

# MULTIMEDIA

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## LAB REPORT



**Submitted by:**

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CSIT(5<sup>th</sup> SEMESTER)

**Submitted to:**

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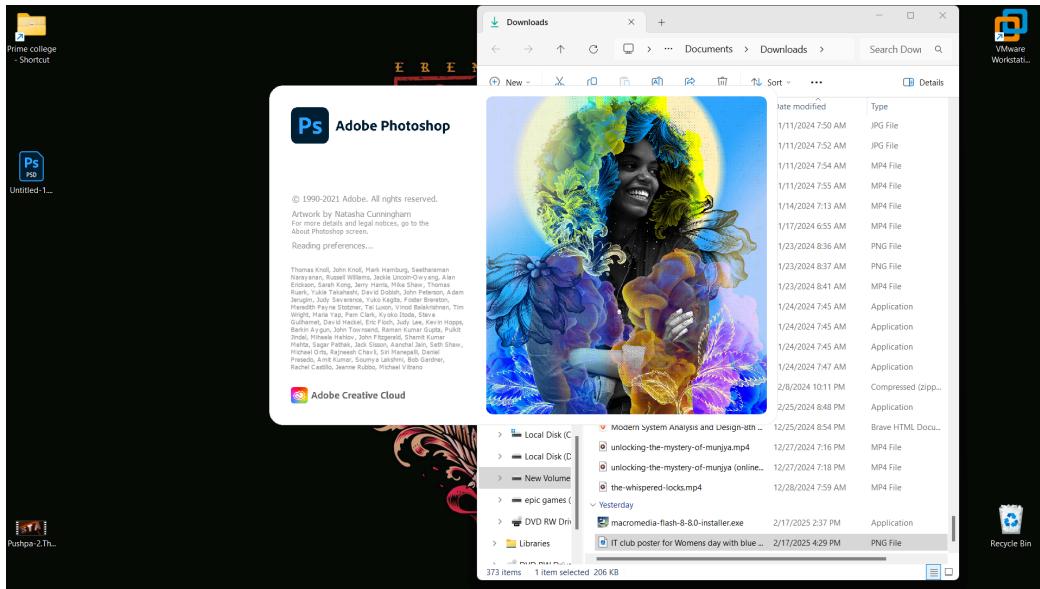
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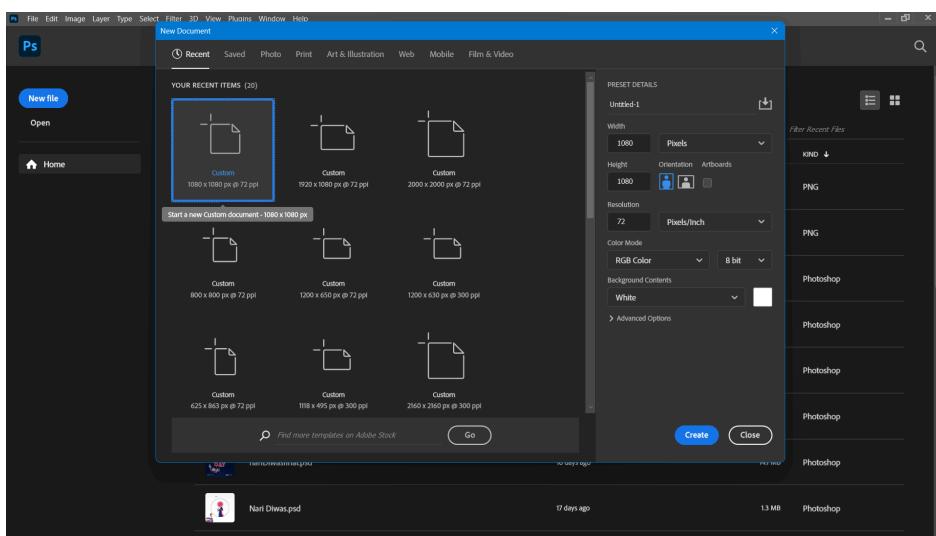
# Lab 1: Image Editing Lab

## Lab 1.1 DESIGNING A LOGO FOR FICTIONAL COMPANY.

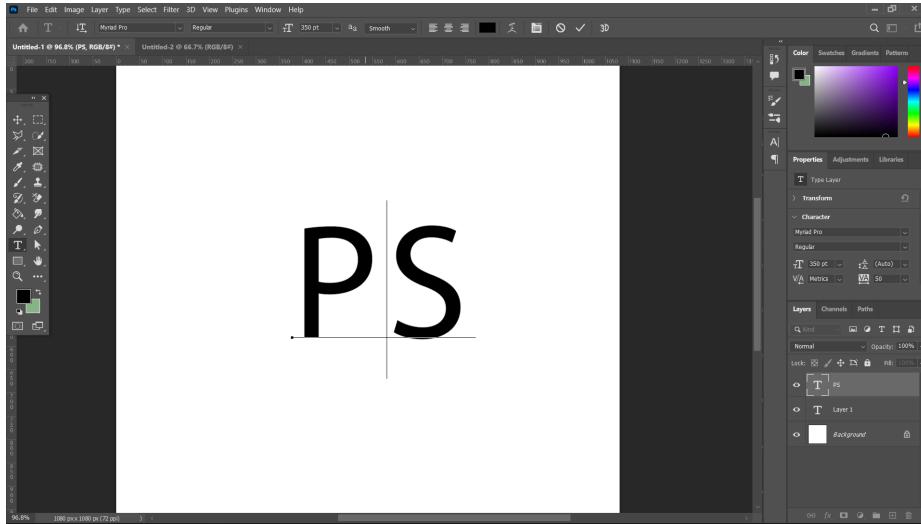
### Step 1: Opening Adobe Photoshop.



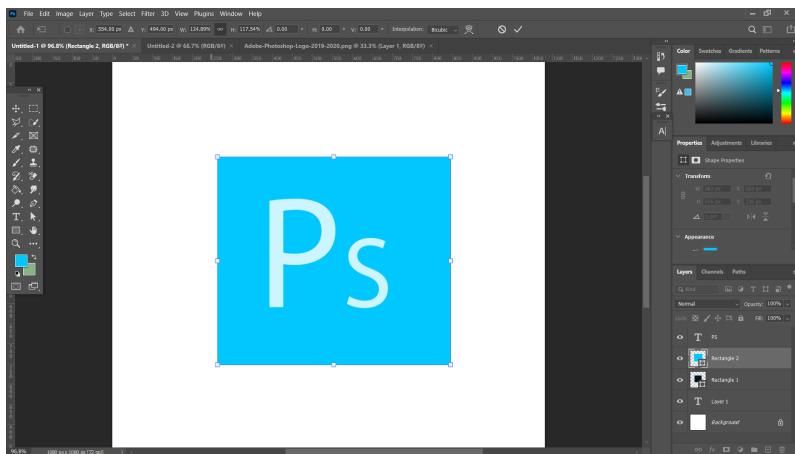
Step 2: We can see that a new Window appears so I selected the 'Custom' option for creating a new photoshop document.



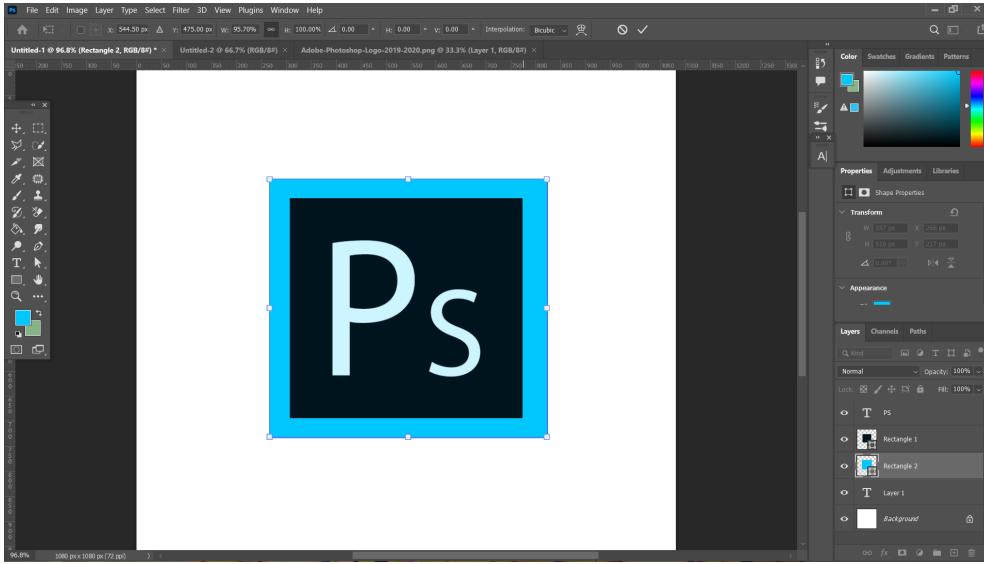
### Step 3: Adding text that we are going to use on our Logo.



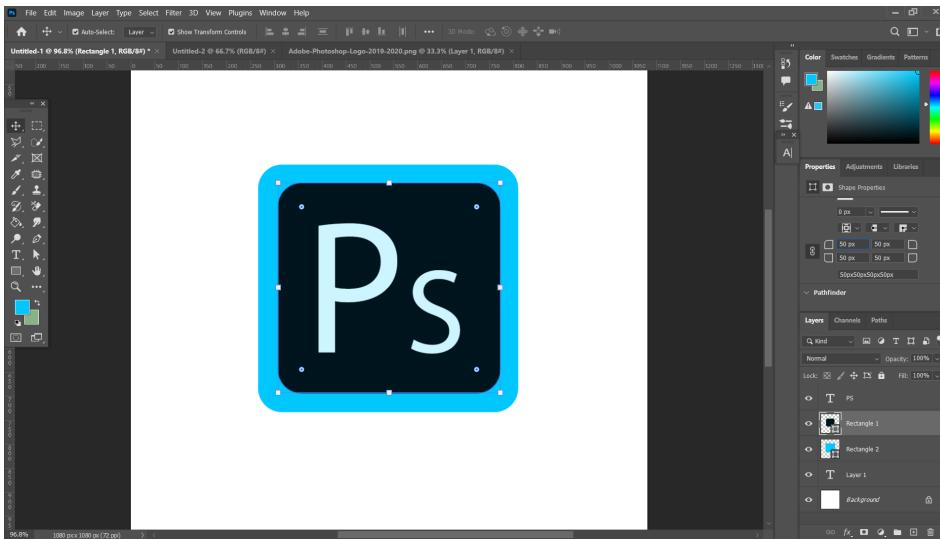
### Step 4: Adding the square background.



