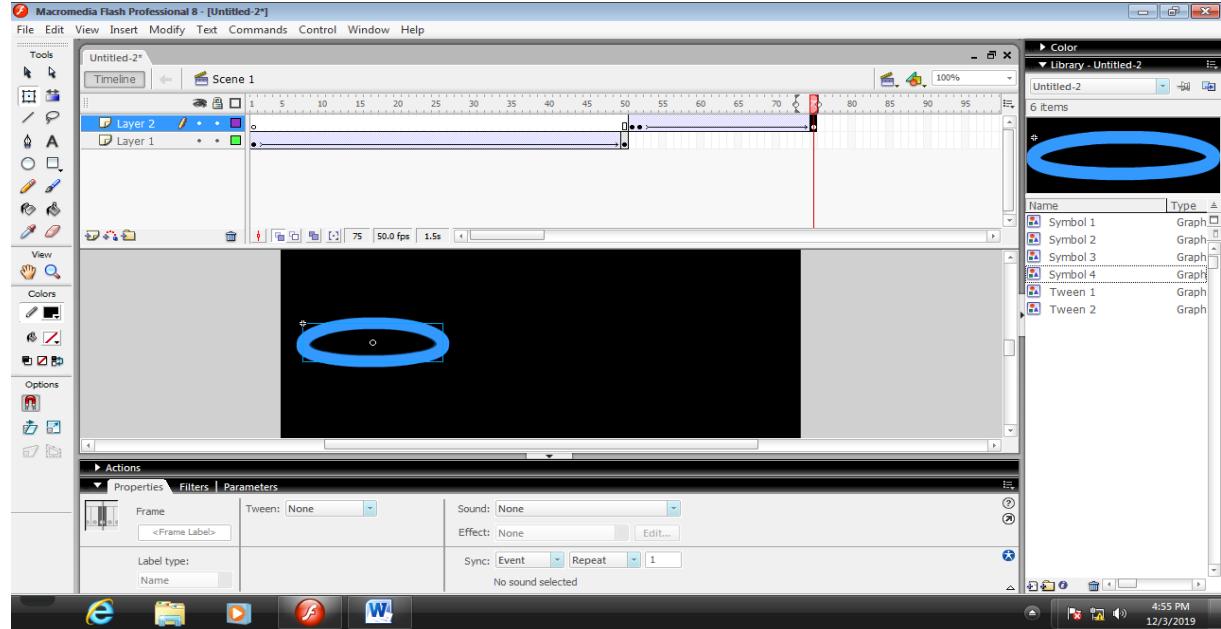
Step 8 : Insert new layer

Step 9 : layer 2 → insert key frame at 51 → draw an oval image without filling only outer layer



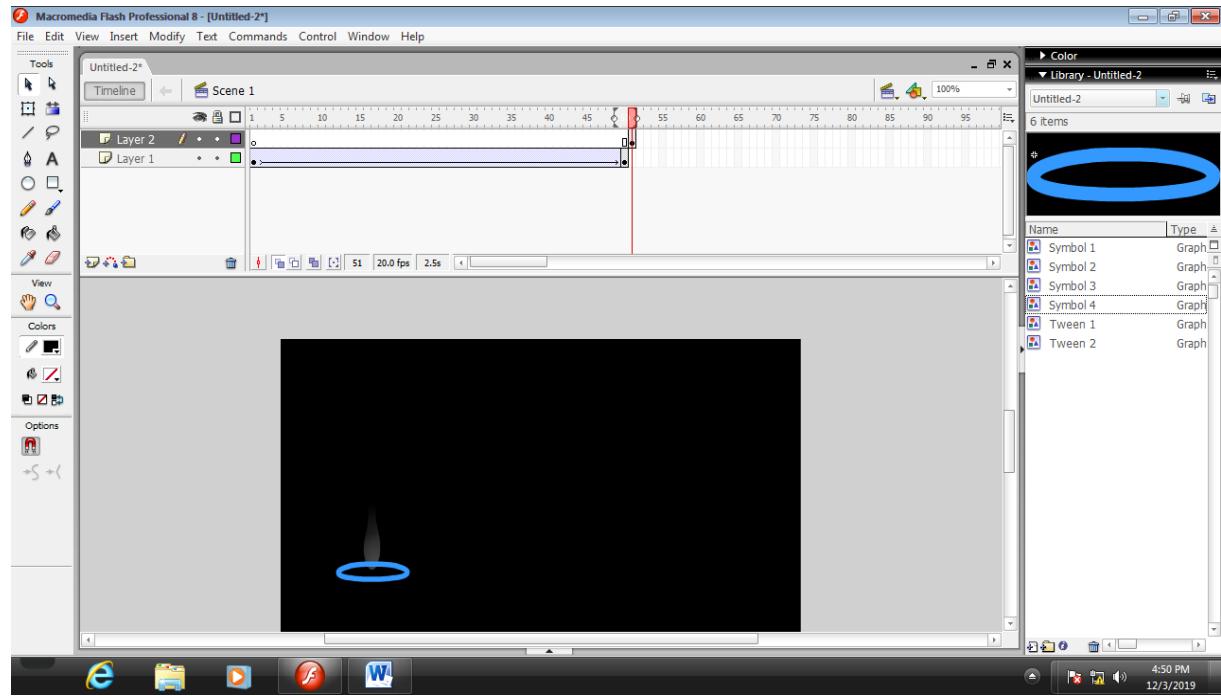
Step 10 : Convert symbol to graphics.

Step 11 : Insert key frame at 75 Select free transfer tool → stretch the size of the shape (i.e) oval shape.



Step 12 : In layer2 choose the onion skin tool → now we can see the layer 1 image in layer 2
→ drag the

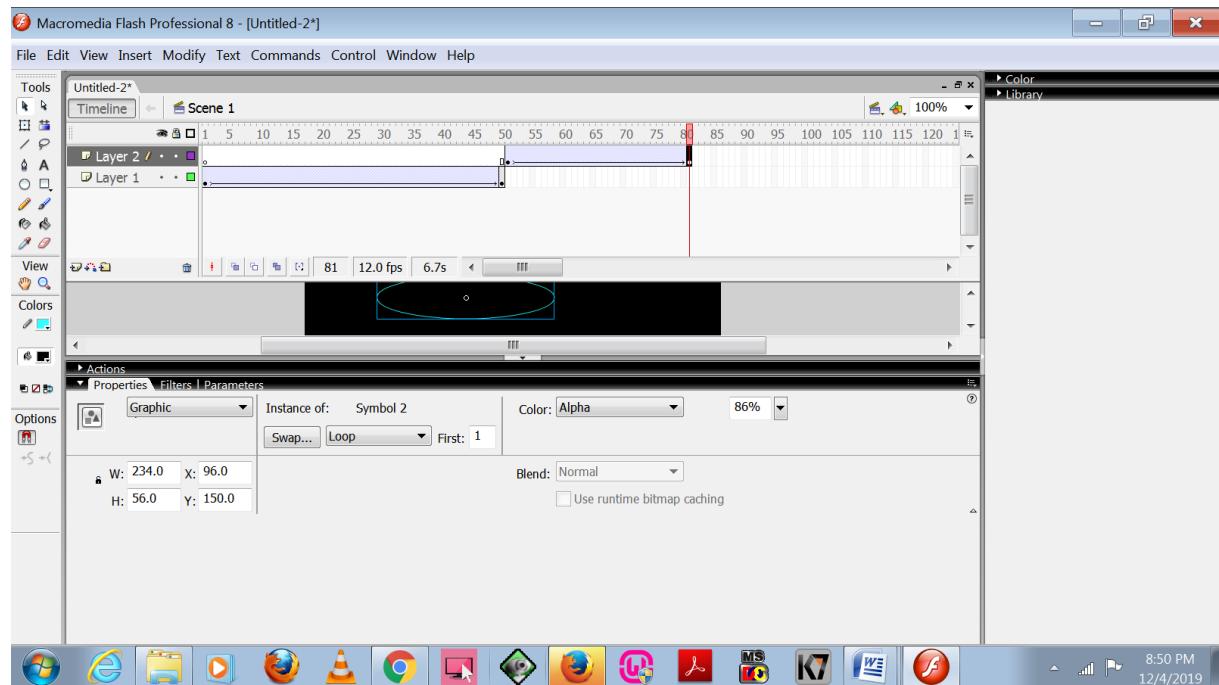
Step 13 : shape as following window in layer2.



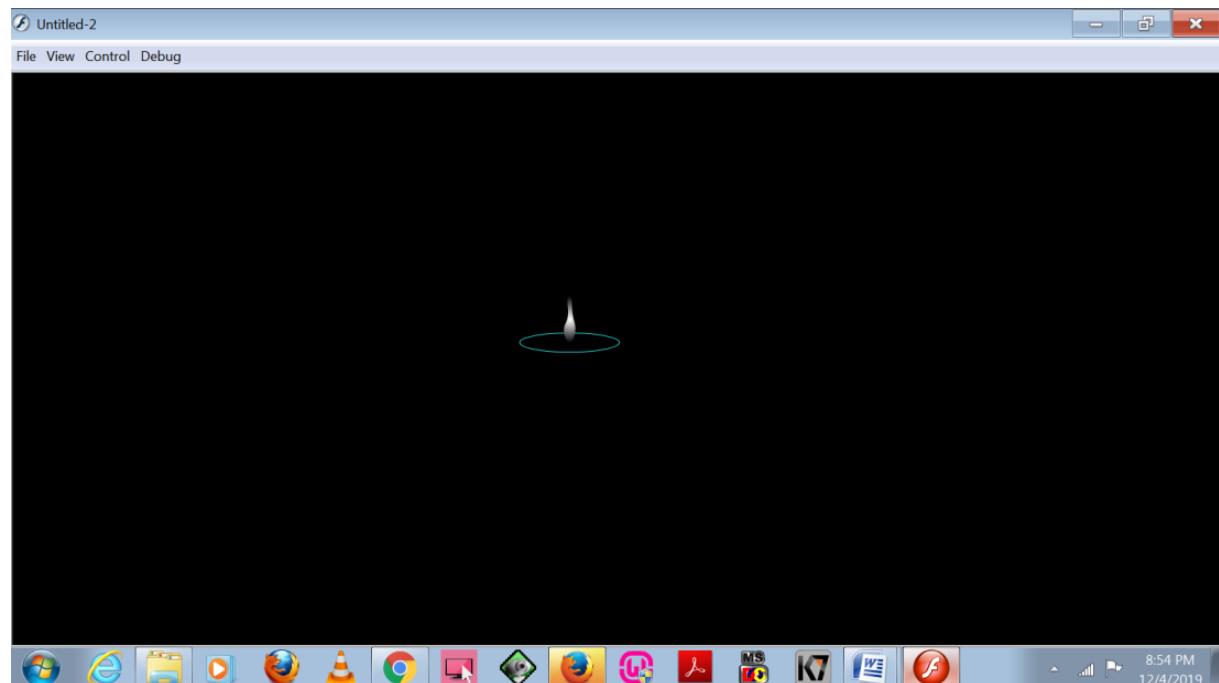
50

Step 14 : Drag the image into bottom of the raindrop that is in the layer1.

Step 15 : Change the color into alpha in properties window of the shape.



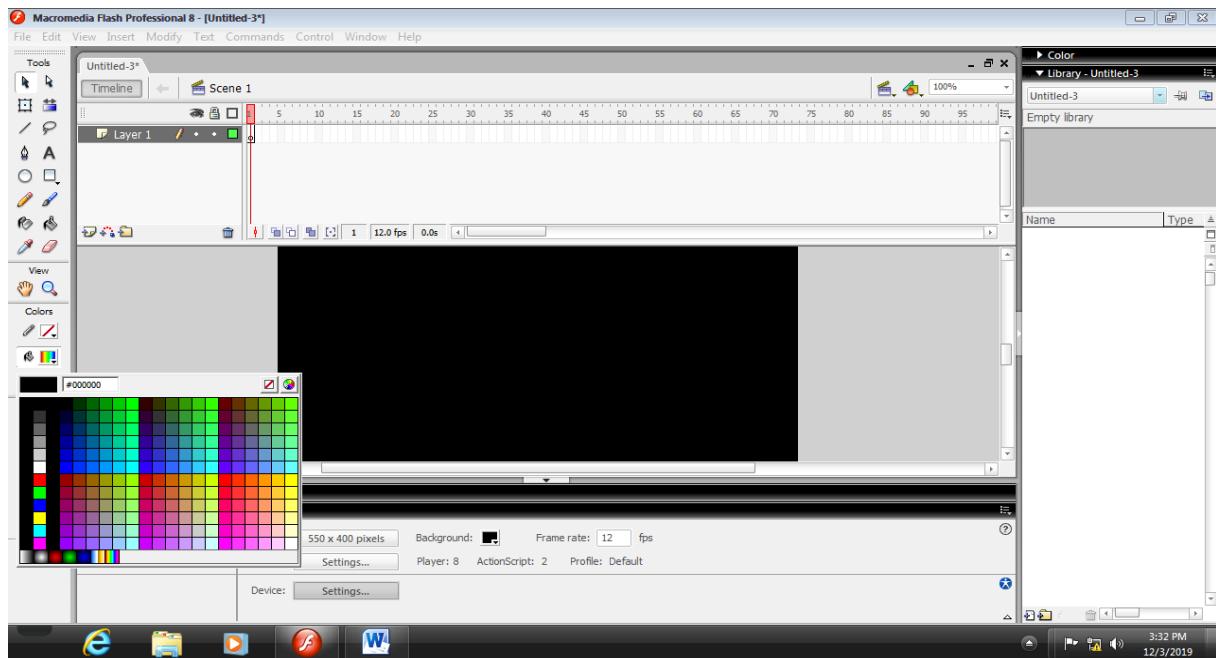
Step 16 : Ctrl+Enter we can see the effect of the rain drop.



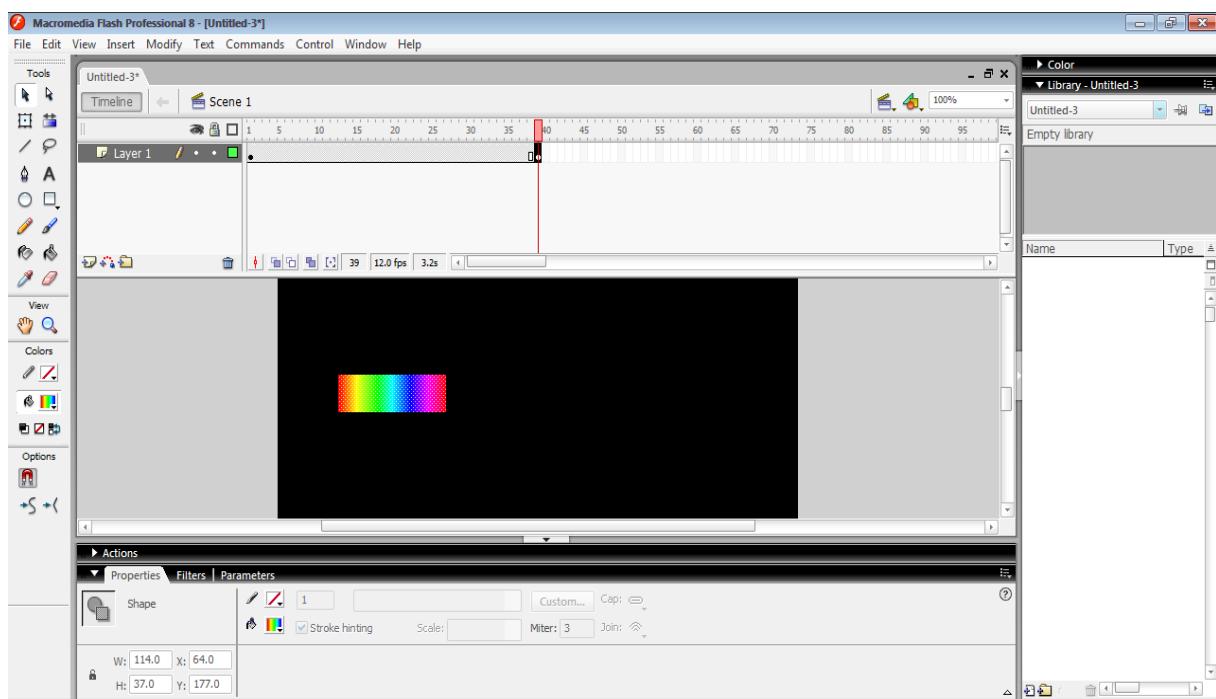
6. An application to show the masking effect.

Step 1 : Open flash document

Step 2 : Choose document properties to change background color

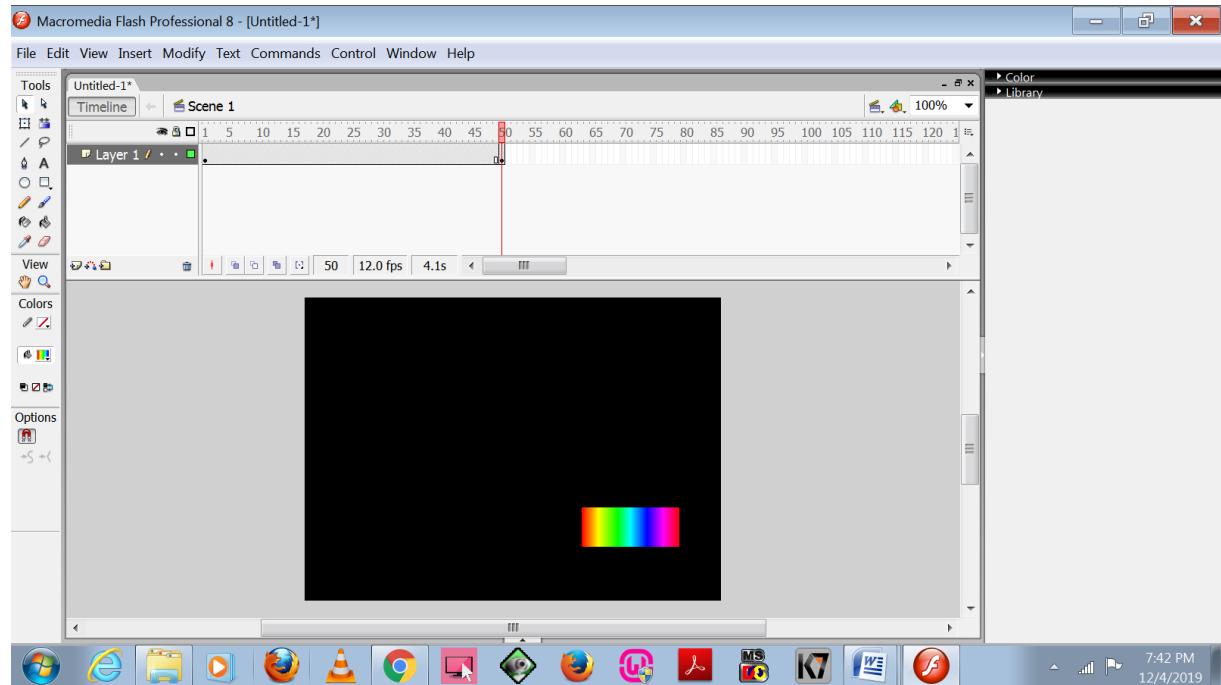


Step 3 : Draw any rectangle shape box with multicolor

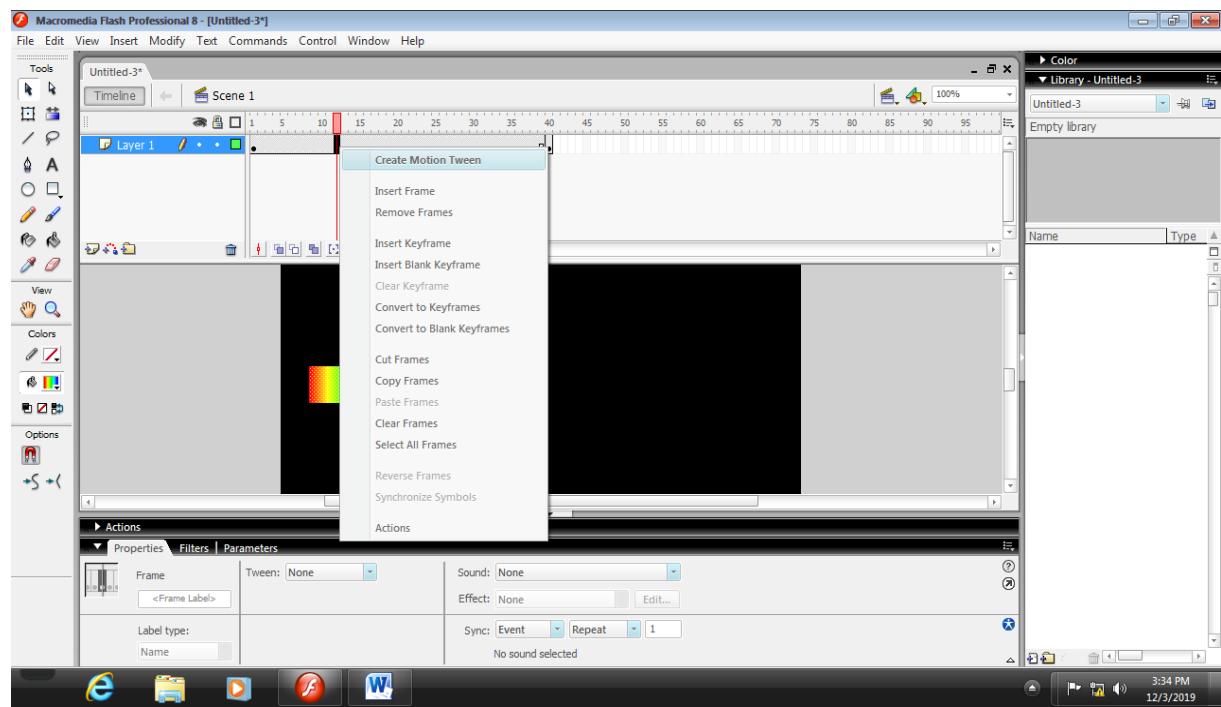


Step 4 : In timeline window → Right Click

Step 5 : Insert key frame at 50, place rectangle shape box in 50th frame

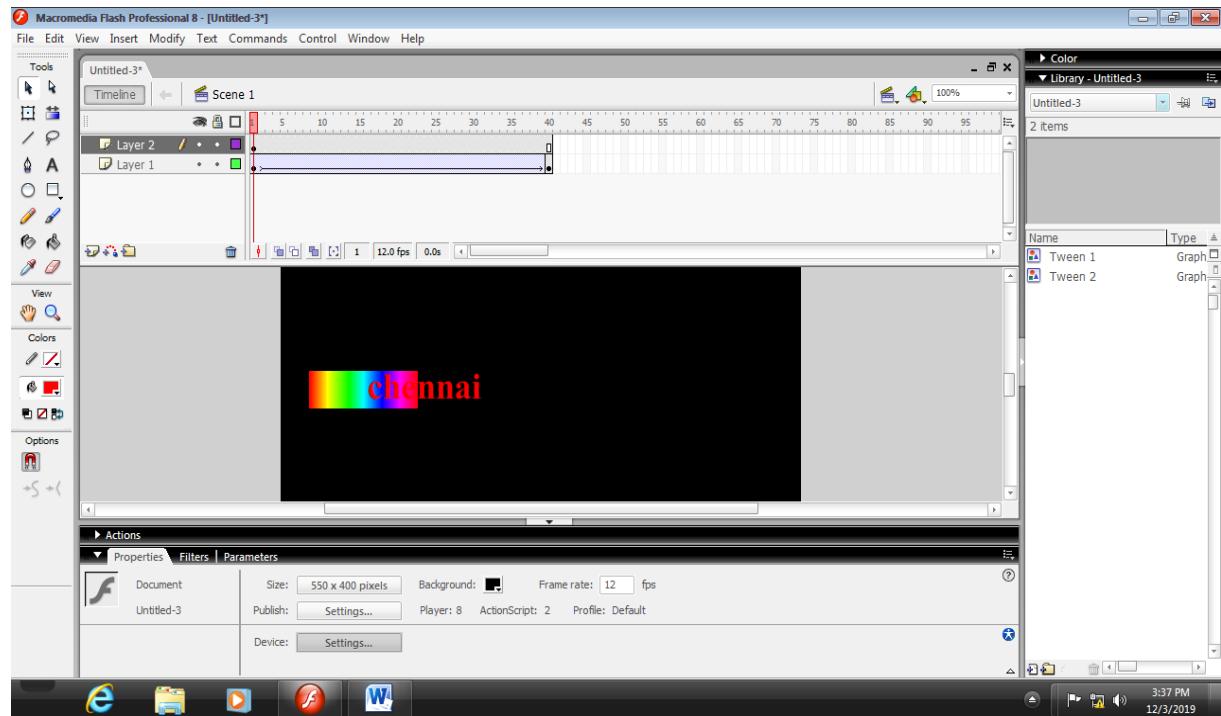


Step 6 : In between 1 to 50 right click → choose create motion tween



Step 7 : Press ctrl& enter. We can see the object to be moved continuously.

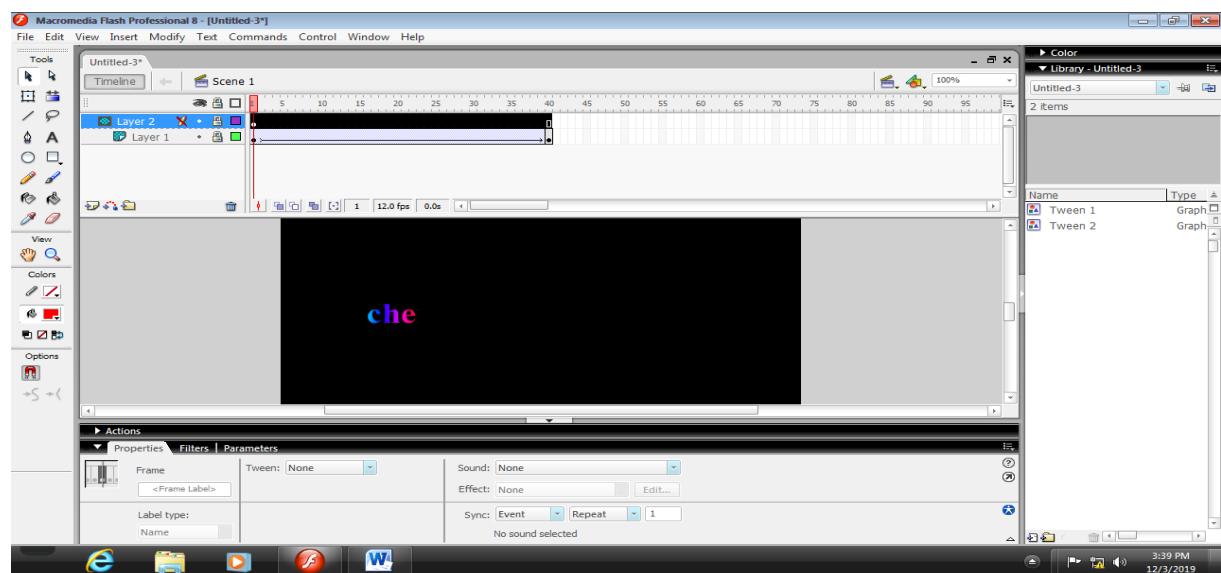
Step 8 : Insert new layer → type some text.



Step 9 : Drag the text and move on to the object make it into same line.

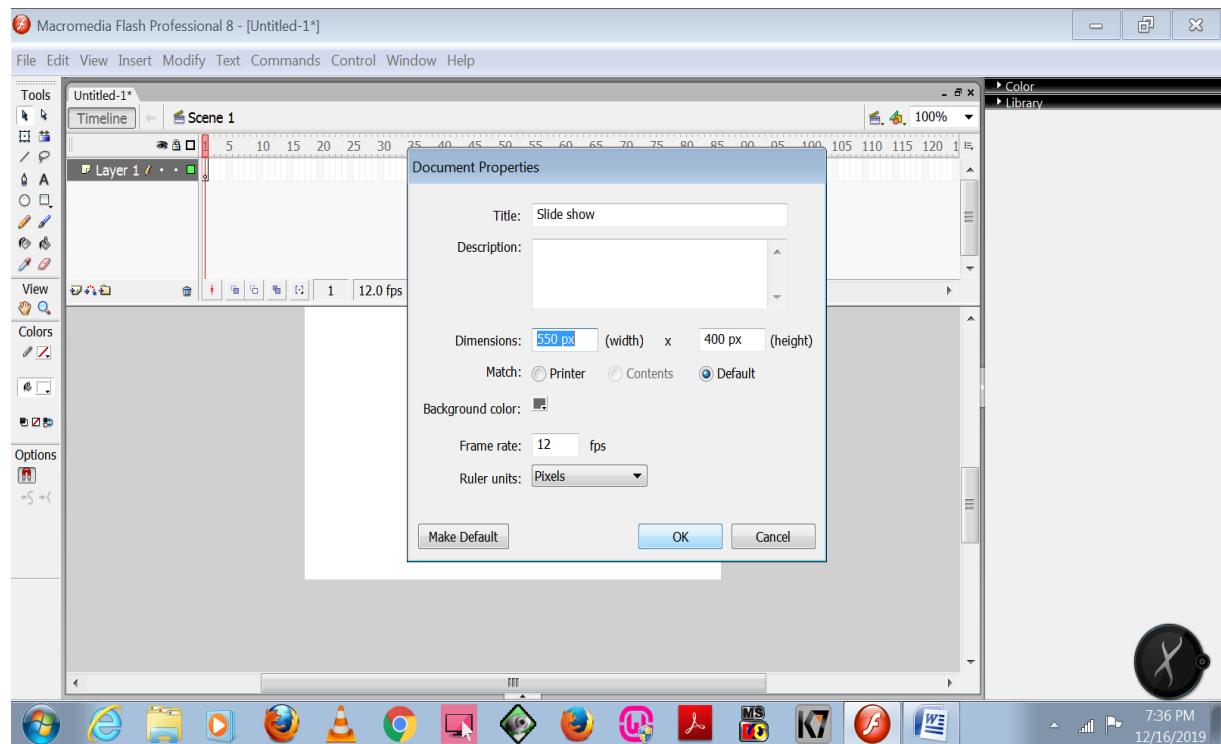
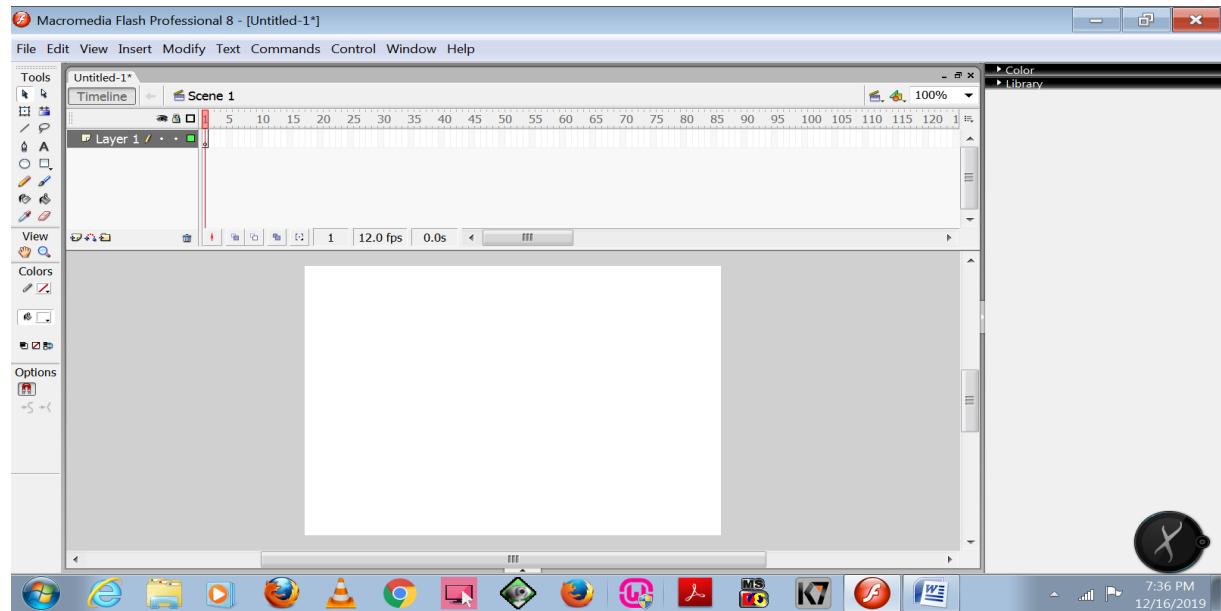
Step 10 : Click layer2 → Right click → mask.

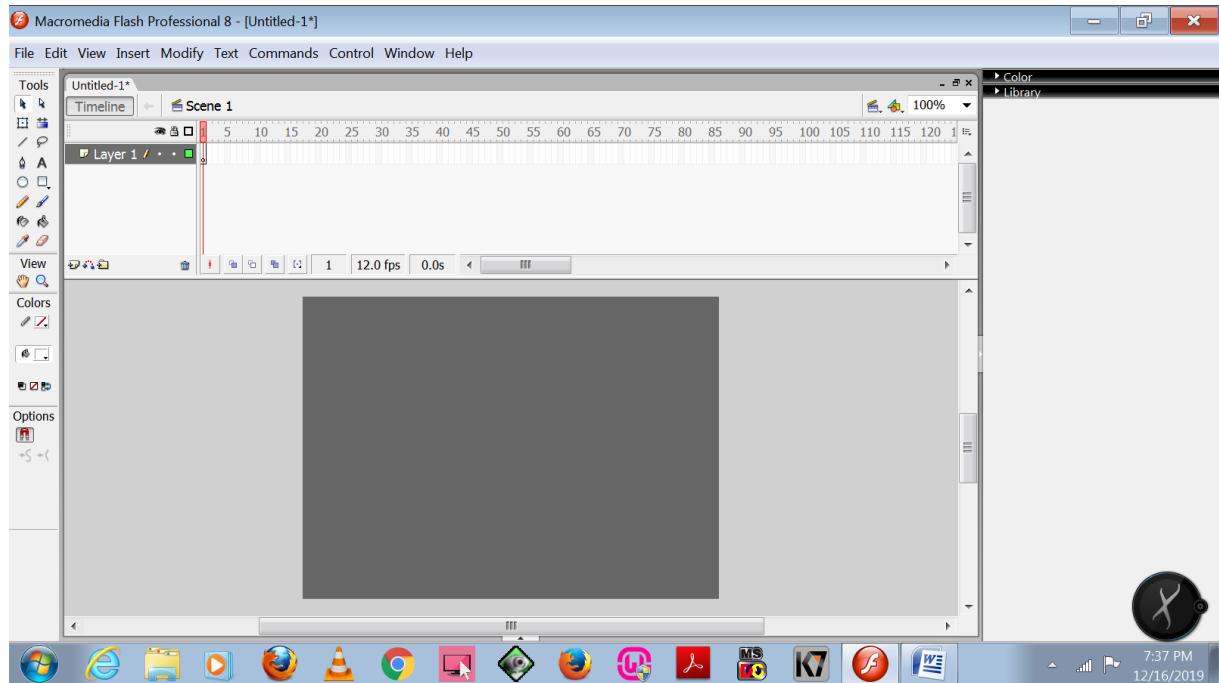
Step 11 : Press ctrl+enter now we can see the effect of masking text over the object with multicolor.



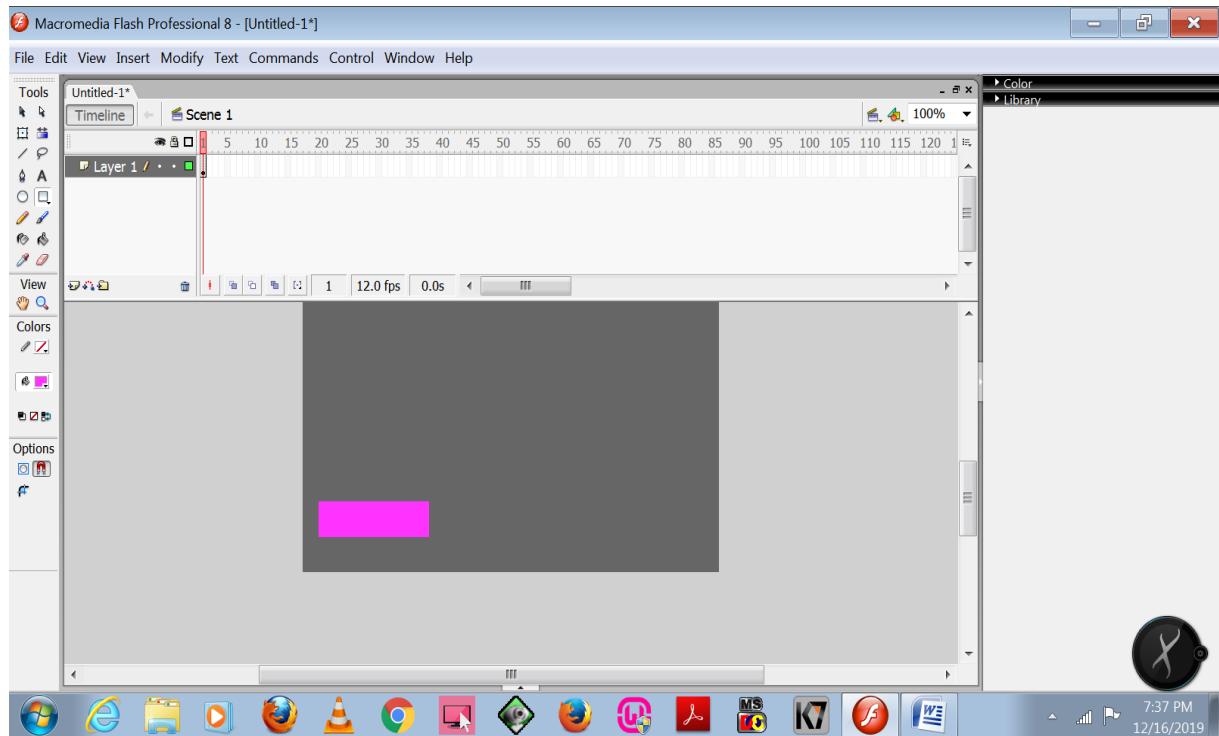
7. Slide show presentation

Step 1 : Open new file document -> go to properties give title name and change back color by right click on working window.

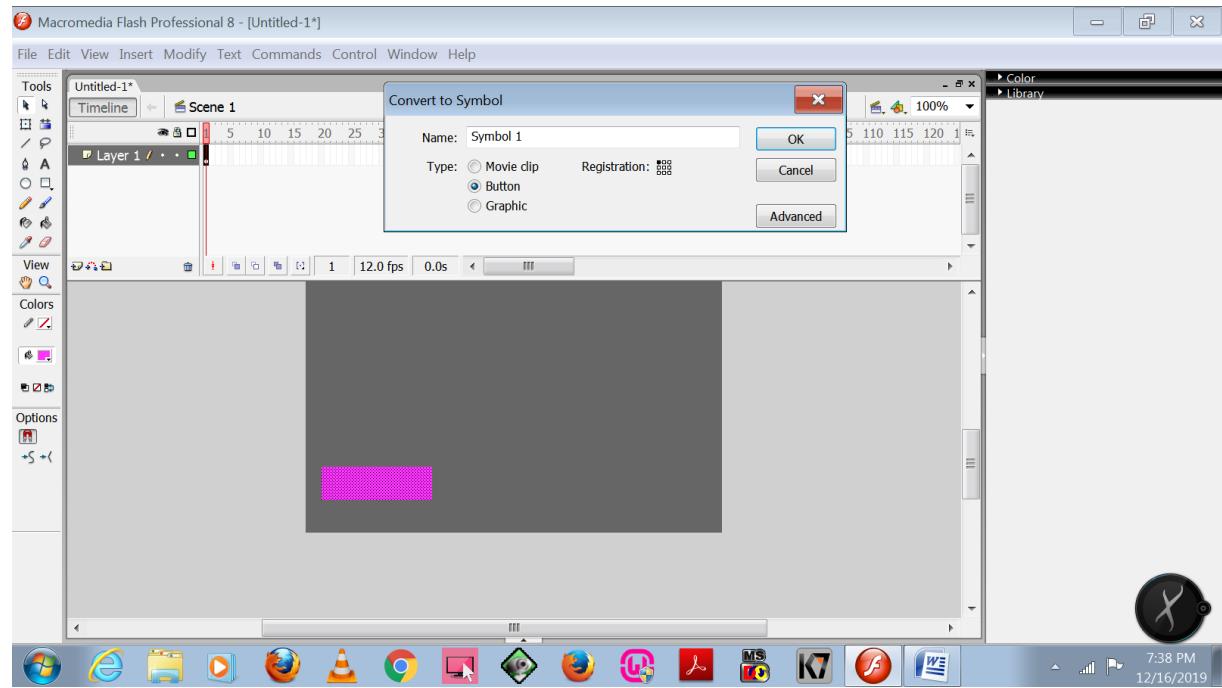




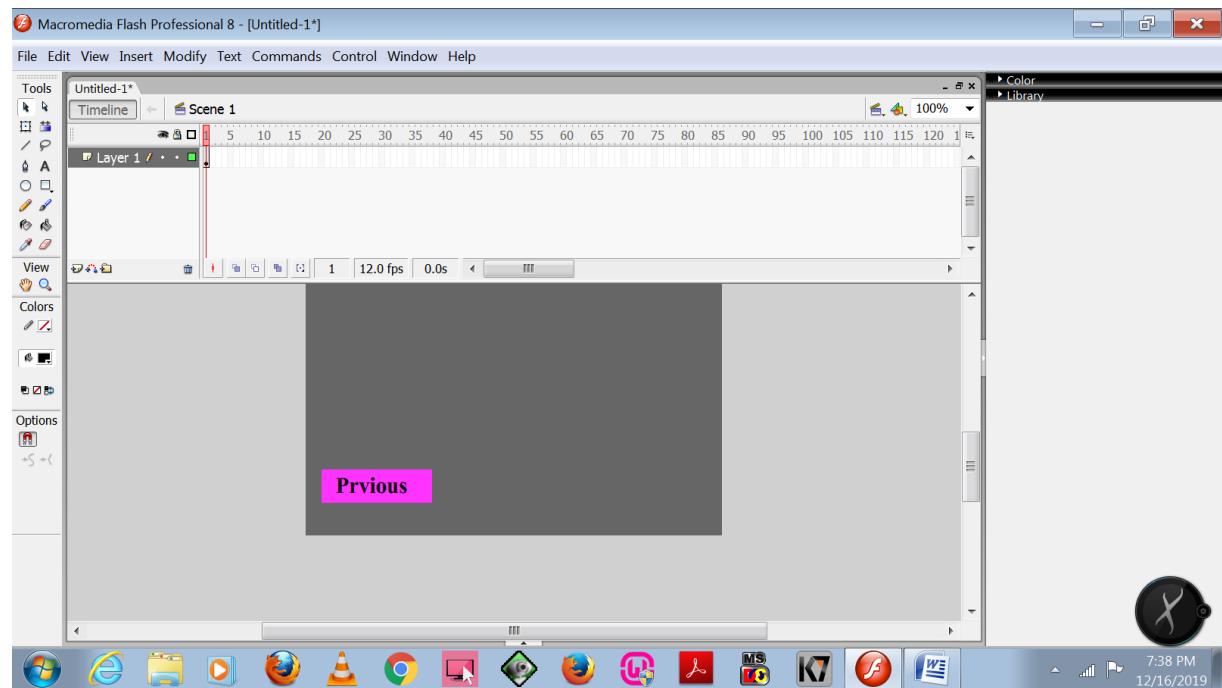
Step 2 : Draw rectangle box and change the color of the rectangle



Step 3 : Right click rectangle box -> convert to symbol -> choose Type as button



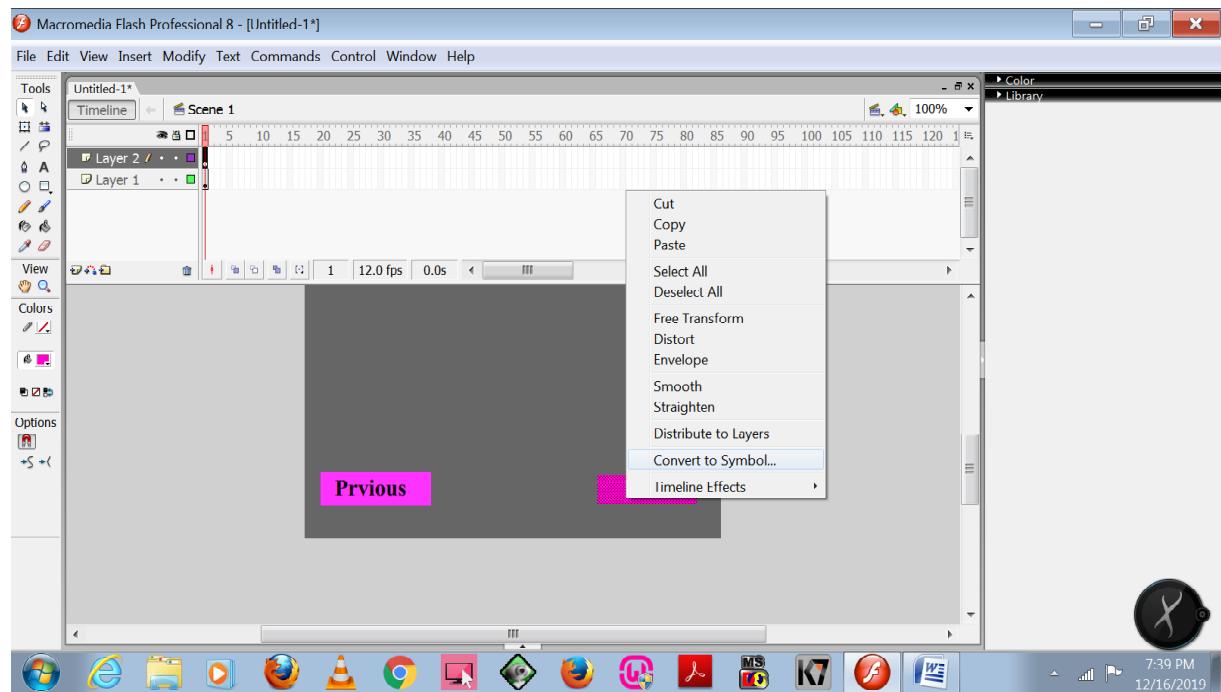
Step 4 : Choose text tool -> type text as previous on button



