deerwalk
training center

WEBPAGE & MULTIMEDIA

Nature of the Course: Theory + Practical
Total Hours per Day: 2 Hours
Course Duration: 6 Weeks

Course Summary

This course is for individuals who wish to learn how to create a simple web page, as well as html properties, html layouts, CSS, syntax, how digital images work, color modes, actions, and scripts, overview of the selection, working with adjustment layers and filters, publishing, editing audio on the timeline, creating animated effects with key-frames and exporting your movie. This course is best suited for anyone with some basic knowledge of web site and page design, such as high school and university students who wish to conduct coursework or someone who is already working in web design. Exercises in the laboratory are mandatory, have a deadline, and are graded. The course lays a high emphasis on lab exercises as software programming can only be learned successfully by precisely putting the principles that have been taught into practice. Exercises submitted after the deadline will have a penalty in terms of overall score. Instructors may provide relevant lecture/lab notes to students as (and when) needed, either in the form of printed handouts or by email.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

- Has attended 90% of all classes held
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments
- The tutor believes the student has grasped all of the concepts and is ready to go on to the second module.

Required Textbooks

- Irene Hammerich and Claire Harrisson, "Developing Online Content",

Wiley.
- T. Richardson and C. Thies, "Multimedia Web Design and Development", Mercury Learning and Information.
- Prabhat K. Andleigh, "Multimedia Systems Design", Pearson.

Course Details
Week I
Html
- HTML Tags
- HTML Documents

Html Attributes
- Attribute Examples
- HTML Attribute Reference

Html Headings
- Importance of Headings
- HTML Lines
- HTML Comments
- HTML Paragraphs
- HTML Tags
- HTML Links
- HTML Style

Html Images
- HTML Images the Alt Attribute
- HTML Image Tags

Html Tables
- HTML Table and Border attributes
- HTML Table Header

Html Lists
- HTML Unordered Lists
- HTML Ordered Lists
- HTML Forms
- An ordered list

- An unordered list

Html Forms - The Input Element
- Text Fields
- Password Field
- Radio Buttons
- Checkboxes
- Submit Button

Html Frames
- The HTML frameset Element
- The HTML frame Element
- Basic Notes - Useful Tips

Html Iframe
- iFrame - Set Height and Width
- iFrame - Remove the Border
- Use iFrame as a Target for a Link

Week II
Website Layouts
- HTML Layouts - Using Tables
- HTML Layouts - Using Div. Elements

Html Doctypes
- HTML Different Doctypes
- HTML 4.01 Strict
- HTML 4.01 Transitional
- HTML 4.01 Frameset

The Html Head Element
- The HTML title Element
- The HTML base Element
- The HTML link Element
- The HTML style Element

Css
- What is CSS?

- CSS Syntax
- CSS Comments

The Id And Class Selectors
- The id Selector
- The class selectors

Three Ways To Insert Css
- External Style Sheet
- Internal Style Sheet
- Inline Style
- Different List Item Makers

Week III
Multimedia/Adobe Photoshop
- Understanding how Digital Images Work
- Overview of the Selection Tools
- Understanding Layers
- Understanding Color Modes
- Working with Type
- Adjustment Layers and Filters
- Action and Scripts
- Preparing to Publish

Week IV
Multimedia/Adobe Illustrator
- Getting to Know the Work Area
- Selecting and Aligning
- Creating and Editing Shapes
- Transforming Objects
- Drawing with the Pen Tool
- Color and painting
- Working with Type
- Working with Layers
- Working with Perspective Drawing
- Blending Colors and Shapes
- Working with Brushes

- Applying Effects
- Applying Appearance Attributes and Graphic Styles
- Working with symbols
- Your Creative Workspace
- Designing Type & Layout
- Reshaping Dimensions

Week V
Sony Vegas Pro
- Starting a New Project
- Add and Organize Media
- Preparing and Editing Your Media
- Advanced Timeline Tools
- Editing Audio on the Timeline
- Adding and Adjusting Audio FX
- Adding Titles
- Create Animated Effects with Key frames
- Exporting Your Movie

Week VI
Adobe After Effects
- Welcome to After Effects
- Introducing animation
- Layer control
- Effects overview
- Working with transparency
- Type and type animation
- Parenting and nesting
- Introducing expressions
- Rendering

Labs
Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem-solving techniques to the students.

Learning Outcome

- Using Integrated Development Environments (I.D.E.'s) such as Macromedia Dreamweaver and the Adobe Air Interface, create a Web page.
- Using Flash MX, create animated web content and applications.
- Animating Lights and Cameras, Dynamics page, Video Effects in 3DS MAX, Polygon Modelling, Mesh Modelling, Patch Modelling, Mesh Modelling, Patch Modelling, NURBS Modelling
- Character Animation, Free Transform Animation, Motion Capture Files, Transition Creating, Mesh Deformation with Skin and Physique Modifiers, Crowd Animation with System Delegate Objects, Cogitative Controller
- Ability to work with analog and digital sound, sound recording, processing, and effects