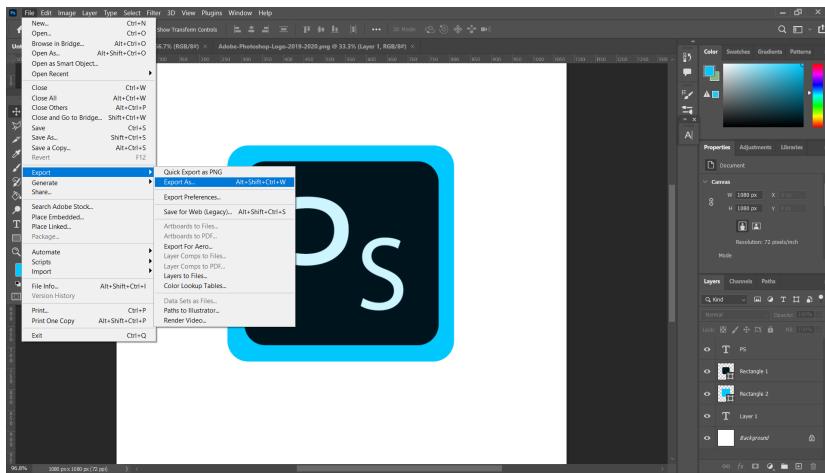
## Step 5: Adding another square and managing its properties.



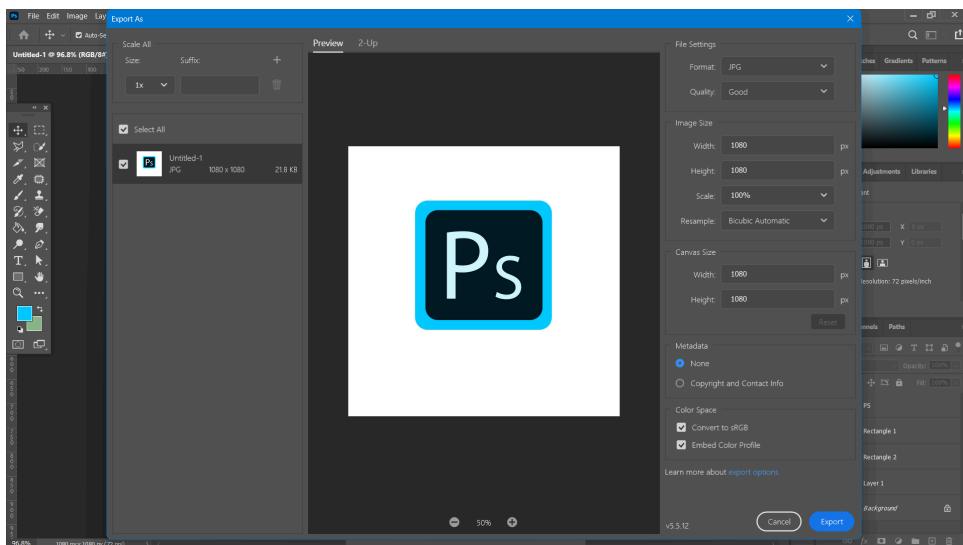
## Step 6: Giving finishing touch to the logo .



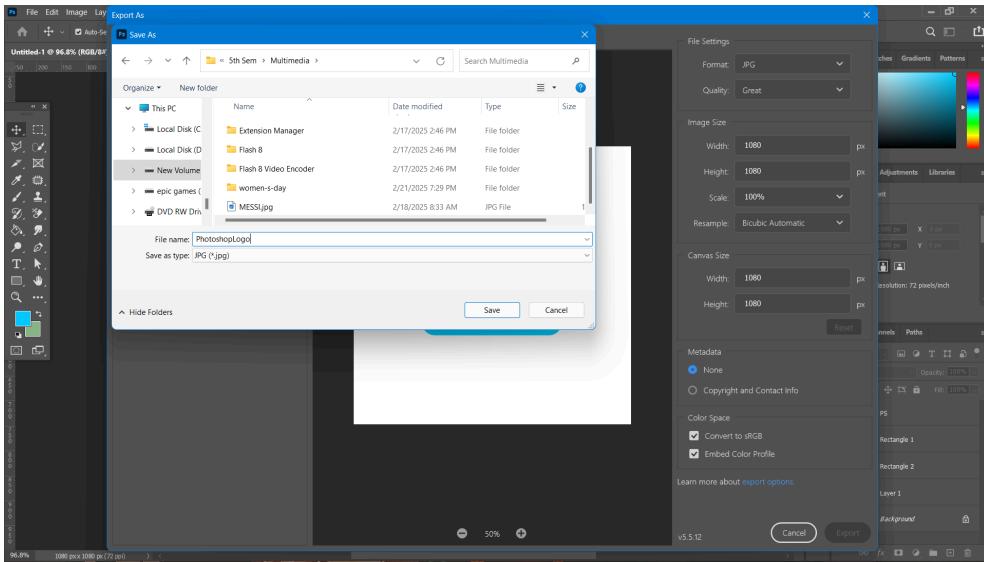
## Step 7: Selecting export option to export the logo.



## Step 8: Then I exported the logo as JPG.



## Step 9: Saving the file.



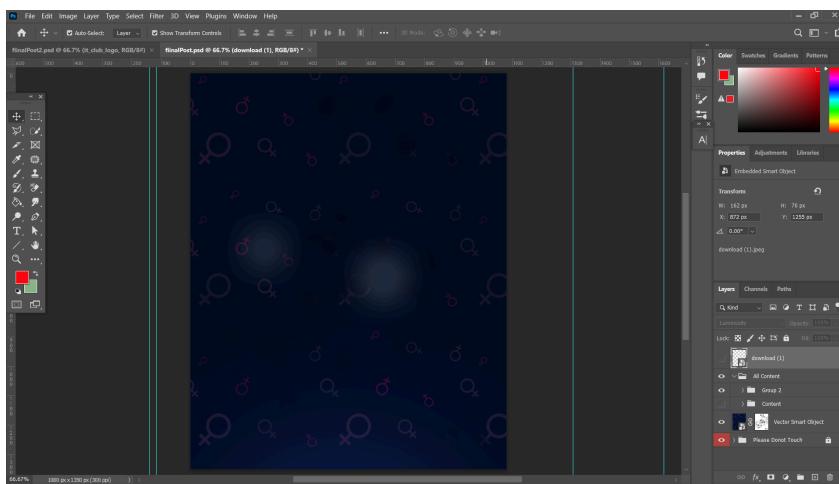
## LAB 1.2 CREATE A POSTER FOR COLLEGE EVENT.

**Step 1:** First, I opened the Photoshop Application.

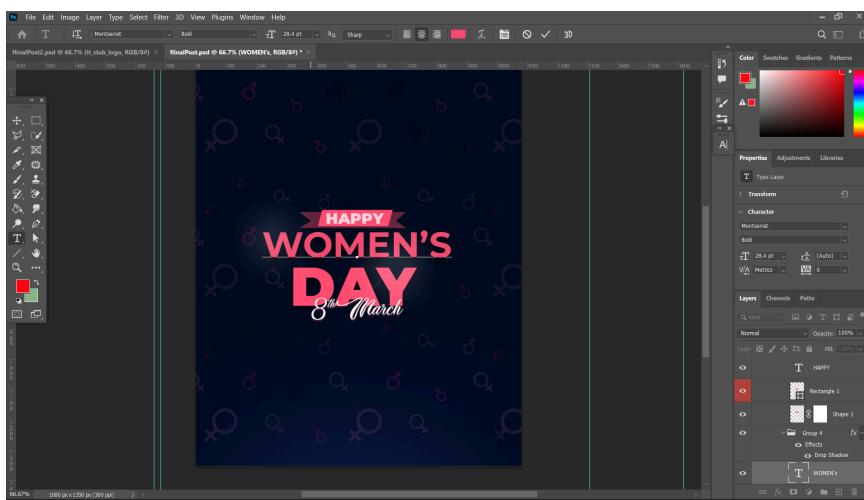
**Step 2:** Then I created a new file.

**Step 3:** Blank screen appeared where I created my content.

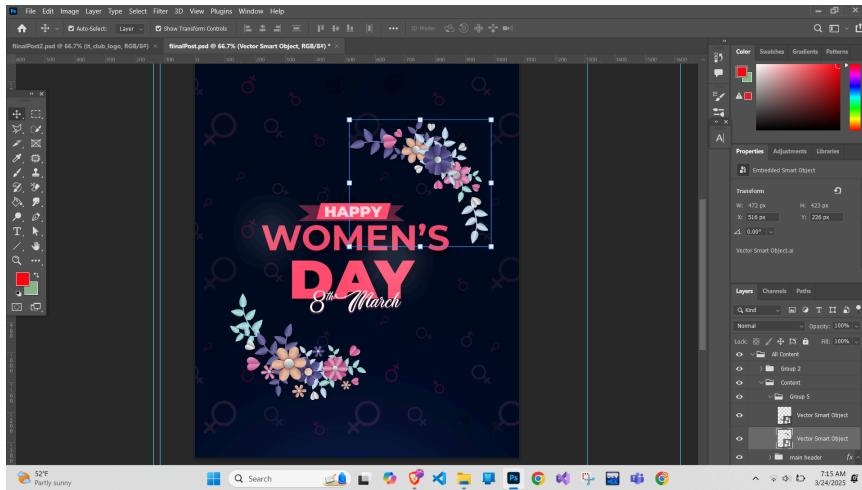
**Step 4:** First I added background in layer 1 followed by other layers.