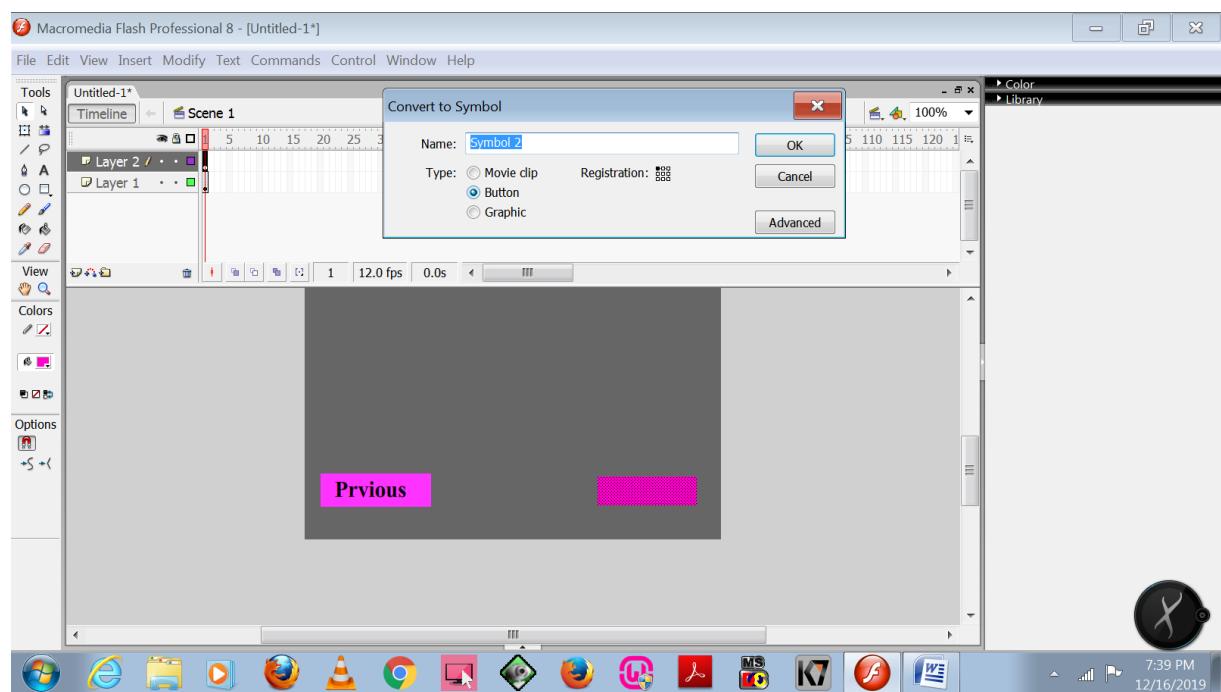
Step 5 : Insert new layer -> layer 2

Draw rectangle box

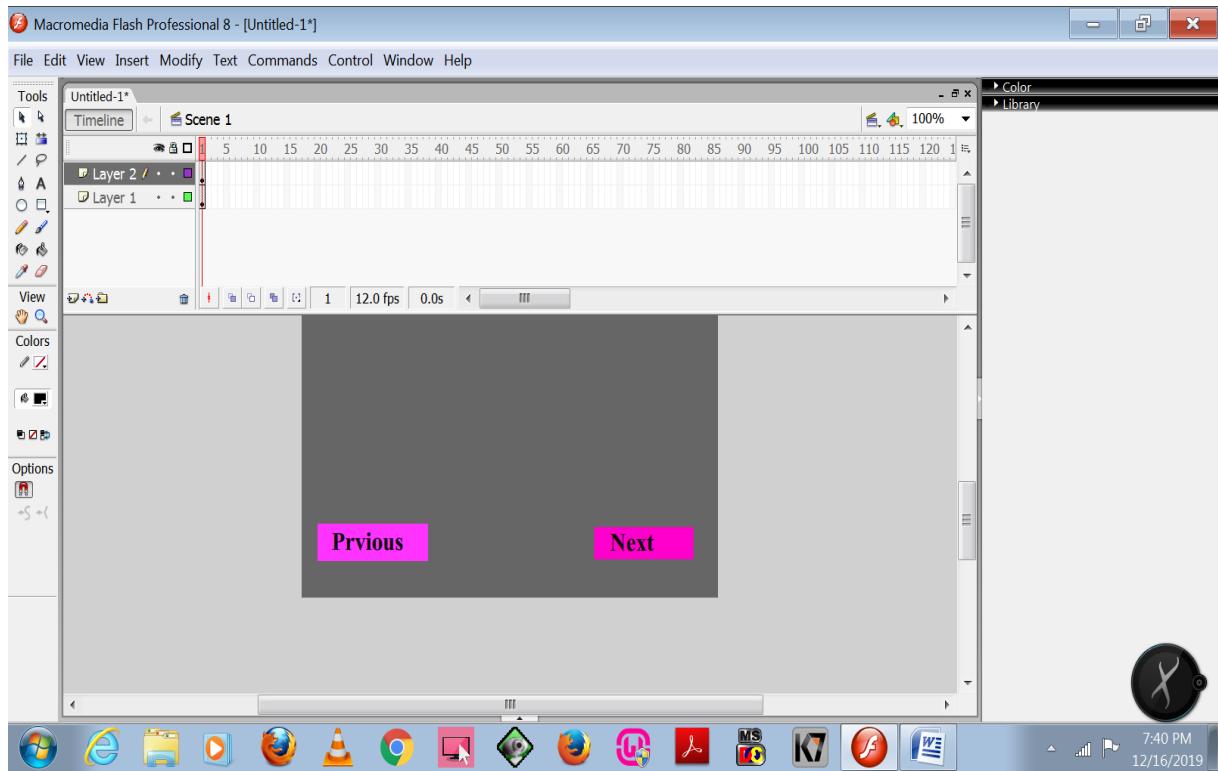
Right click rectangle box -> convert to symbol -> choose Type as button



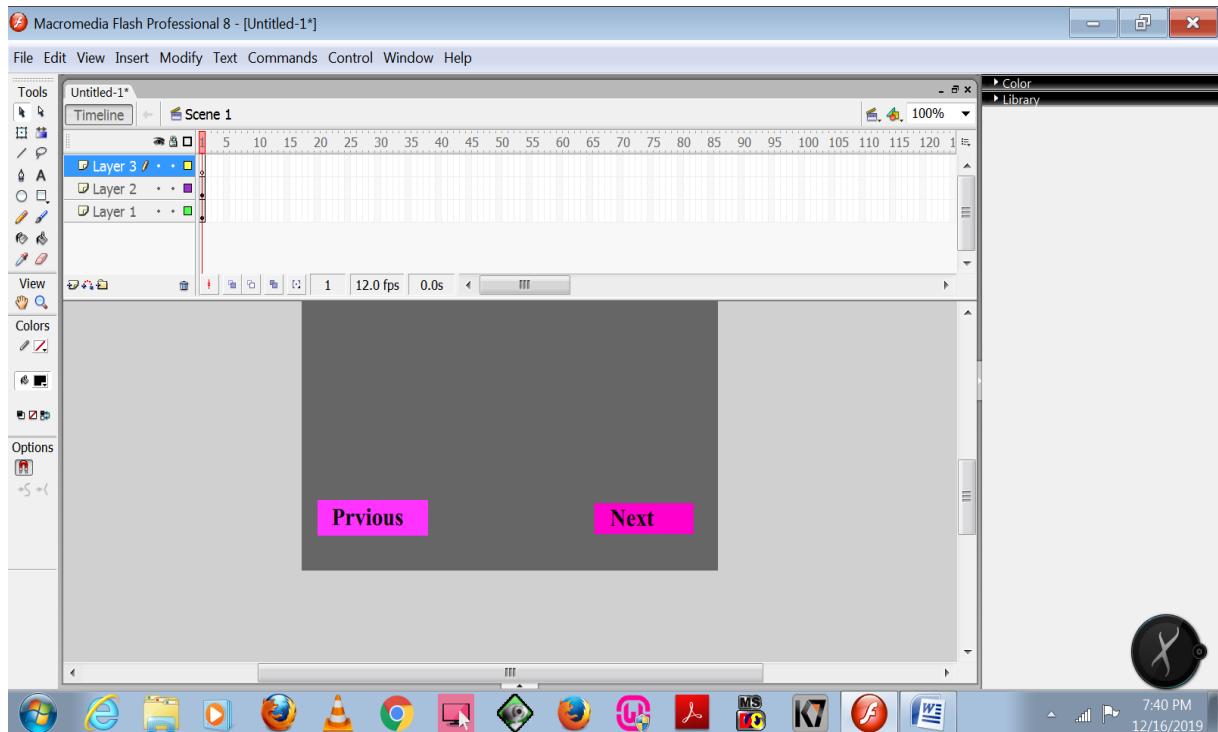
Step 6 : Right click rectangle box -> convert to symbol -> choose Type as button



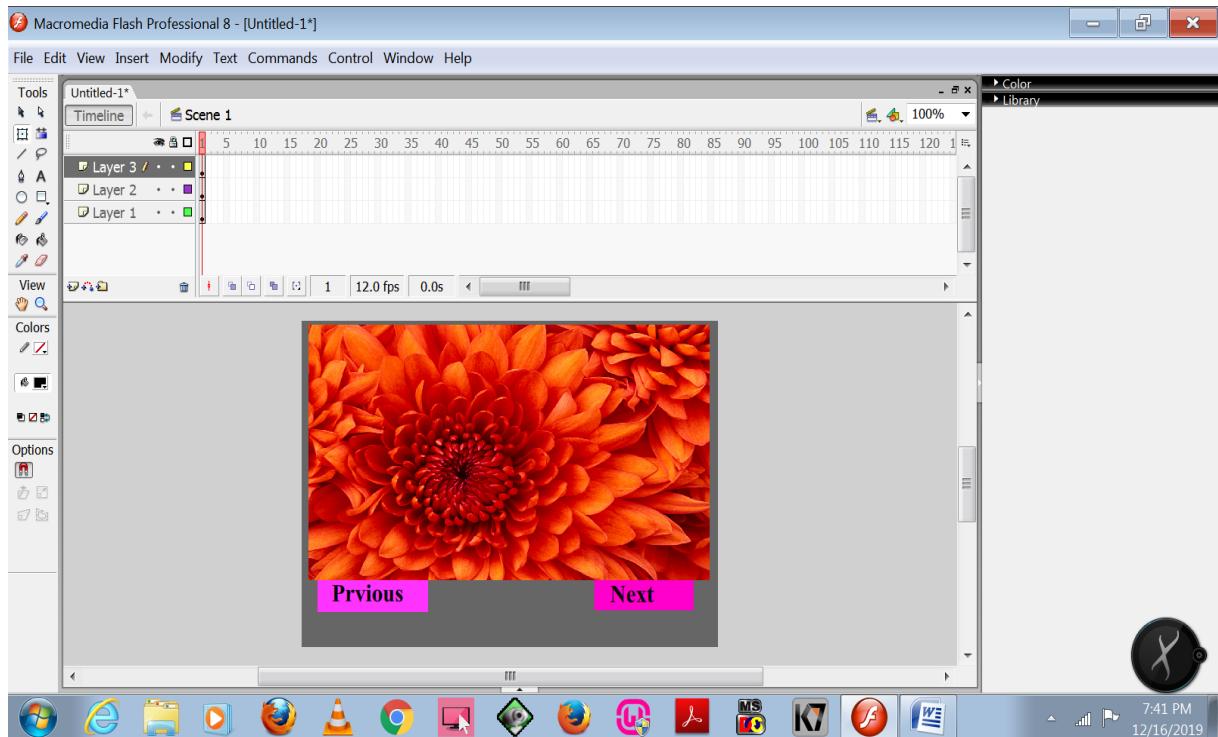
Step 7 : Choose text tool -> type next on button



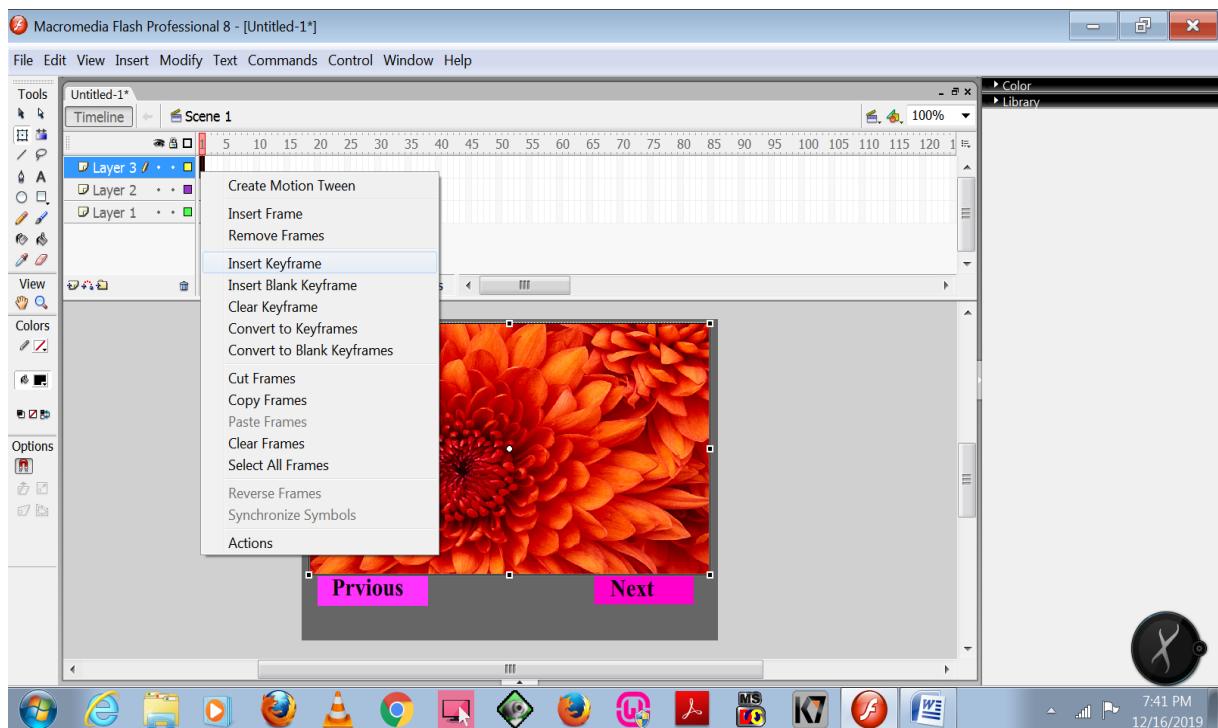
Step 8 : Insert new layer -> layer3



Step 9 : In first frame -> click **ctrl+r** import the image and resize the image using free transform tool

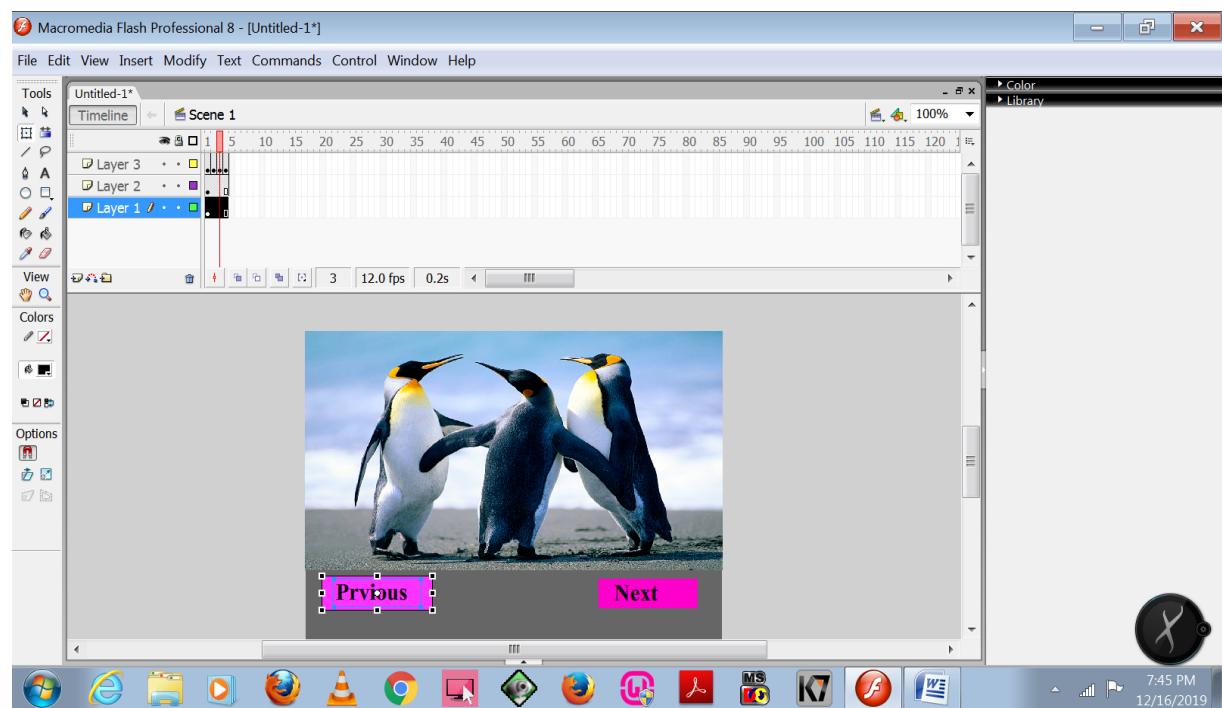
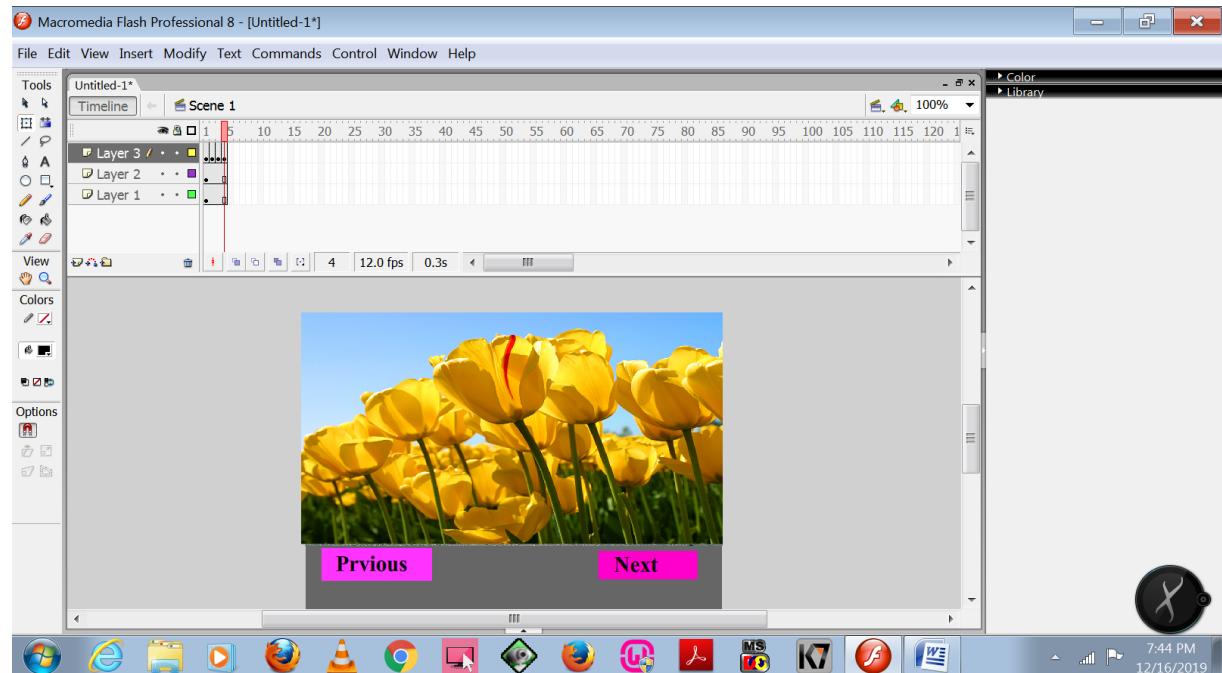


Step 10 : press F6 or insert key frame- > new key frame is inserted, click **ctrl+r** import the image and resize the image using free transform tool

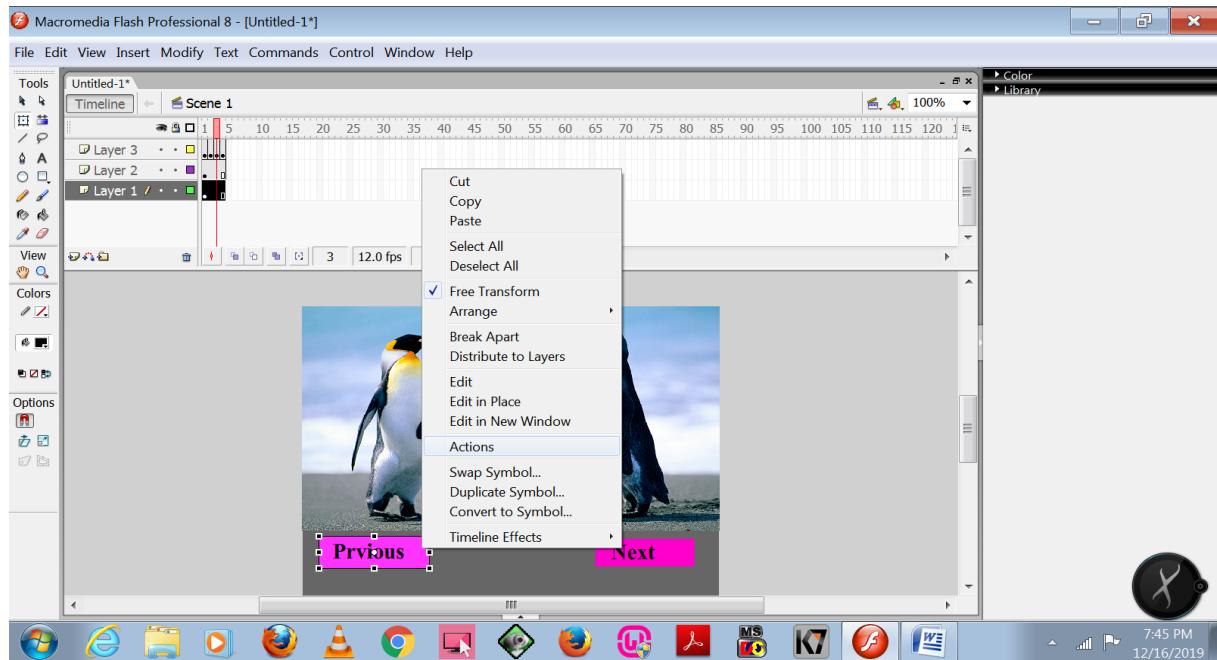


Step 11 : press F6 or insert key frame- > new key frame is inserted, click **ctrl+r** import the image and resize the image using free transform tool

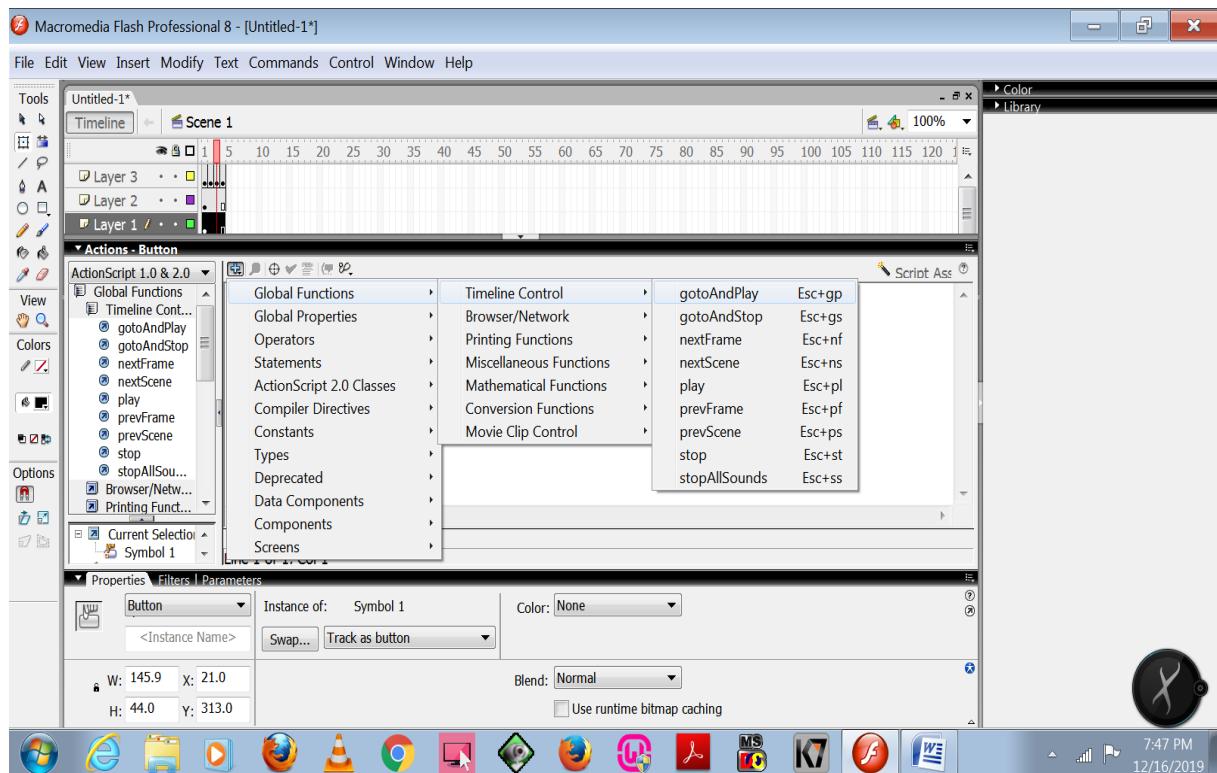
Step 12 : same process continue insert five or six images inserted



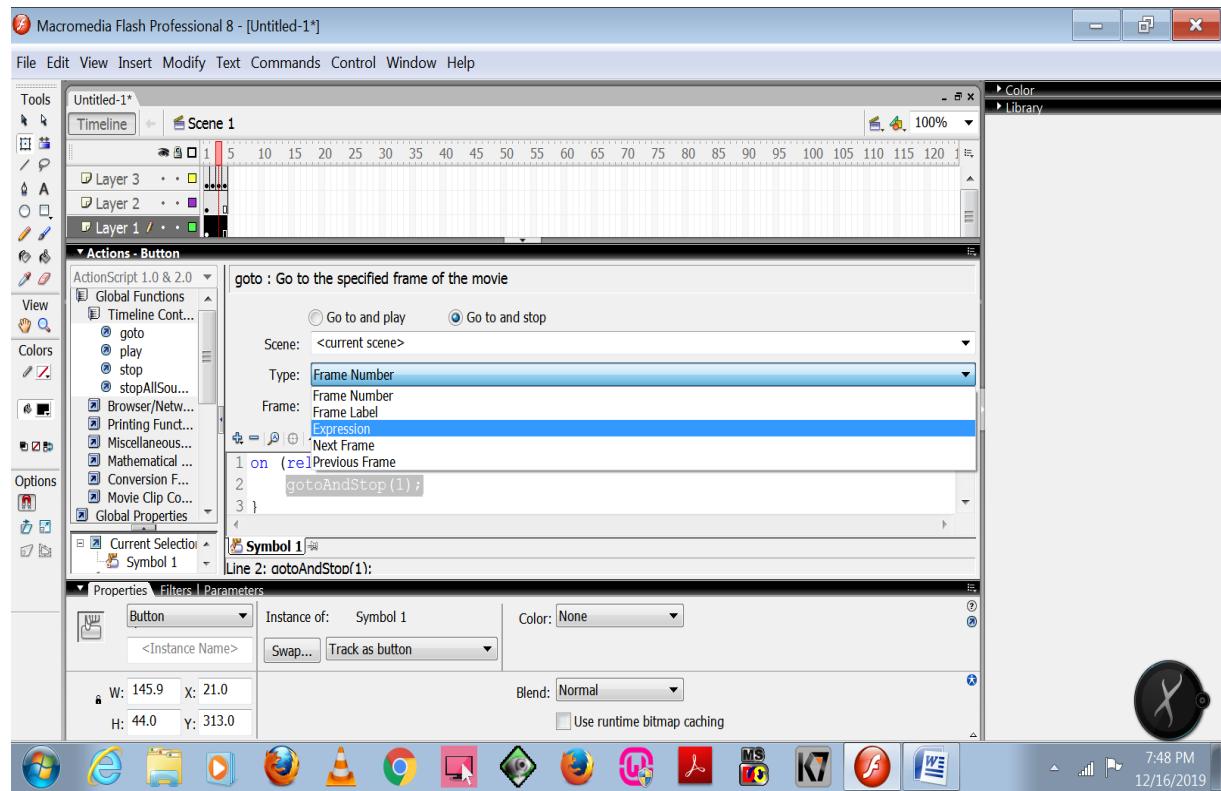
Step 13 : Select previous button -> right click -> action , now action window is displayed



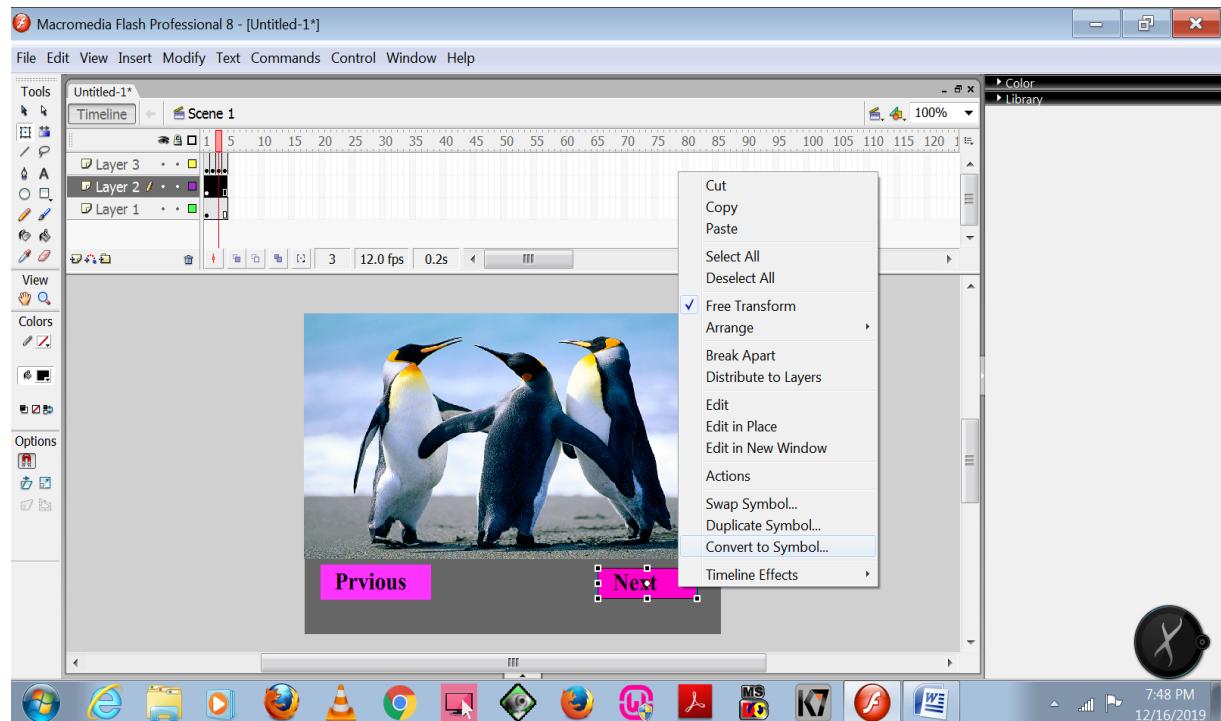
Step 14 : From the action window Select global function -> Time line control -> goto and play



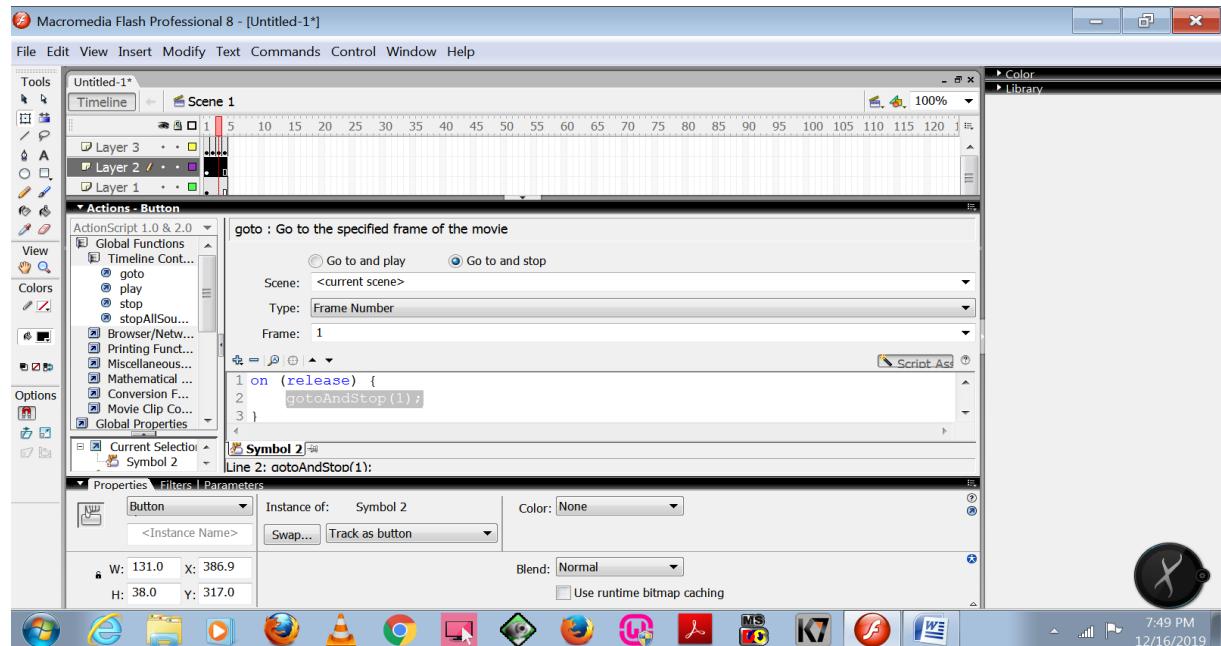
Step 15 : Select script Assit - > Go to and stop -> previous frame



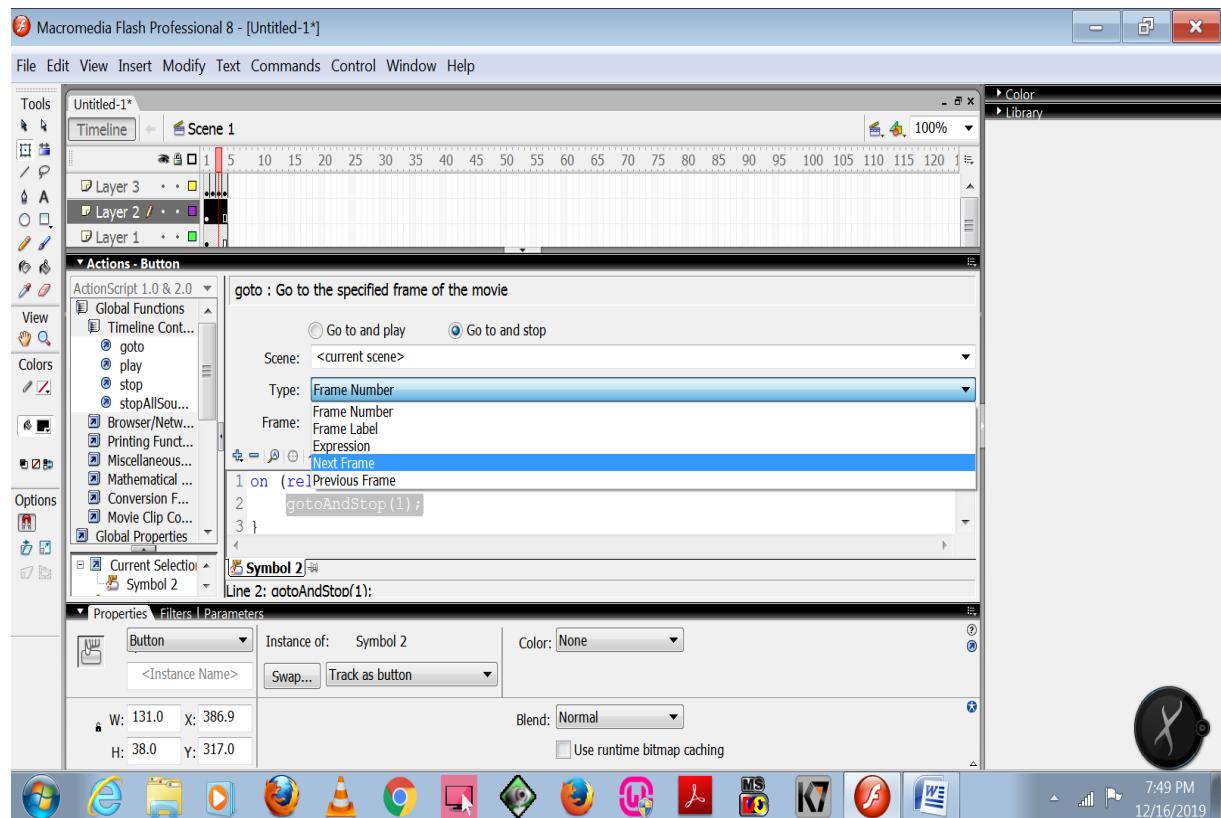
Step 16 : Select next button -> right click -> go to action



Step 17 : Select global function -> Time line control -> goto and play

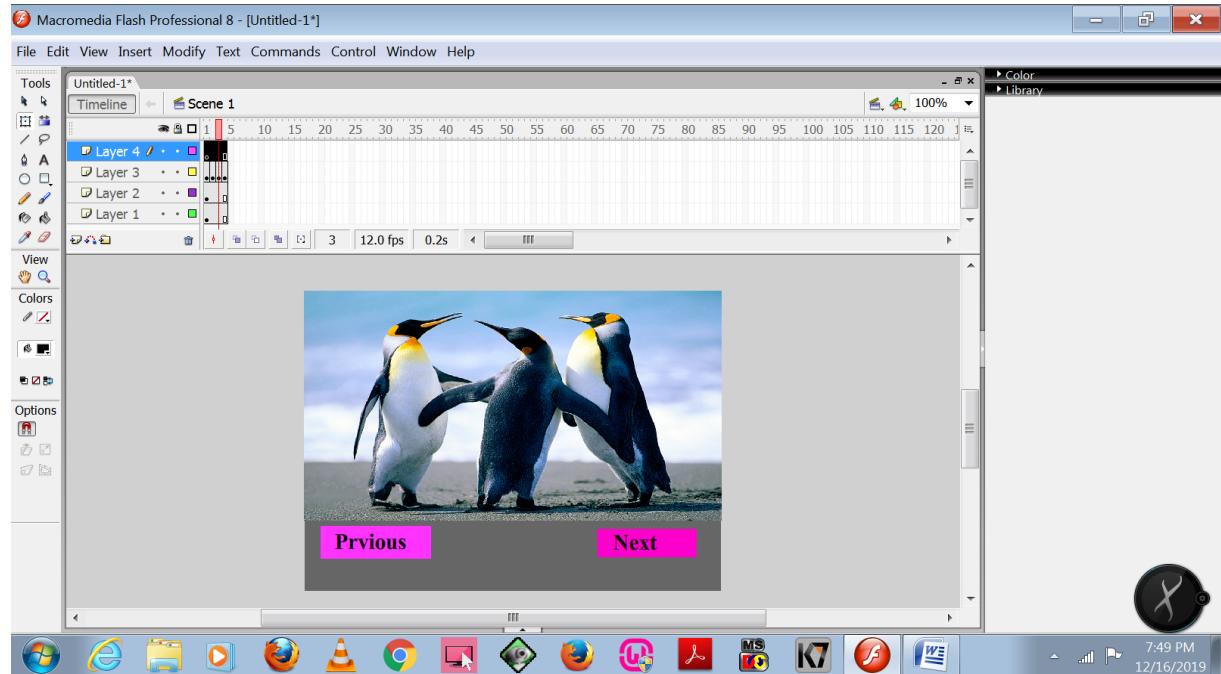


Step 18 : Select script action -> Go to and stop -> type ->next frame

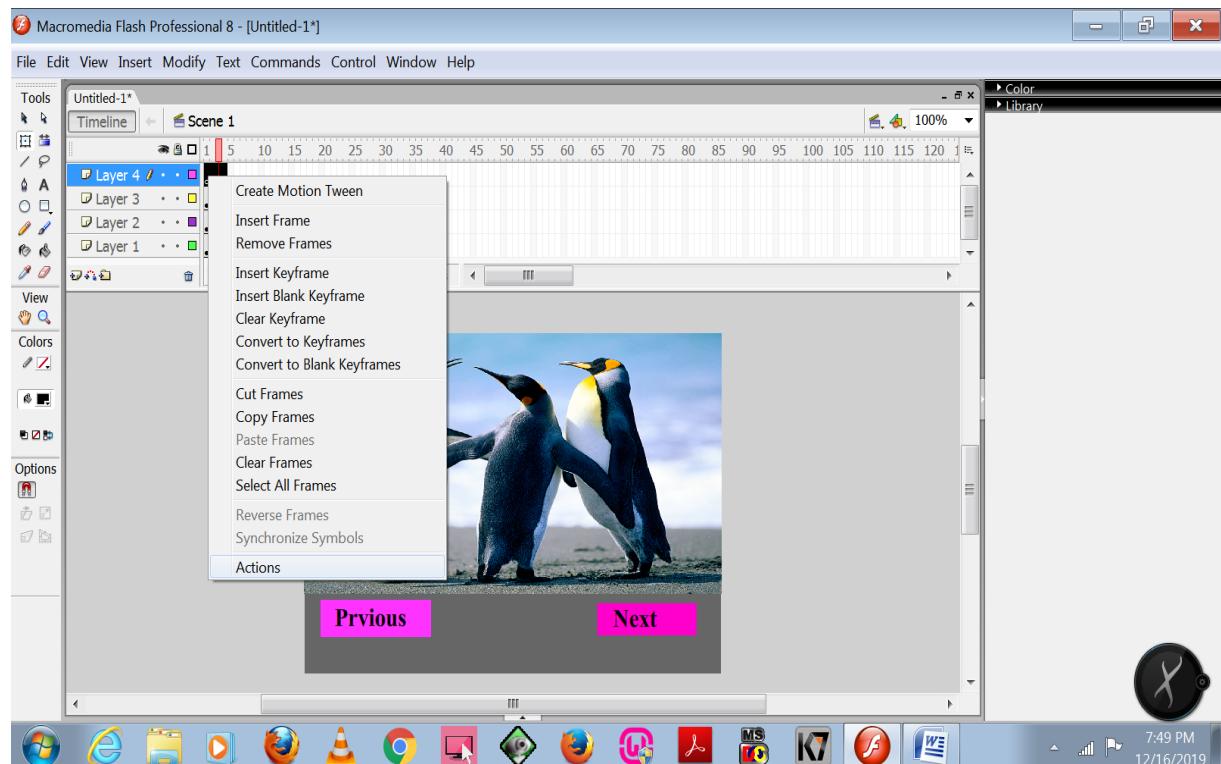


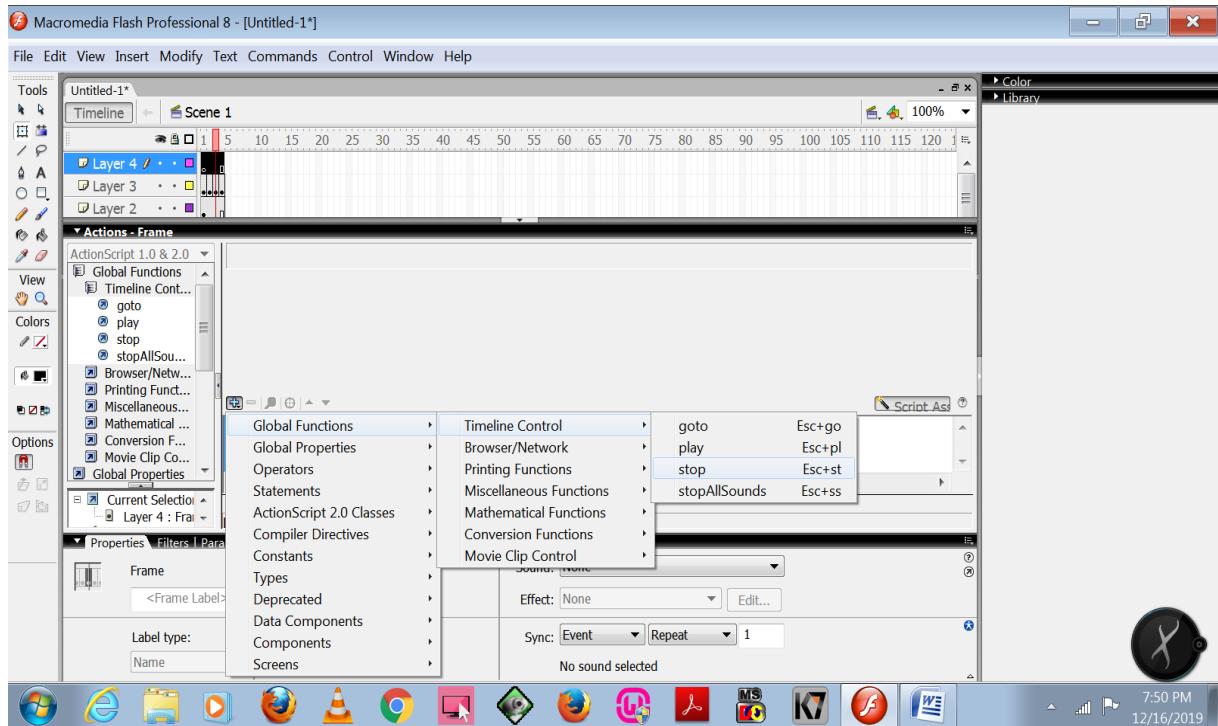
64

Step 19 : Insert new layer -> layer 4



Step 20 : Right click on first frame of time line window of Layer4 ->action-> global function-> time line control -> stop





Step 21 : Ctrl+ enter -> run the program-> press next button to show next image, press previous button to show previous image.



