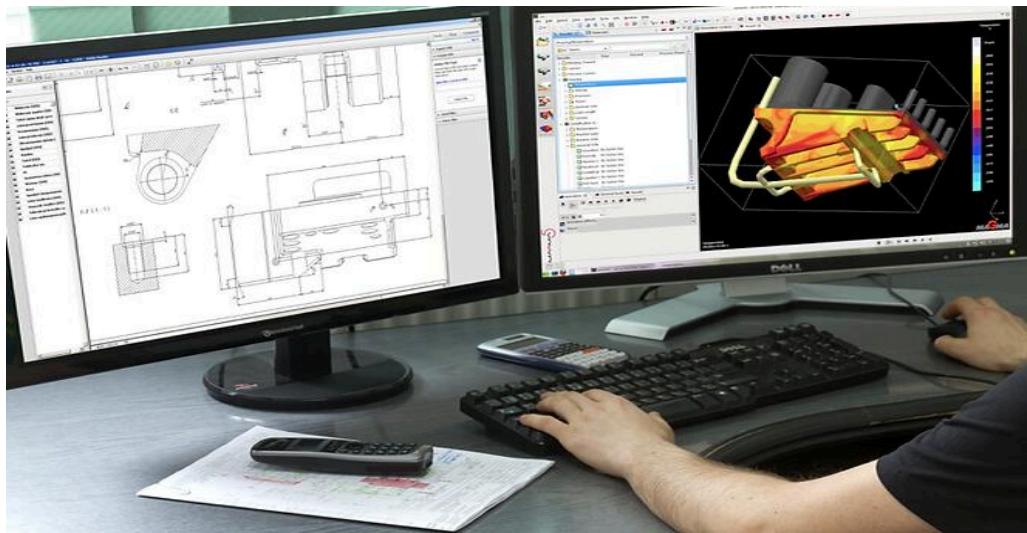


# General Topic: AutoCAD Basics



Reference: <https://www.worthyhardware.com/news/computer-aided-design/>

## Lesson Overview:

**AutoCAD** is a **computer-aided design (CAD)** software used to create precise 2D and 3D drawings for engineering, architecture, and design. Learning the basics prepares students for technical fields and design-related careers.

## Key Concepts and Subtopics:

**1. Interface & Tools** – Understanding the workspace, toolbars, and command line.

**2. Drawing Commands** – Line, circle, rectangle, and polyline creation.

**3. Modifying Commands** – Move, copy, trim, extend, rotate, and scale.

**4. Layer Management** – Organizing drawings with layers for clarity.

**5. Dimensioning & Annotation** – Adding measurements and labels.

## **Real-Life Example:**

An architect uses AutoCAD to draft a detailed floor plan of a house, ensuring accurate measurements before construction begins.

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## **Remember This!**

- *In design, precision is key—AutoCAD helps transform concepts into accurate technical drawings.*

# General Topic: Animation



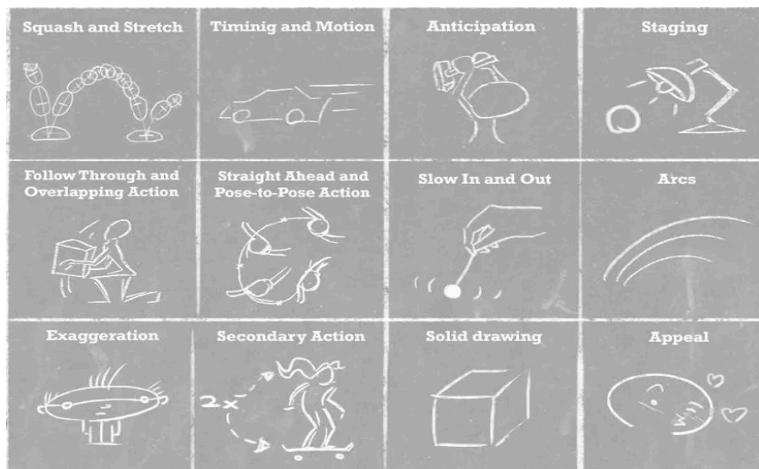
Reference:<https://www.studiobinder.com/blog/what-is-animation-definition/>

## Lesson Overview:

Animation is the process of creating the illusion of motion by displaying a sequence of images or frames. It is widely used in entertainment, education, advertising, and simulations.

## Key Concepts and Subtopics:

### 1. Animation Principles – Timing, spacing, squash and stretch, anticipation.



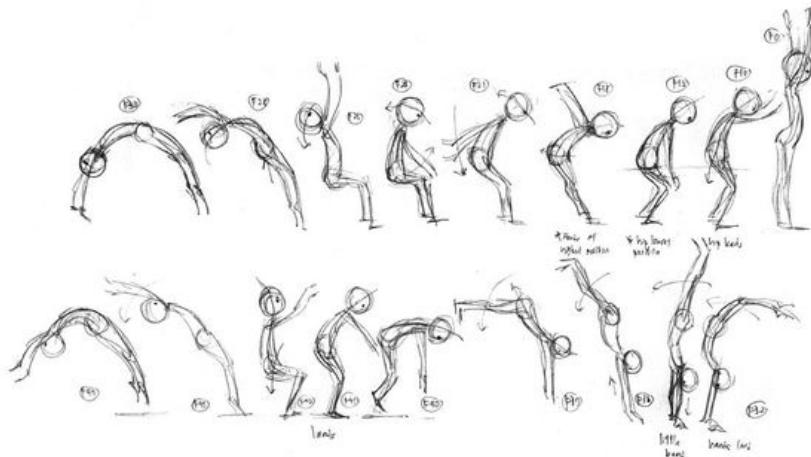
Reference:<https://scifi.radio/2017/09/07/12-principles-animation-updated-modern-age/>

## 2. Animation Software – Using tools like Adobe Animate, Blender, or similar platforms.



Reference:<https://troneducation.com/best-animation-software/>

## 3. Frame-by-Frame Animation – Creating sequences by hand.



Reference:<https://digitaltemplatemarket.com/frame-by-frame-animation/>

## 4. Tweening & Motion Paths – Automating movement between key frames.



Reference:<https://superpixel.sg/blog/tweening/>

## **5. Exporting & Publishing** – Converting animations for web, video, or presentations.

### **Real-Life Example:**

Educational science videos often use animations to explain complex processes, such as how the human heart pumps blood, making the topic easier to understand.

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### **Remember This!**

- *Animation turns ideas into engaging visual stories—combining creativity and technical skills.*

# General Topic: Advanced Multimedia Production

## Lesson Overview:

**Advanced multimedia production** involves combining text, images, audio, video, and interactivity to create professional-level projects for education, business, and entertainment.

## Key Concepts and Subtopics:

- 1. Multimedia Planning** – Defining objectives, audience, and content structure.
- 2. High-Quality Graphics** – Designing professional images using tools like Photoshop or Illustrator.
- 3. Video & Audio Editing** – Enhancing clarity, pacing, and emotional impact.
- 4. Interactive Media** – Adding clickable buttons, hyperlinks, and dynamic content.
- 5. Publishing for Multiple Platforms** – Optimizing for web, mobile, and offline use.

## Real-Life Example:

A tourism board creates an interactive digital brochure with videos, maps, and voice narrations to promote travel destinations.

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## *Remember This!*

- *Great multimedia projects balance creativity, functionality, and audience needs—technology is just the tool; the message is what matters most.*