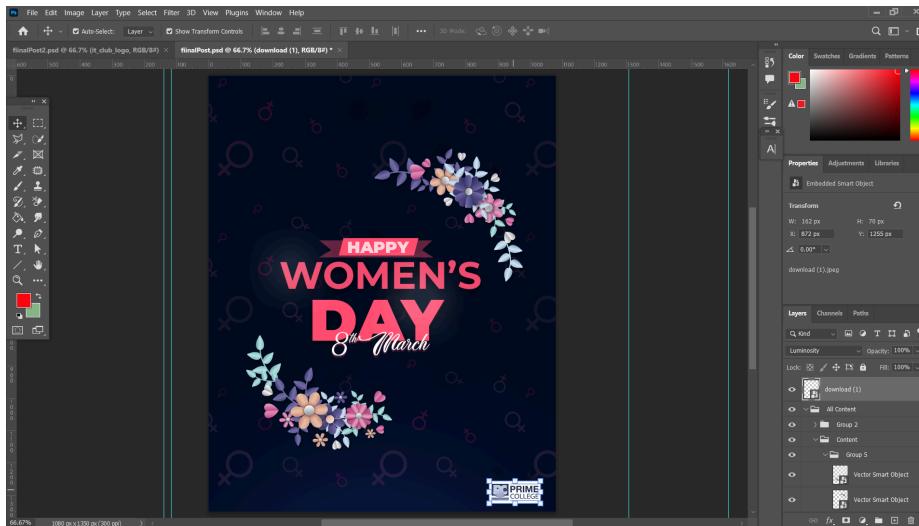
**Step 5:** Then I added the required texts.



**Step 5:** Then I added the required decoration.



**Step 6:** Adding logo to the poster.



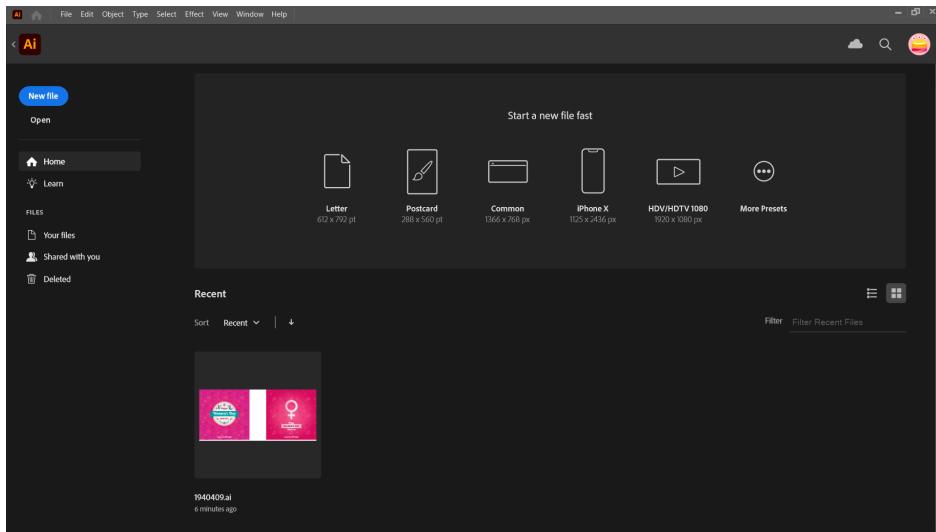
**Step 7:** After this, I Selected the export option to export the logo.

**Step 8:** Then I exported the poster as JPG.

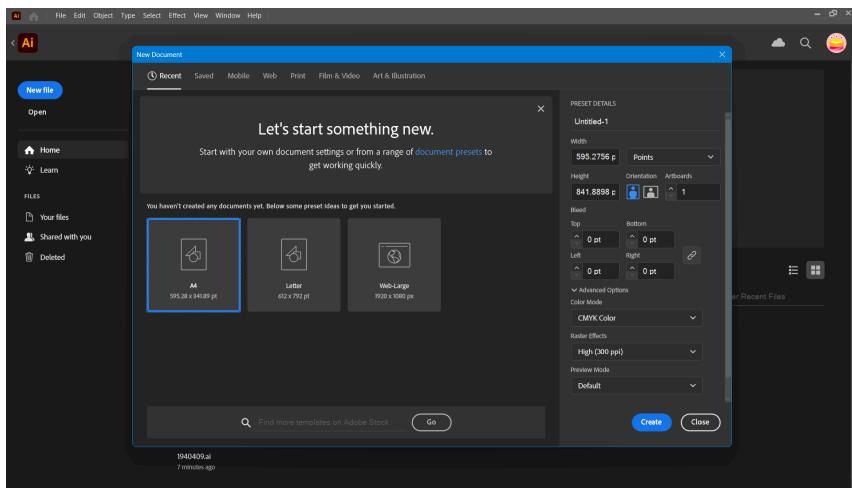
**Step 9:** Saved the file.

## Lab 1.3 VECTORIZE A BITMAP IMAGE.

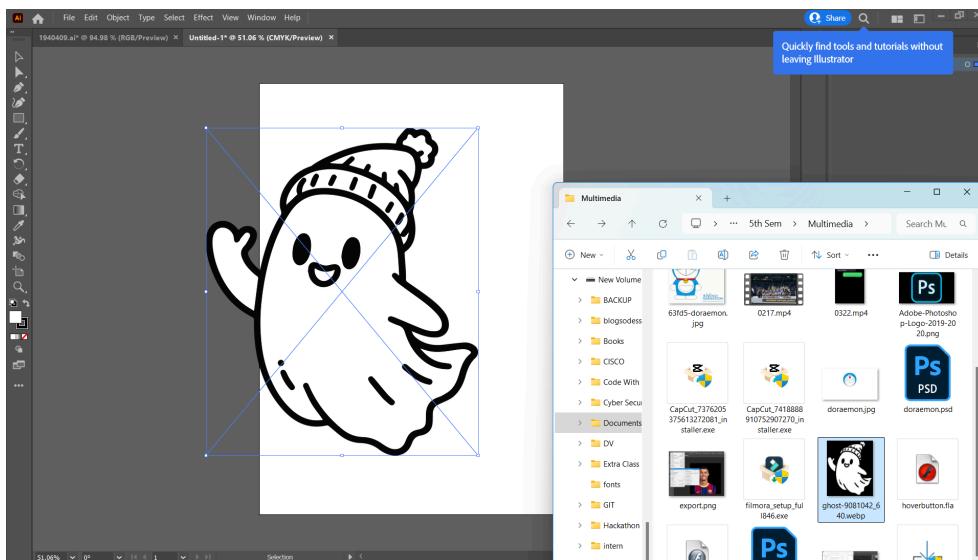
**Step 1:** First, I opened the Adobe illustrator Application.



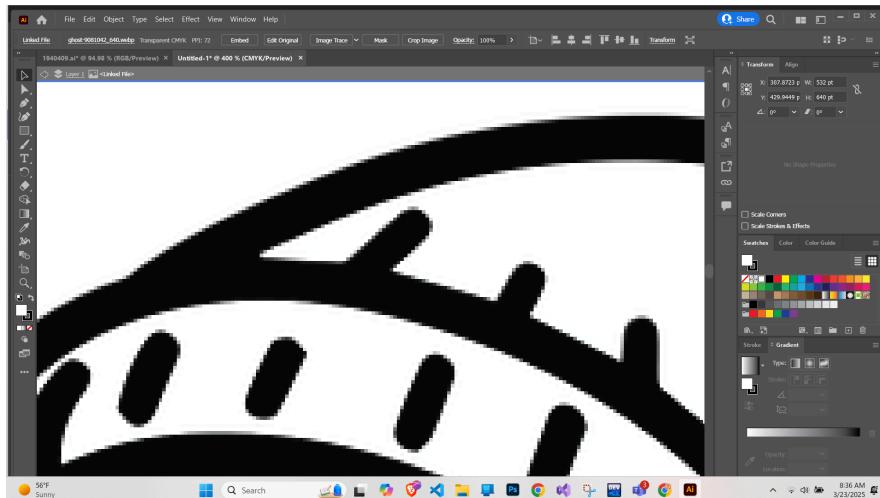
**Step 2:** Then I created a new file.