ADOBE'S PHOTOSHOP

Adobe's Photoshop is the world's premier photo editing software. Although it is used by designers and graphic artists, its predominant focus is as a tool for photographers. It allows us to import images in traditional digital photo formats such as jpeg, tiff, BMP and RAW.

When you open a RAW file in Photoshop, the program will open the built-in RAW processor, Adobe RAW. Here you can carry out image edits, across a spectrum of variables, before opening that image in the main Photoshop program. Raw files automatically open in Adobe Raw

Once in the program, we can manipulate our image - editing every detail from basic exposure and colour correction to producing highly complex composites and photo merges. The sheer breadth of tools available often means that there is more than one way to achieve a certain look, but happily, the basic tools are fairly easy to learn.

Unlike Lightroom, Photoshop only has a very basic image photo management tool in the form of Adobe Bridge and, unless you are using a tool like adjustment layers, most of the edits are known as destructive. This means that there is a slight image degradation for most edits.

Photoshop's Interface

On first opening, the latest version of Photoshop now presents us with a window of our recent opened files. We can choose to open one of them or we can go to the File menu at the top and either open an image from our folders or create a new image canvas to work on.

For a newcomer to Photoshop, the key menu items at the top are File, Image, and Filter.

The Image menu section is where we find many of the adjustment tools

File - is where you can open images, save them, save them as an alternative file type or export them, for example, to a preset file type.

Image - is Photoshop's main manipulation section. The tools here affect the entire image. Here, under the adjustment section, you will find the tools for simple editing such as color, contrast, and saturation.

You will also find more complex tools like levels, curves and HDR and Black and White. Also under Image, you find Photoshop's resizing tools.

Photoshop Levels is found under Image - Adjustment

Under the Filter menu, you find a range of filters to manipulate the final look of an image. For newcomers, the most important section among this is the sharpen tools.

As well as the features in the menu, Photoshop has a wide range of tools for manipulating parts of the image. By default, these are found on the toolbar to the left of the screen. Here you have tools for selecting part of the image, brushes for painting on the image, cropping tools and image repair tools amongst others. All the tools on the toolbar have a little triangle to the bottom right. Right-clicking on these will reveal a range of sub tools. For example, a right click on the Lasso tool near the top reveals three versions, Lasso, Polygonal Lasso and Magnetic Lasso.

The toolbar to the left contains many tools for manipulating the image. For each tool you use from the toolbar, a further menu level is shown at the top. In the example of the Lasso tool, the menu allows you to change items such as feathering contrast and frequency. All tools for helping you define more easily the area you wish to select.

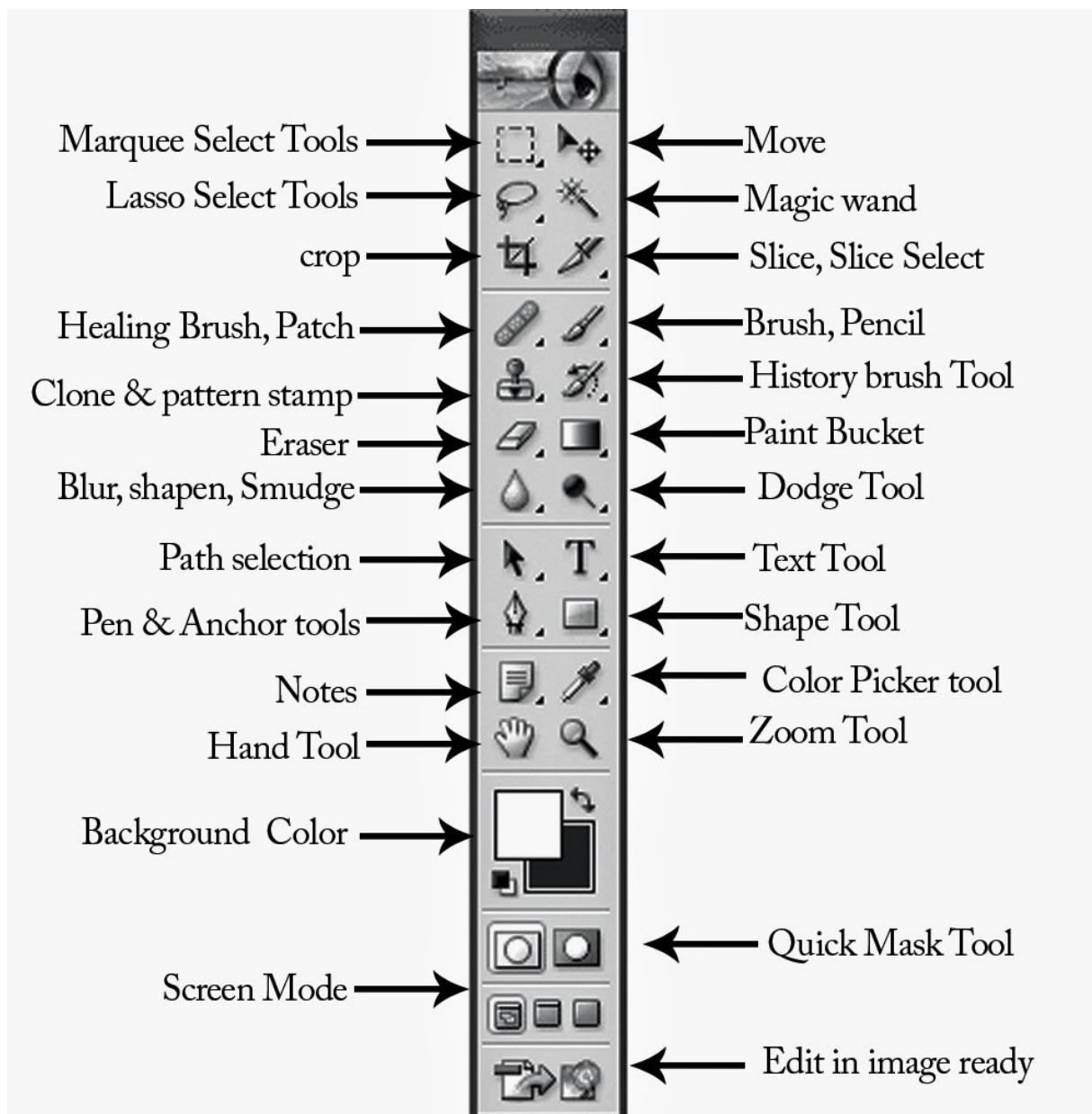
Some of the icons have multiple functions.

To the right of the screen, we have the Photoshop Palettes. These give us access to items such as color swatches, layers and adjustment layers, text formatting and actions. We can define which palettes we see on the right of the screen from the Window section of the top menu. Clicking on this reveals all the palettes available, the ones that are ticked are already visible on the screen.

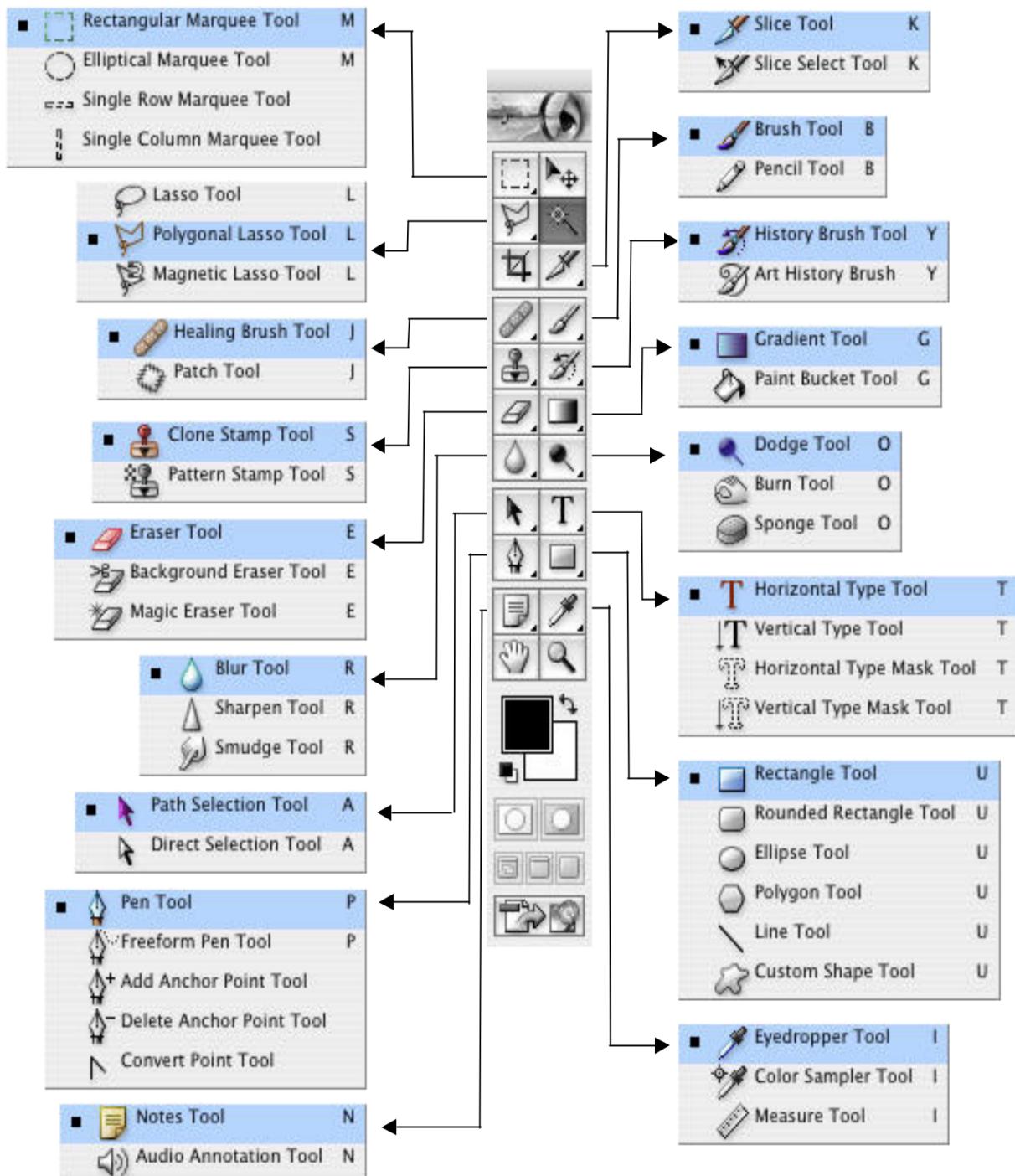
The Photoshop palettes are found to the right of screen. You can choose which palettes to show from the Window menu

As it can be a destructive editing program, make a copy of some images that you wish to work on and save them in a separate folder. Then use them to help you understand what powers lie beneath Photoshop. The more you play with the program the more you will appreciate its usefulness.

PHOTOSHOP TOOLS AND THEIR FUNCTIONS

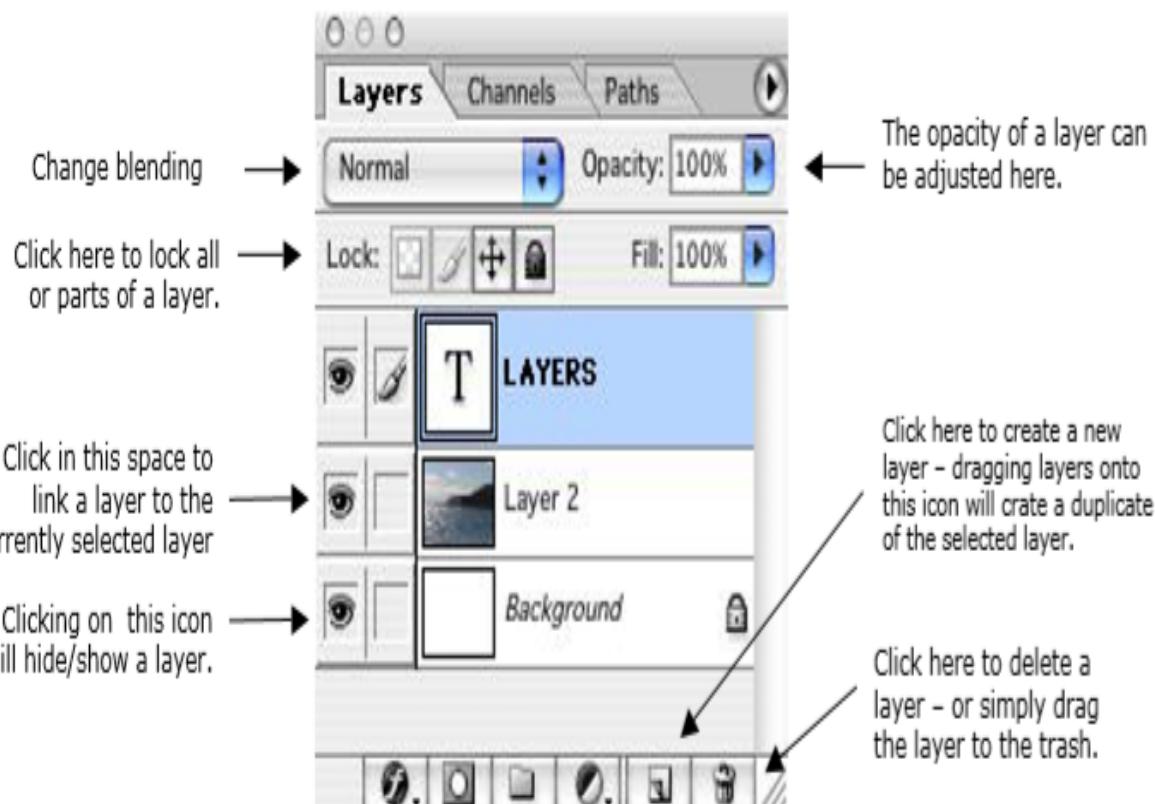


TOOLS PANEL OVERVIEW



The Layers Palette

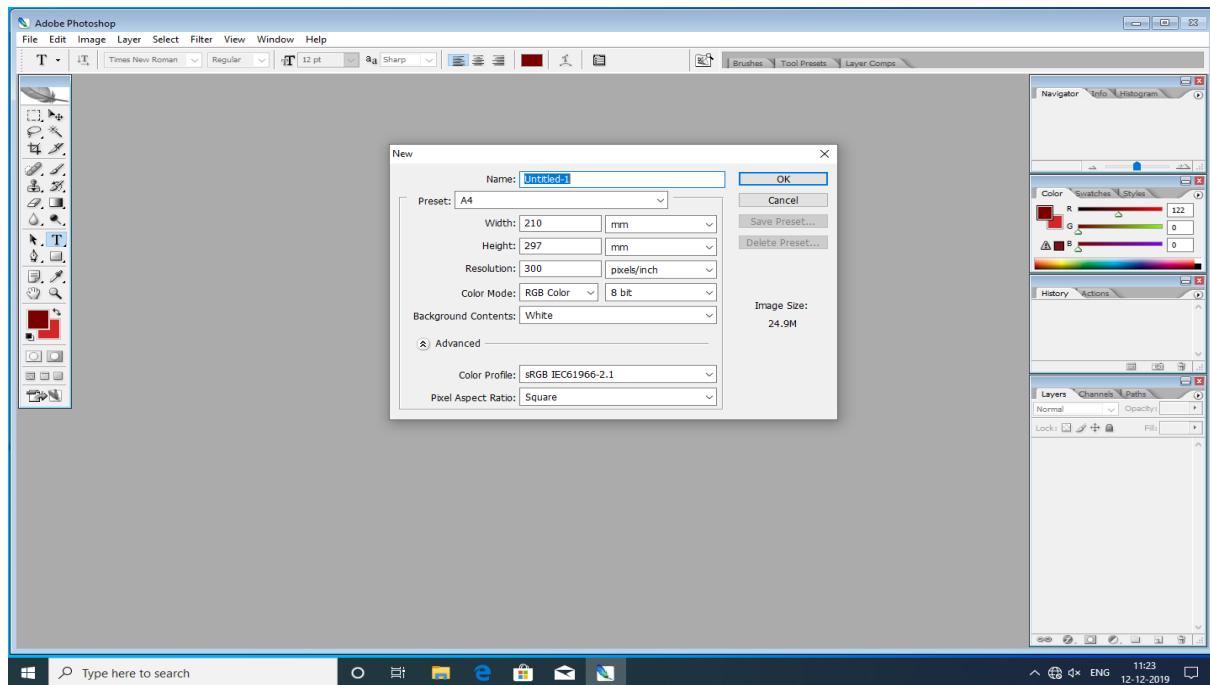
When working with layers, you will need to use the Layers Palette. This palette allows you to reorder layers, change their opacity, create new layers, hide layers, link layers and delete layers.



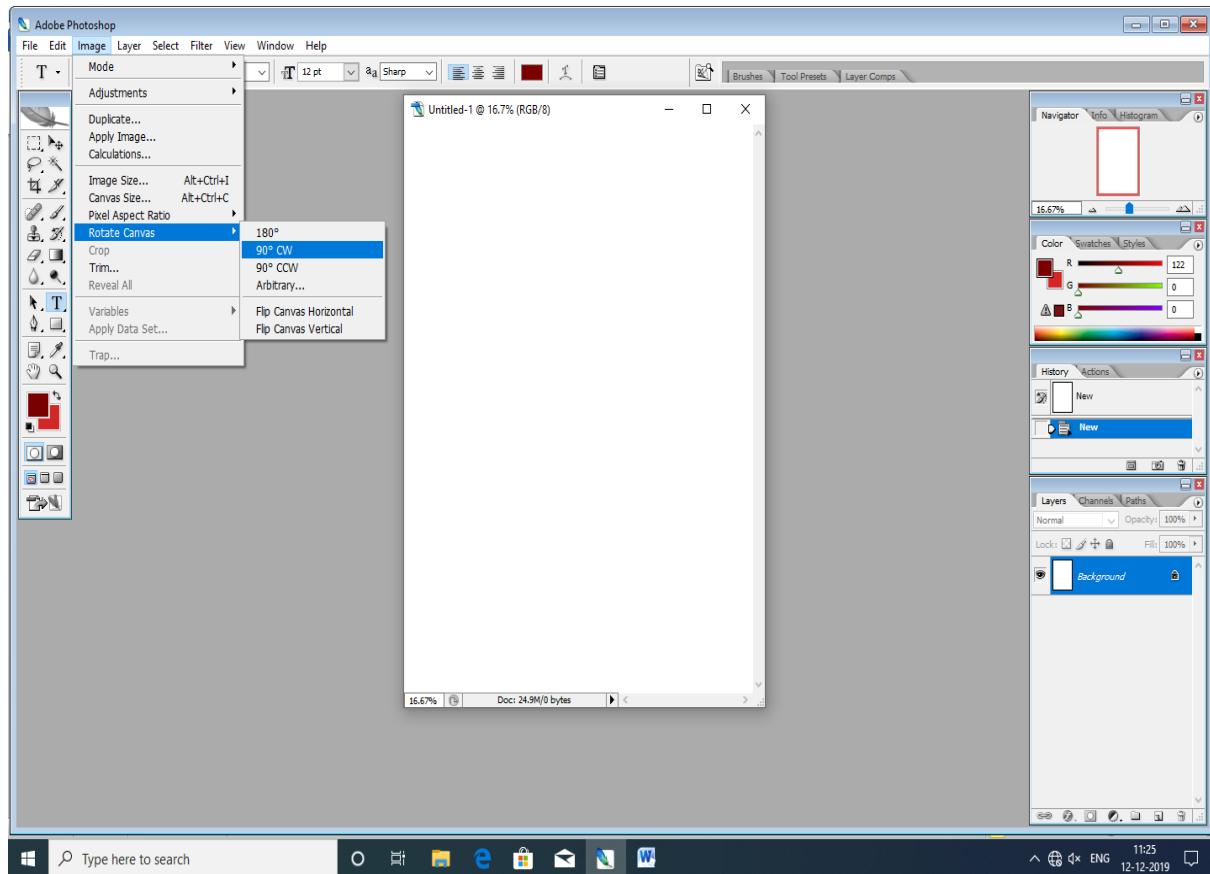
Photoshop

1) To create a greeting card, create background picture

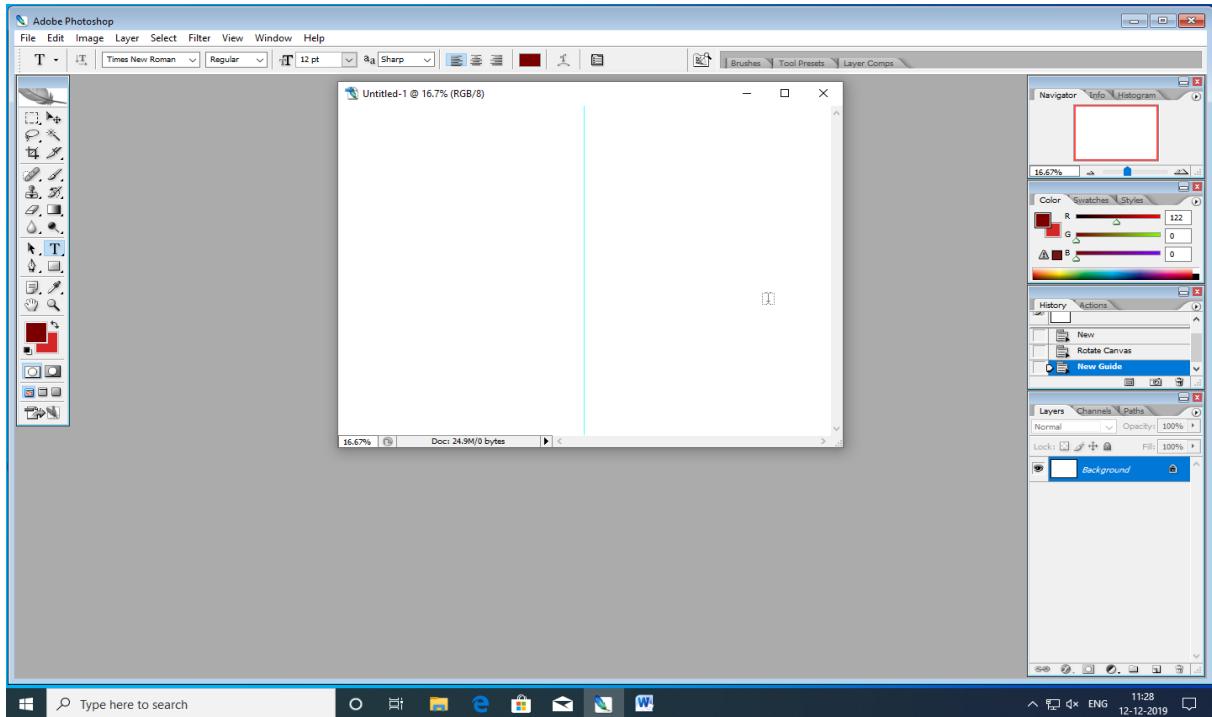
Step 1: File → new



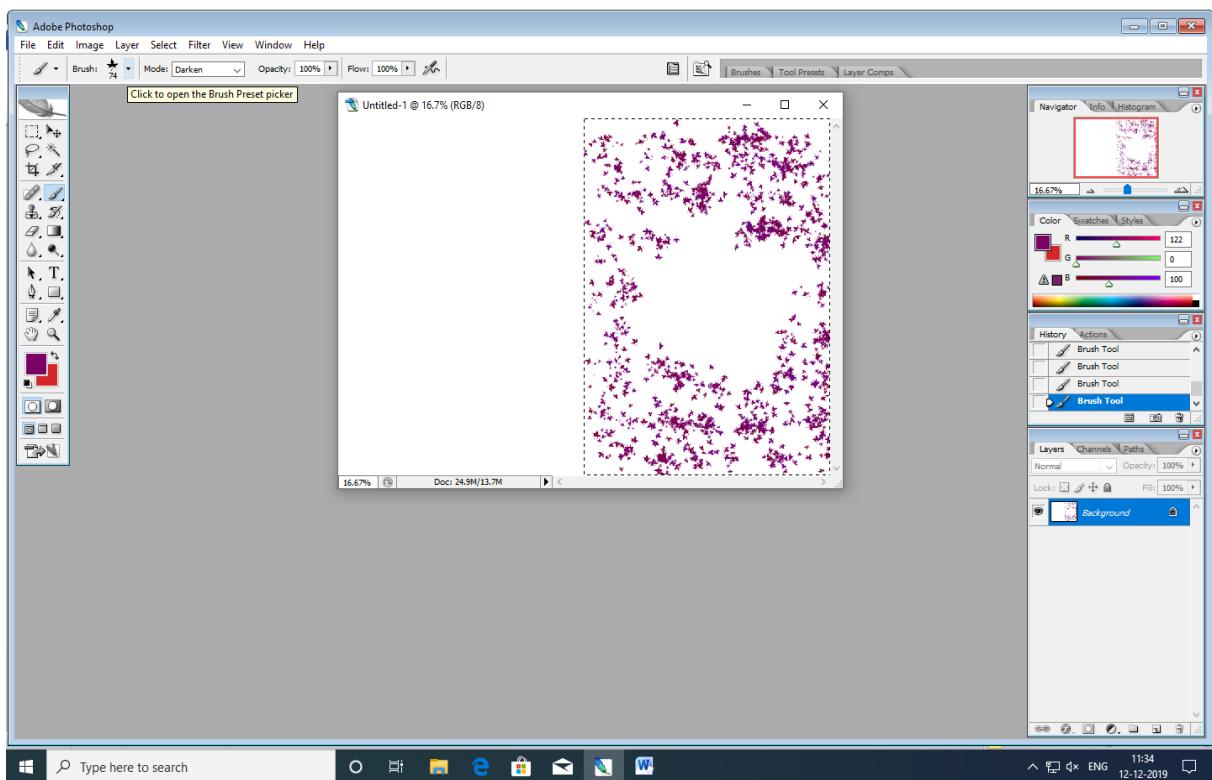
Step 2: Next → Image → rotate canvas → 90 CW



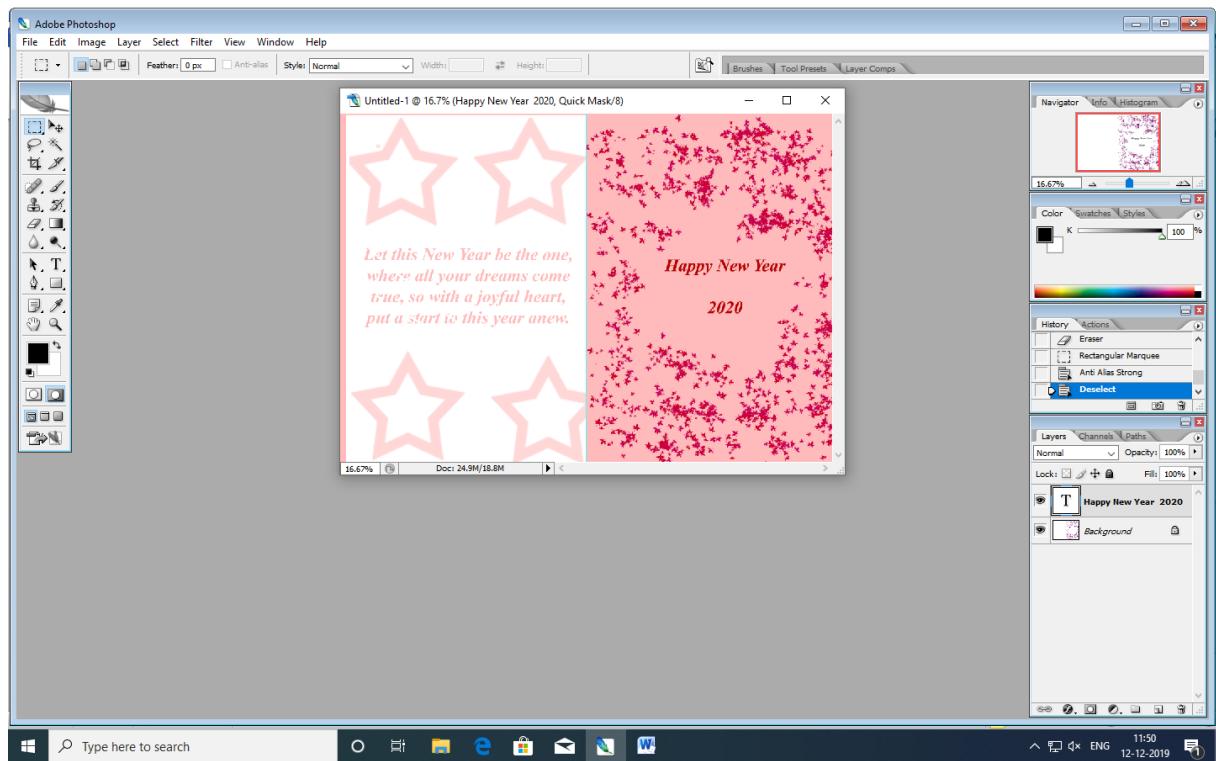
Step 3: Go to View menu → new Guide → vertical(14.85cm)



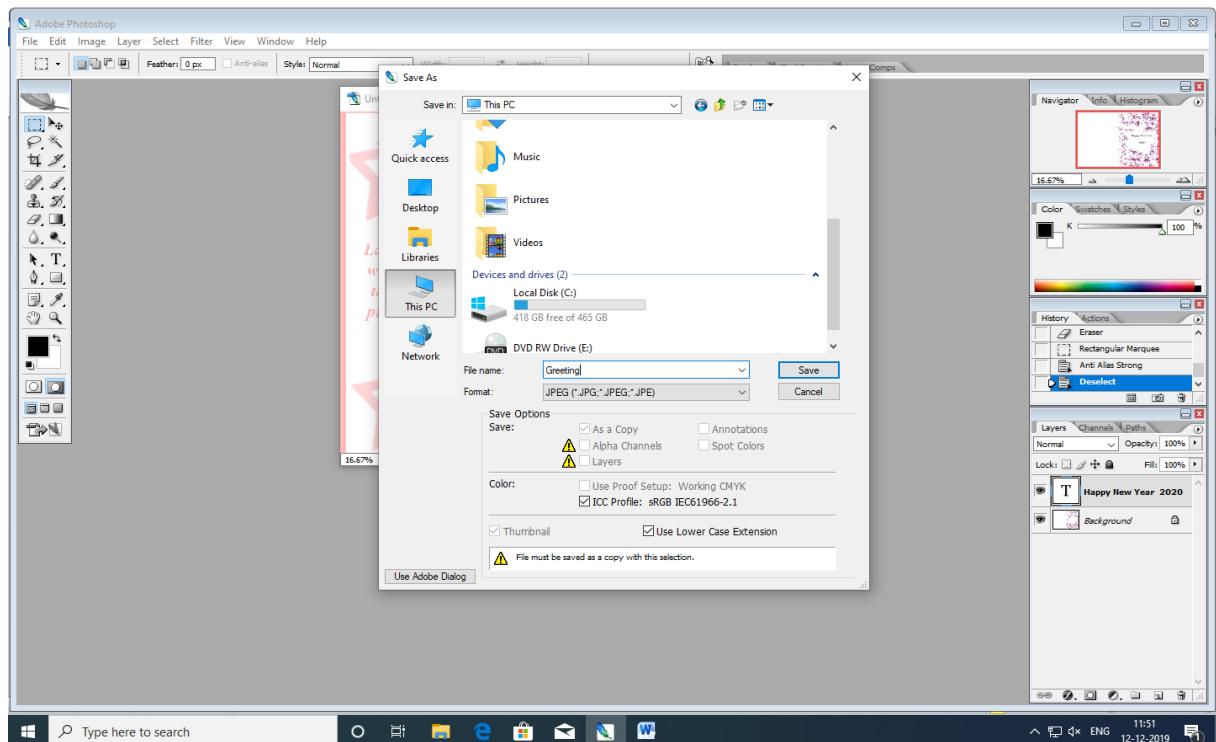
Step 4: Goto → toolbox → choose → brush Tool(74 and select any brush type)

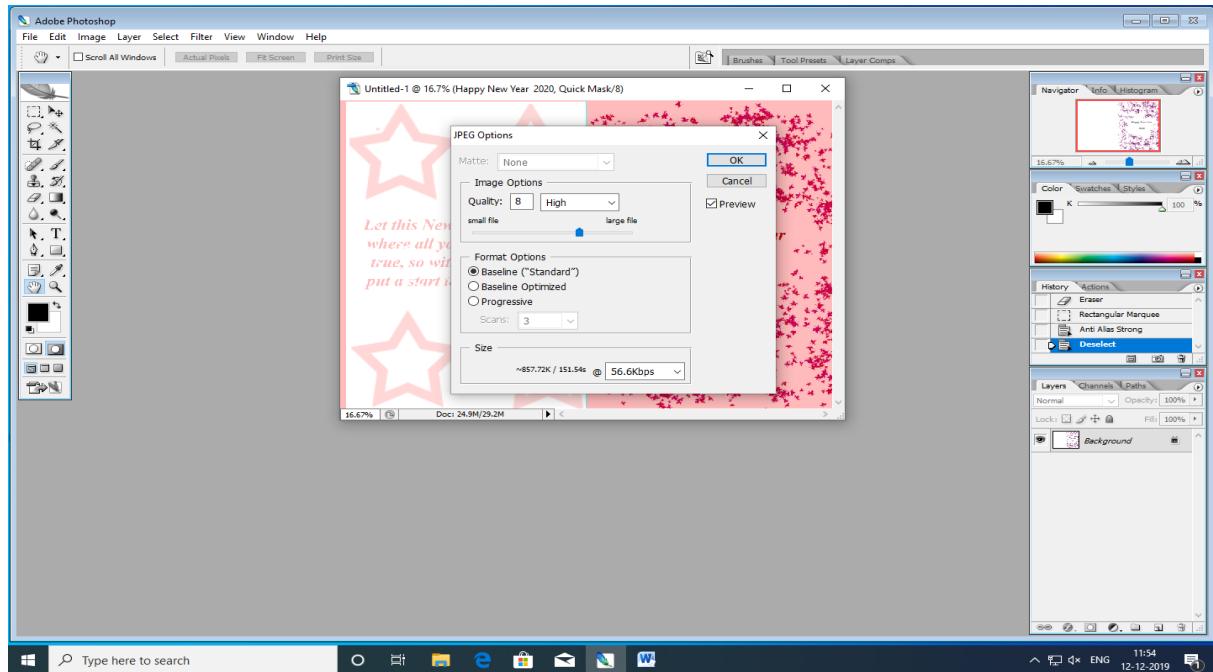


Step 5: Choose → textbox and type the text



Step 6: Save →jpg file format and run the file you may get beautiful greeting that you have created.



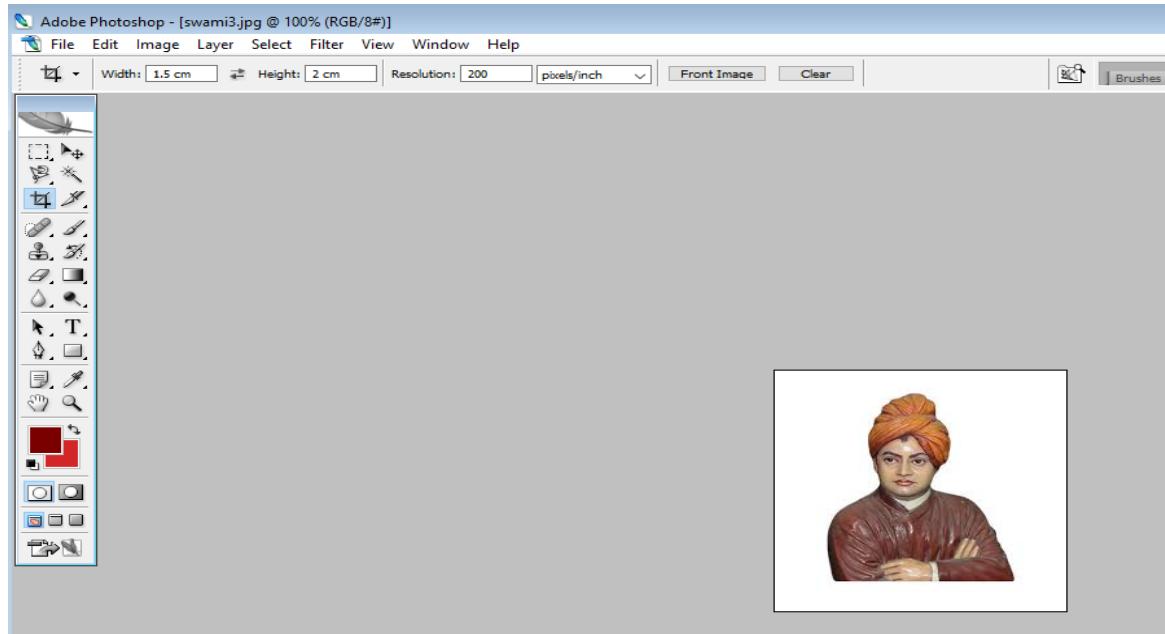


Output



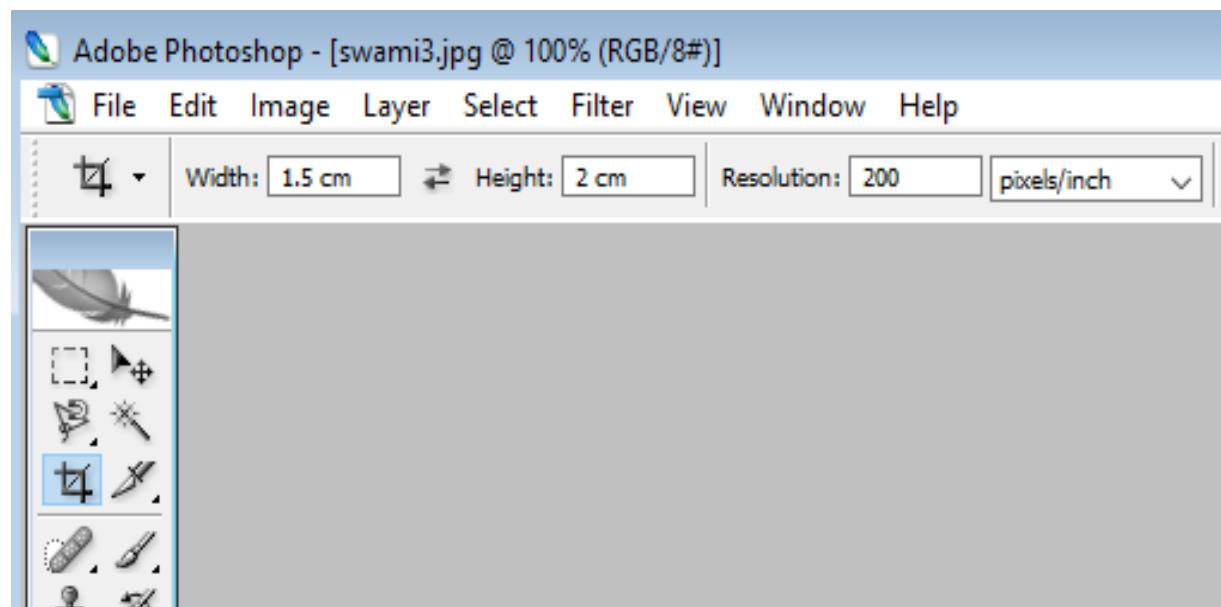
2. Editing Image

Step1 → file → open → choose any .jpg image

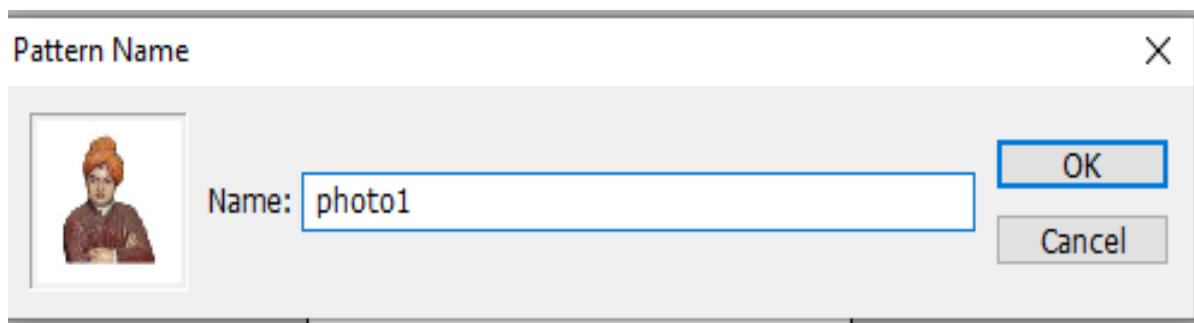


Step2 → goto toolbar and choose → crop Tool(C) and set the image attributes as follows for making the cropped portion of the image into specified size.

Width-3.5 cm Height-4.5 cm Resolution-200 pixel



Step 3: go to edit → Define Pattern → give the file name as photo1 and click ok button. Now we have created a new pattern as photo1.

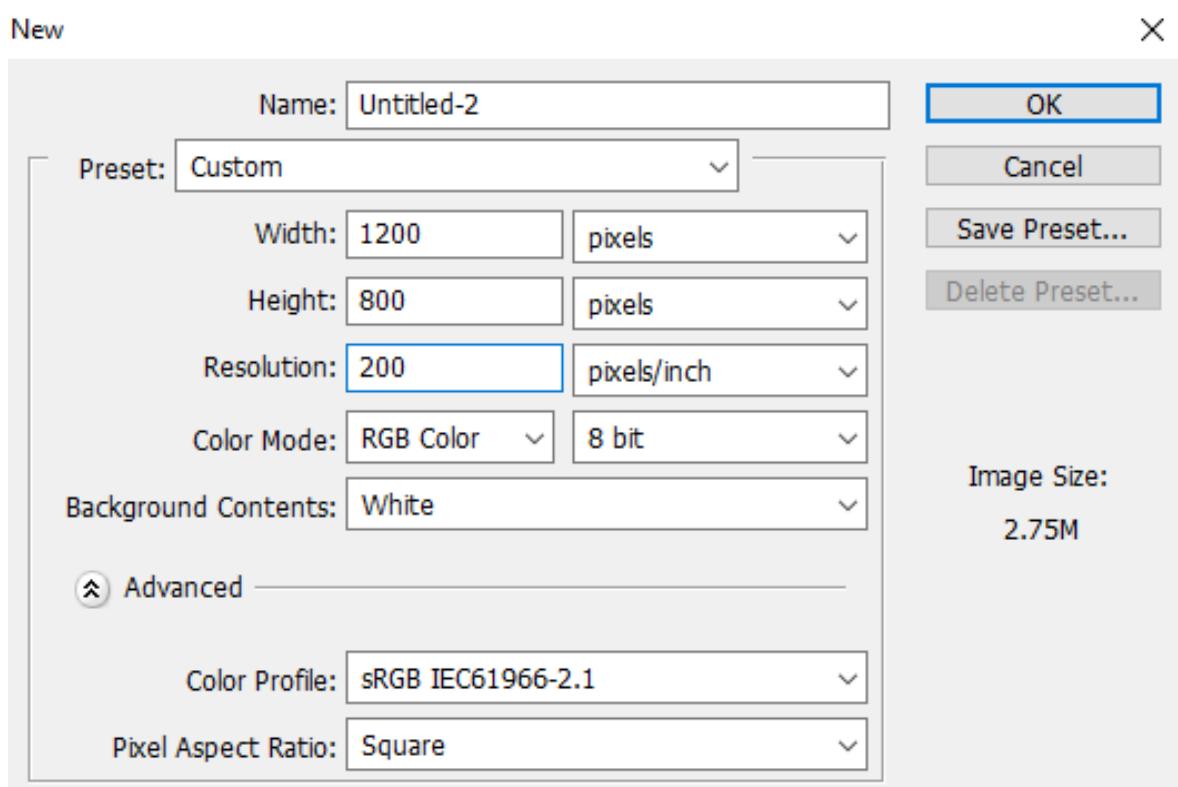


Step 4: go to file → new → change the width, height and resolution of the new frame then click the ok button.