**Step 3:** Blank screen appeared where we can edit our image, so I imported the picture that I am going to vectorize.

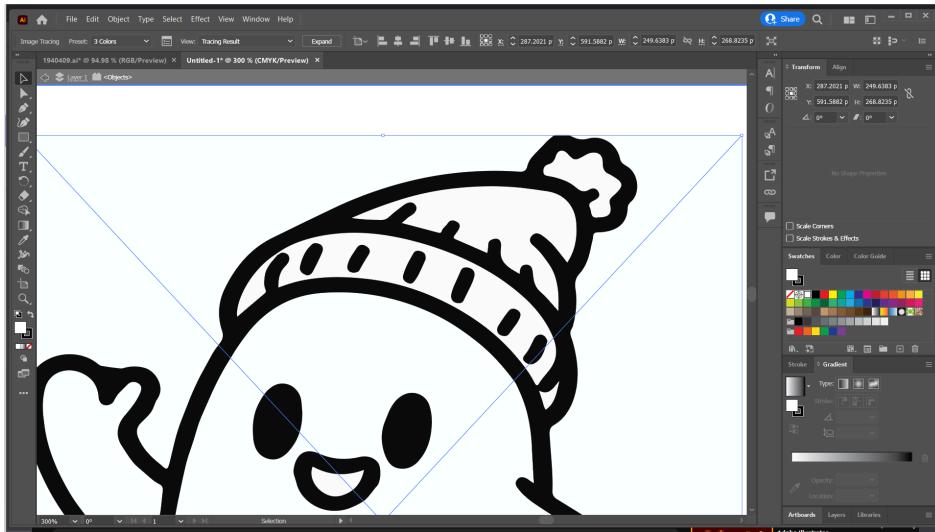


**Step 4:** Conforming our image is not vectorized from start.

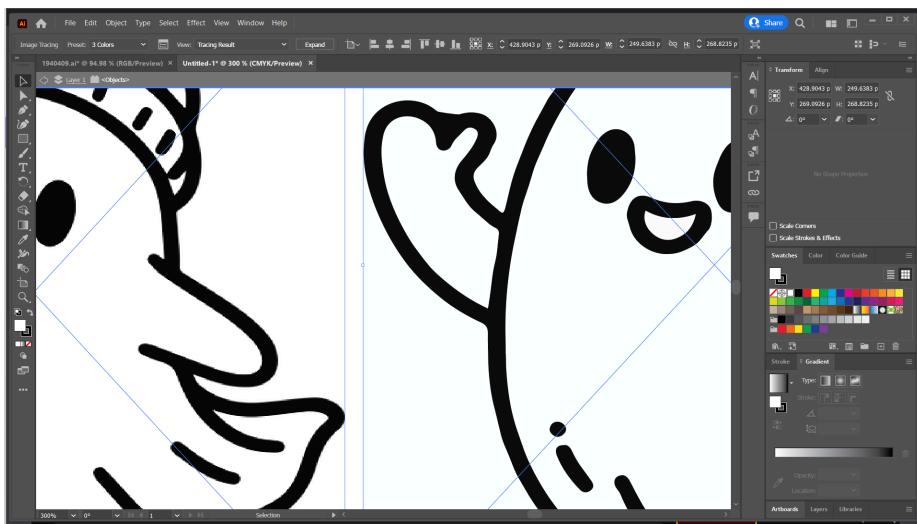


**Step 5:** Selecting the image using a pen tool and vectorizing the image.

**Step 6:** Image after vectorization .



**Step 7:** Comparison of image after vectorization with old image.



**Step 7:** After this, I Selected the export option to export the vectorized image.

**Step 8:** Then I exported the image as JPG.

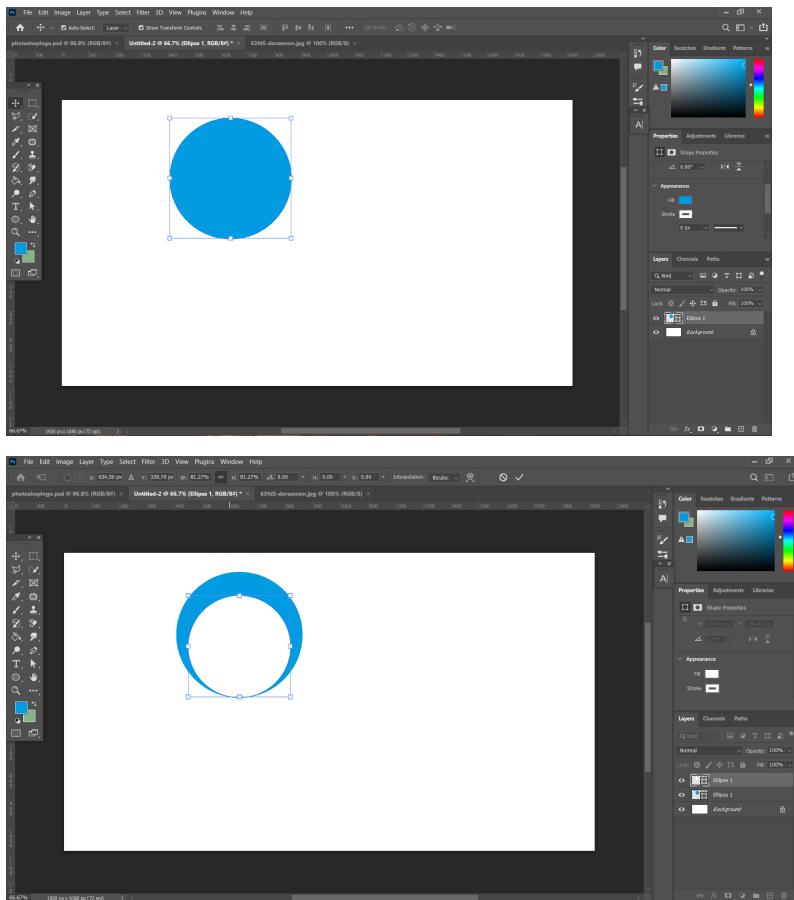
**Step 9:** Saved the file.

## LAB 1.4 CREATE A CARTOON CHARACTER OR LANDSCAPE.

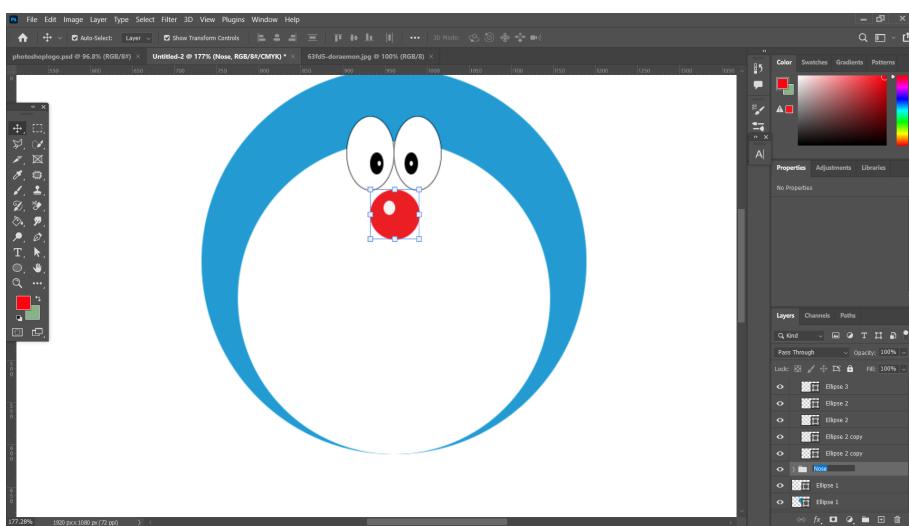
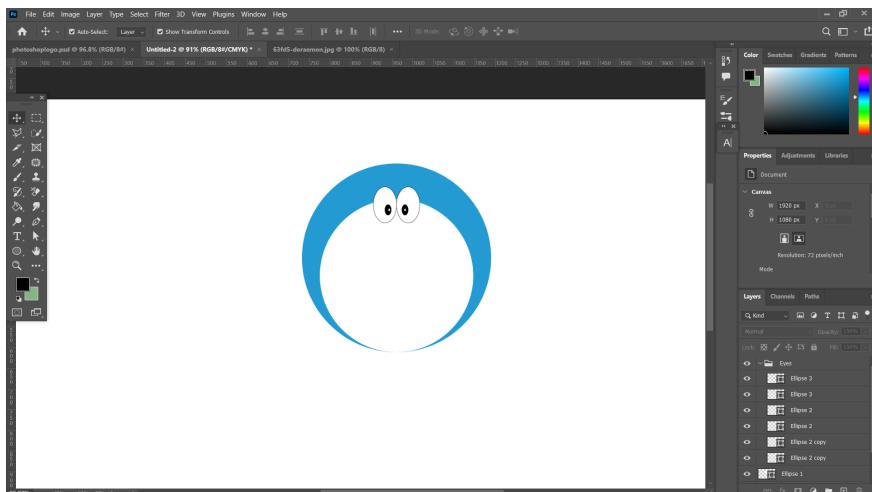
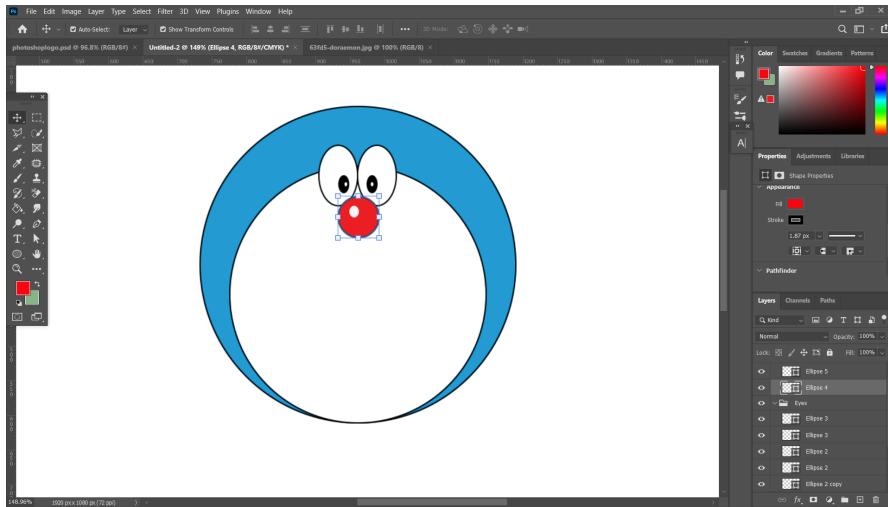
**Step 1:** First, I opened the Photoshop Application.