Width-1200

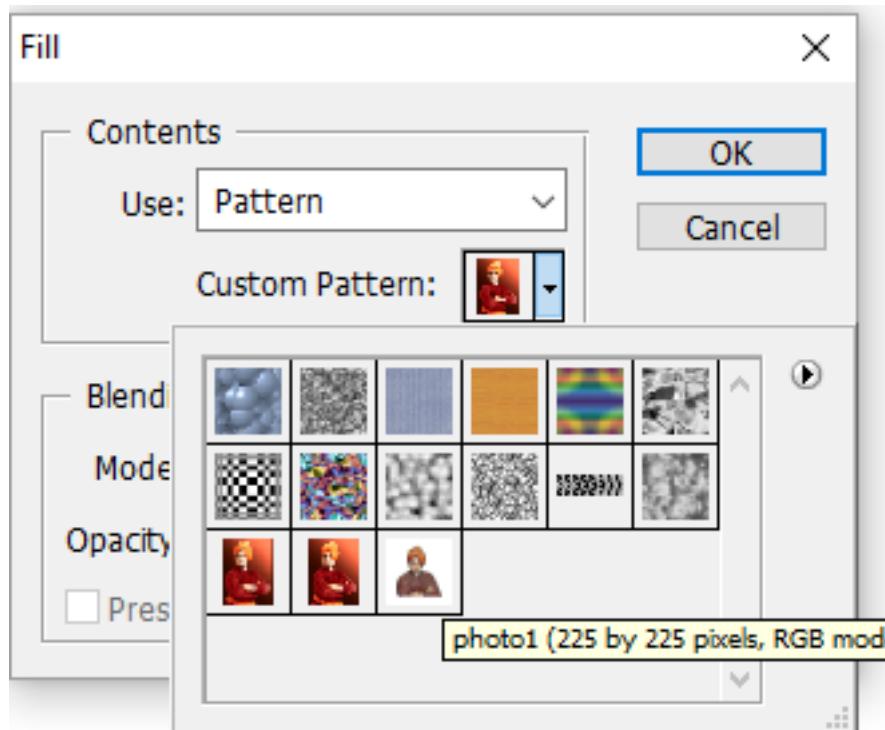
Height-800

Resolution-200



Step5: now created to empty page design appeared

Step6: goto edit menu and select the pattern what we have created and fill it in the new frame by choosing fill option.

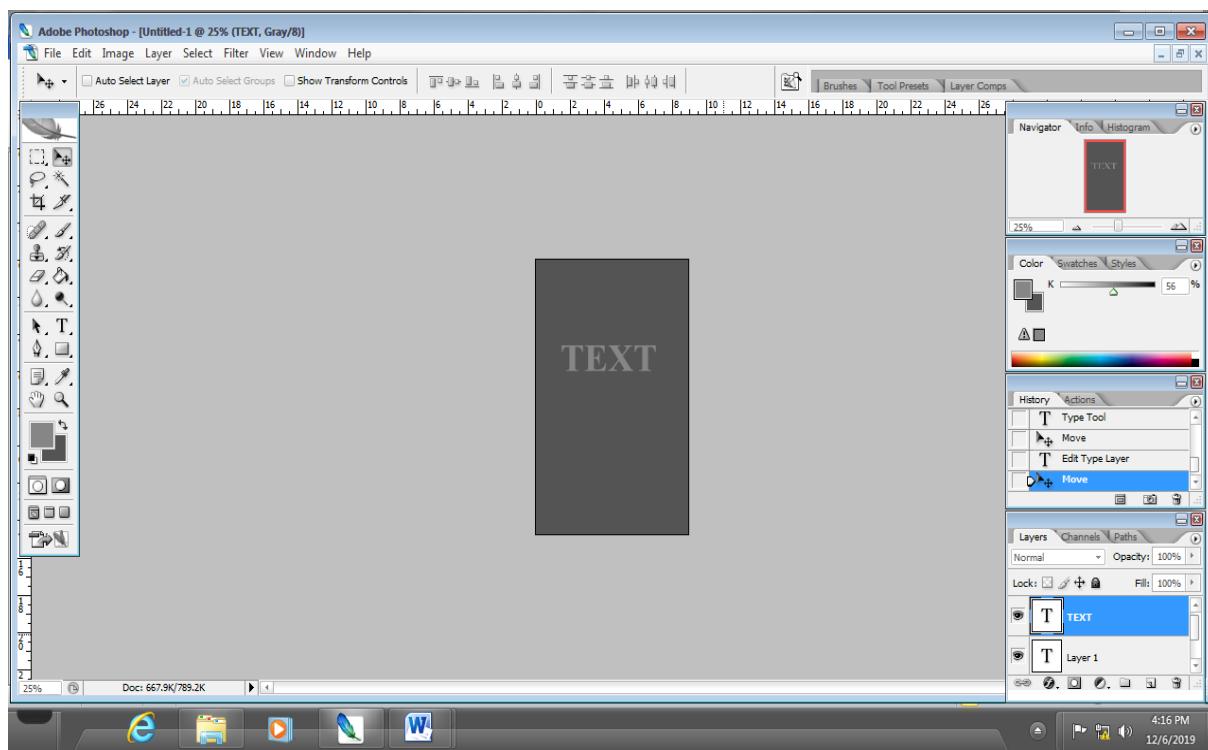
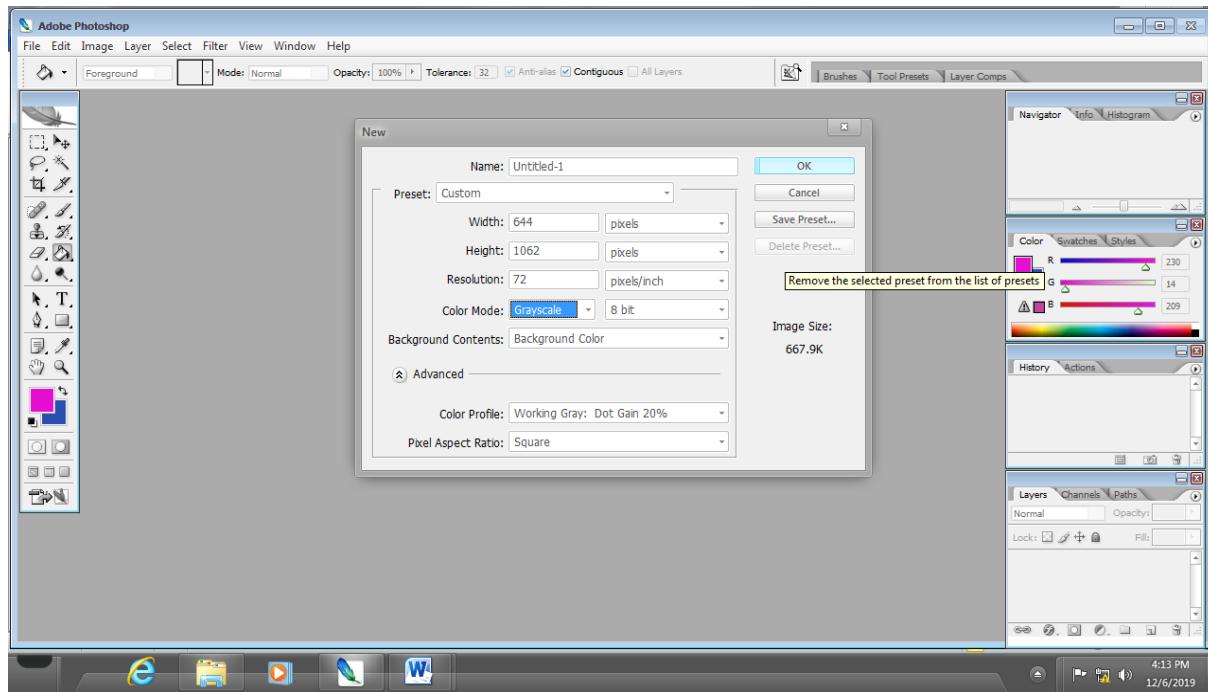


Now you are created the final output with selected pattern.

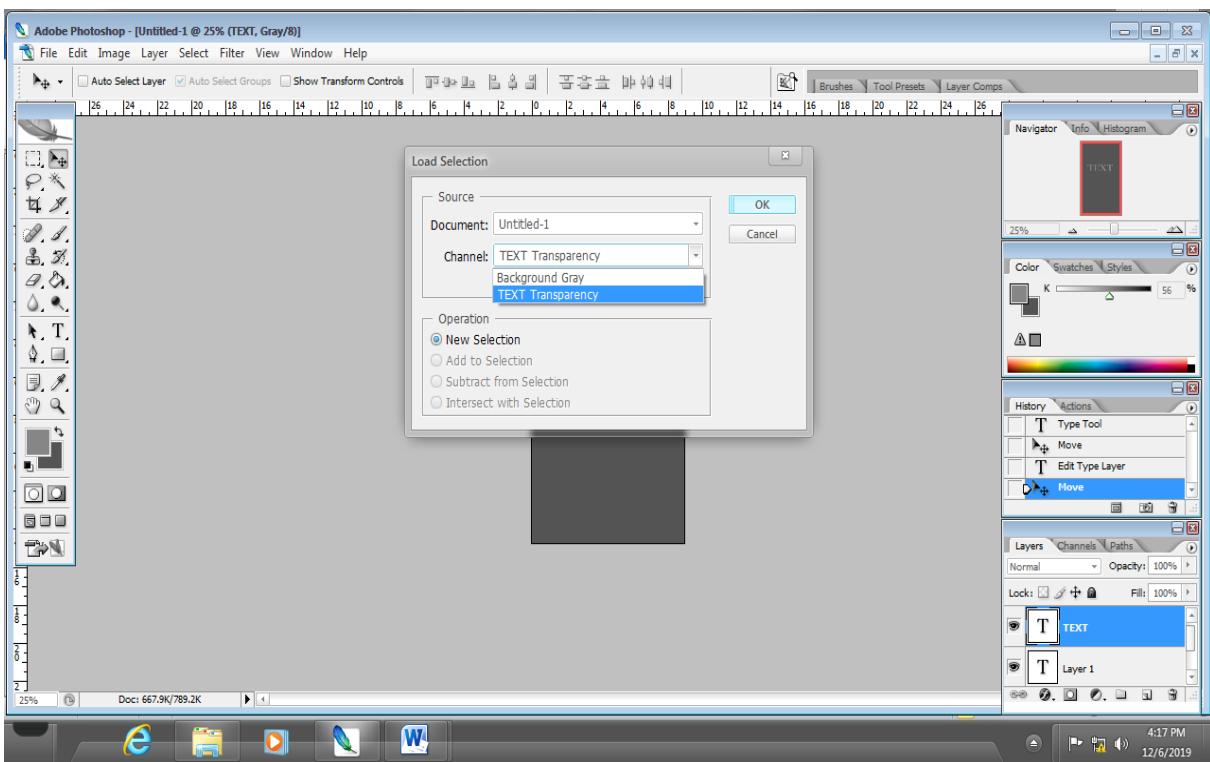
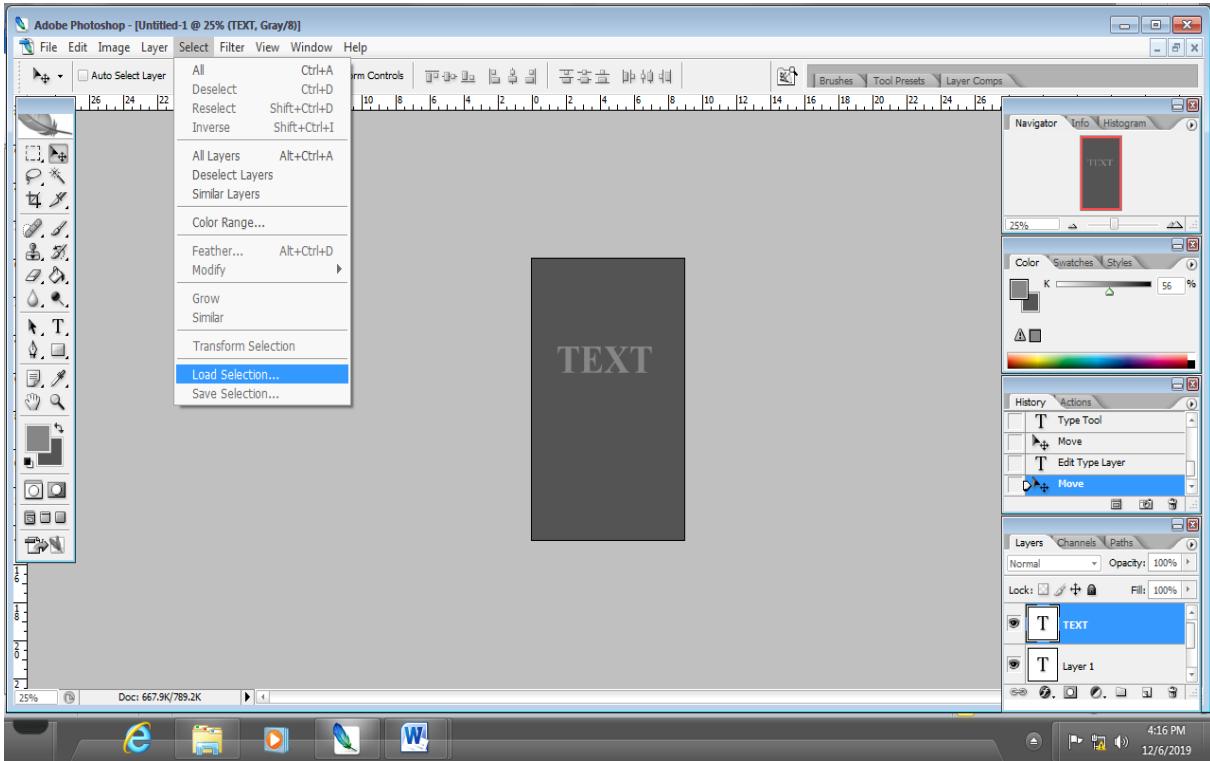


3A) TEXT effect

Step1: Create a new file -> set pixels resolution 72 pixels/inch, black background and mode has to be grayscale. Click enter and opening screen will come Type text in thick font-

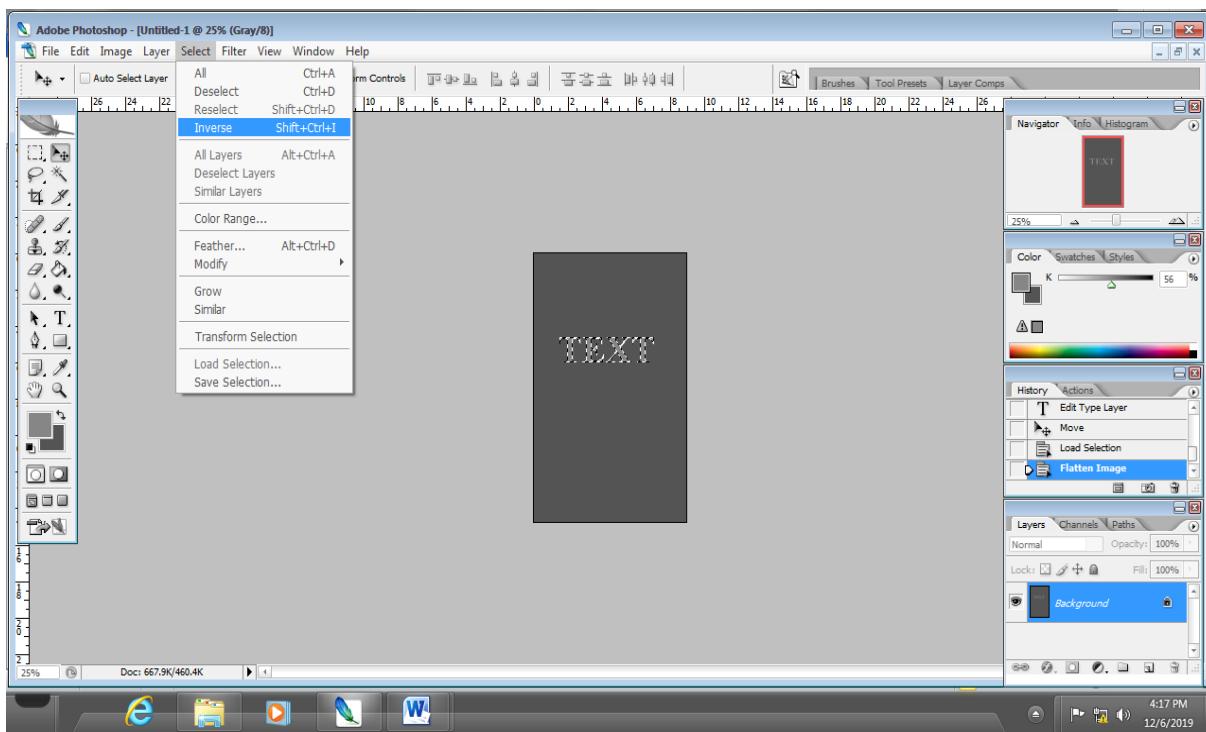
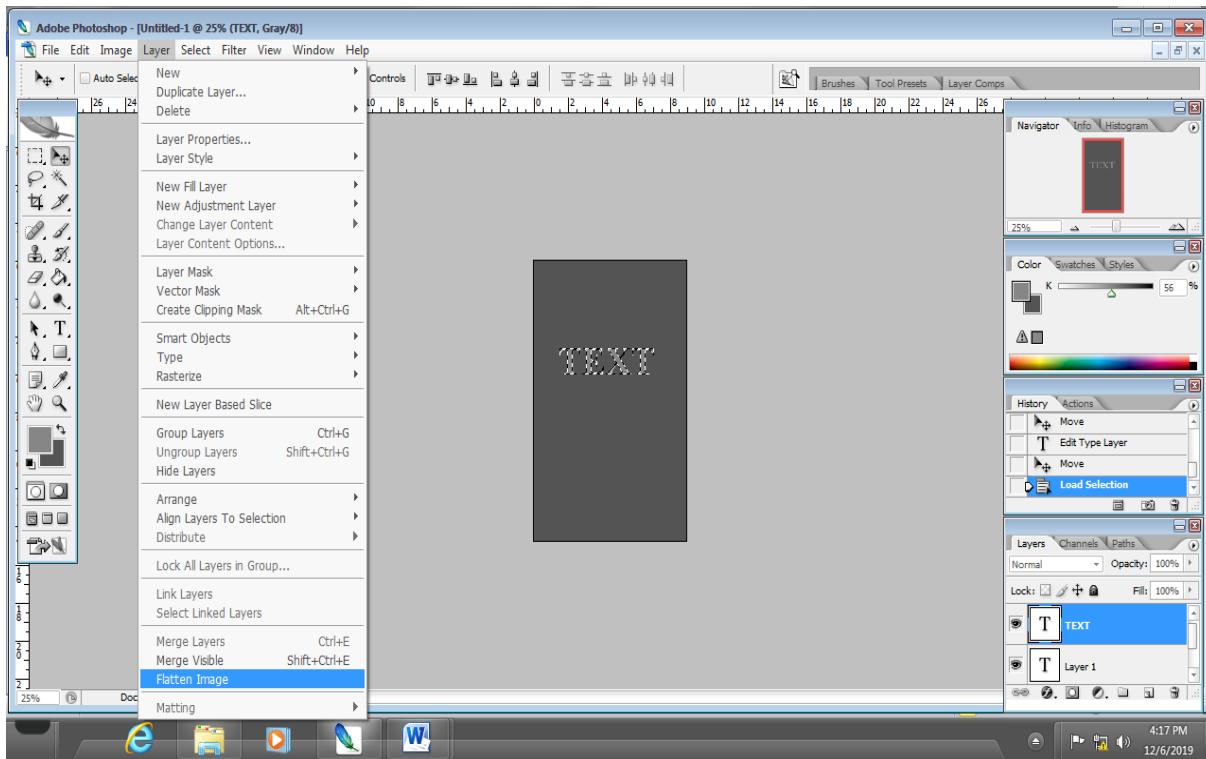


Step 2: Select move tool in tool bar -> go to Select menu -> Load selection-> set Channel as (Choose Text Transparency)



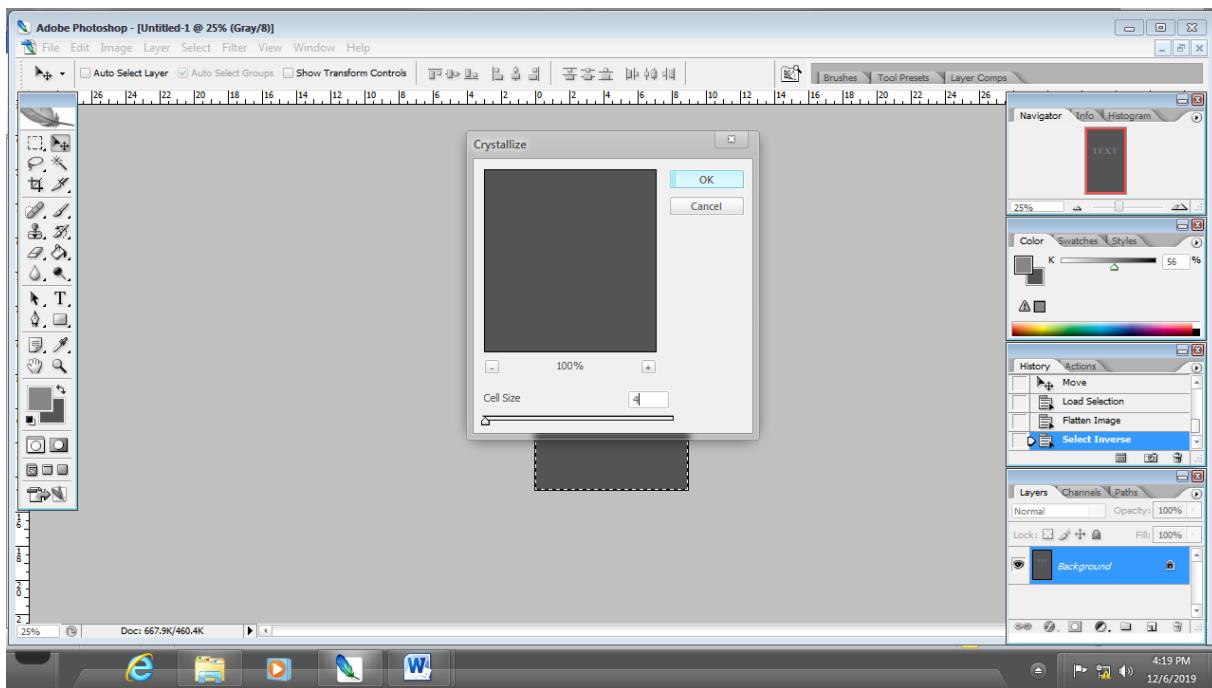
Step 3: select the Layer menu -> choose Flatten images

Step 4: In Select menu ->Choose Inverse

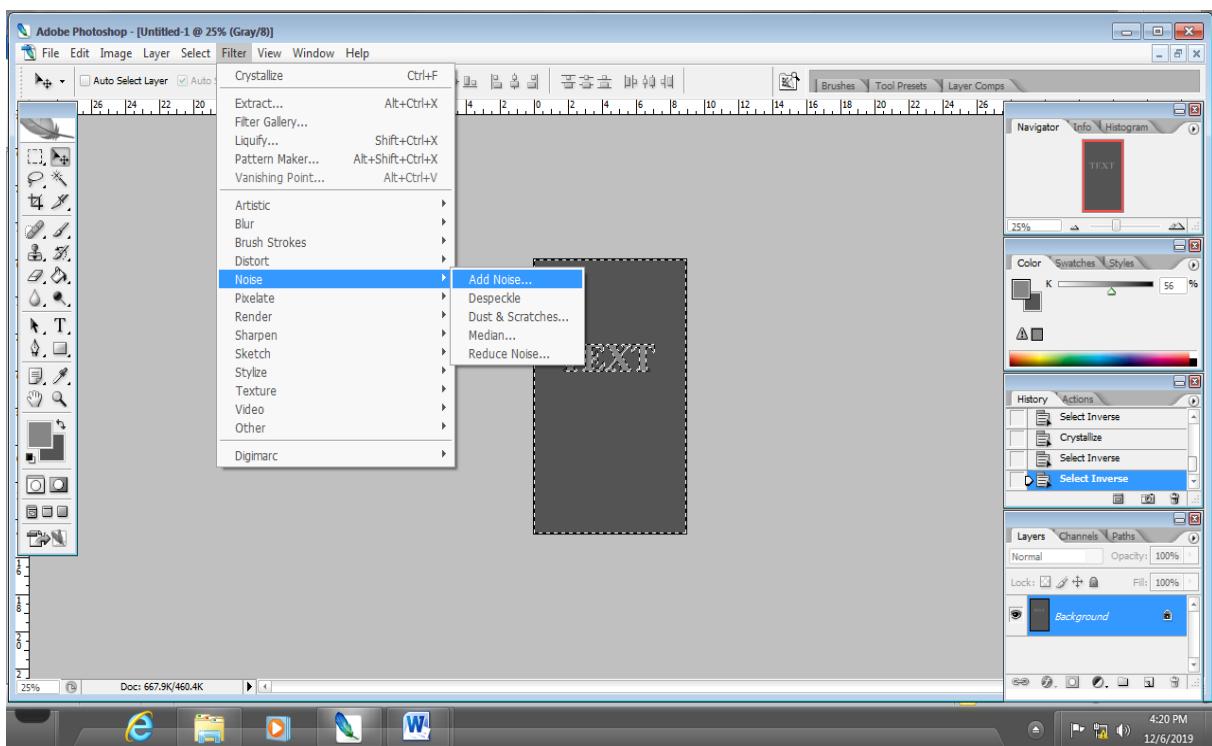


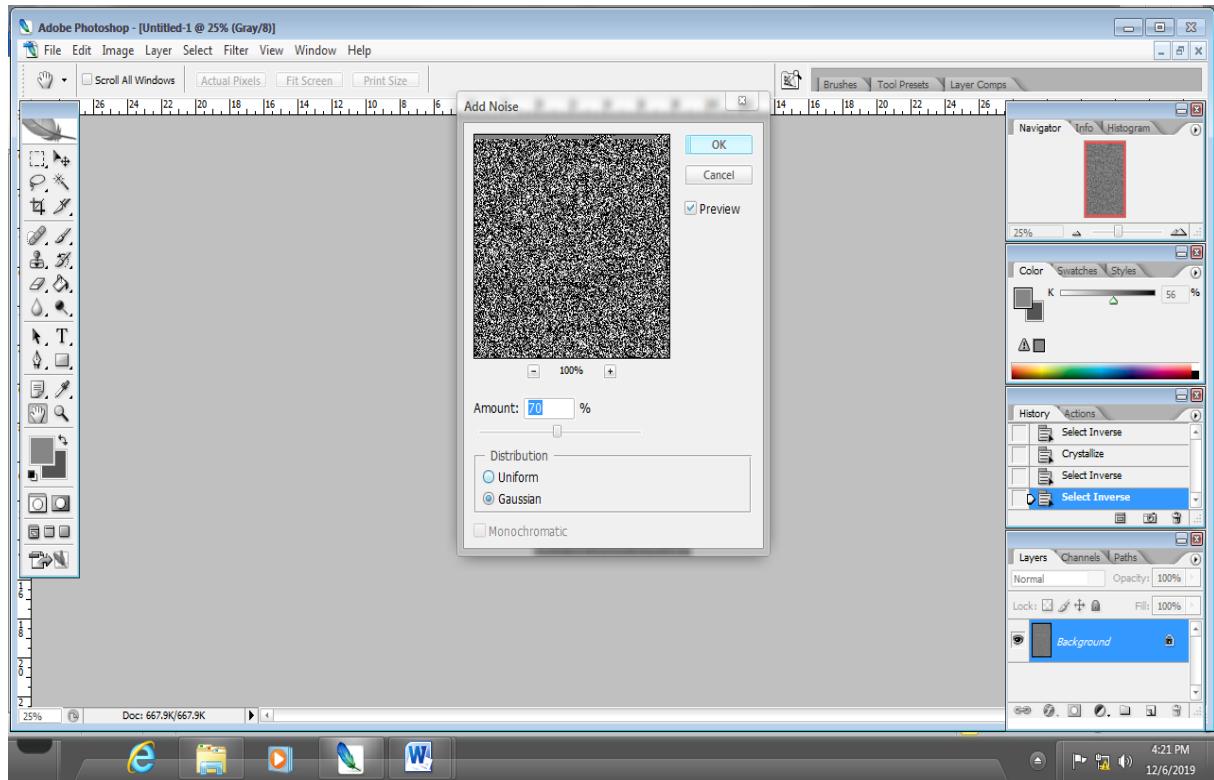
Step 5: Go to Filter menu -> Pixelate ->Crystallize (Cell size 4)

Step 6: Go to Select menu ->Inverse

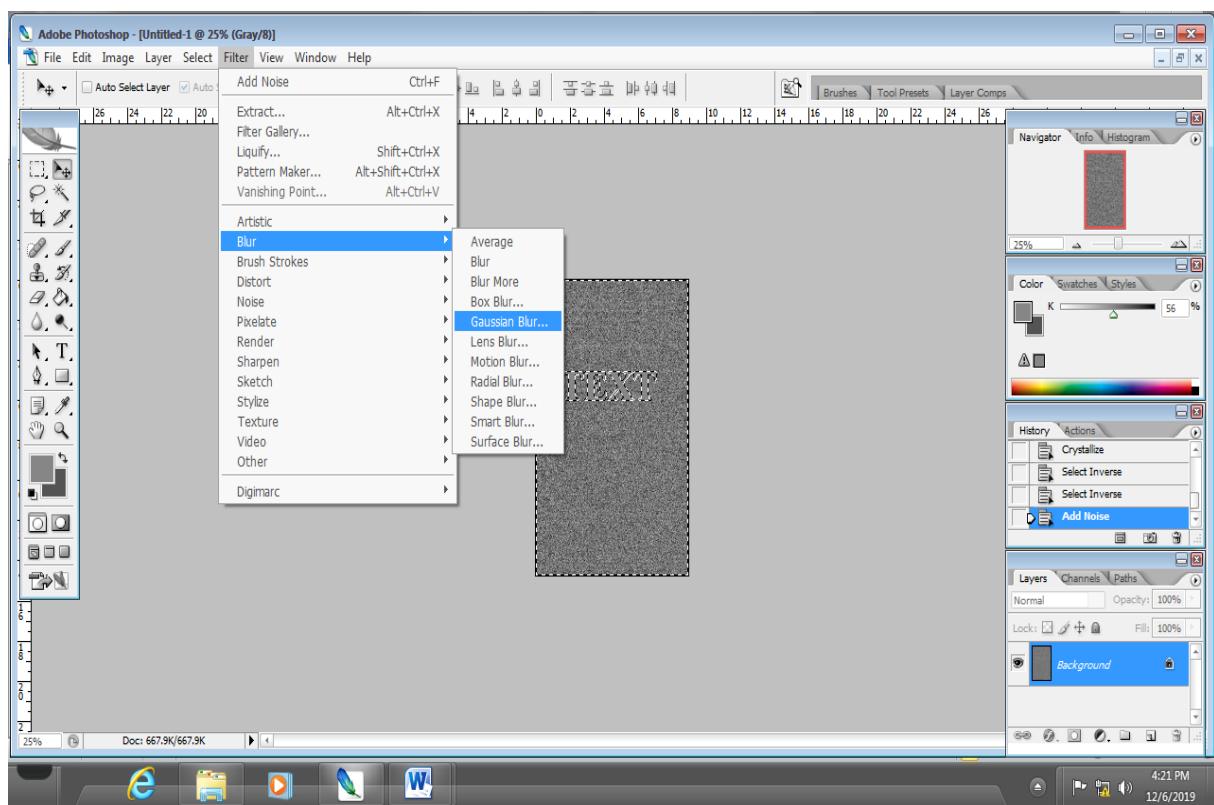


Step 7: Go to Filter menu → Noise -> Add Noise (Gaussian, amount 70)



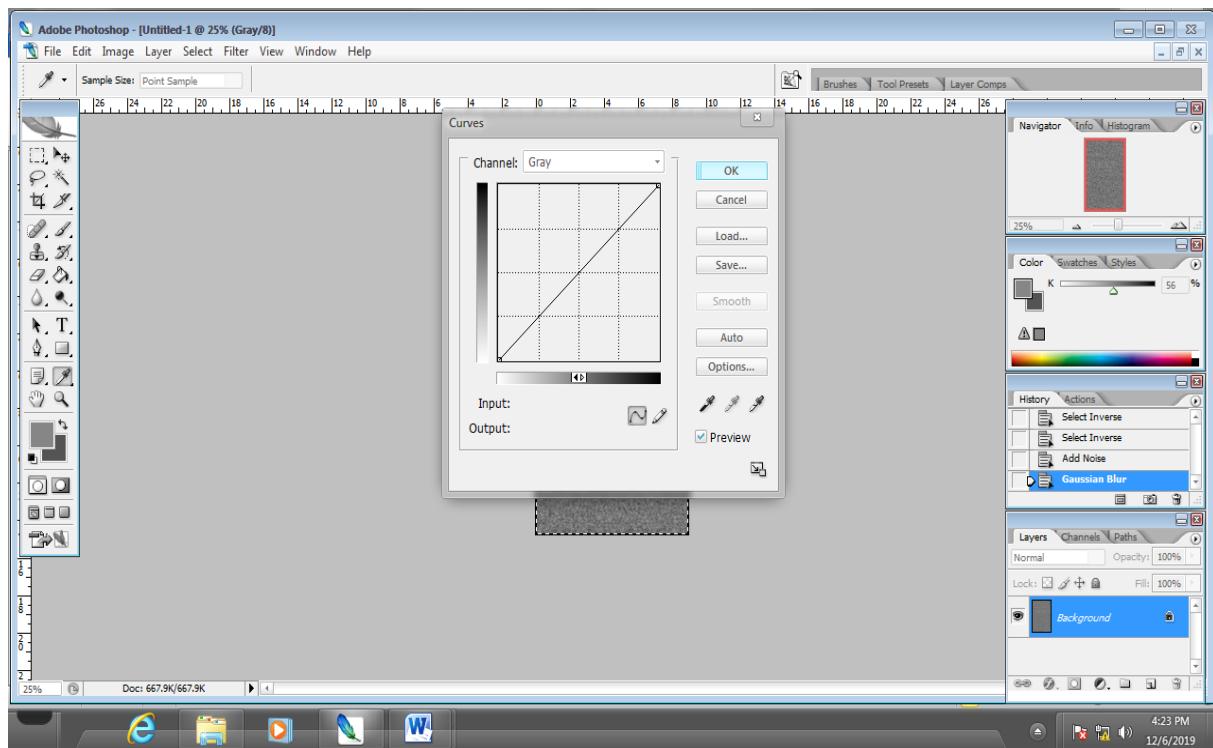
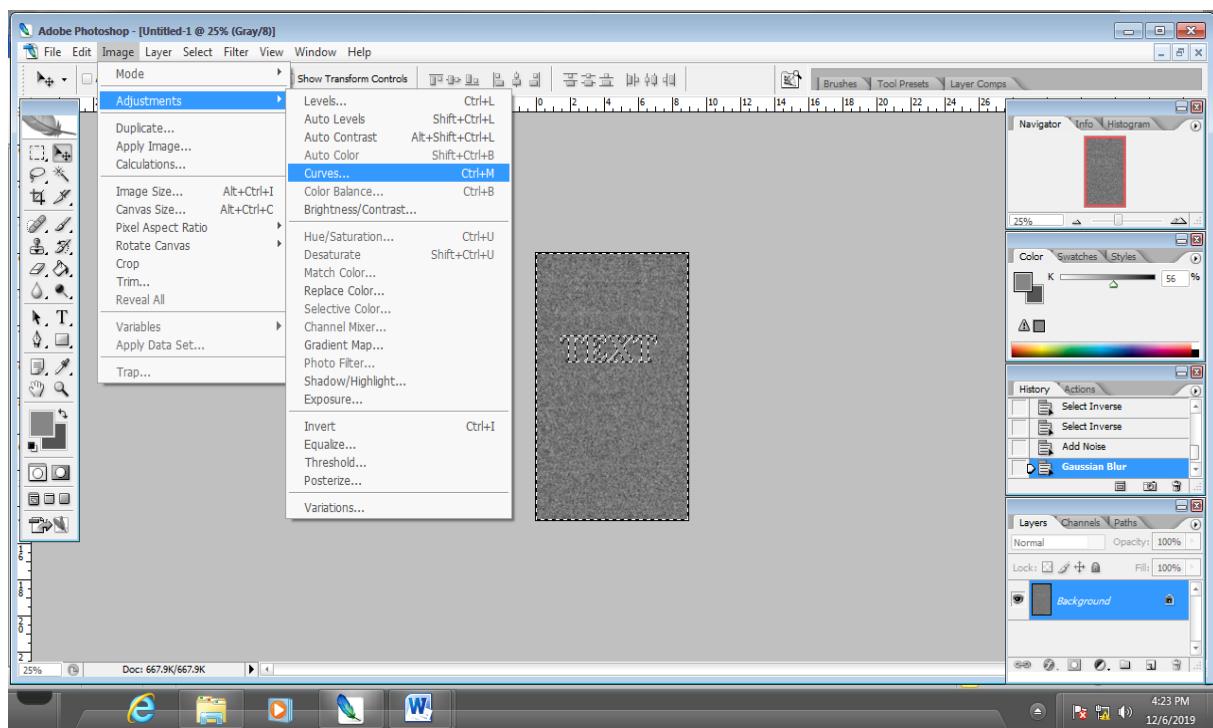


Step 8: In Filter menu->Blur -> Gaussian blur (Radius 2)

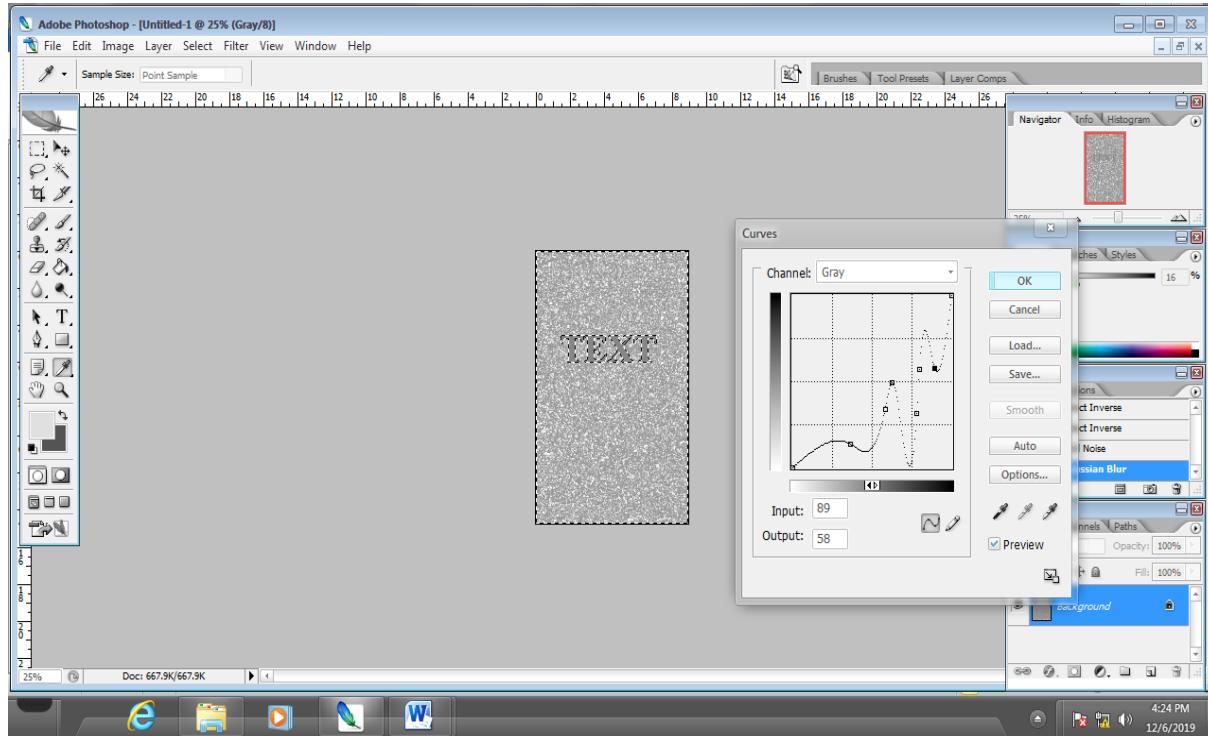


Step 9: In Image menu -> Adjustments -> Curves

Step 10: Press Ctrl+D

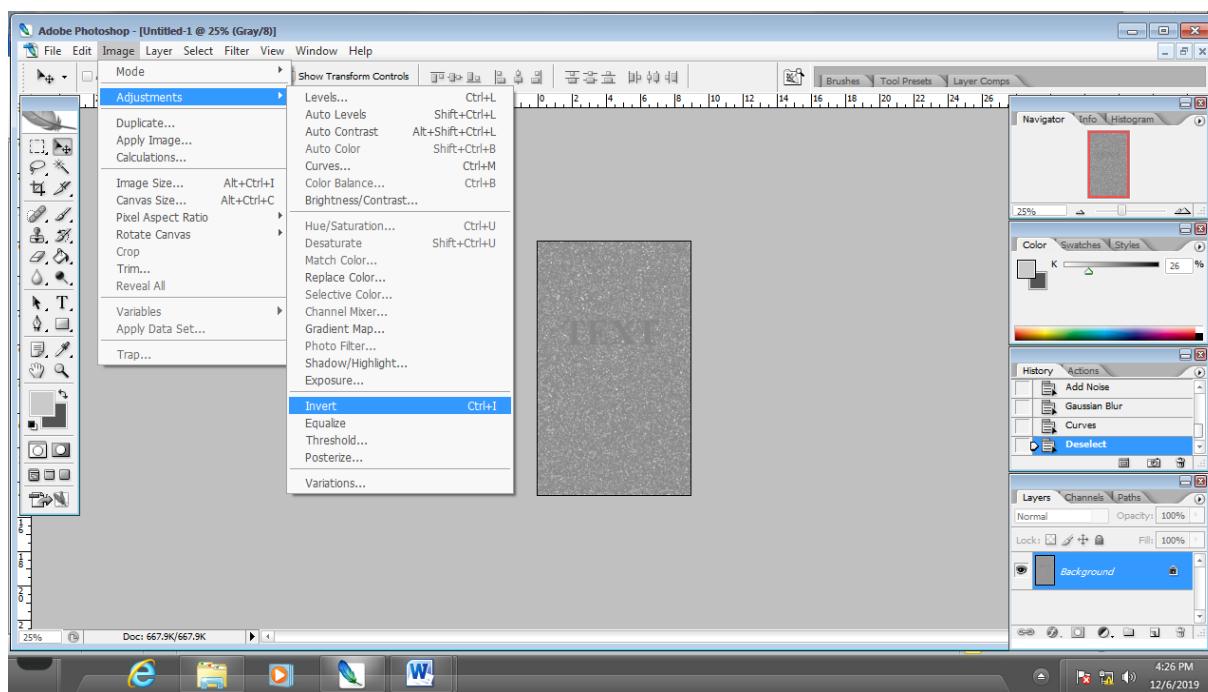


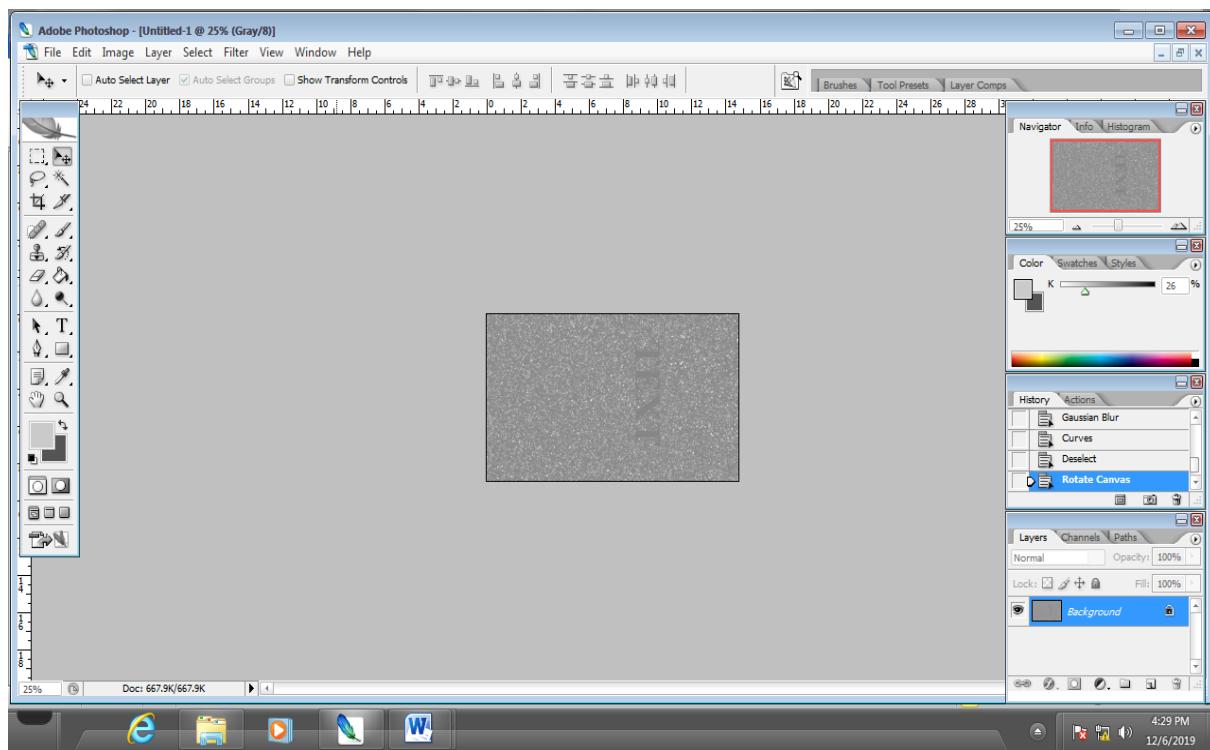
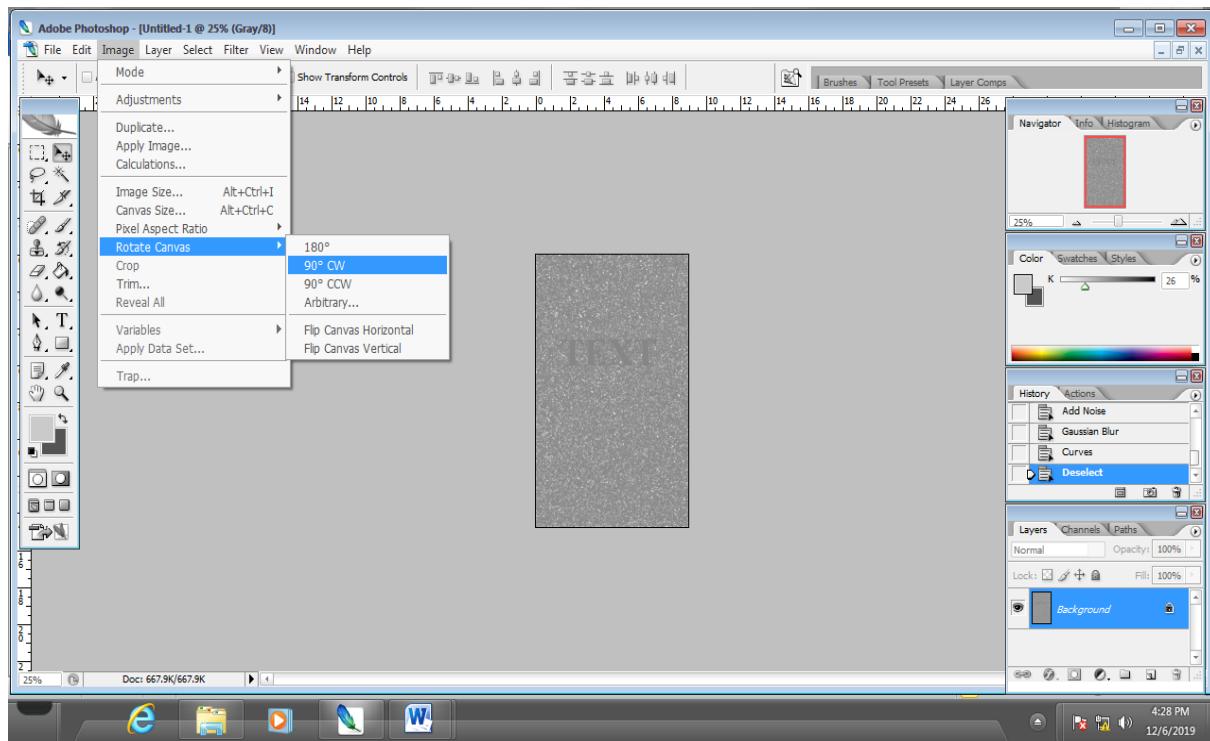
Pick the two to three points in the straight line of the graph and adjust the line as follows using cursor



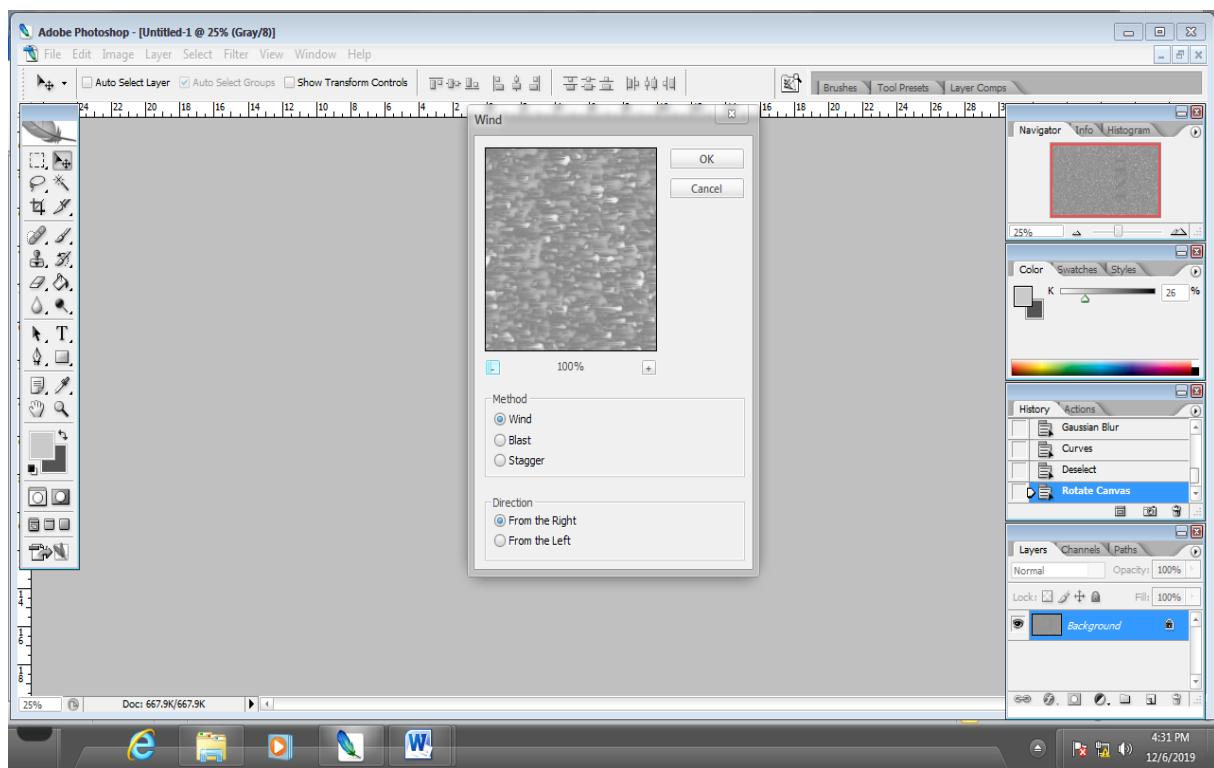
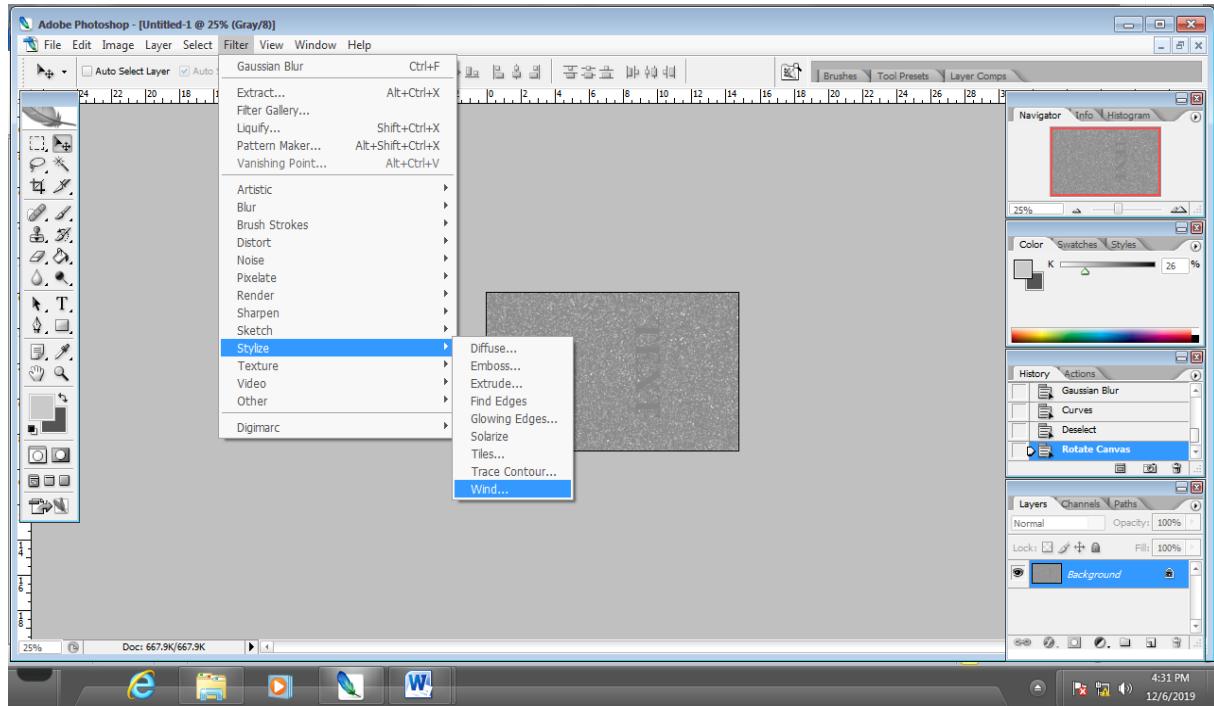
Step 11: In Image menu-> Adjustments -> Invert

Step 12: Image -> Rotate Canvas -> 90 CW

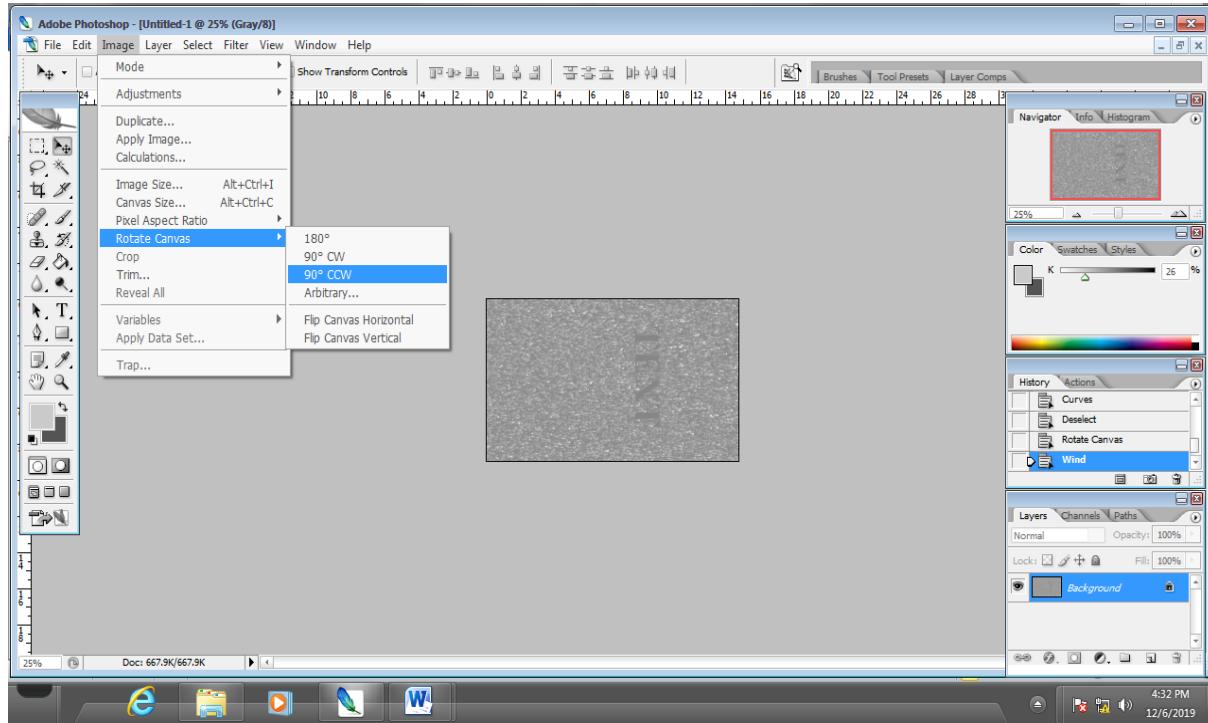




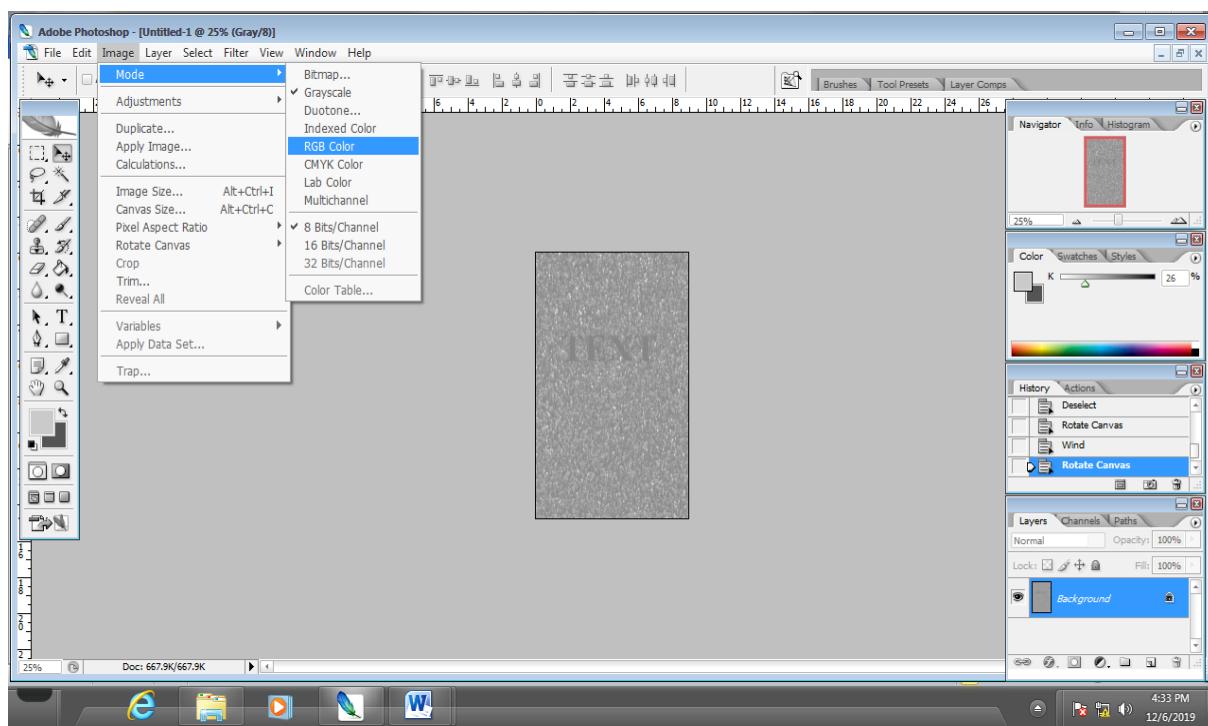
Step 13: In filter menu -> Stylize ->Wind (Wind direction from the right)



Step 14: In Image menu -> Rotate canvas ->90 CCW



Step 15: Again Image menu -> Mode ->RGB color

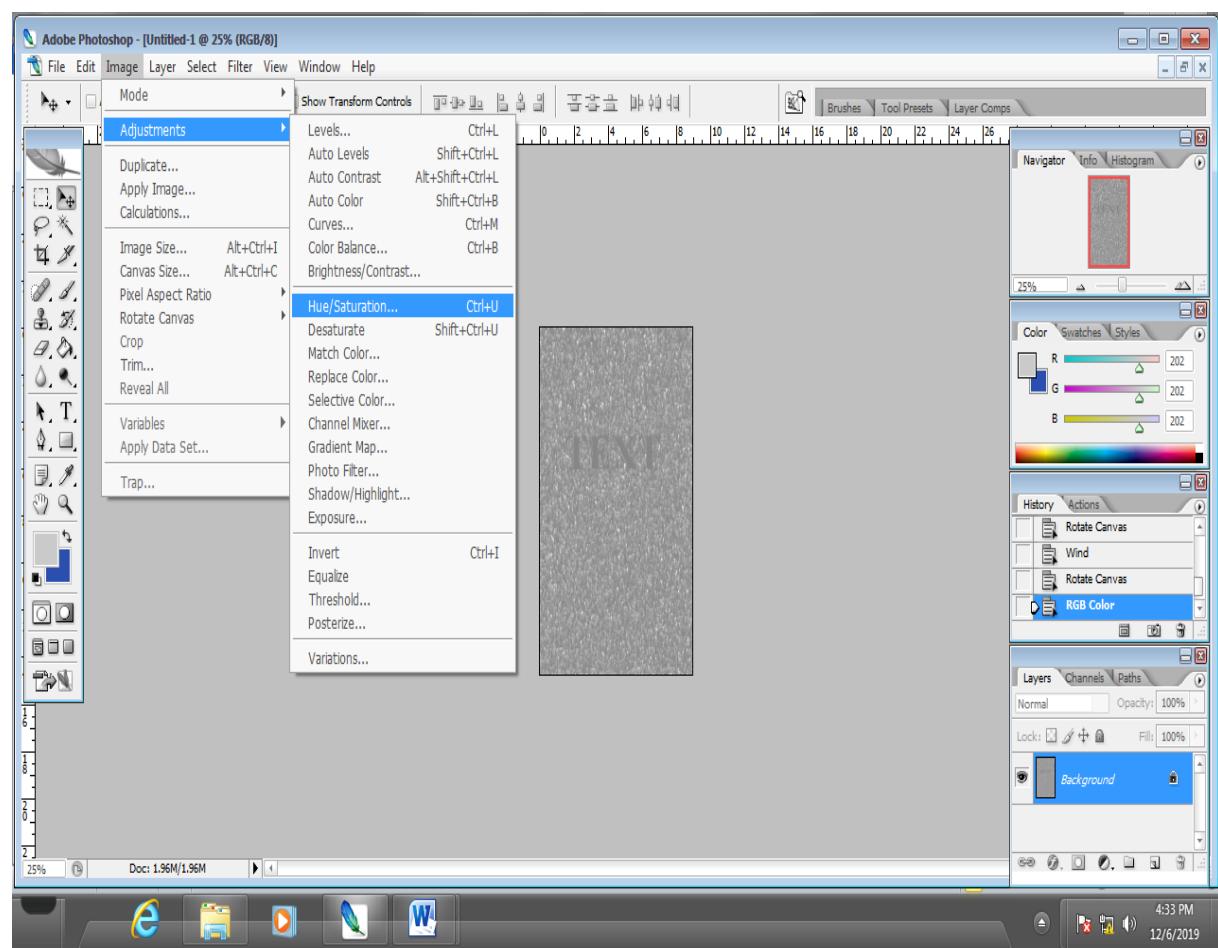


Step 16: In Image menu -> Adjustments -> Hue Saturation

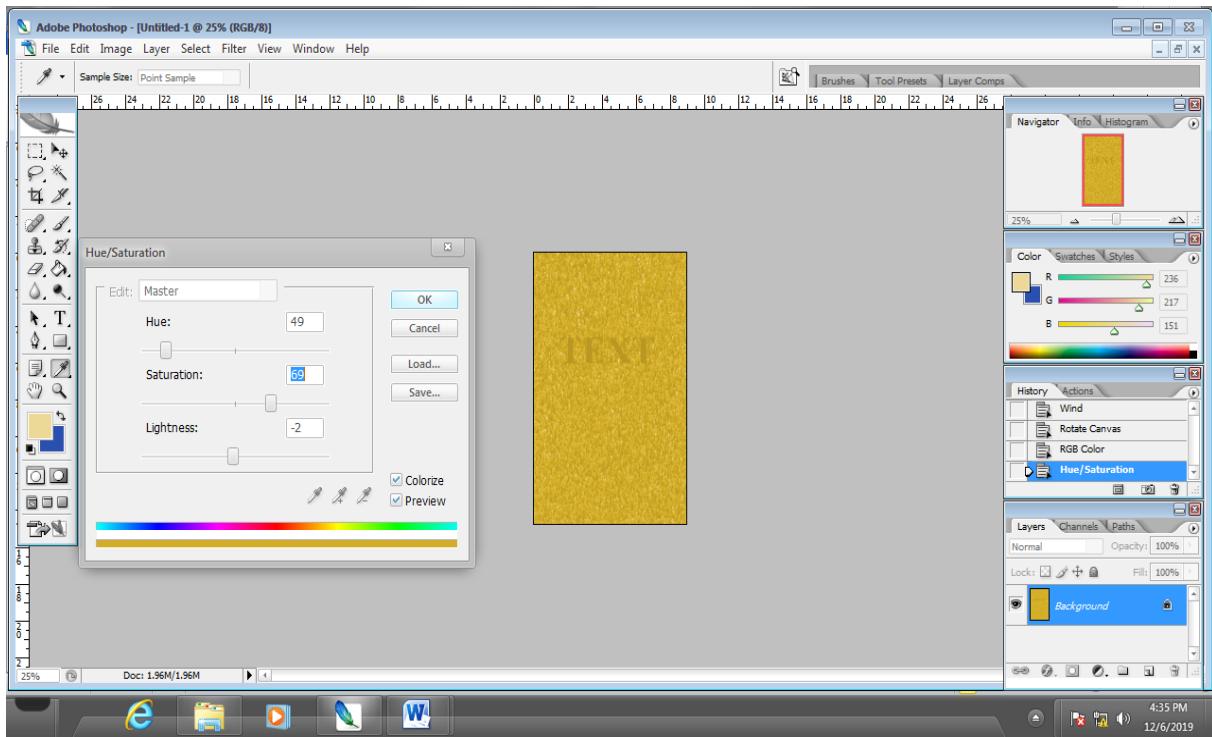
Step 17: Click Colorize

Step 18: Drag the saturation slider to 100

Step 19: Drag the Lightness slider to -5.

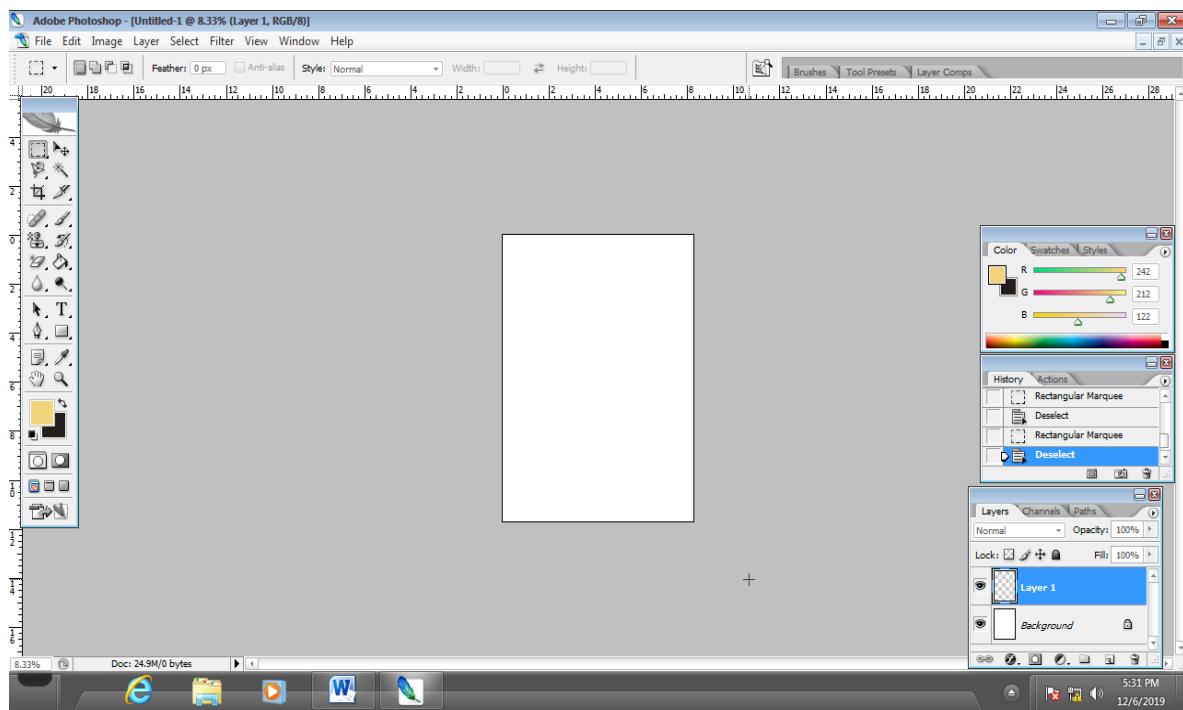


Output

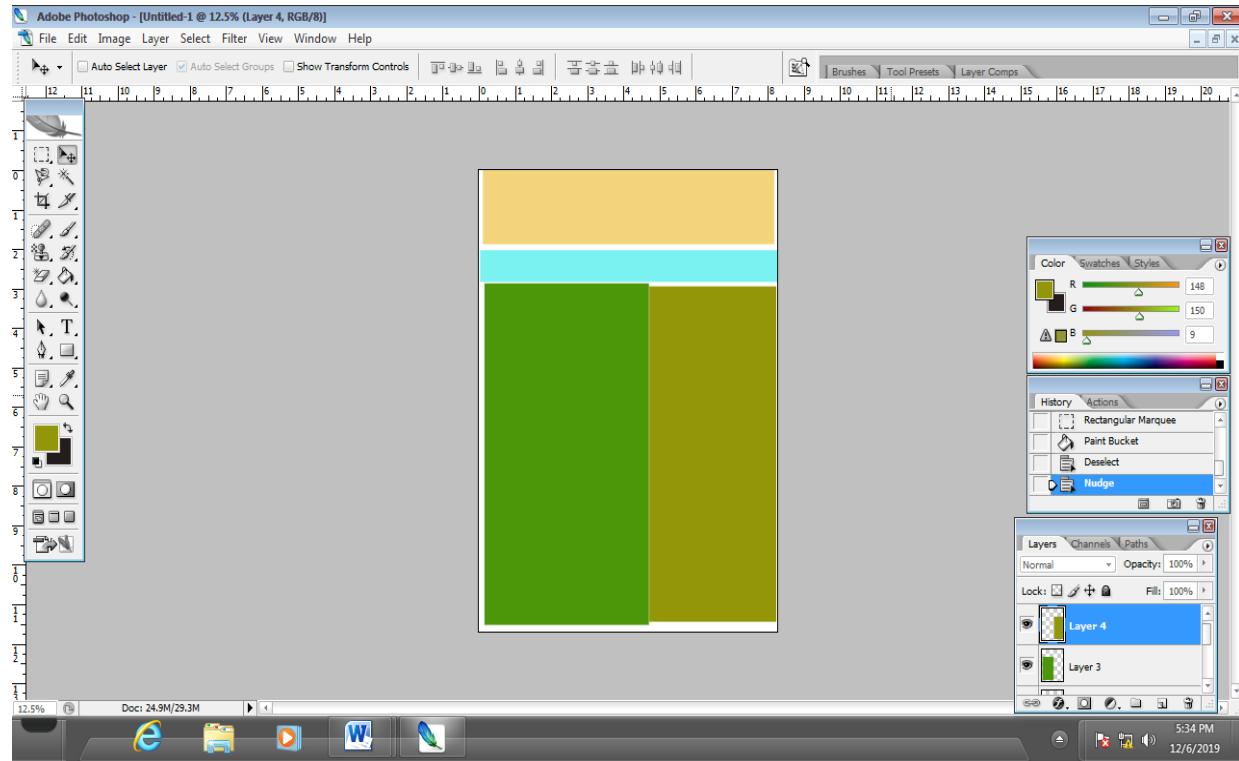


3B) Design a web Page

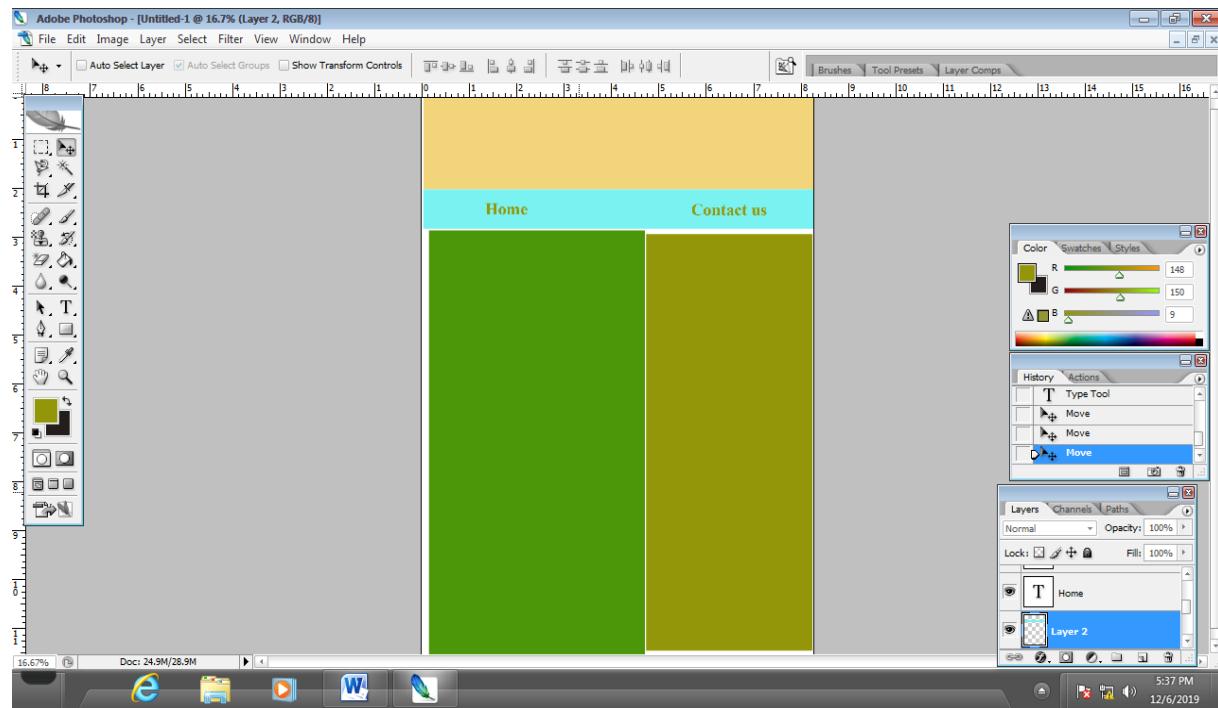
Step 1 : Open new file-> preset as A4.->create duplicate layer



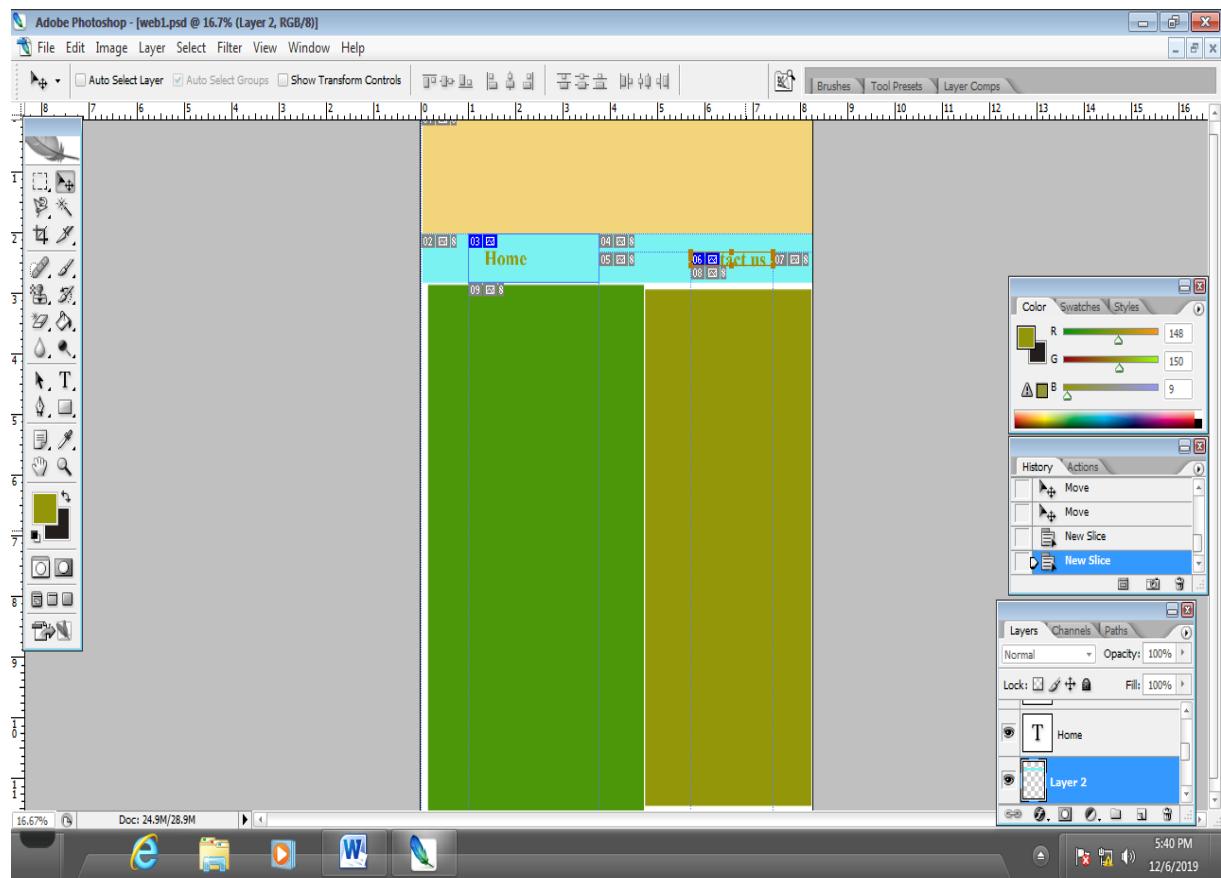
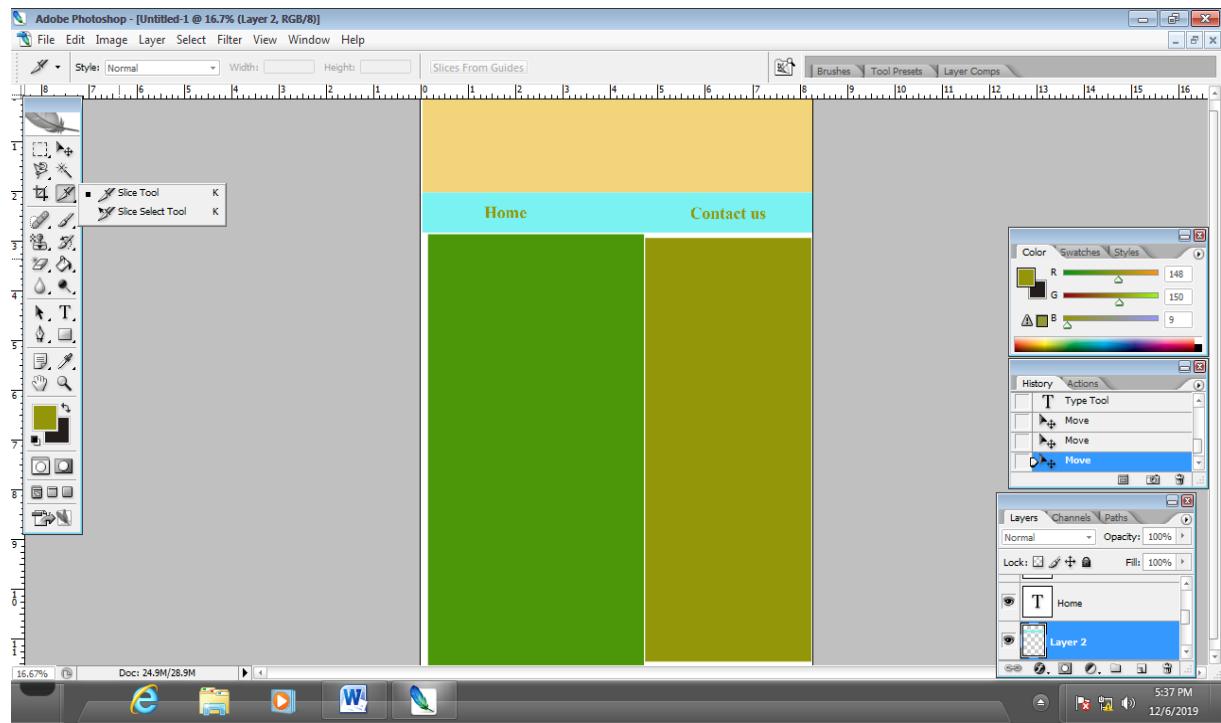
Step 2 : Select rectangular Marque tool to set the design and draw one by one and color it individually as follows



Step 3 : Select text tool type the text and keep it in required place as follows

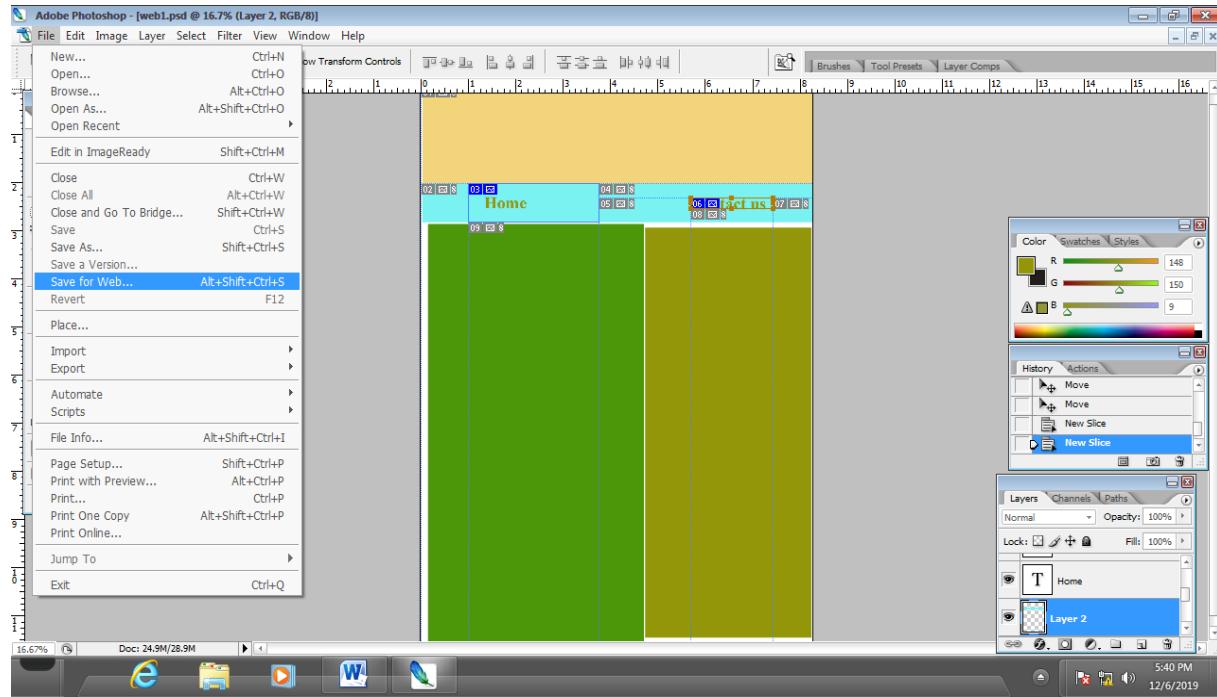


Step 4 : Select slice tool -> cut the text area

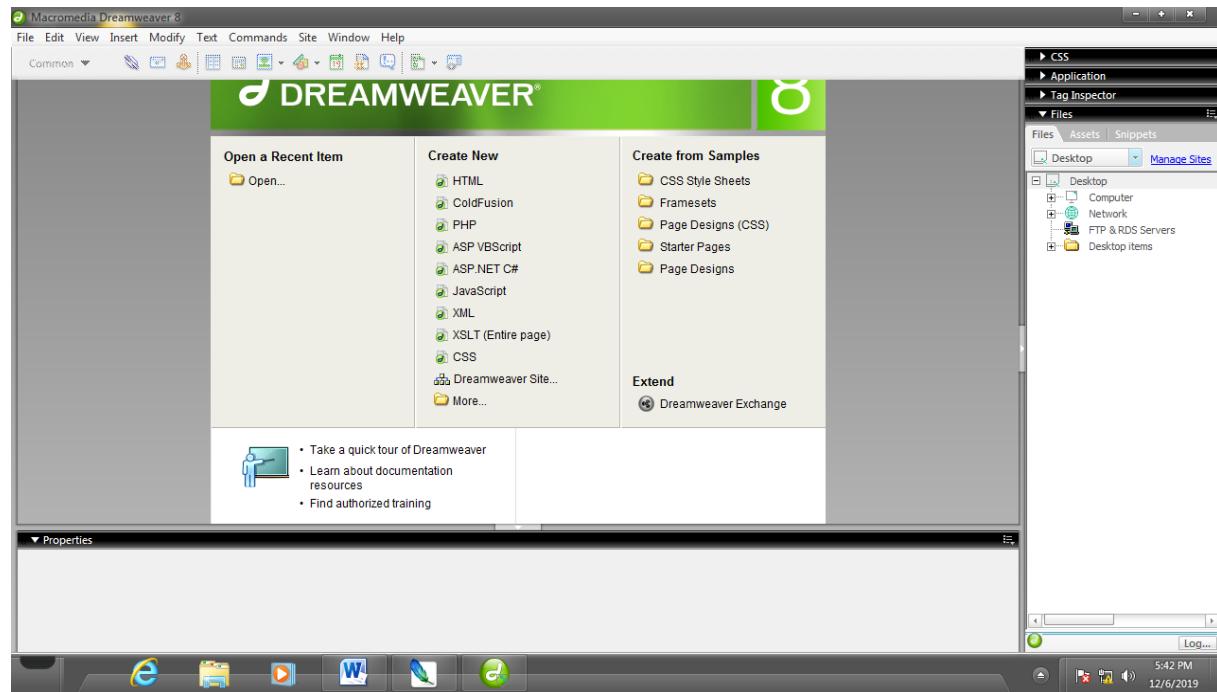


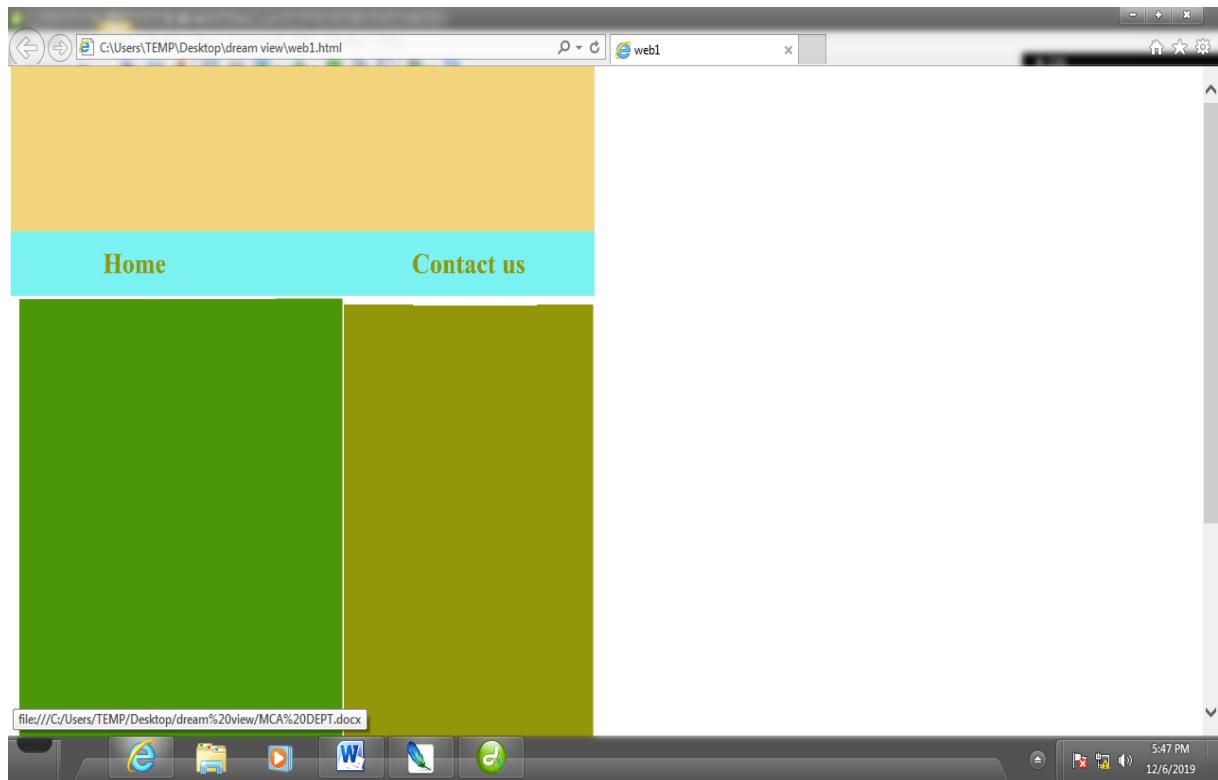
Step 5 : Select the file menu and choose the option save for web.-> yes.-> save-> save as type HTML and Images.