**Step 2:** Then I created a new file.

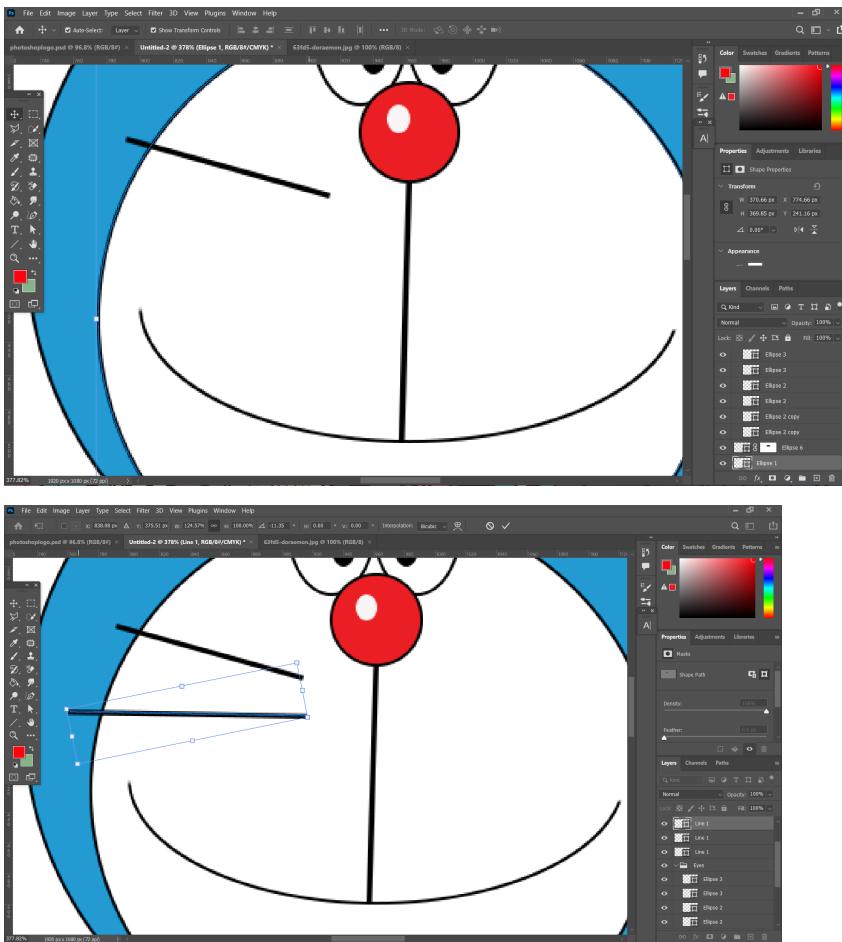
**Step 3:** Creating the Head.



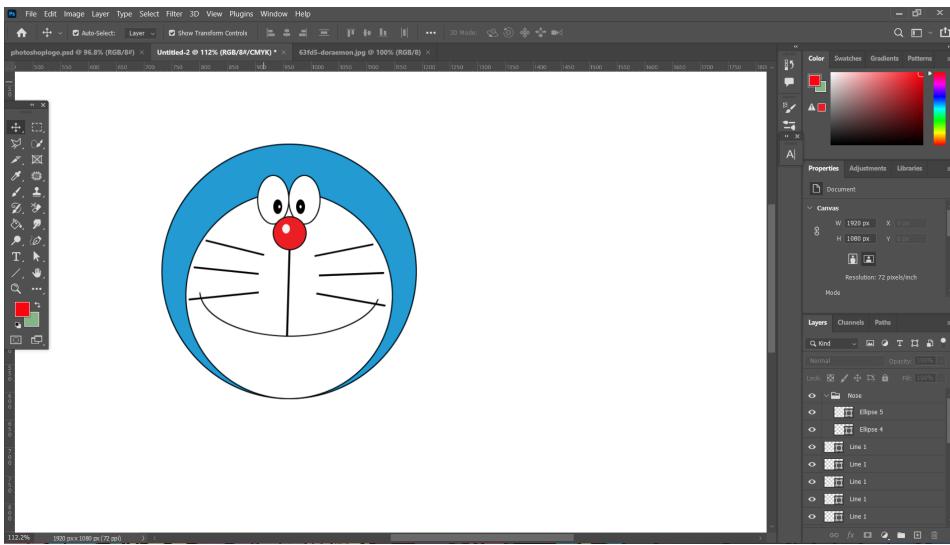
## Step 4: Creating Nose and Eyes.



## Step 5: Creating Beard.



## **Step 6: Final Character design .**



**Step 7:** After this, I Selected the export option to export the image of the character.

**Step 8:** Then I exported the image as JPG.

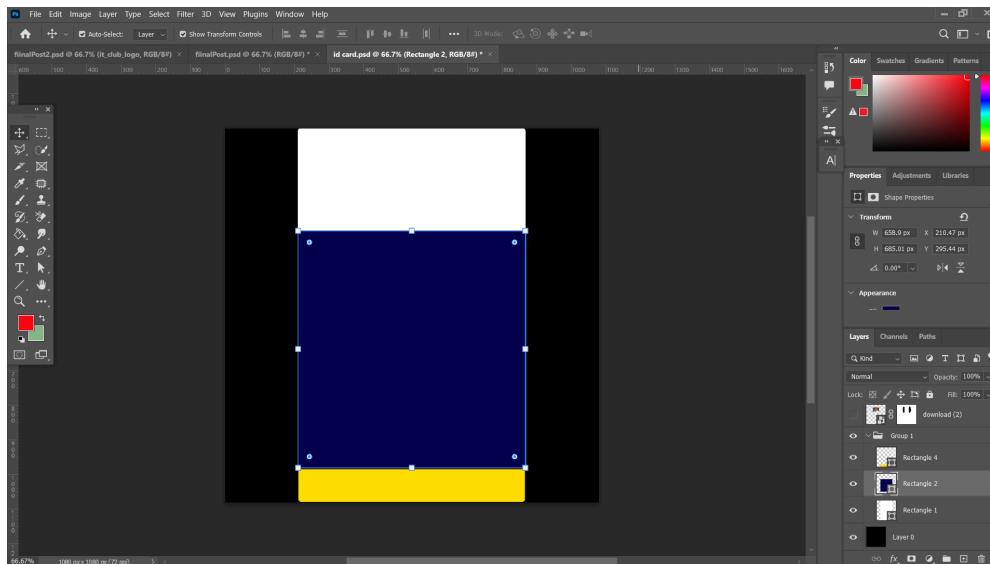
**Step 9:** Saved the file.

## LAB 1.5 DESIGN AN ID CARD.

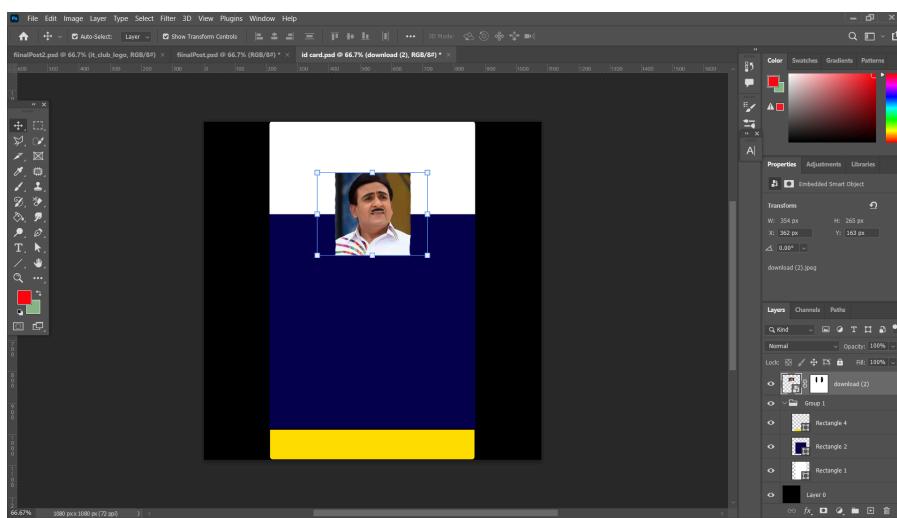
**Step 1:** First, I opened the Photoshop Application.

**Step 2:** Then I created a new file.

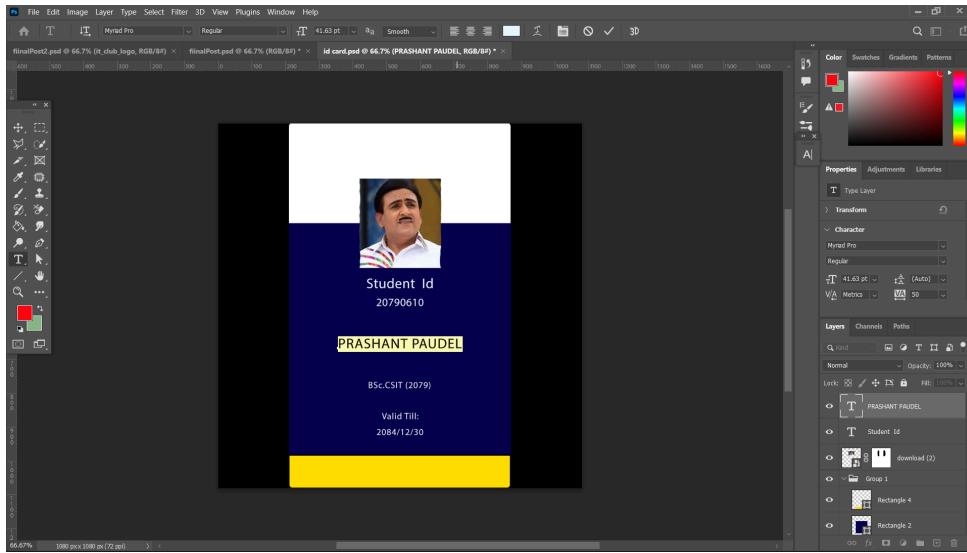
**Step 3:** Creating background.