Keep this saved html file and photo shop file in the same folder.

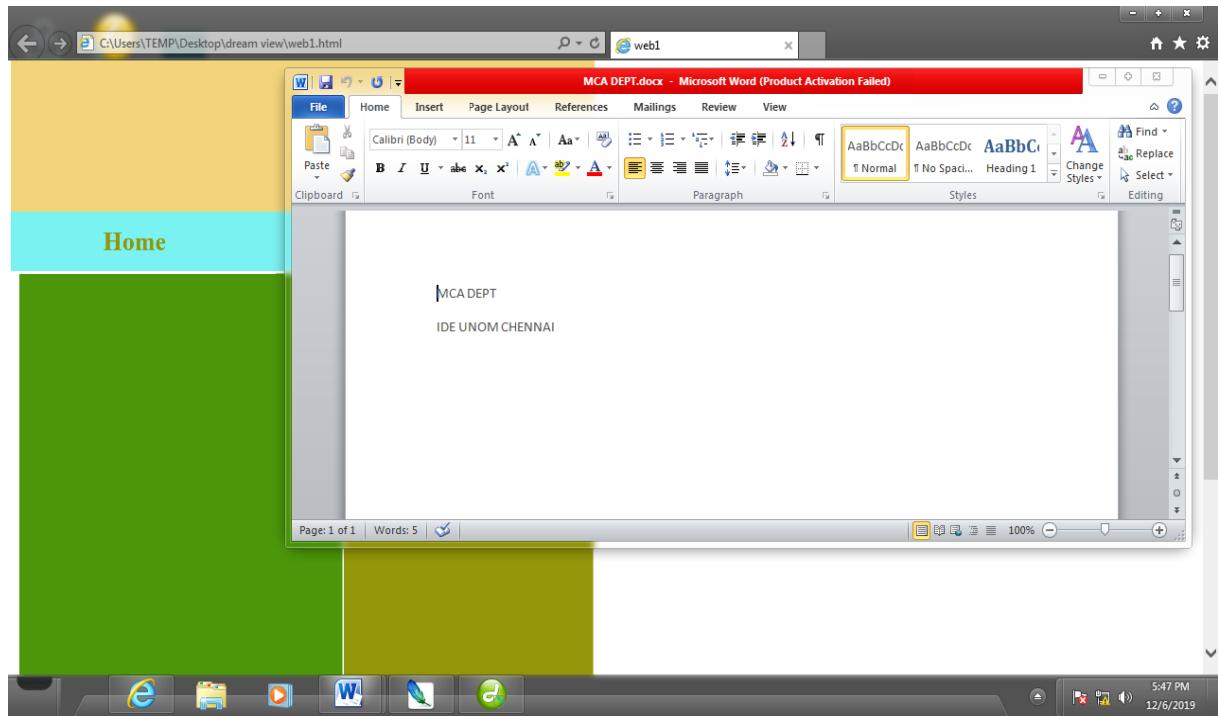


Step 6 : Open the Dream viewer-> open the Saved Html file.



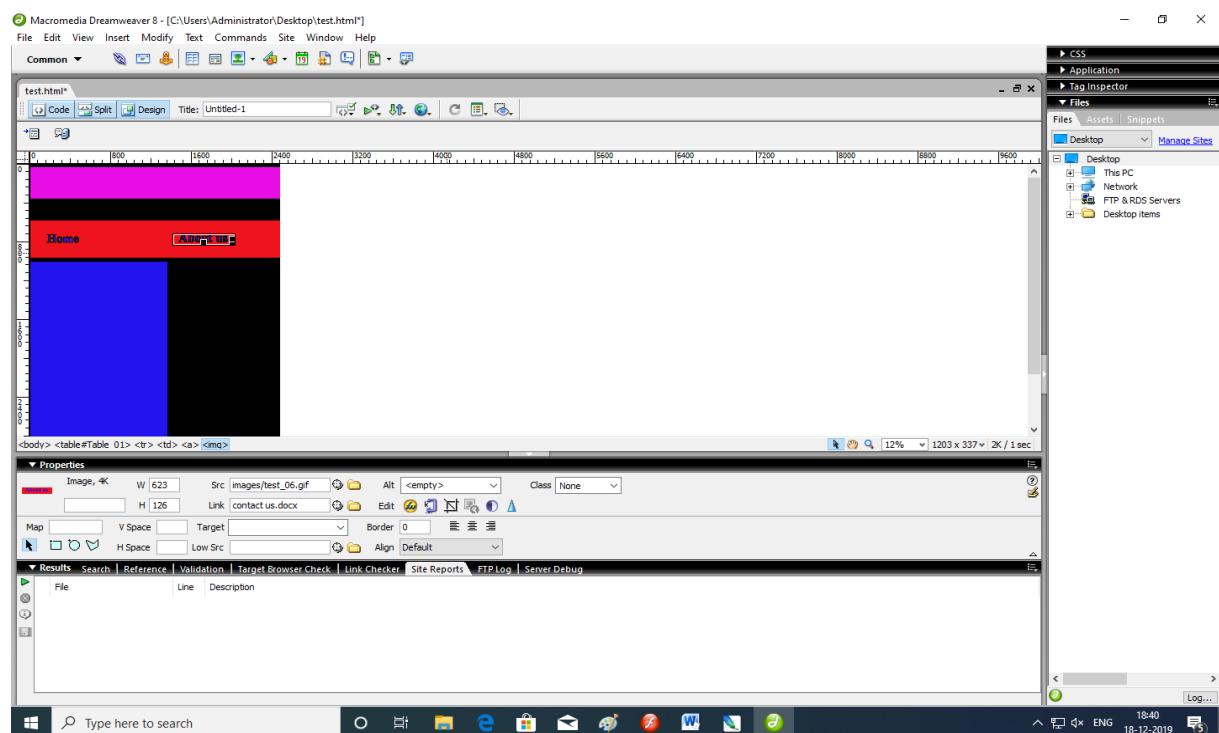
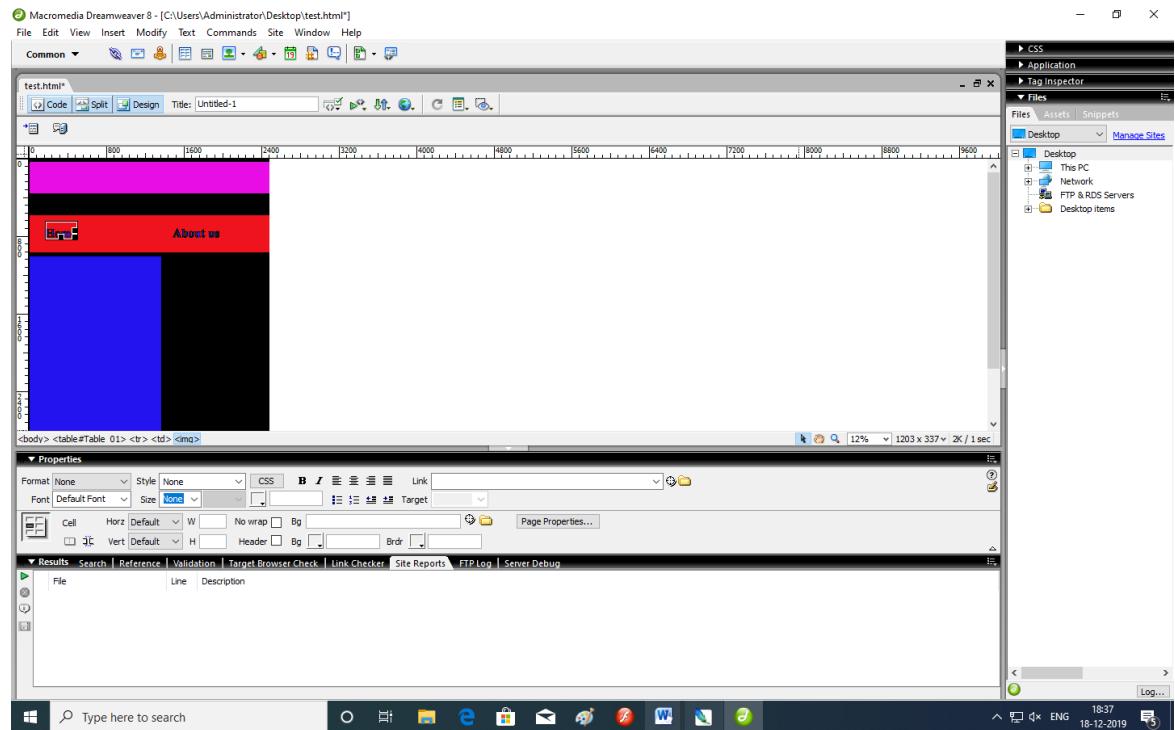


Step 7 : Create the files what you want to link for Home button and Contact us Button. This linked file may be a word file that you have to save separately in the same folder.



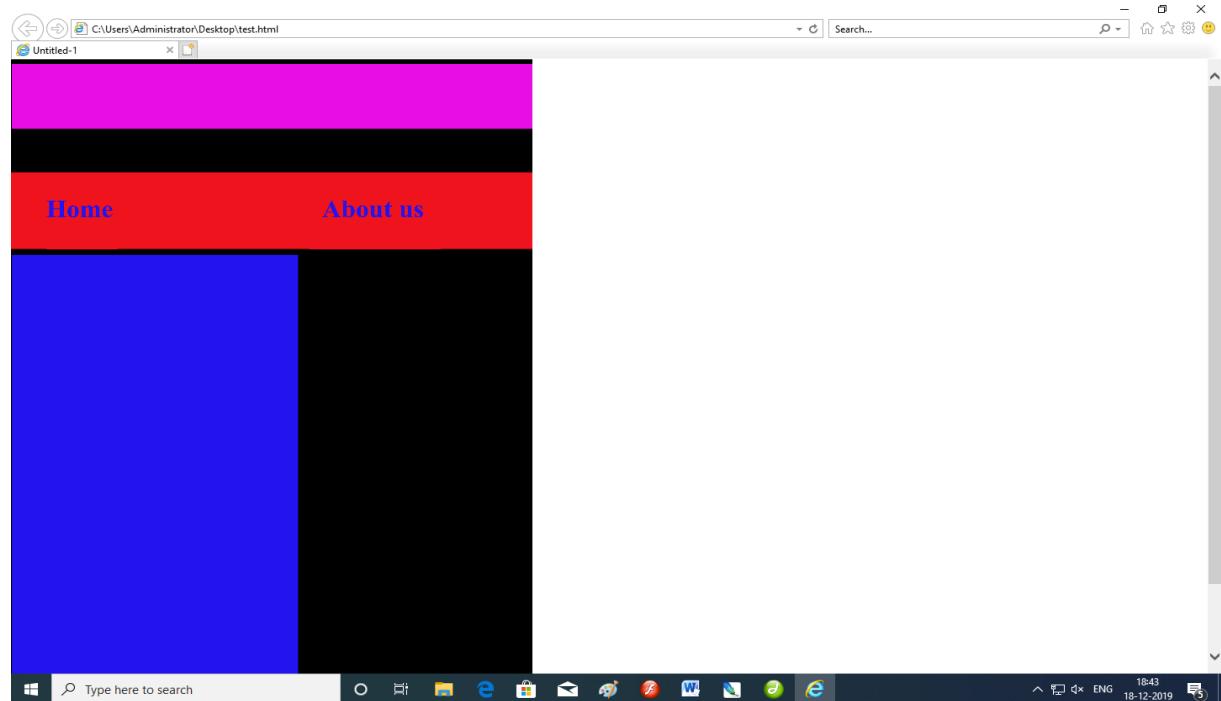
Step 8 : Select home button ->link the file from property window -> browse the file what you want to link.

The same procedure to follow for contact us button also

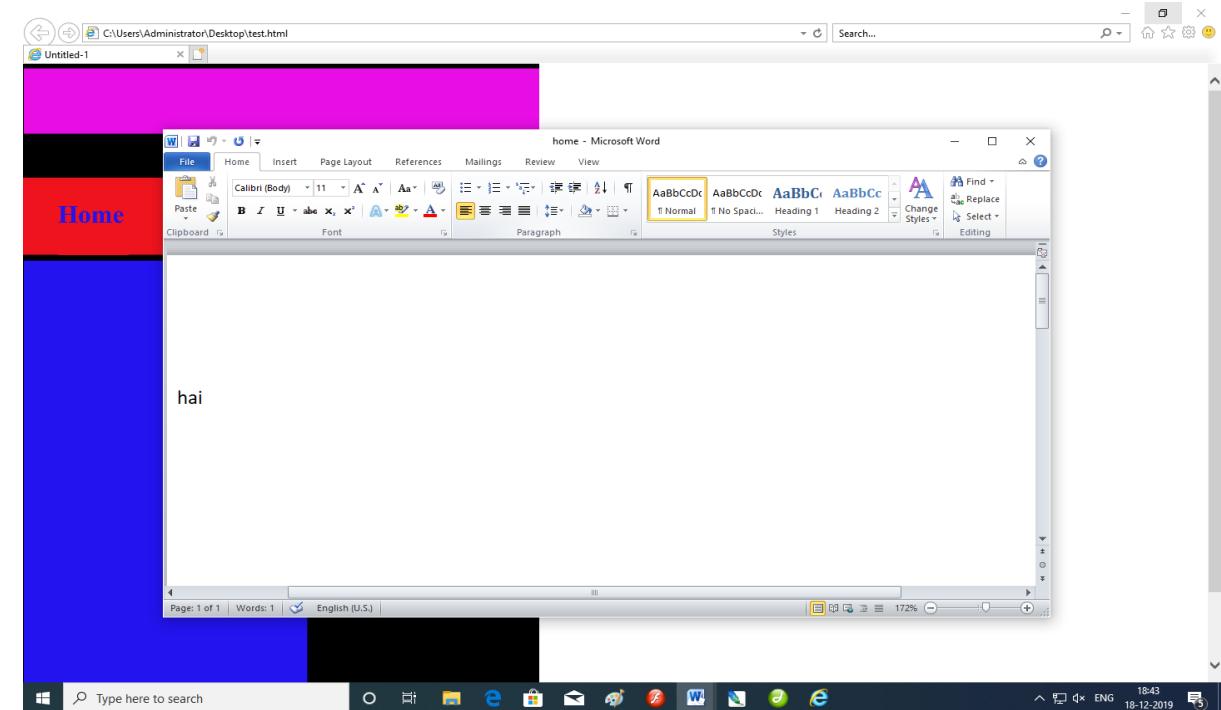


Step 9 : Goto file menu save the file

Step 10 : Open the same file in internet explorer



When you press the home button



5. Editing photo

Step 1 : Select an image from the directory -> right click and open with adobe photoshop

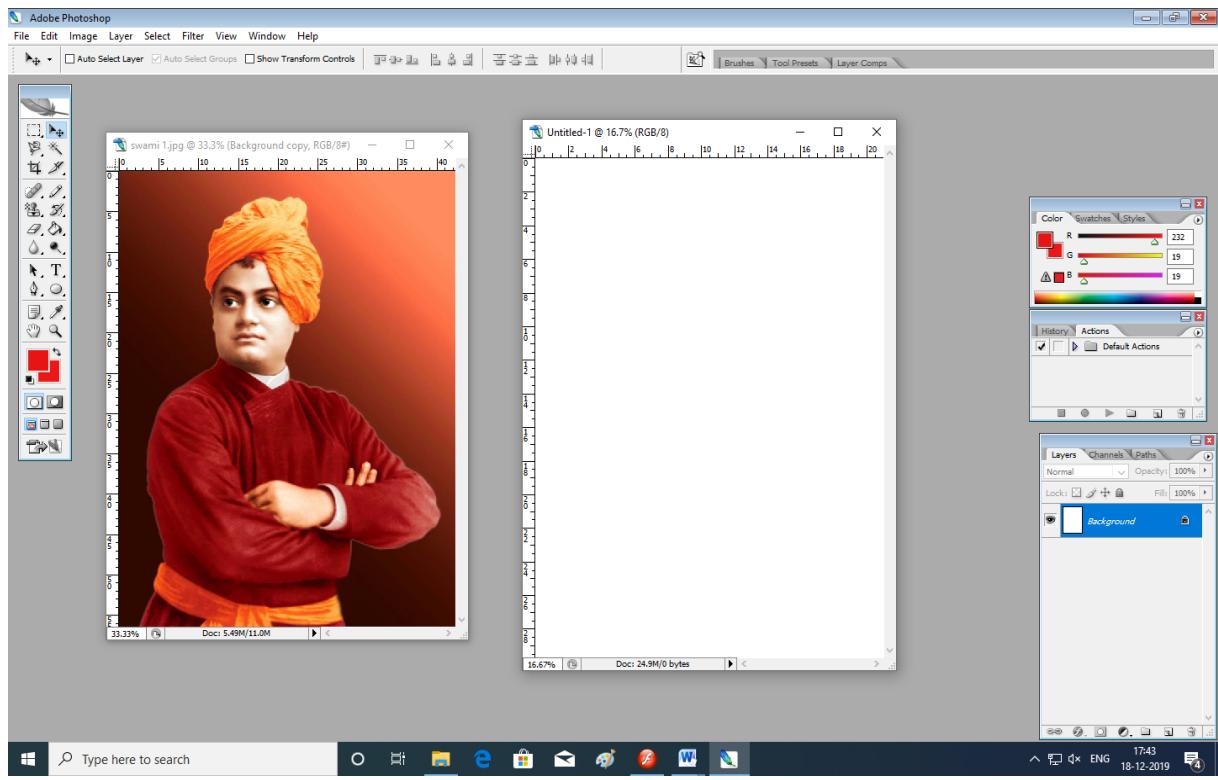


Now the selected image displayed on the working window.

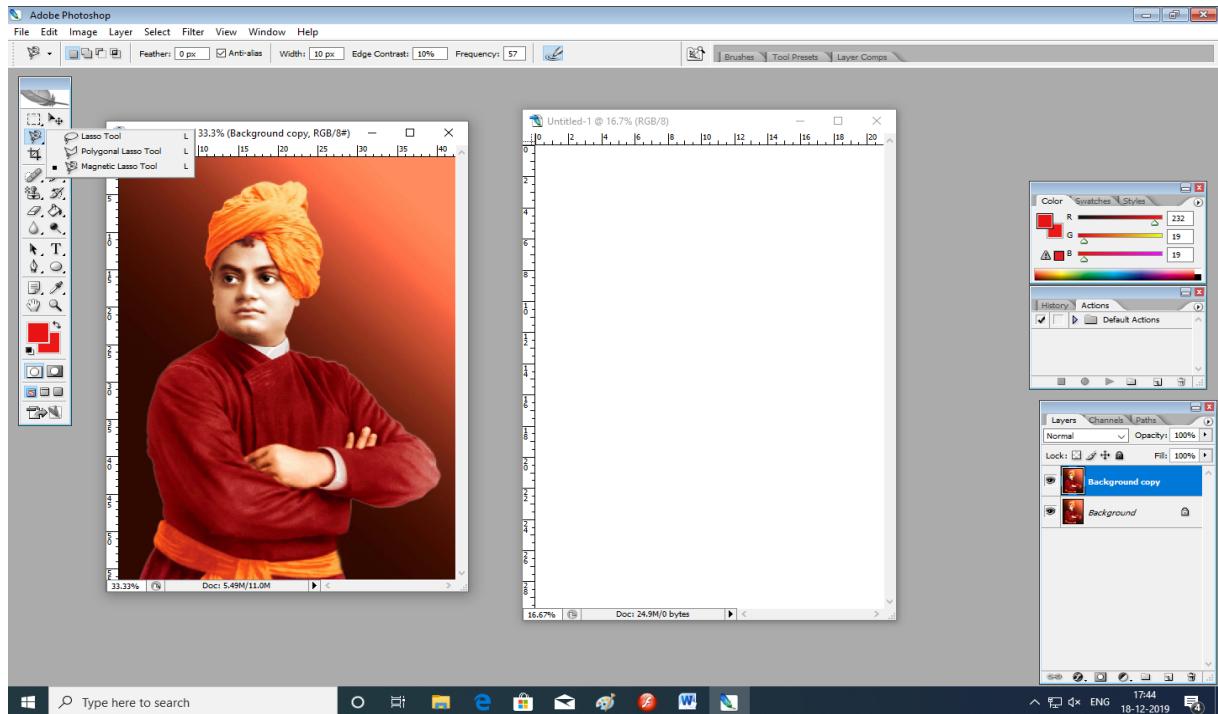
Step 2 : Press F9 to show the layers window. Duplicate the layer to be created by right click on the layer window.



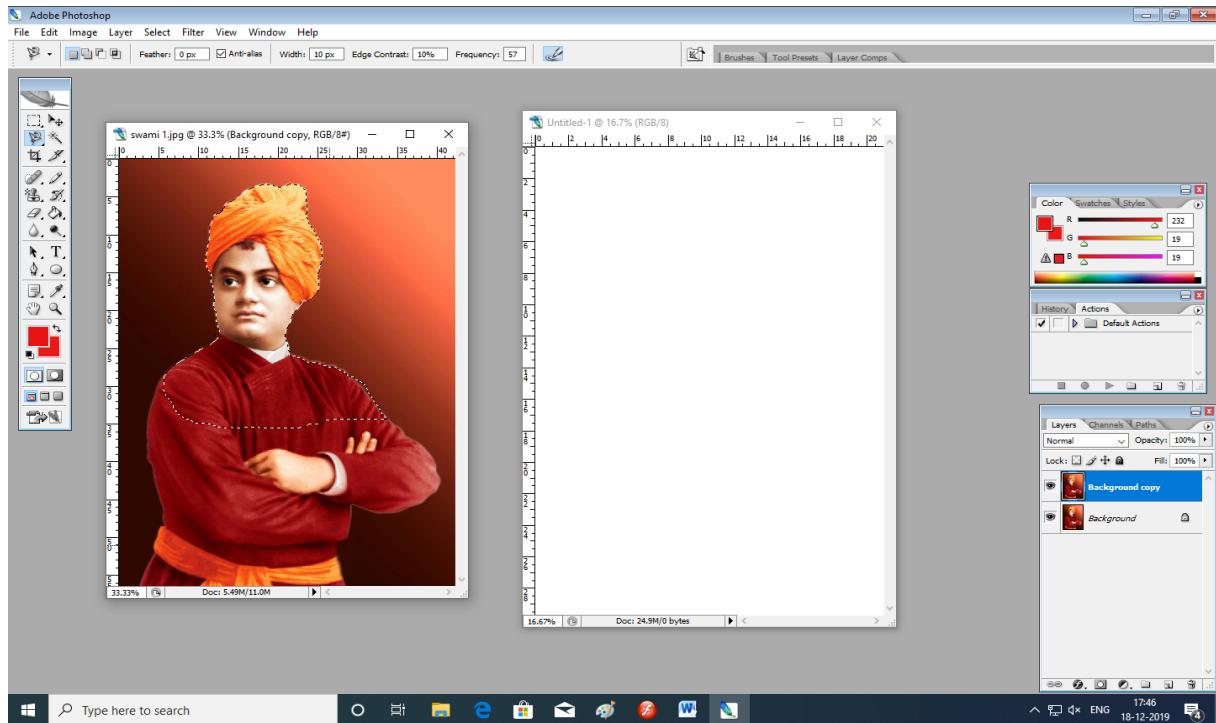
Step 3 : Create new file -> preset as A4 and keep the working window as follows



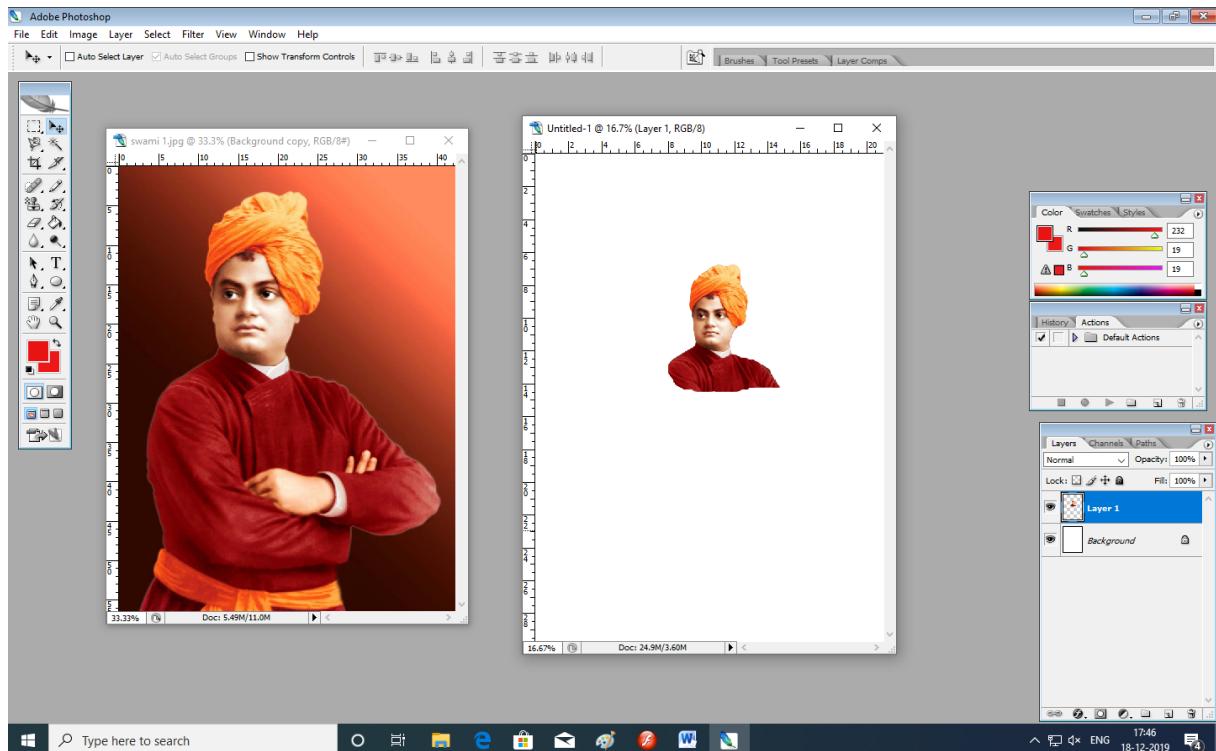
Step 4 : Select the magnetic lasso tool and cut the image as required size and drag to new window.



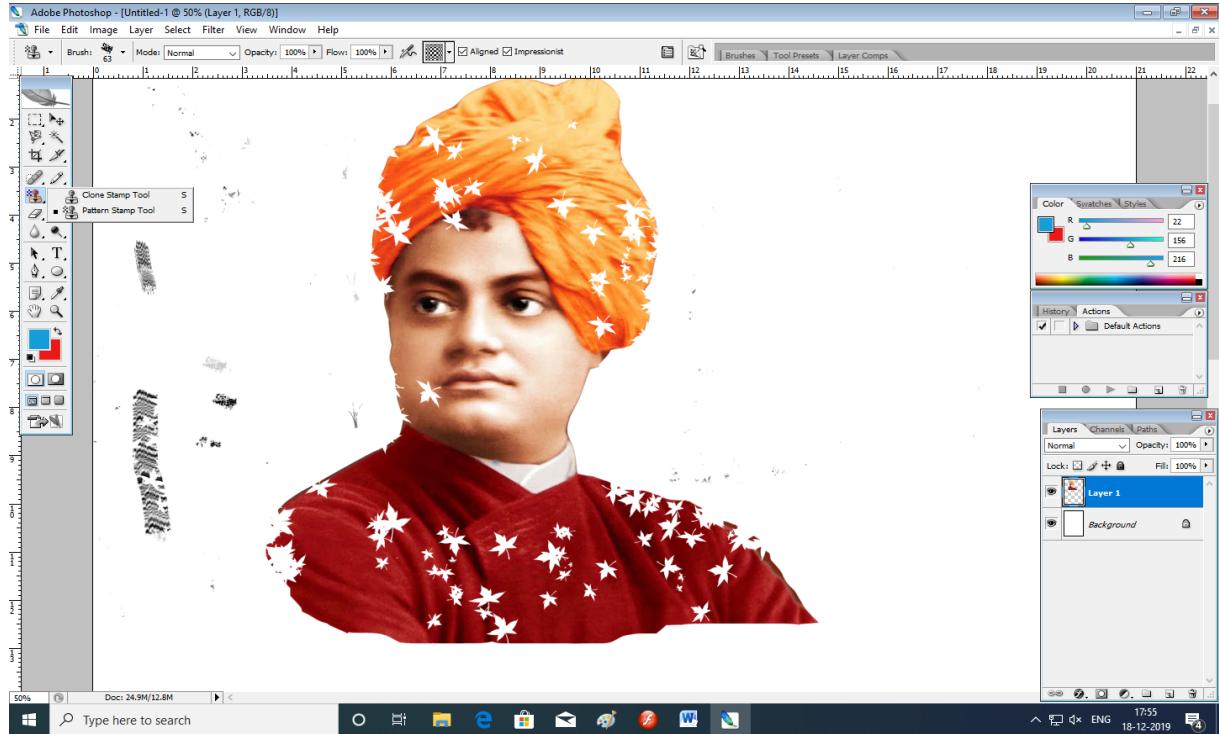
Step 5 : Crop the picture using the lasso magnetic tool



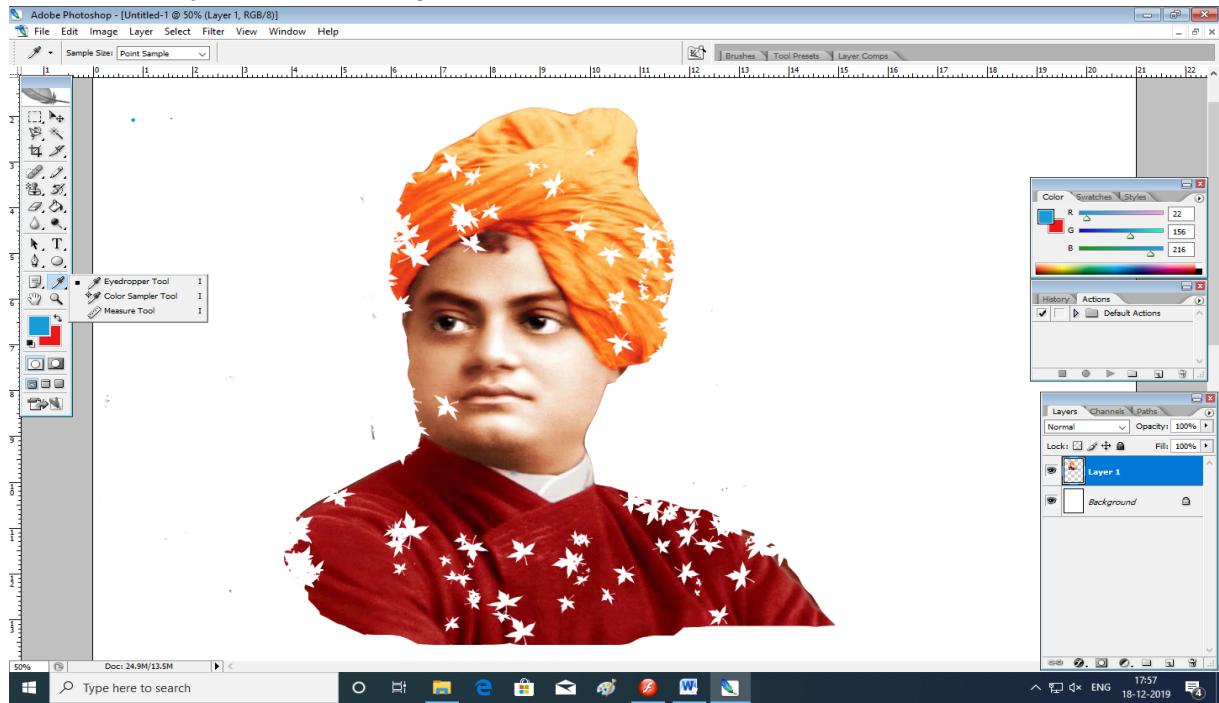
Step 6 : Now the cropped picture drag into new window as follows.



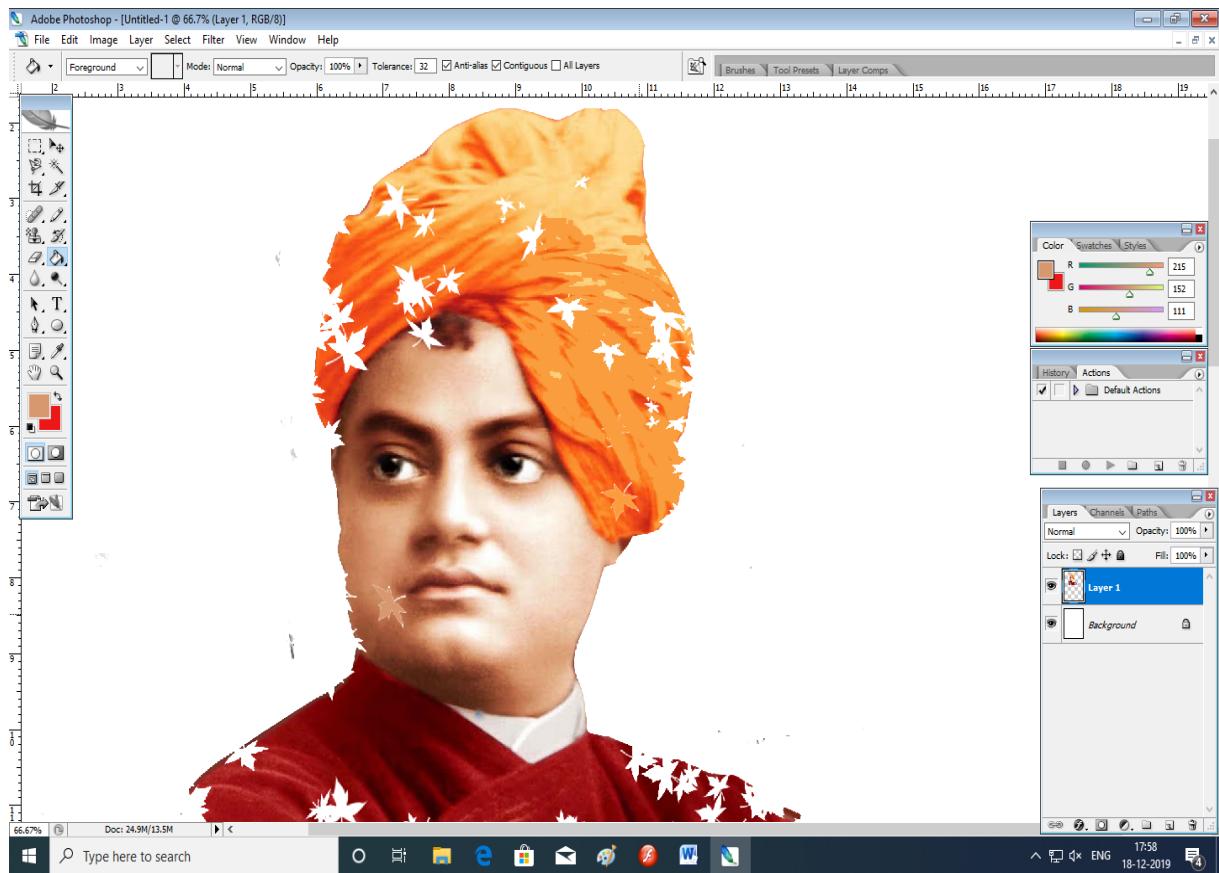
Step 7 : In the new window- select pattern stamp tool -> choose any pattern-and eraser pattern as follows



Step 8 : Select Eye Dropper tool->choose any color on the image -> click paint bucket tool - > click the area you want to change the selected color.



Output



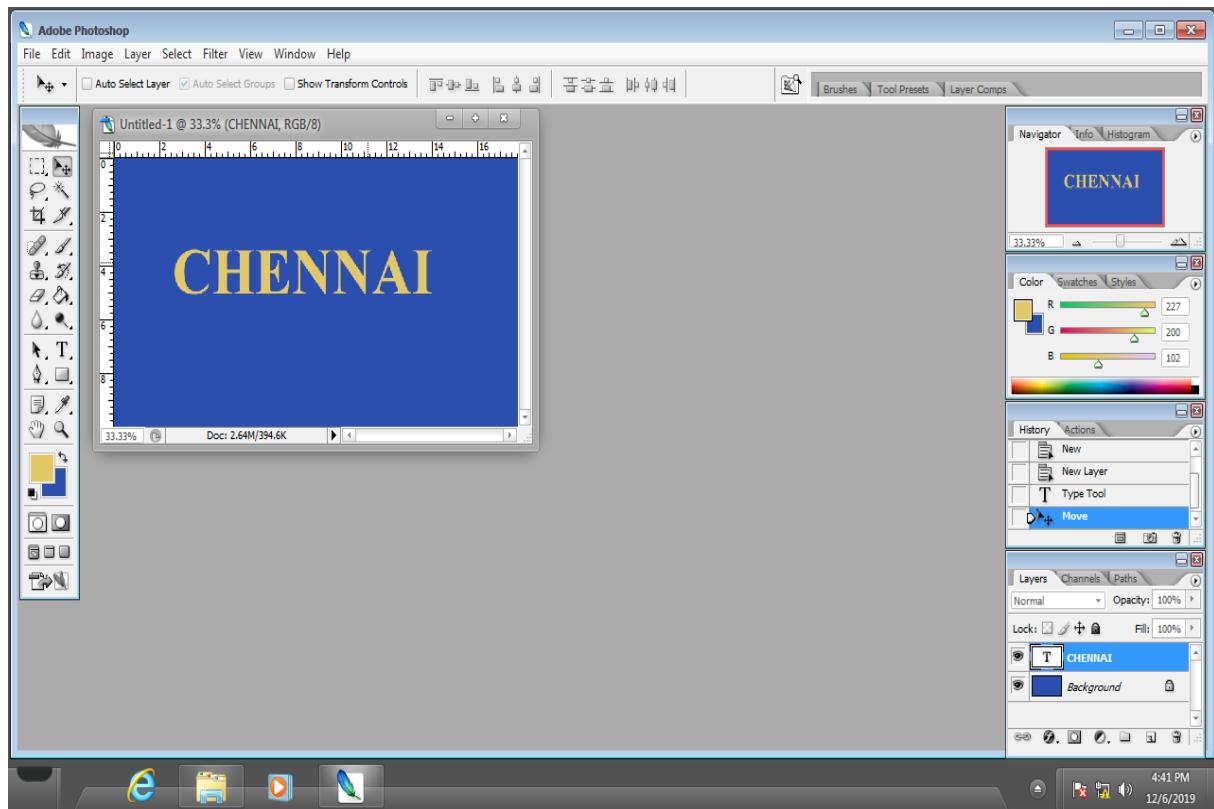
3B) Text effect -Neon

Step 1 : Start with new ->set preset as A4-> right click back ground and select duplicate layer in the layer property window and susquent steps carried out in duplicate layer.

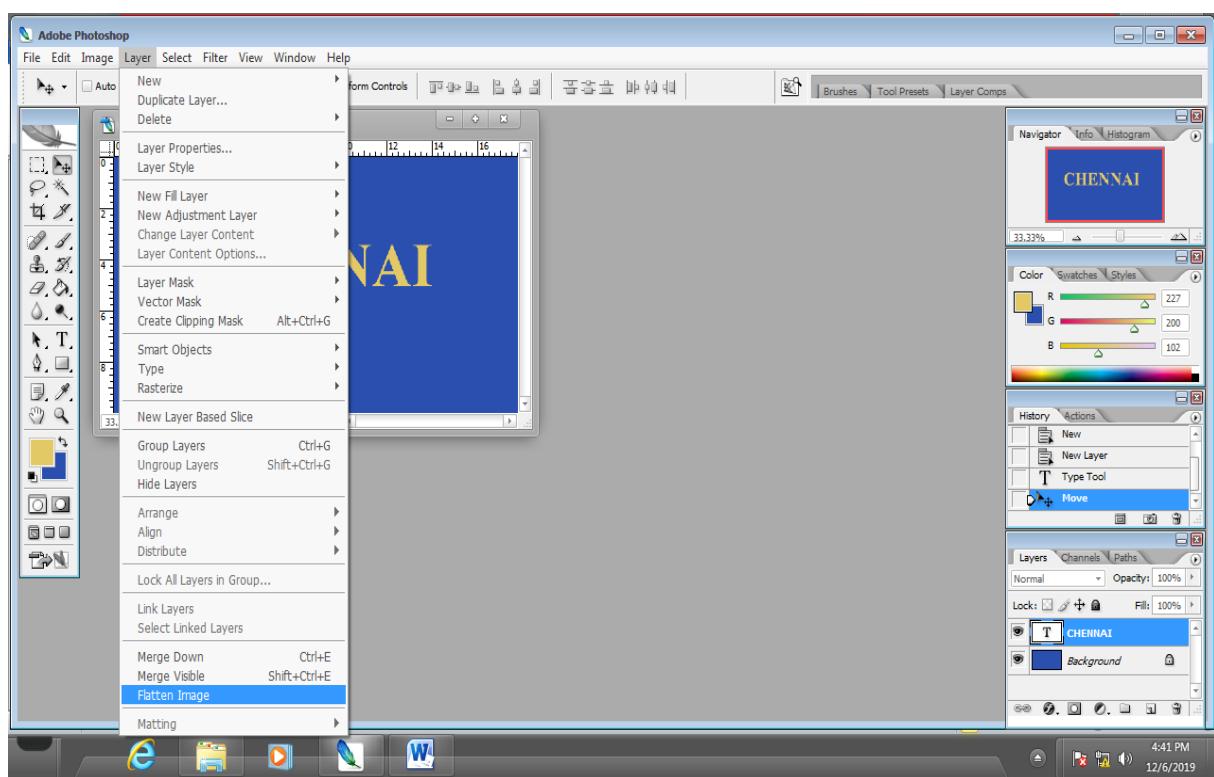
Step 2 : Select rectangular marquee tool and draw a rectangle in the working window and fill any color by tool

Step 3 : Select a color for background and Press Ctrl+d

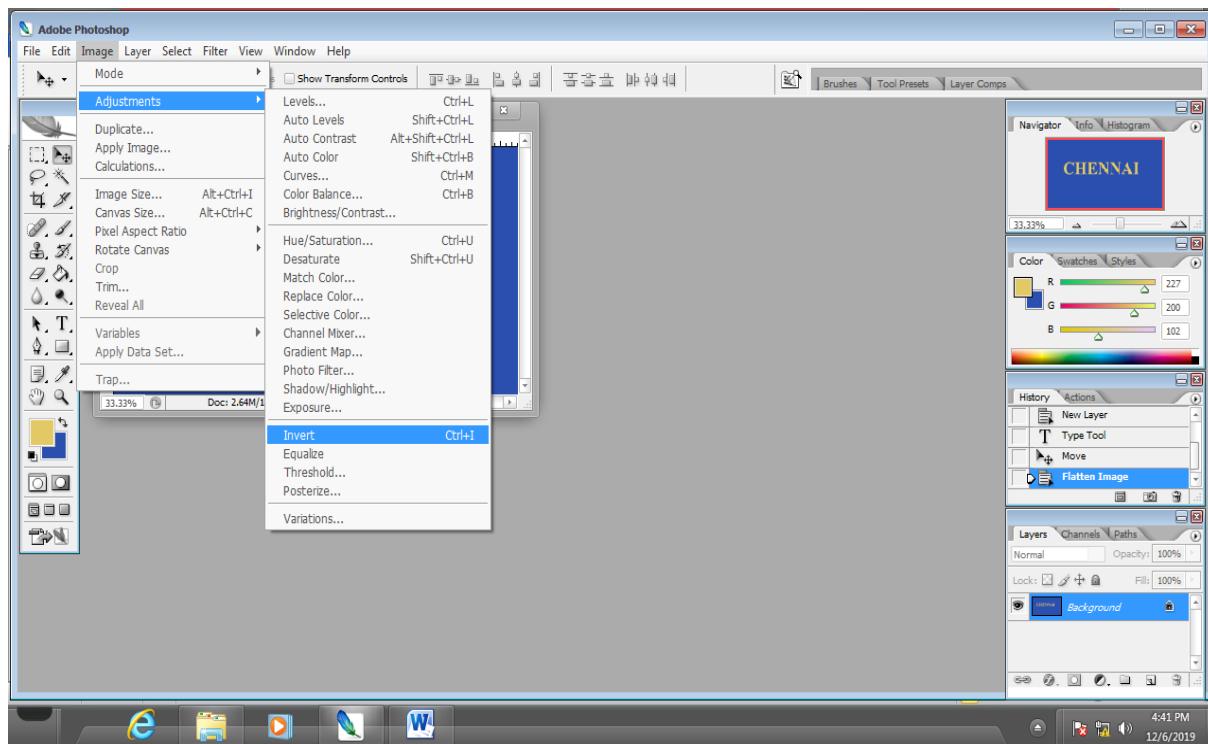
type any text as follows



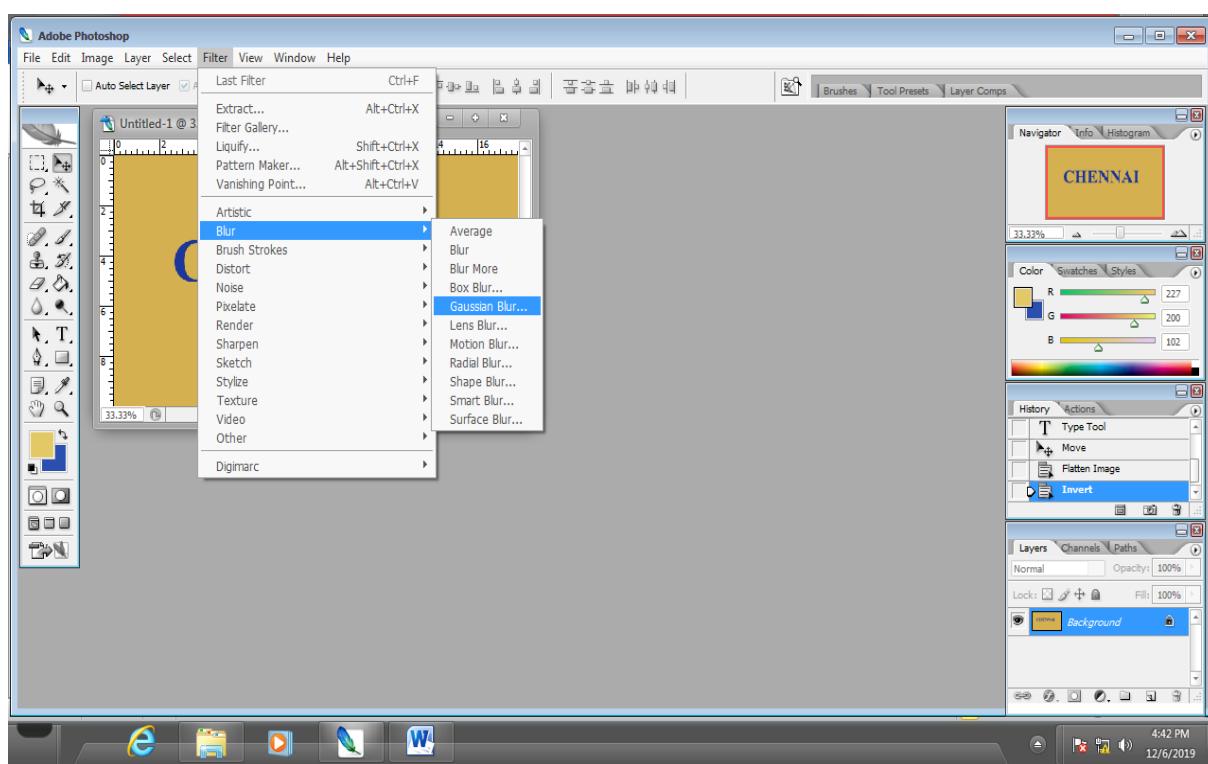
Step 4 : Go to the layer menu and choose flatten image .

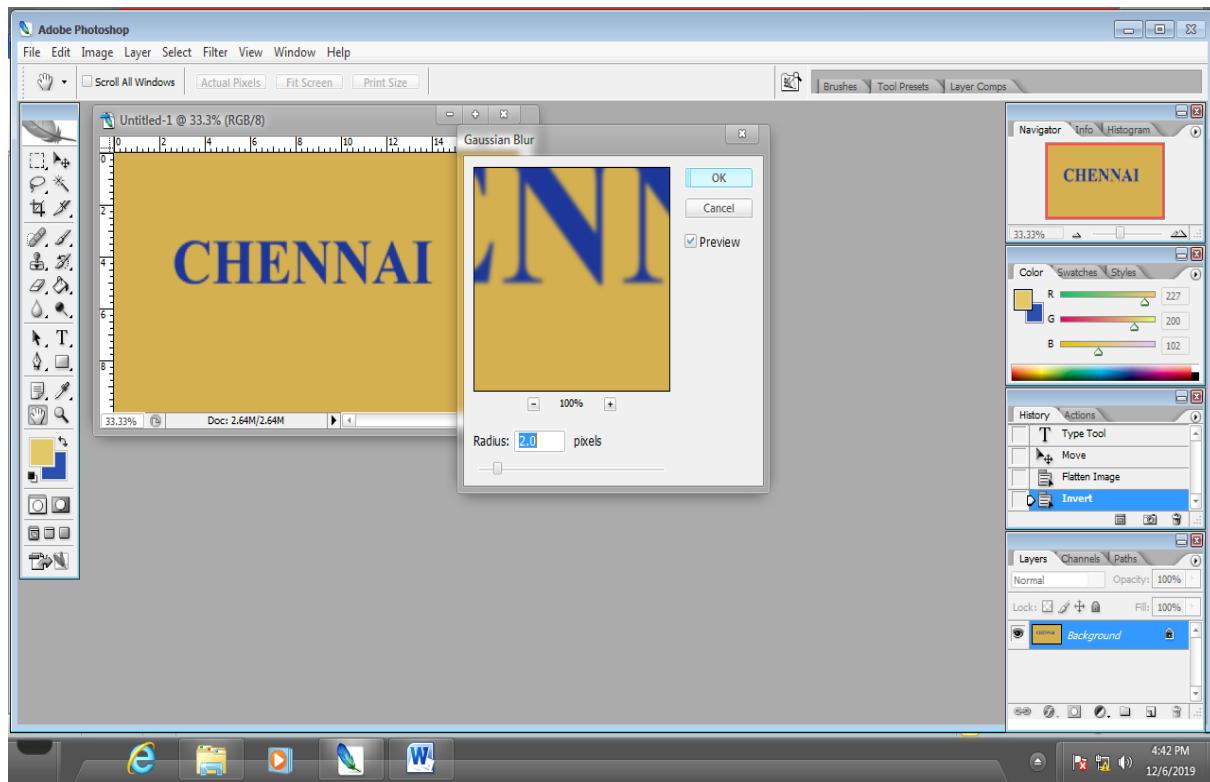


Step 5 : Goto the image menu -> Adjustments->Invert

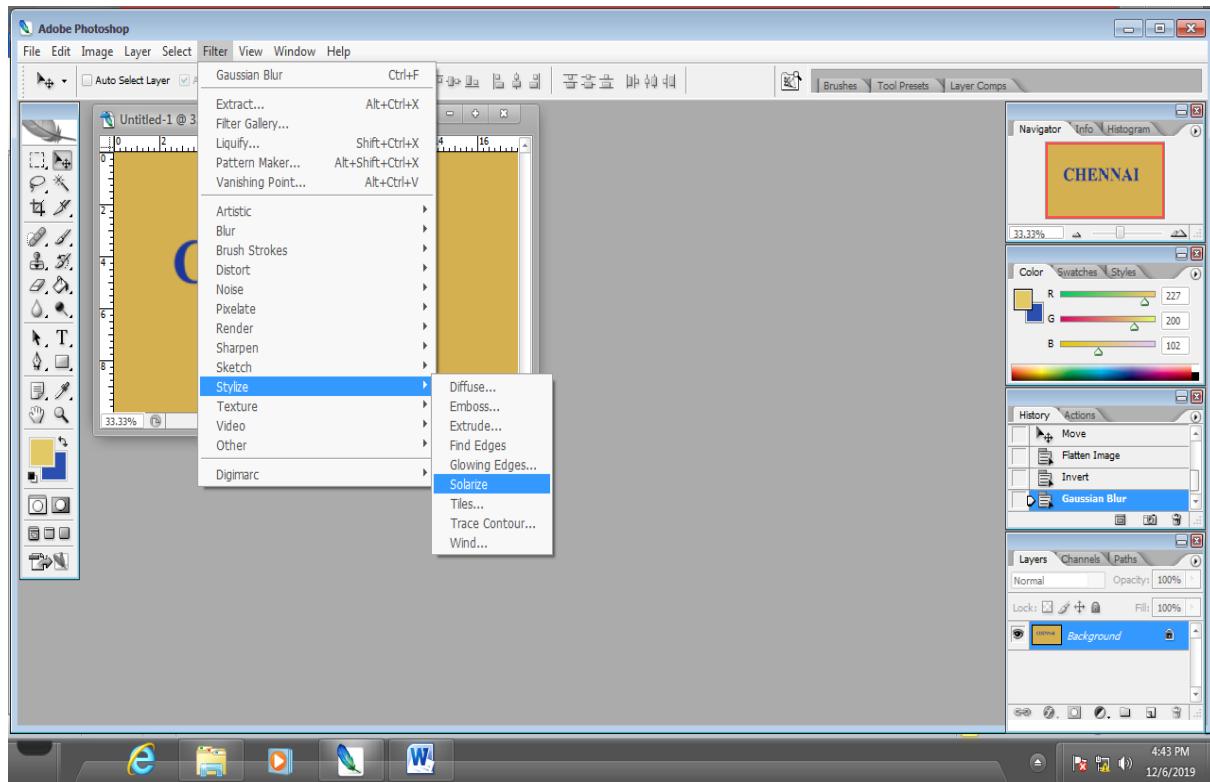


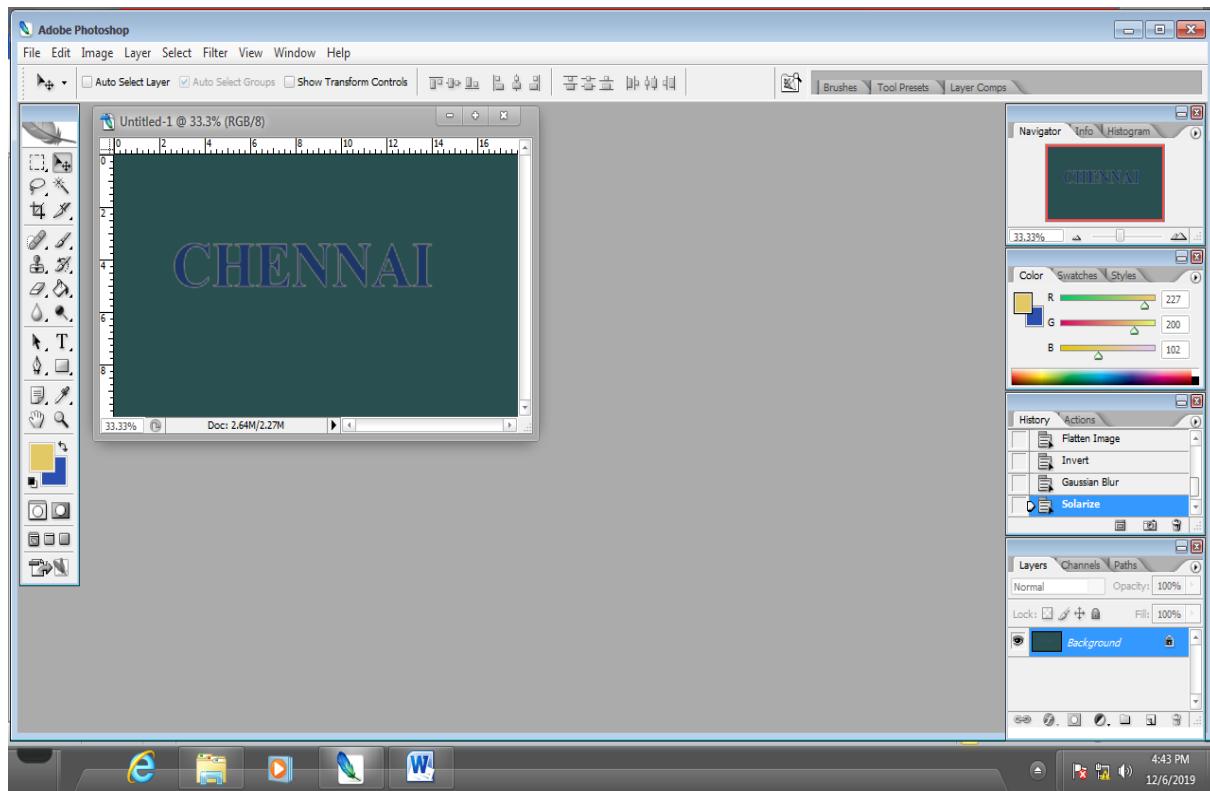
Step 6 : Go to Filter menu -> blur->Gaussian Blur(set radius 2)



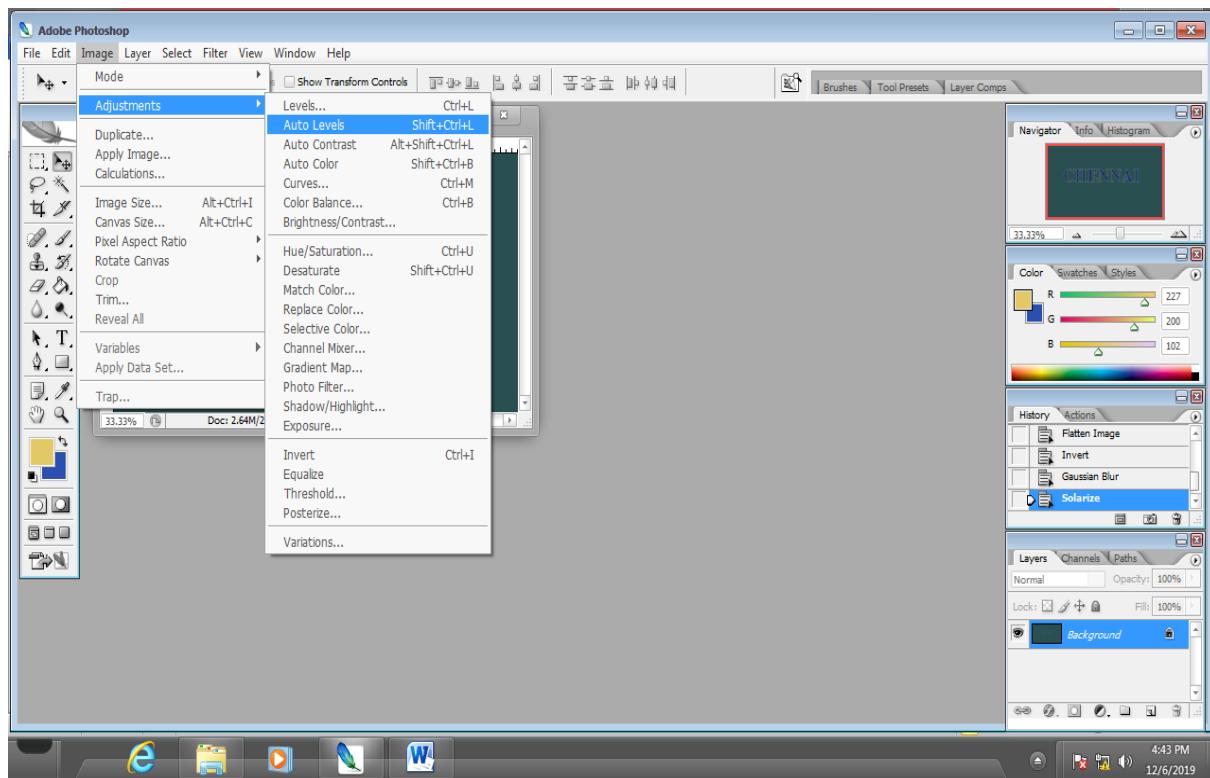


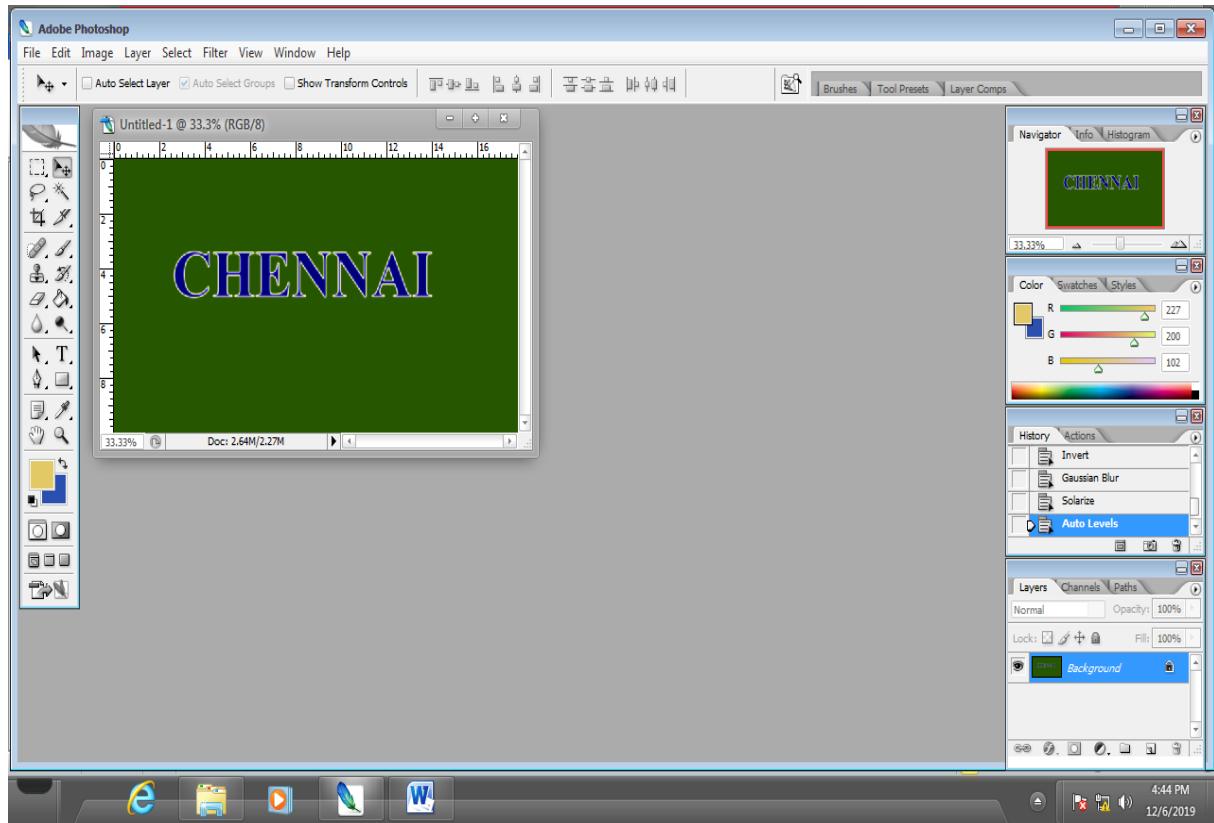
Step 7 : Goto filtermenu-> stylize->solarize-.>enter



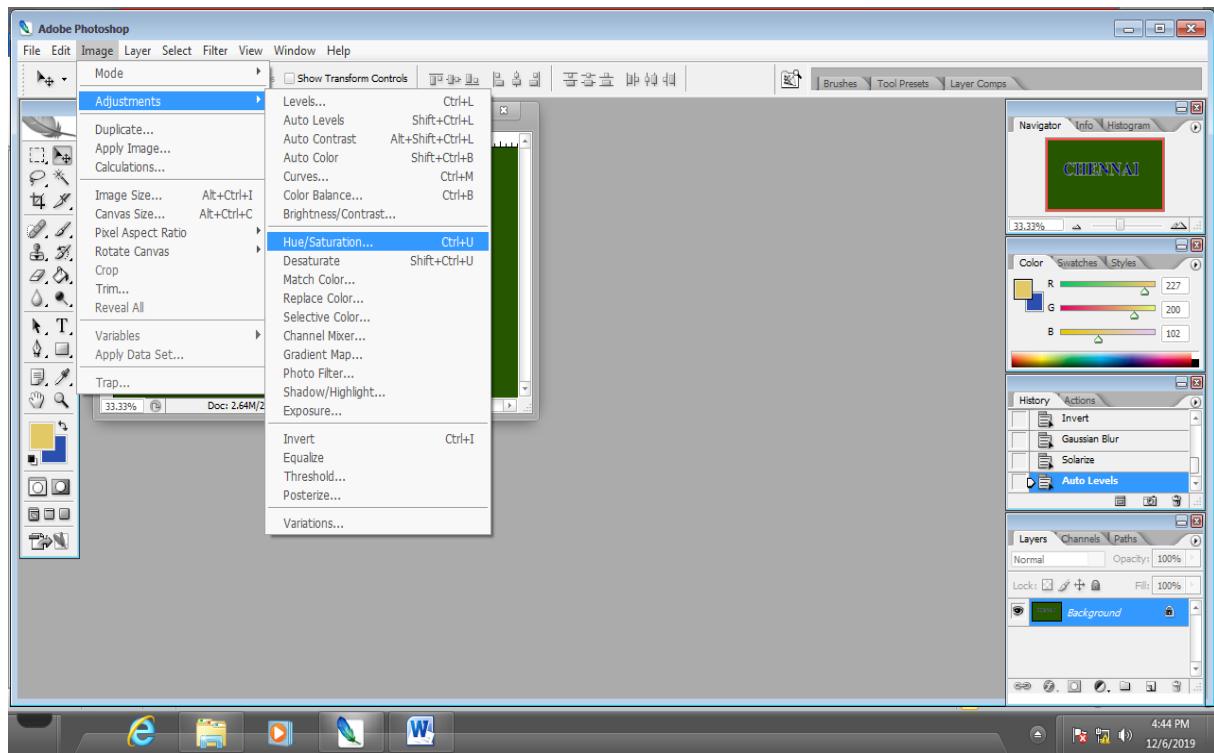


Step 8 : Goto image menu-> adjustments-> auto level



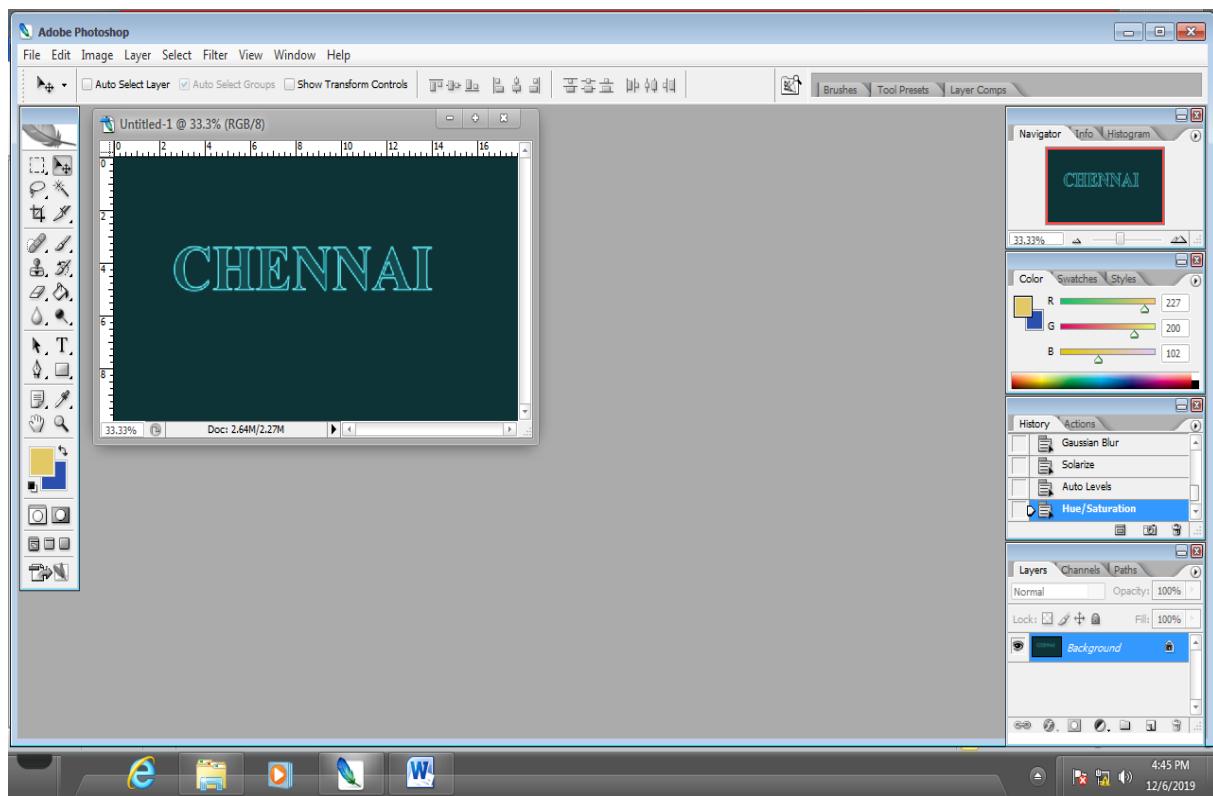


Step 9 : Goto Image menu-> adjustment-> Hue saturation->clororize->



Step 10 : Drag the saturation slider and enter . Now we got the following Neon effect

Output Neon effect



DREAMWEAVER

Introduction

Dreamweaver is an application from Adobe that allows the user to design, build, and deploy websites. There are tons of different tools and platforms are used to build out the desired website. Main advantage of Dreamweaver is anyone can make Dreamweaver work through its intuitive visual interface without any prior coding knowledge.

It's a flexible application in that you can build your website entirely through the visual editor, or solely via code. You can also use the both together (provided you know the basics of coding), to see how each affects the other.

It also supports a wide variety of languages required to build any type of website like HTML, HTML5, CSS, PHP, Javascript, and jQuery. You can use and edit files that are in other languages, but the code support features will not be available.

Here are the main features that make this tool stand out:

1. Easy to Use Visual Interface

The visual interface editor is probably the main feature you'll be using when you're just starting out with drag and drop functionality. You'll be selecting elements with your mouse. Dreamweaver will automatically create the necessary code for you. Then, you just upload these files to your server and your website is ready for the world.

2. Built-in Code Editor

Beyond the ability to build your site entirely with the visual editor you can also use the code editor to build out your site or make changes to your site's existing design. The second part of Dreamweaver is a fully-featured code editor.

This makes it useful for beginners to see how the code and design interact as you place different elements of your site.

Syntax highlighting - That means Dreamweaver highlights different elements (such as operators, variables, etc.) in different colors in order to make the code easier to read and correct.

Code Completion - Code completion works in a similar way as autocomplete on your phone. Start typing and the editor will make suggestions for what you are trying to write. That way, you don't have to type everything out completely (make suggestions for the code you're currently writing based upon your current design).

Code collapsing - Code collapsing is another feature for making code easier to read. It allows you to visually shrink parts of your code when you don't need them. That way, you don't have to scroll through the entire file but can only deal with the parts you need to work on (compress parts of your code when you're not currently editing, so that you can find what you're looking for much faster).

3. Part of the Creative Cloud Suite

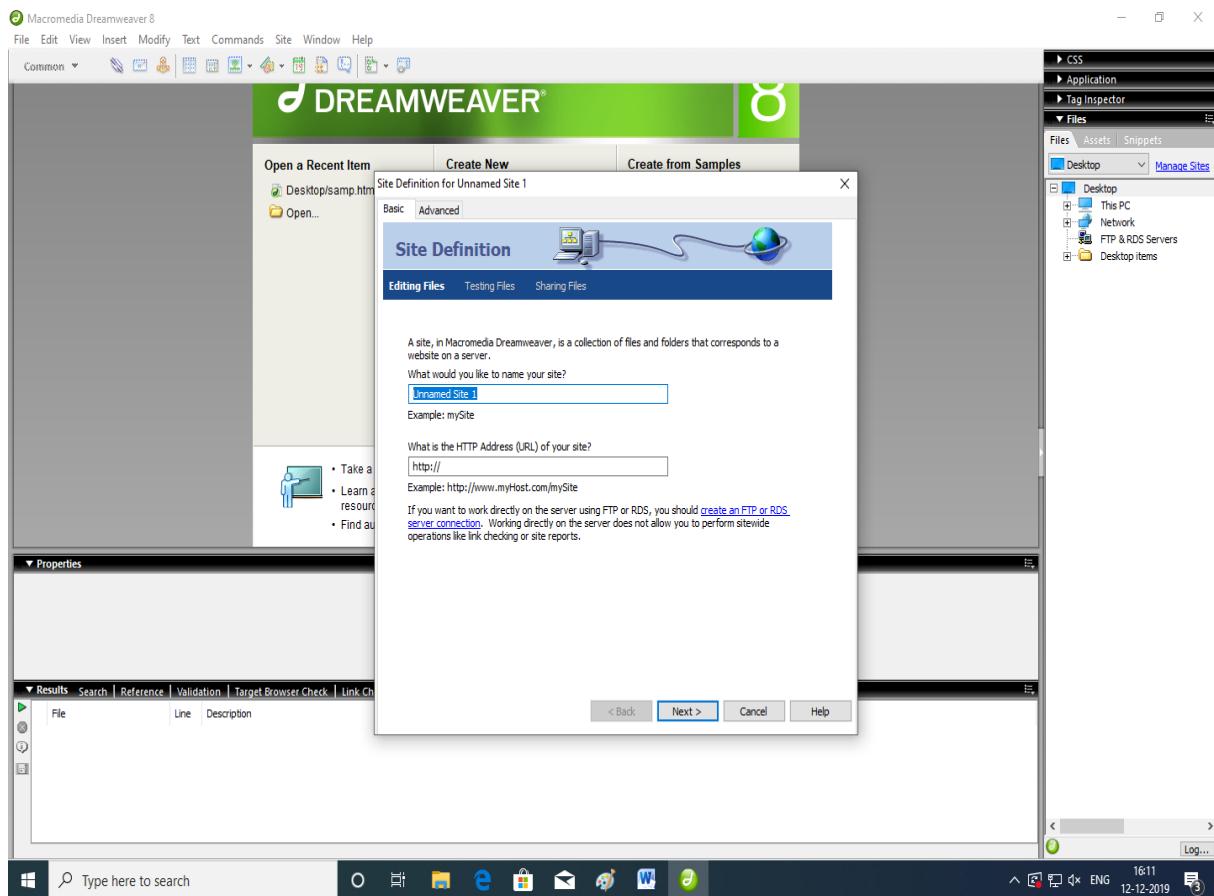
If you're already familiar with Adobe products, then you'll feel right at home using Dreamweaver, even though the commands will be different than a tool like Photoshop. The layout and interface carry a consistency across the board.

How to Design a Website Using Dreamweaver

Now we are getting to the heart of this Dreamweaver tutorial.

1. Start a New Site

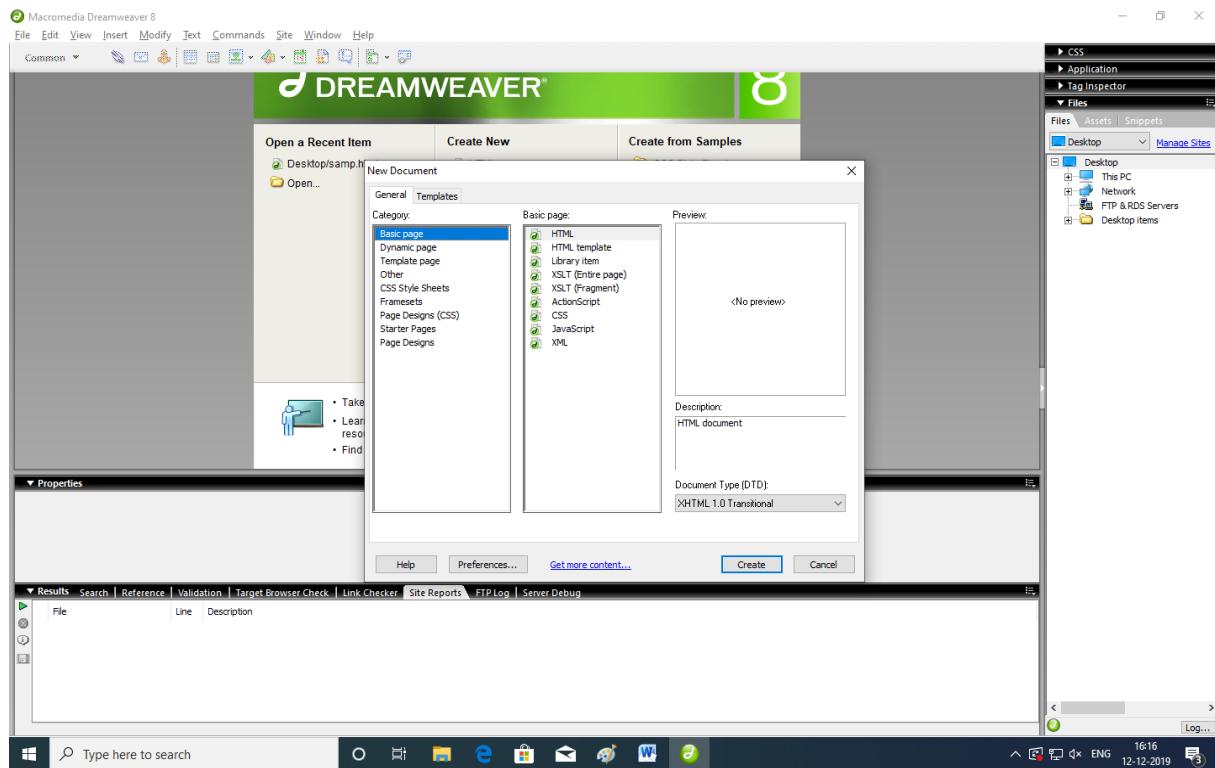
The first step is to create a new site. For that, go to Site > New Site. It will get you to this screen:



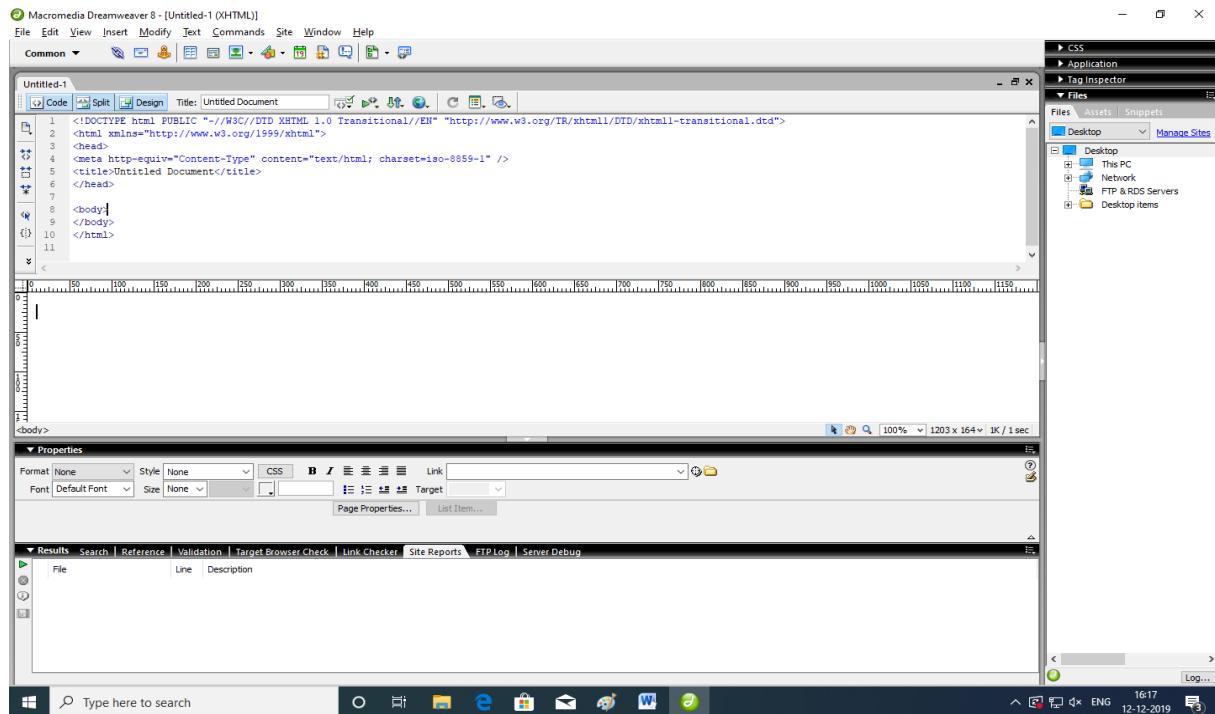
2. Create Your Homepage File

Now that you have created a project site, it's time for the first file. We will start with the homepage.

If Dreamweaver doesn't offer you the option itself, go to File > New. You can either create a completely new file or use an existing template. The program comes with a few of those (see Starter Templates). Right now, we will create a new one instead.



HTML is set by default and you can leave that as is. For document title, input index.html and choose to Create. This will get you on the following screen.



This is what we mentioned in the beginning: a live view of what your site looks like (blank, at the moment) and the code behind it. You will also notice that Dreamweaver has automatically created some basic HTML markup that you can build on.

3. Create a Header

To insert an element into the page, you first need to choose its location. Either click on the empty page (Dreamweaver will automatically choose the `<body>` element if you do) or place the cursor in the same element in the code portion of the screen.

After that, you need to go to the Insert tab in the upper right corner. This gives you a list of common HTML and site elements that you can add to your page. Scroll down until you can see Header as an option.



The screenshot shows the Adobe Dreamweaver interface. The top half is the code editor, displaying the following HTML and CSS code:

```

<!DOCTYPE html>
<html http-equiv="Content-Type" content="text/html; charset=ISO-8859-1">
<head>
<title></title>
<style type="text/css">
<!--
.style1 {
    color: #FF0000;
    font-size: xx-large;
}
-->
</style>
</head>
<body>
<header><span class="style1">Content for new header</span></header>
</body>
</html>

```

The bottom half is the visual preview window, showing a red header bar with the text "Content for new header". A horizontal ruler is visible below the preview window.

1. Text Management

Steps 1. Open Dreamweaver. Go to File-New

Steps 2. Type the following content in design window

AI (artificial intelligence)

Artificial intelligence (AI) is the simulation of human intelligence processes by machines, especially computer systems. These processes include learning (the acquisition of information and rules for using the information), reasoning (using rules to reach approximate or definite conclusions) and self-correction. Particular applications of AI include expert systems, speech recognition and machine vision.

Types of artificial intelligence

Reactive machines

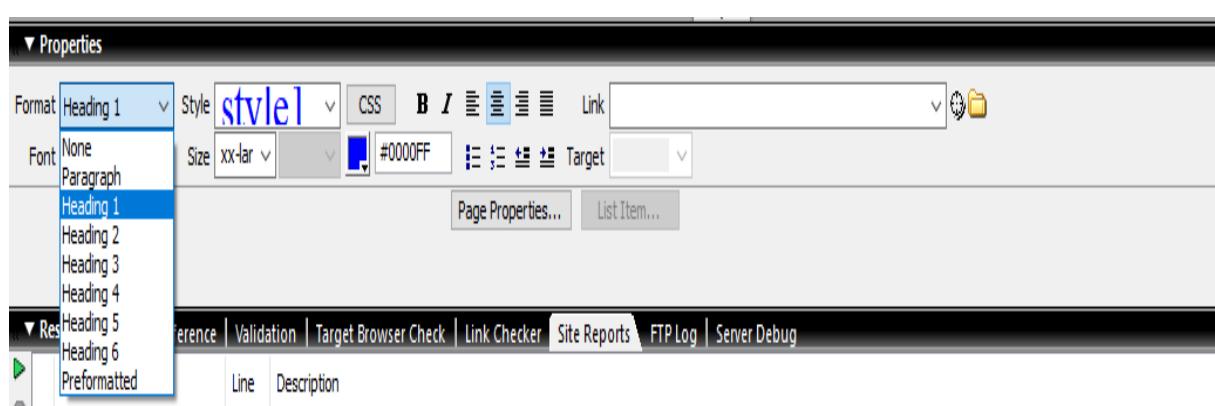
Limited memory

Theory of mind

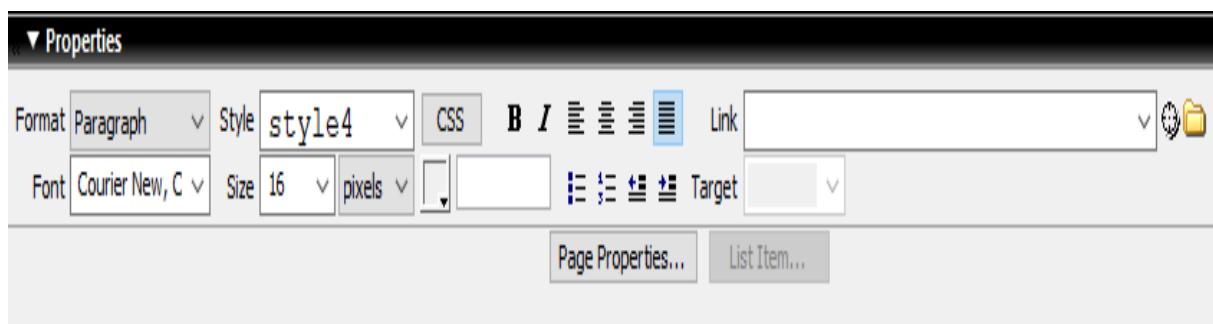
Self-awareness

Steps 3. Do the following text manipulation in the above content.

i. Title setting

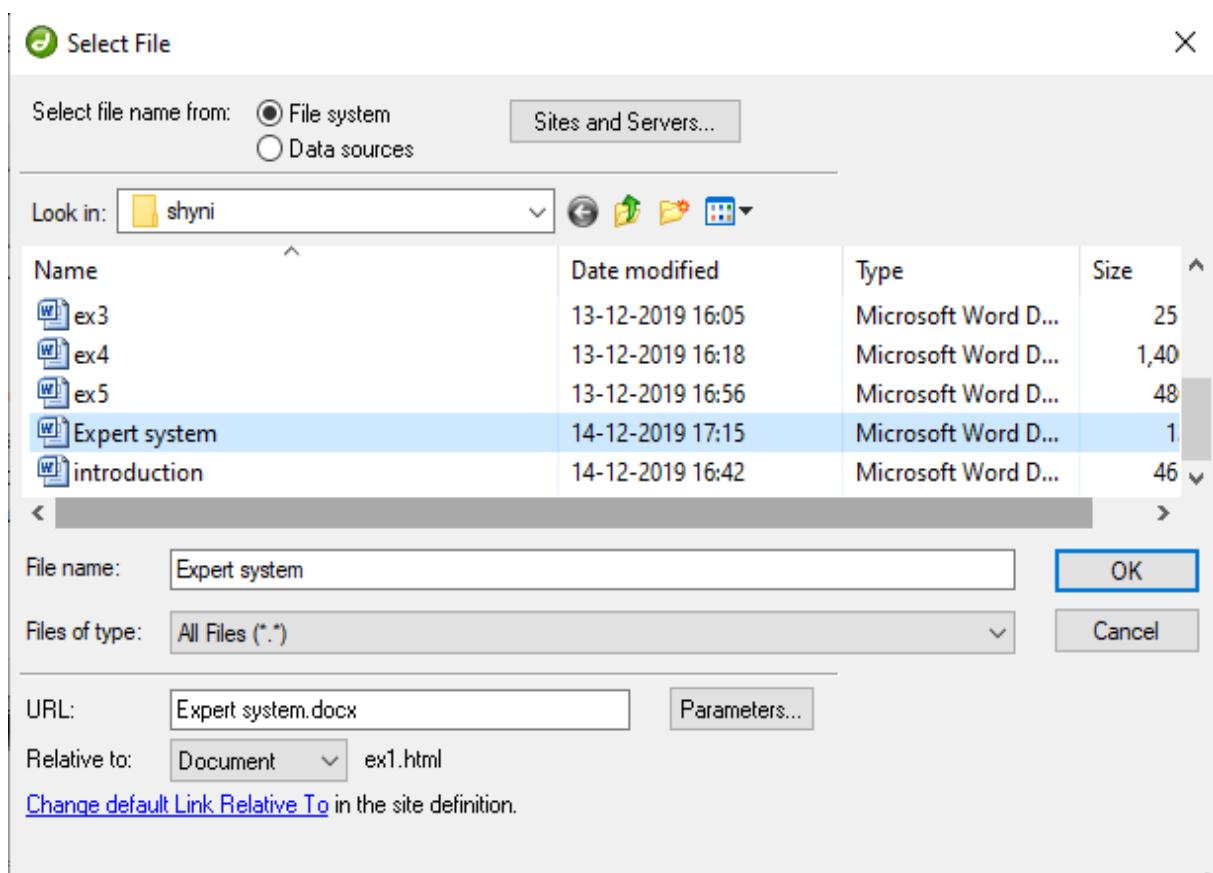


ii. Paragraph alignment, text font, style and Size.