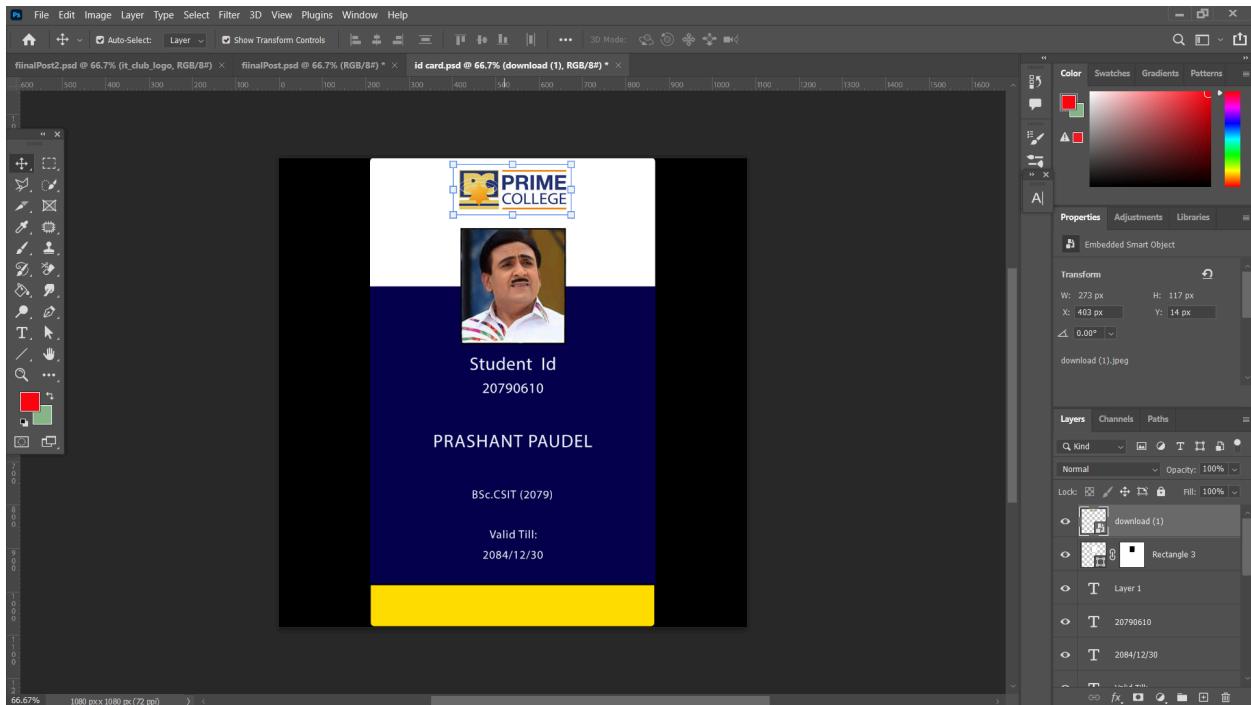
**Step 4:** Adding photo.



## Step 5: Adding text.



## Step 6: Adding the logo.



**Step 7:** After this, I Selected the export option to export the id card.

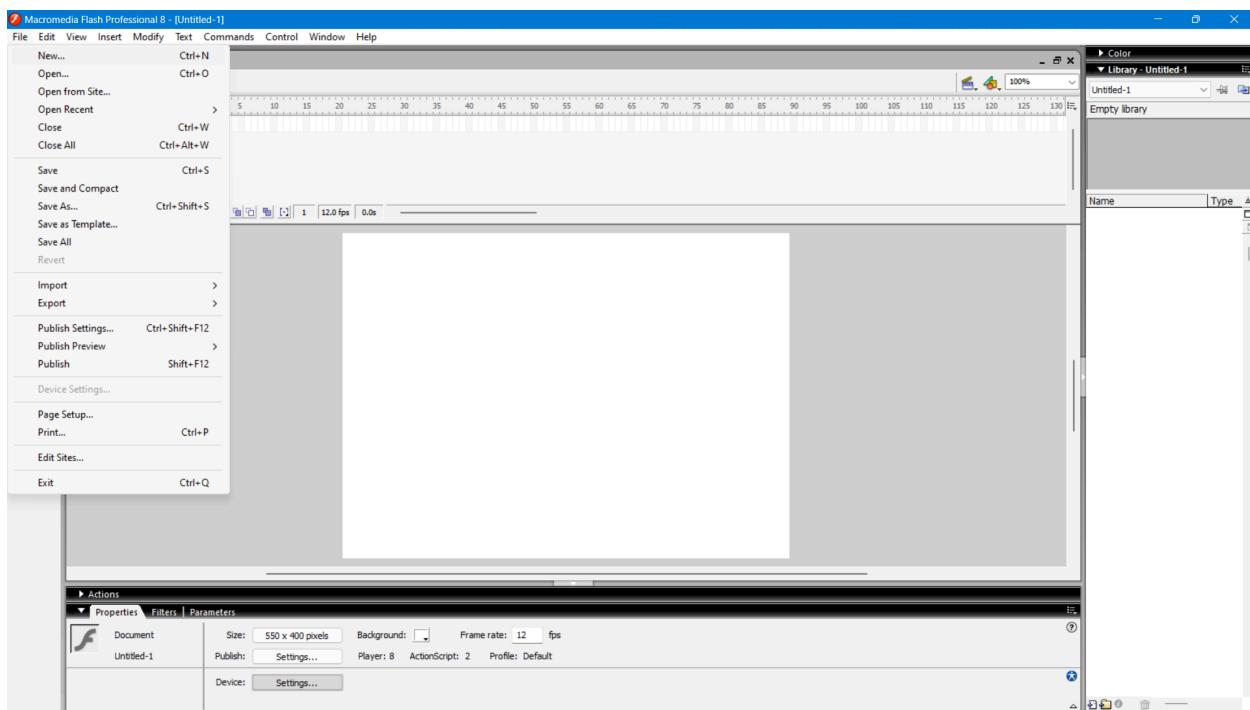
**Step 8:** Then I exported the image as JPG.

**Step 9:** Saved the file.

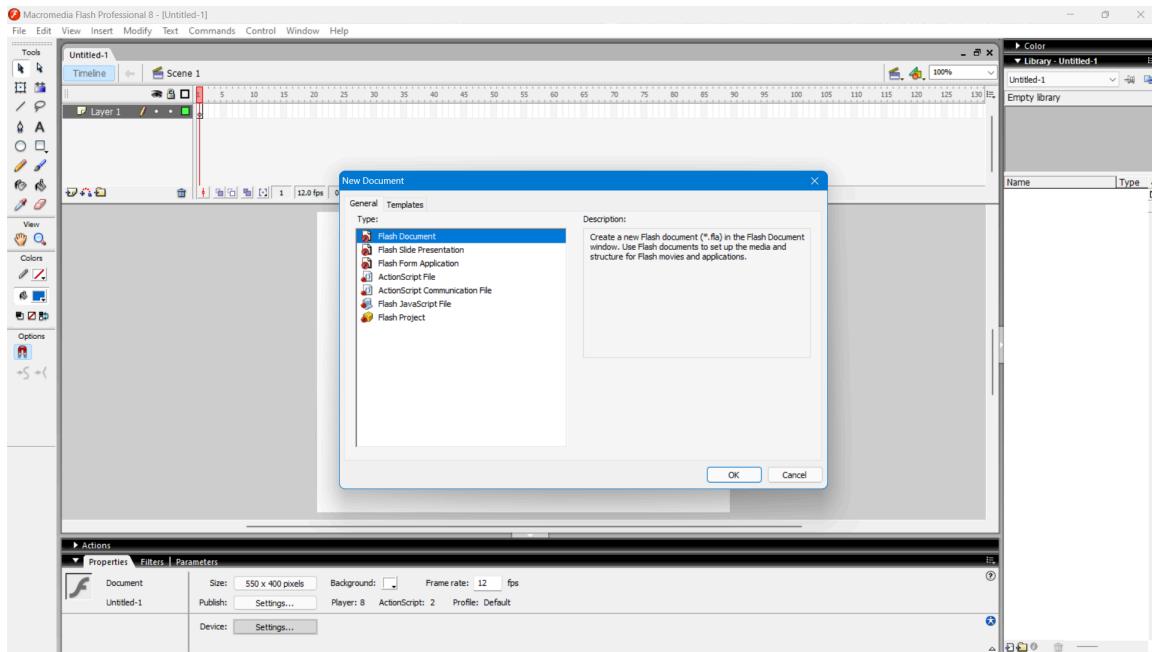
# Lab 2: Macromedia Flash Lab

## Lab 2.1 Create an animated banner for a website.

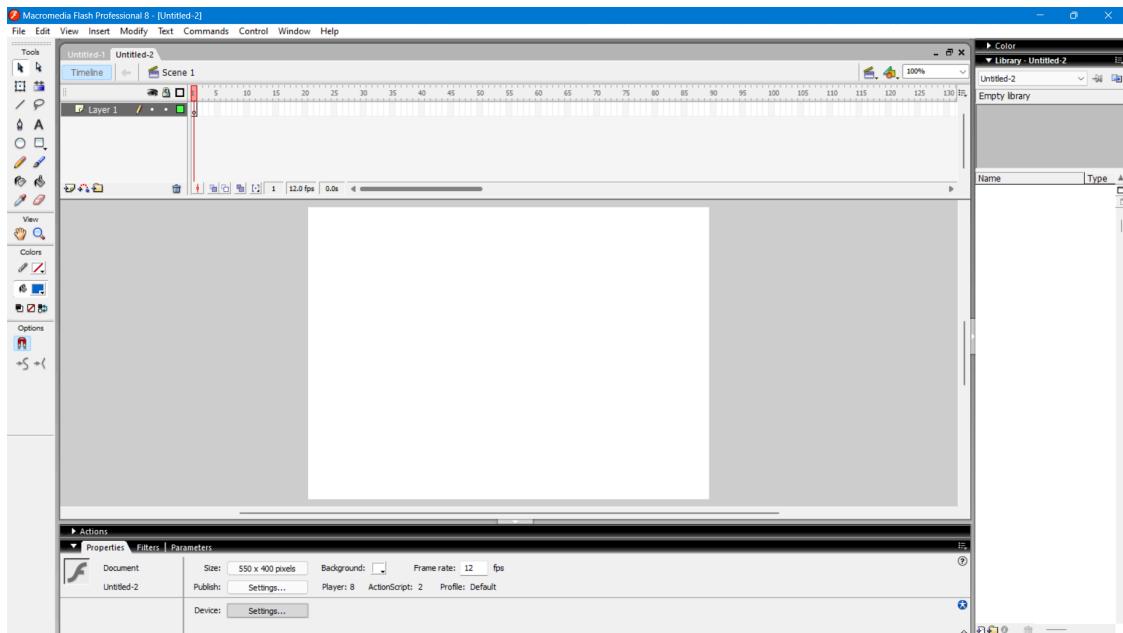
**Step 1:** Opening the Macromedia Flash application and selecting the new function from the menu.