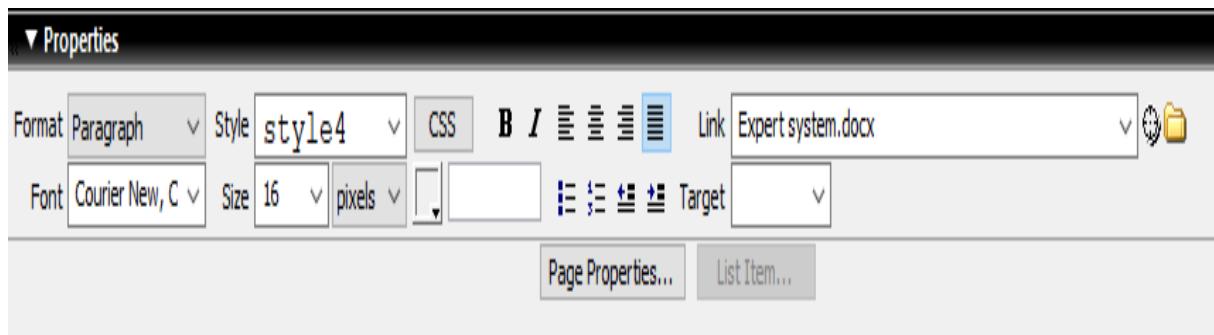


iii. Make a link for the word "Expert System"

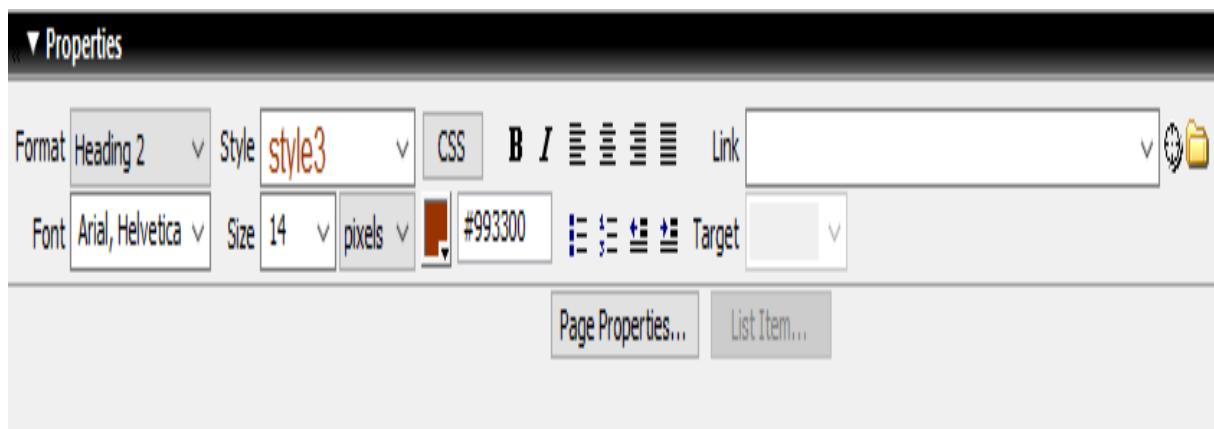
1. Open a word Document and give related content for the link and save it.
2. Select the word Expert system and go to link. Browse the file you need to link.



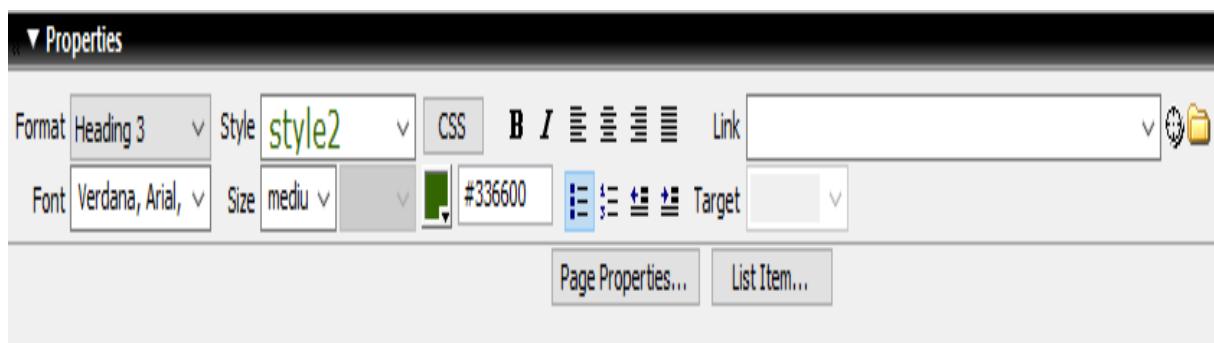
The file name appeared in the link of the properties window.



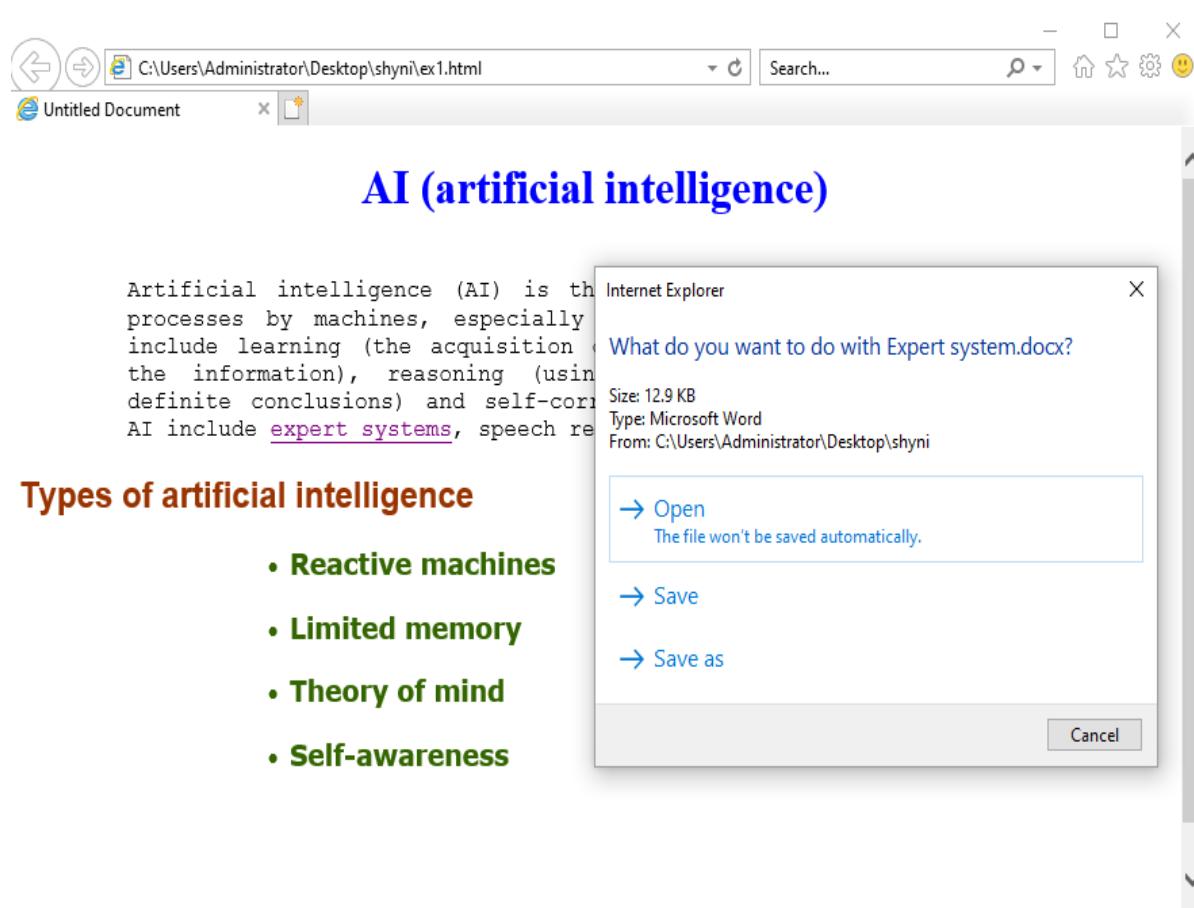
Steps 4. Set the format, style, color, size for the Types of artificial intelligence



Steps 5. Set Bullets, colors, font, size, format and indent for different types of AI.



Output:

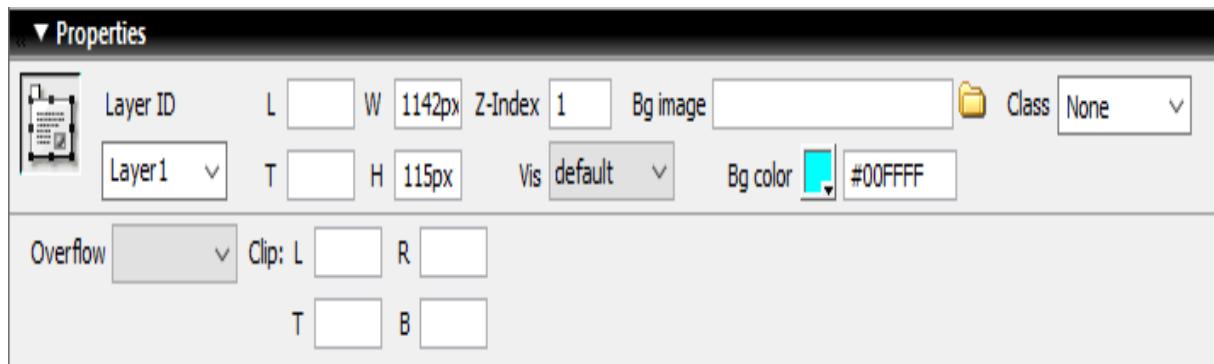


2. Tables and Layers

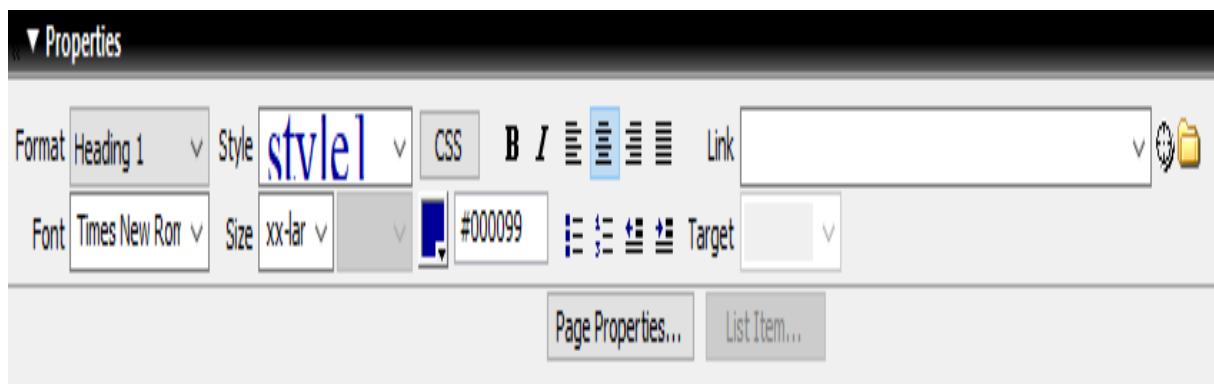
Step1: Open Dreamweaver. Go to File ->New

Step2: To Set 3 Layers in the web page, layers should be placed one by one. Go to Insert->Layers

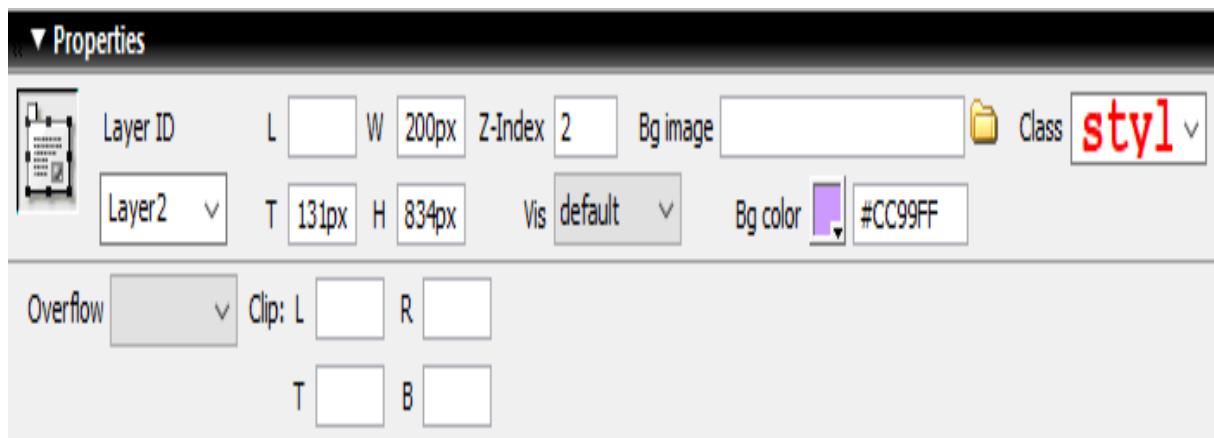
Step3: set the properties for Layer 1



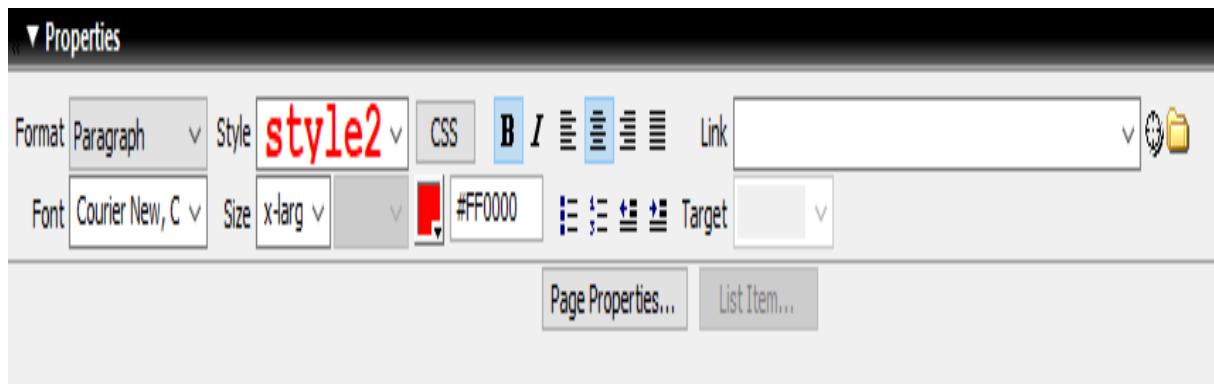
Step4: Type Title as "Welcome to University of Madras" and Set all the property values as



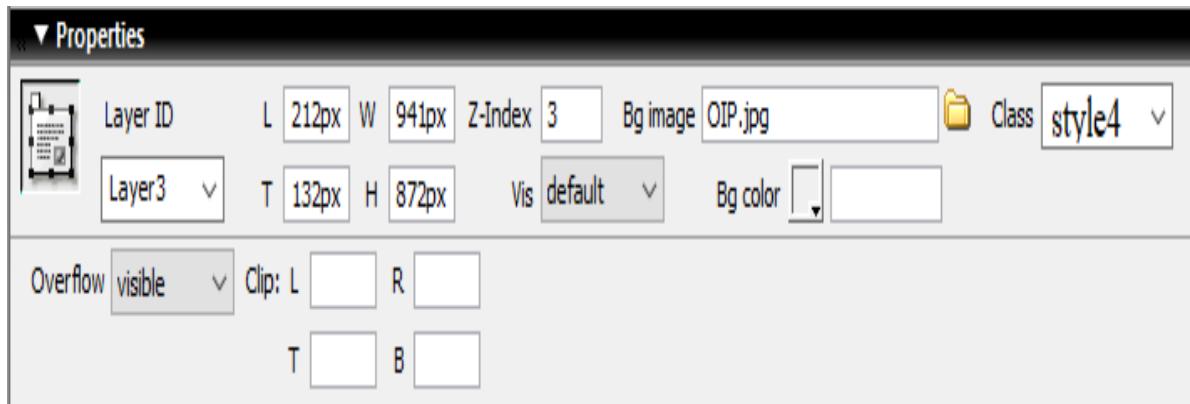
Step5: For Layer 2: again go to Insert -> Layers and set the properties for Layer 2



Step6: Type Home, About Us, Contact Us one by one and Set all the property values as



Step7: For Layer 3: again go to Insert -> Layers and set the properties for Layer 3



Step8: Type the following content and Set all the property values as

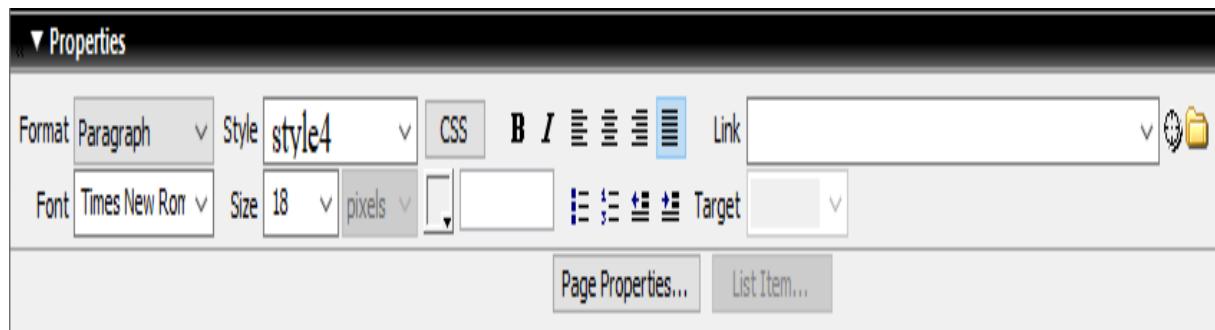
Madras University is the mother of almost all the old Universities of south India. The University area of jurisdiction has been confined to three districts of Tamil Nadu in recent years. This is consequent to establishment of various universities in the State and demarcation of the University territories. This University has been growing from strength to strength while widening its teaching and research activities.

His Excellency the Governor of Tamil Nadu is the Chancellor of the University

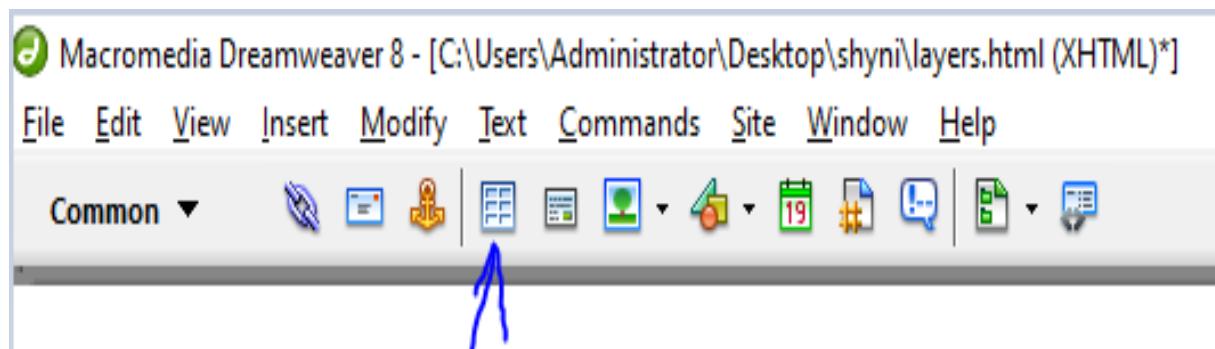
Assessing the need for educating a large number of people in the country, the University offers both Under Graduate and Post Graduate programmes through the Institute of Distance

Education. The Institute is popularly called IDE of Madras University. Some of the courses offered by IDE has no parallel in this country to name a few,

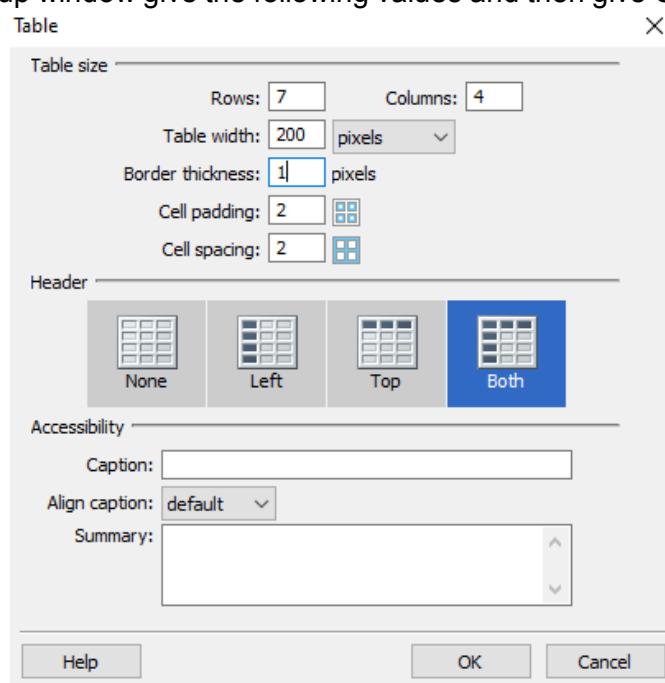
Step 9: Select the content and Set all the property values as



Step10: To insert table select the table tool in the DreamWeaver.



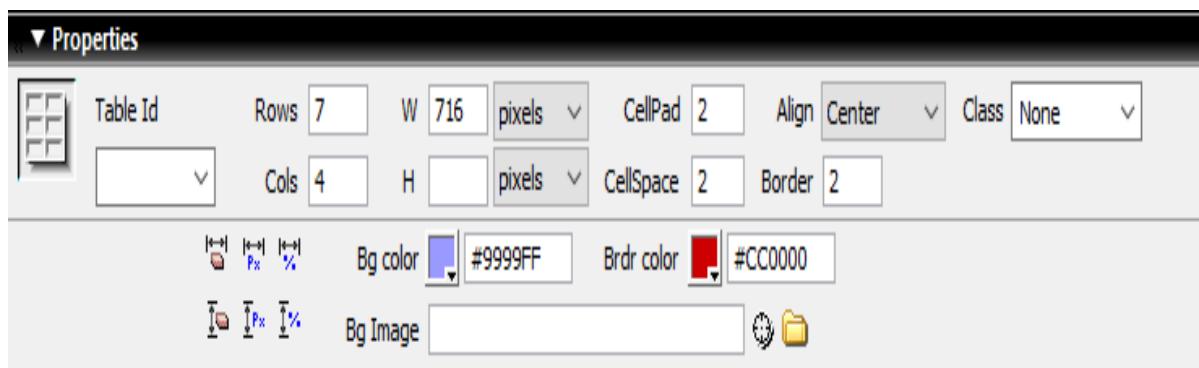
Step 11: In the popup window give the following values and then give OK.



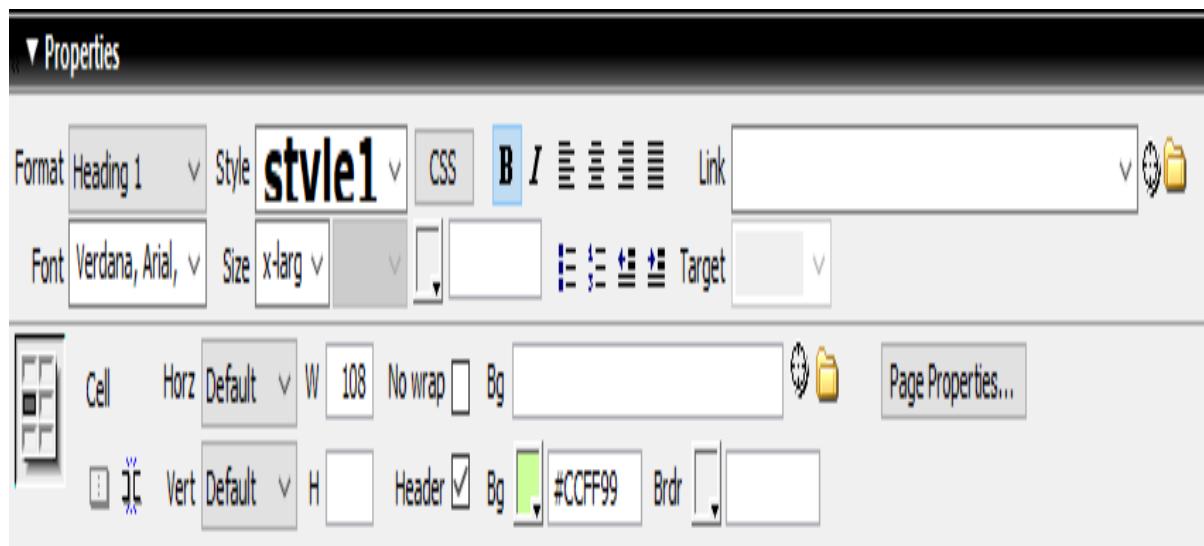
Step 12: Insert the following content in the table

S.No	Courses	Year	Description
1	B.Music	3 years	Bachelor of music is 3 years course. 1 year course also offered.
2	M.Music	2 years/1 year	Masters in music is a 2 years course
3	M.A. Vaishnavism	2 years	Masters in Vaishnavism is a 2 years course
4	M.A. Christian Studies	2 years	Masters in christian studies is a 2 years course
5	M.C.A	3 years/2 years	Masters in Computer Application is a 3 years course and Direct second year based on the qualification
6	M.B.A	2 years	Masters in Busiiness Administration is a 2 years course

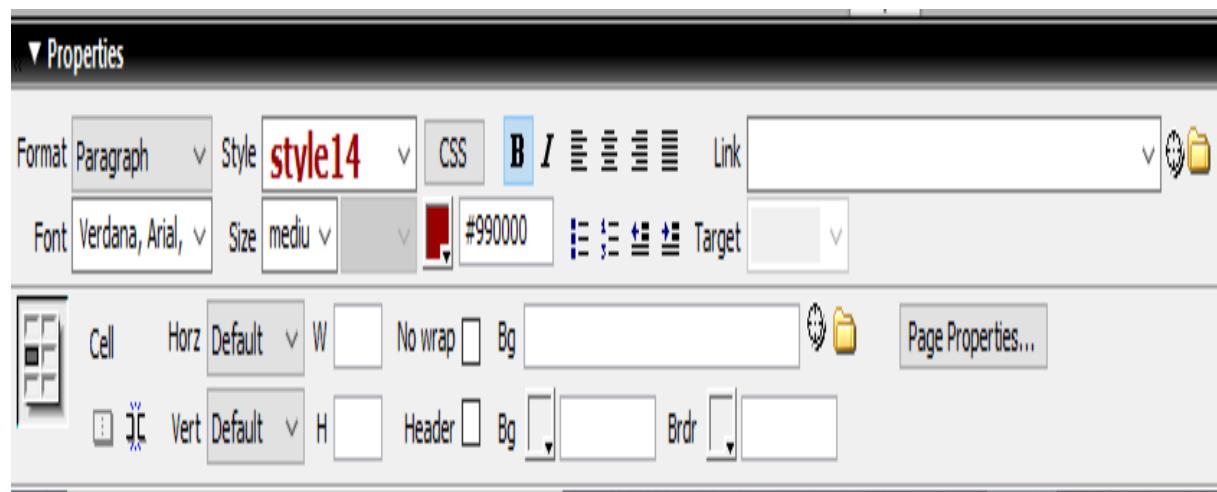
Step 13: Set the table properties as



Step 14: Select the First row and Set the content properties as



Step15 : Select the Second row and Set the content properties as



Output:

Web pages with Tables and Layers using Dreamweaver

The screenshot shows a web page with a teal header containing the title "Welcome to University of Madras". Below the header is a purple sidebar with three menu items: "Home", "About Us", and "Contact Us". The main content area contains text about Madras University's history and its various degree programmes, along with a table listing six courses.

Madras University is the mother of almost all the old Universities of south India. The University area of jurisdiction has been confined to three districts of Tamil Nadu in recent years. This is consequent to establishment of various universities in the State and demarcation of the University territories. This University has been growing from strength to strength while widening its teaching and research activities.

His Excellency the Governor of Tamil Nadu is the Chancellor of the University

Assessing the need for educating a large number of people in the country, the University offers both Under Graduate and Post Graduate programmes through the Institute of Distance Education. The Institute is popularly called IDE of Madras University. Some of the courses offered by IDE has no parallel in this country to name a few,

S.no	Courses	Year	Description
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3	M.A. Vaishnavism	2 years	Masters in caishnavism is a 2 years course
4	M.A. Christian Studies	2 years	Masters in christian studies is a 2 years course
5	M.C.A	3 years/2 years	Masters in Computer Application is a 3 years course and Direct second year based on the qualification
6	M.B.A	2 years	Masters in Busiiness Administration is a 2 years course

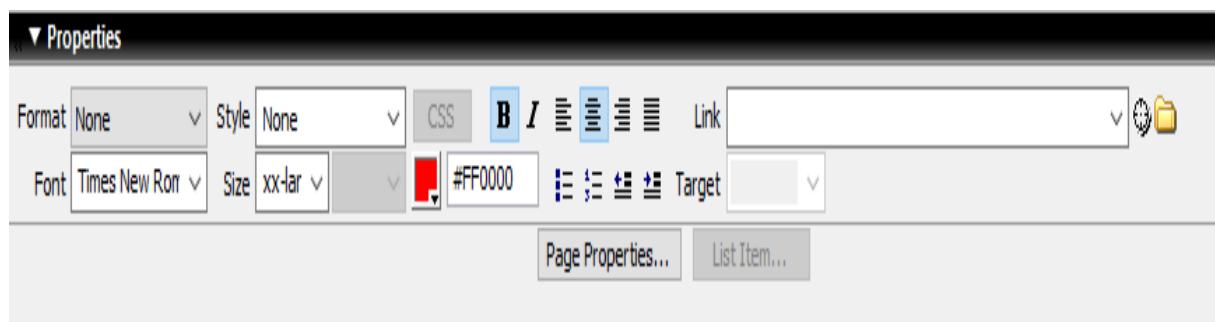
3. Creating webpage using menu bar

Step 1 : Open Dreamweaver. Go to File ->New

Step 2 : Select Insert->Layers and Place it on the Screen as Shown in the Web Page Output.

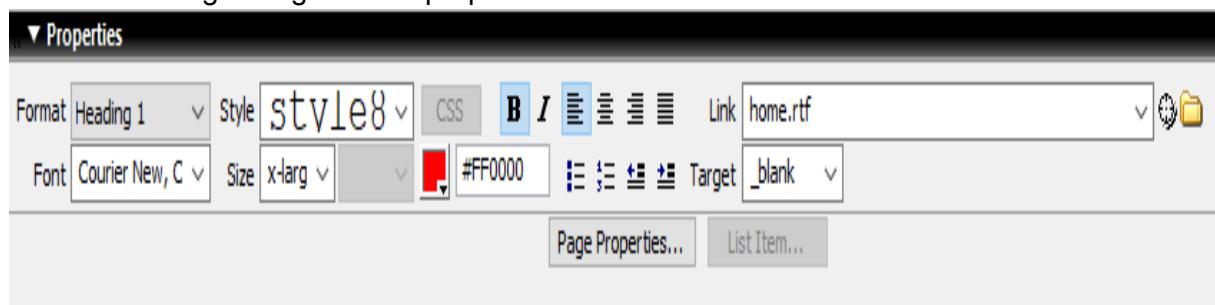
Step 3 : Do the Changes in the Layer Properties as

- Type the title as shown in the output and do the changes in the properties.



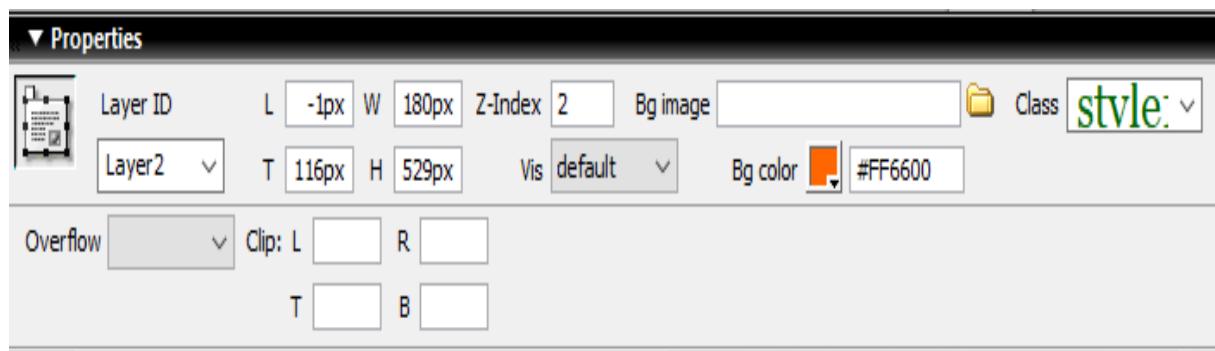
- Type the text for the menu bar :Home , About Us, Contact US.

Do the following changes in the properties of home.

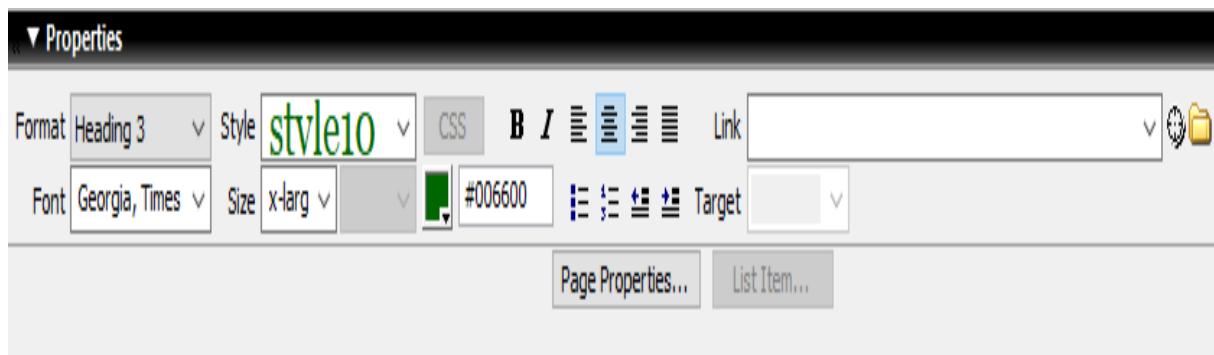


- Do the same for About Us and Contact Us but change the File name in the Link for each menu.

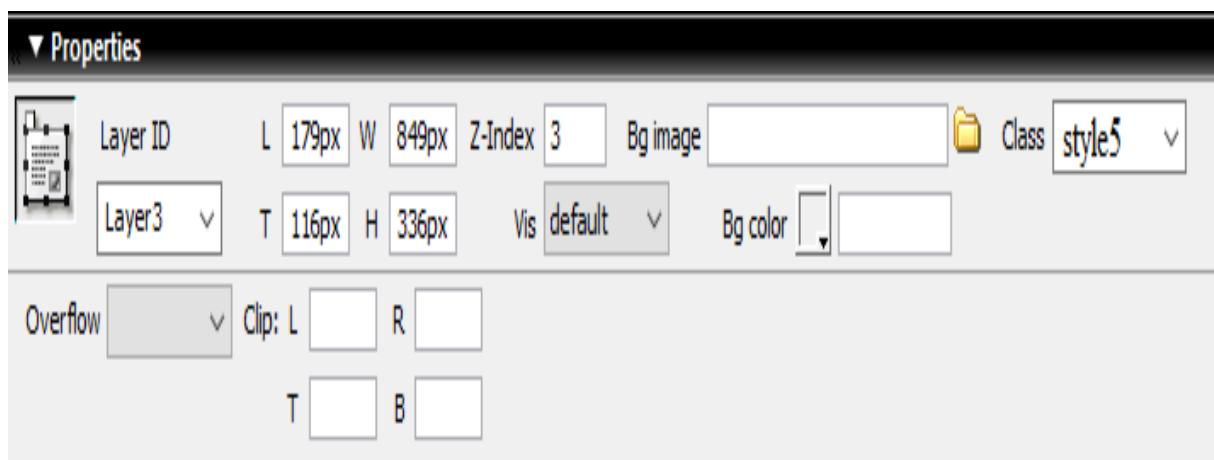
Step 4 : For the layer 2 (Left side): do the following changes



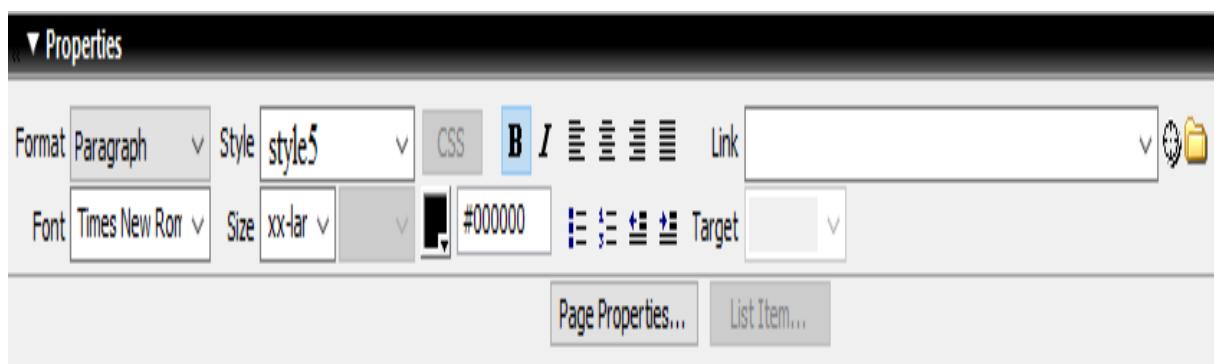
Step 5 : Type the text given for layer2 and do the changes in the property window



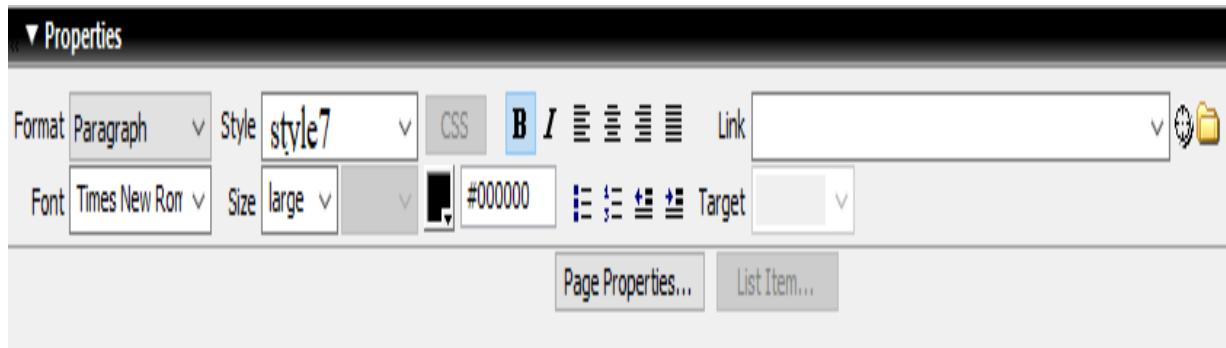
Step 6 : Set Layer 3 properties as below



Step 7 : Type the content 'About University' given for layer3 and set the properties as below

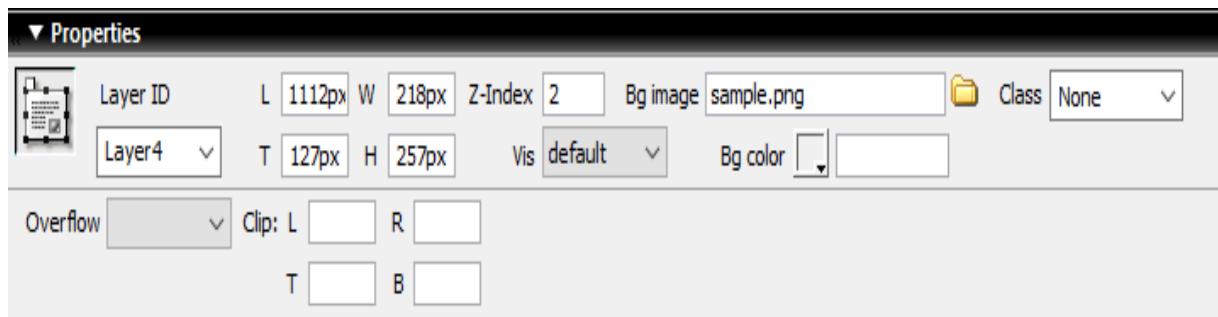


Step 8 : Type the remaining content in layer 3 and set the properties as

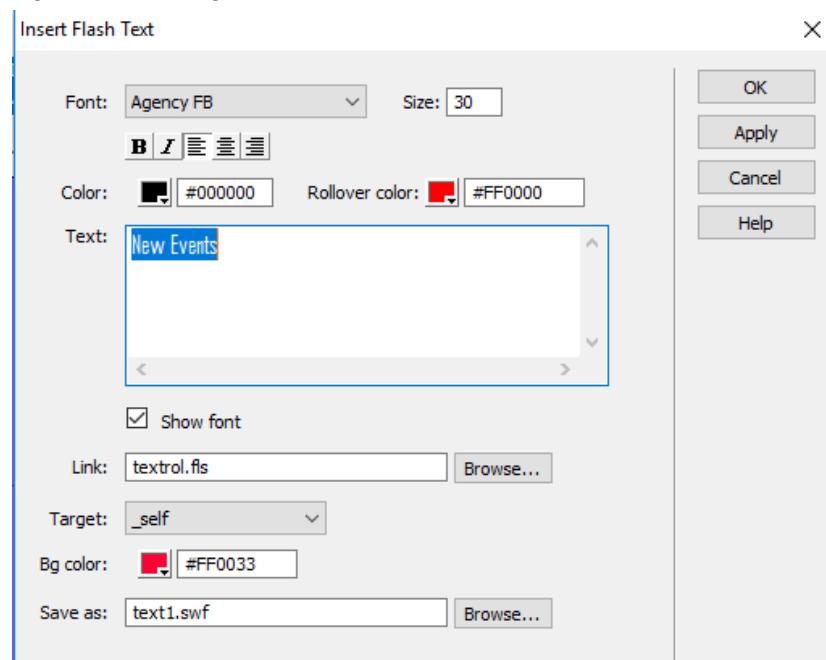


Step 9 : Place the image holder by selecting Insert-> Image object ->image placeholder

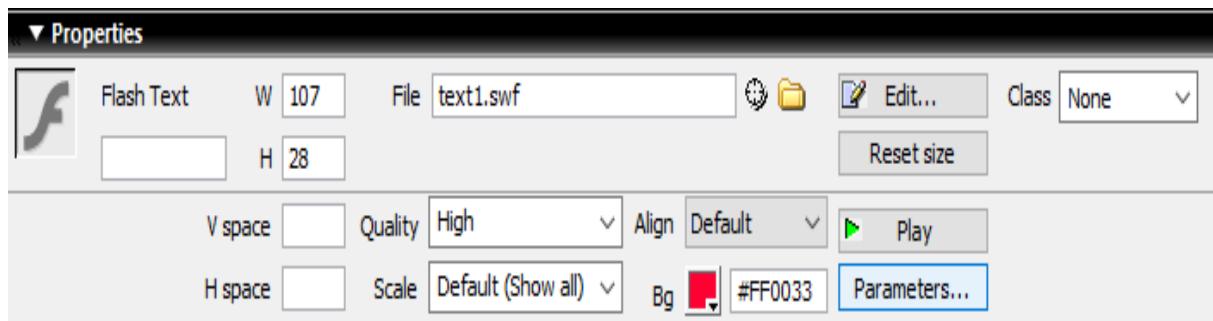
Or Set a layer 4 and give bgimg='url\file'



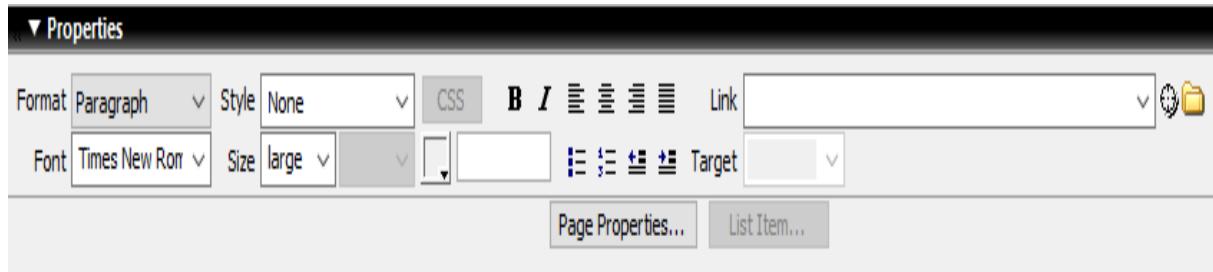
Step 10 : Place layer 5 for the new Events. Go to Insert->Media->Flash text. Type the text and give the changes and then give ok.



Step 11 : Do the changes in the properties of layer 5



Step 12 : Type the remaining content given in layer 5. Do the changes in the properties



Output:

Welcome to Institute of Distance Education

[home](#) | [About Us](#) | [Contact Us](#)

About University

Madras University is the mother of almost all the old Universities of south India. The University area of jurisdiction has been confined to three districts of Tamil Nadu in recent years. This is consequent to establishment of various universities in the State and demarcation of the University territories. This University has been growing from strength to strength while widening its teaching and research activities.

New Events

April Academic Fee payment online link will be open in the month of February