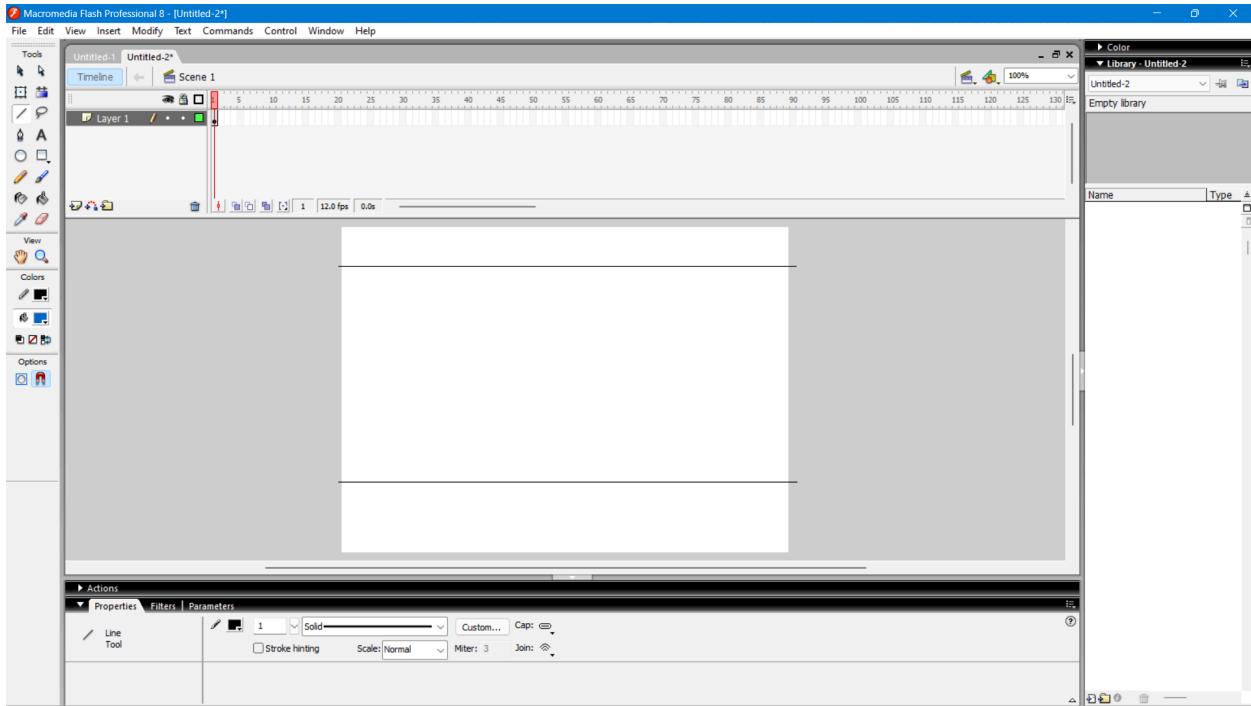
**Step 2:** New Window appeared so I selected ‘flash document’ option for creating new flash document.



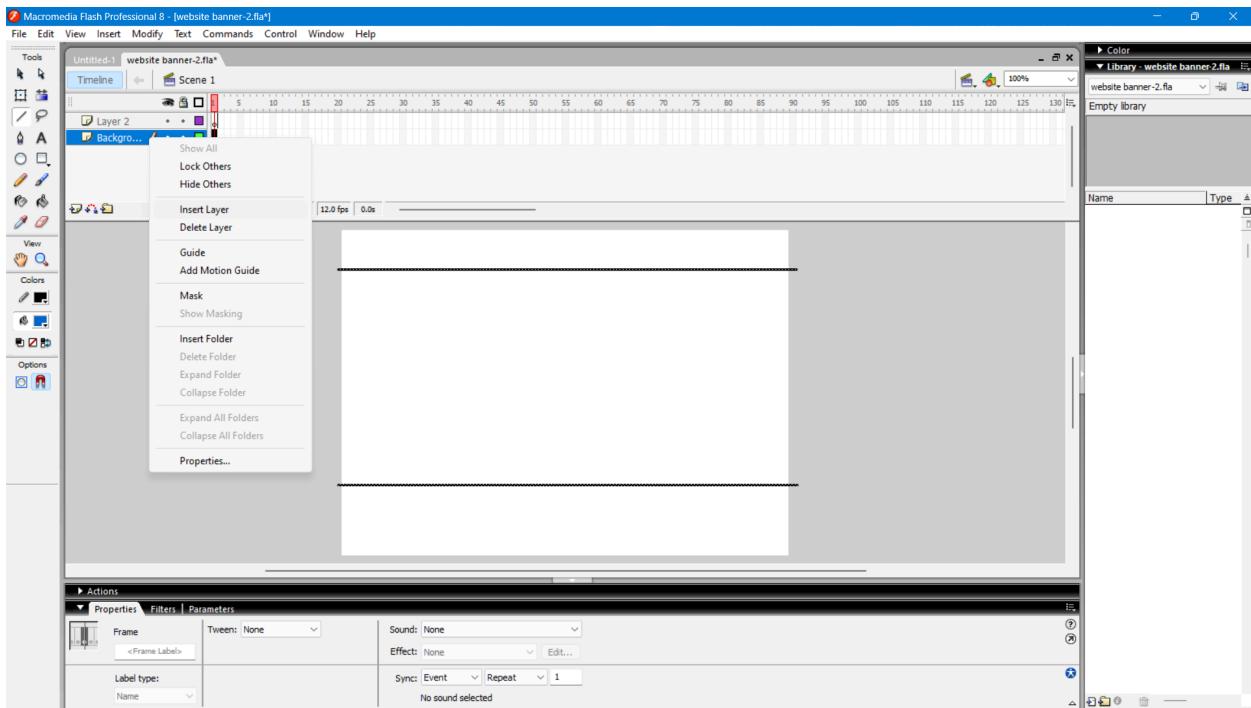
**Step 3:** Blank screen appeared where I created my content.



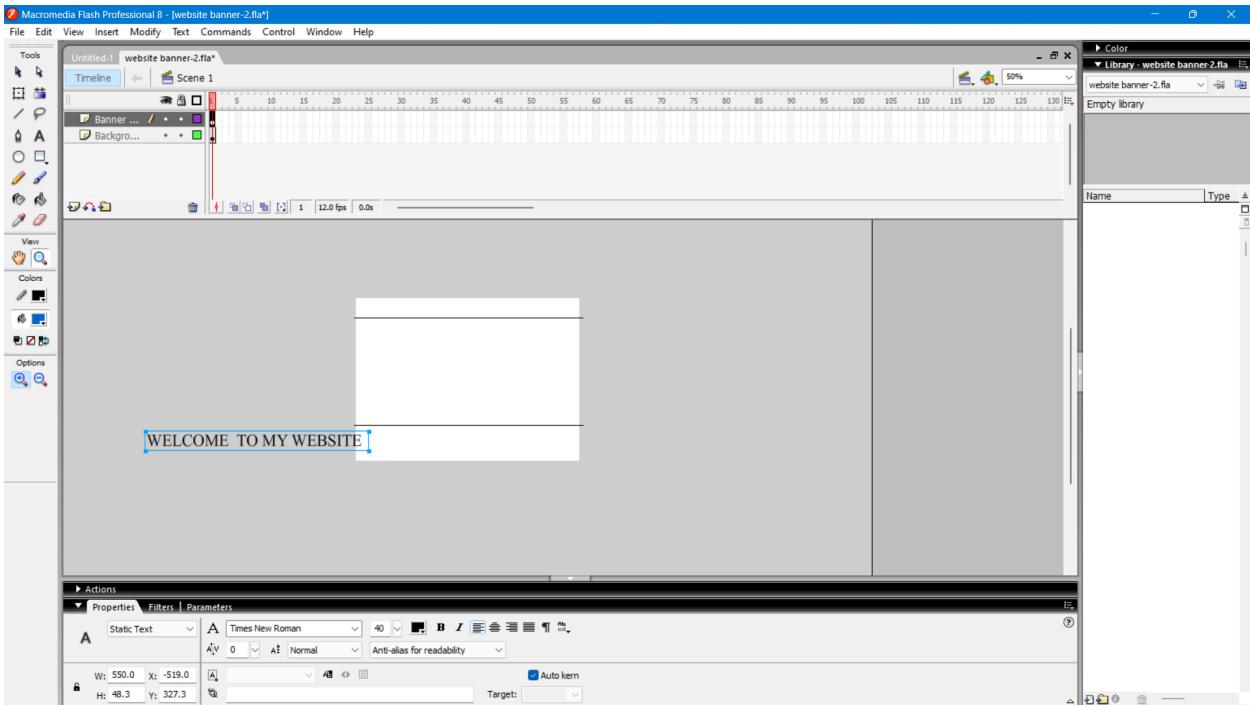
#### Step 4: First background is created in layer 1.



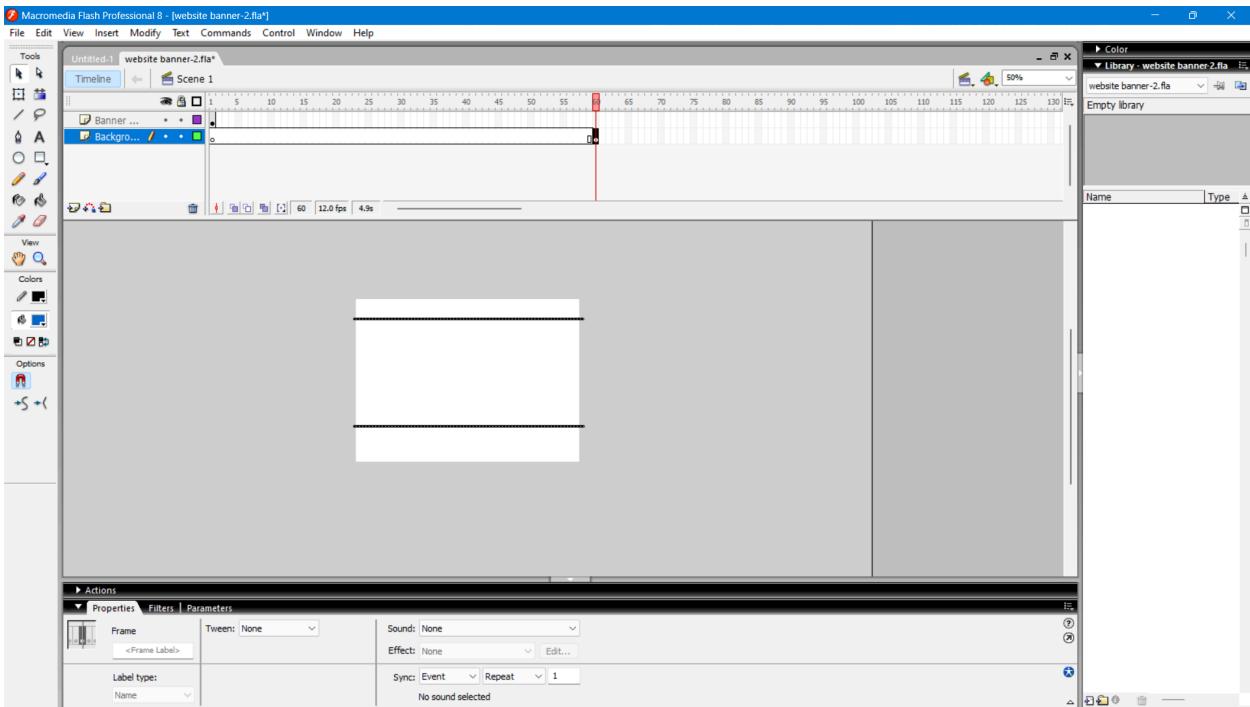
#### Step 5: Then right clicked on the existing layer and clicked on 'insert layer' option.



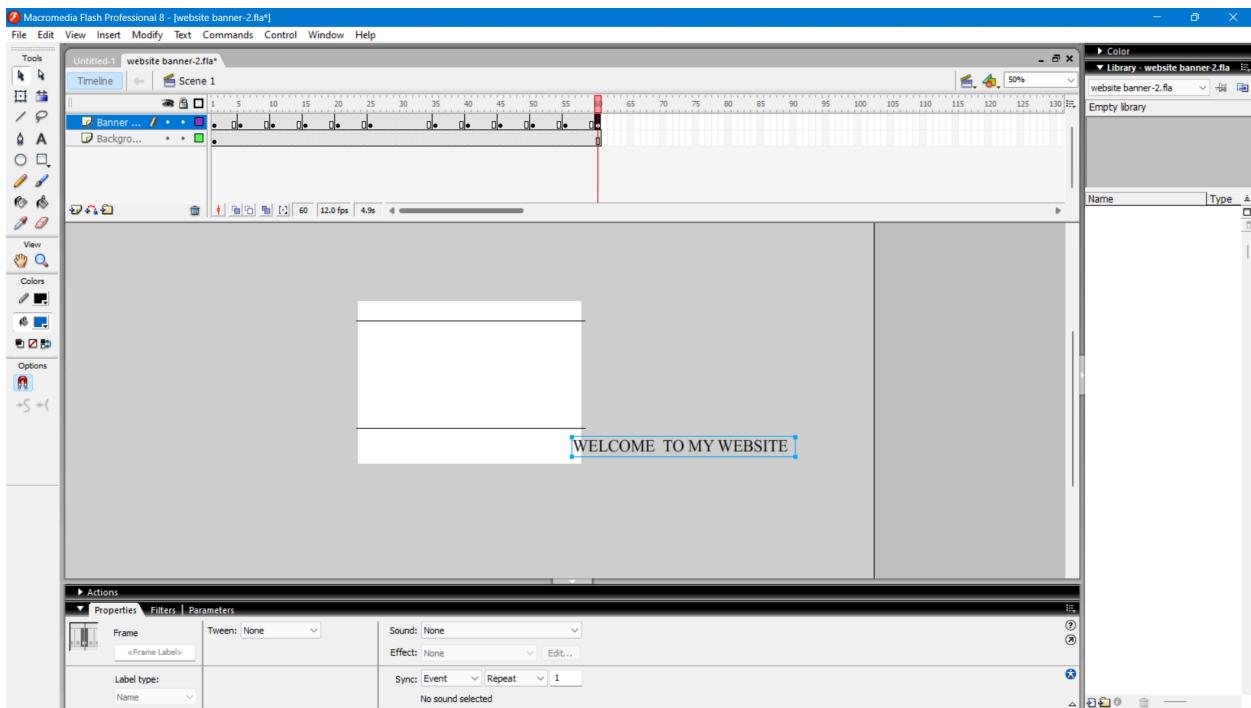
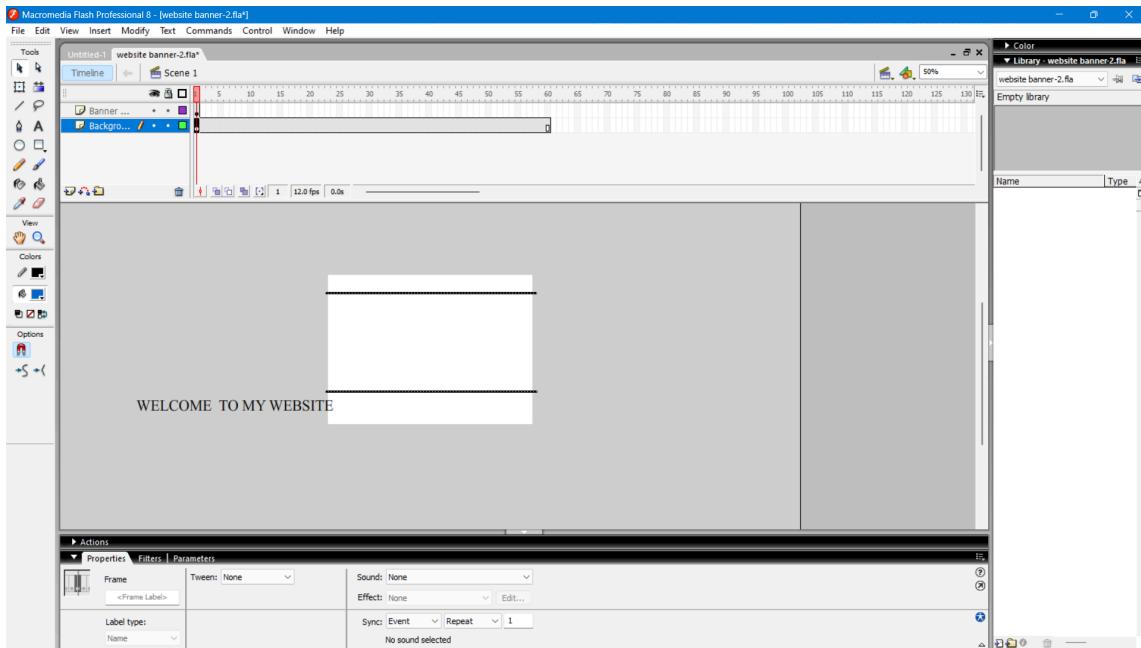
**Step 6:** Then I inserted the content on the document .



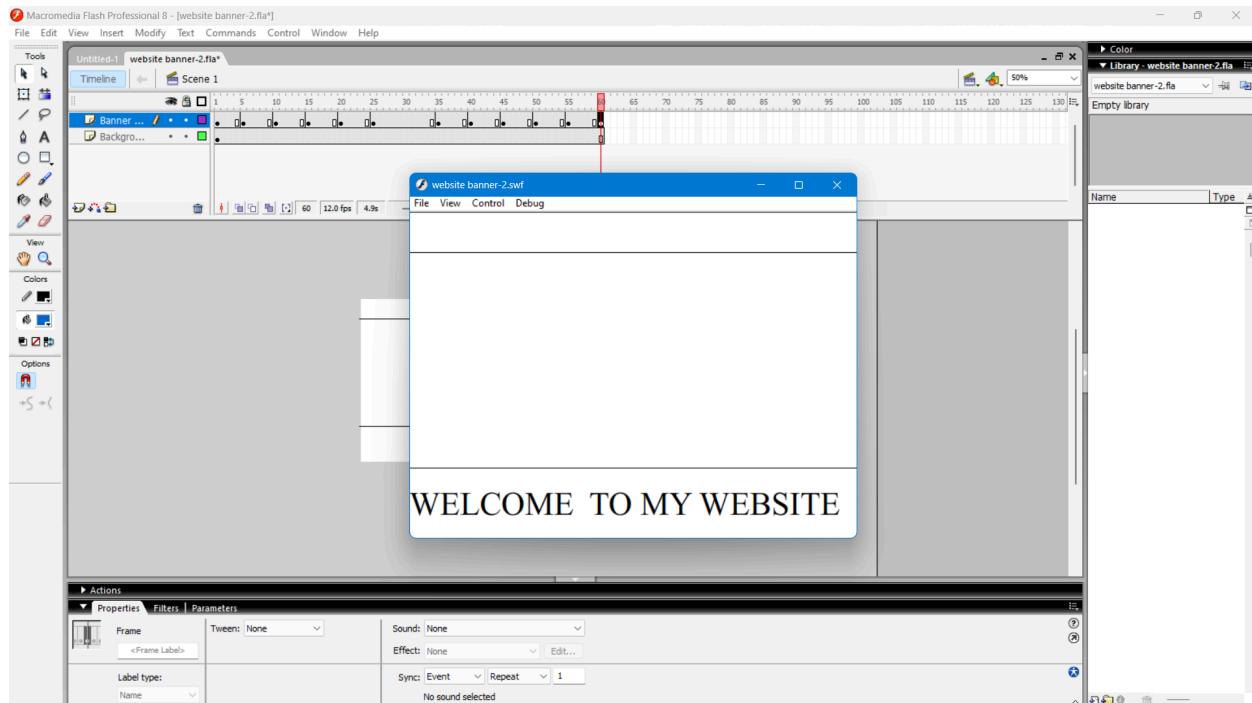
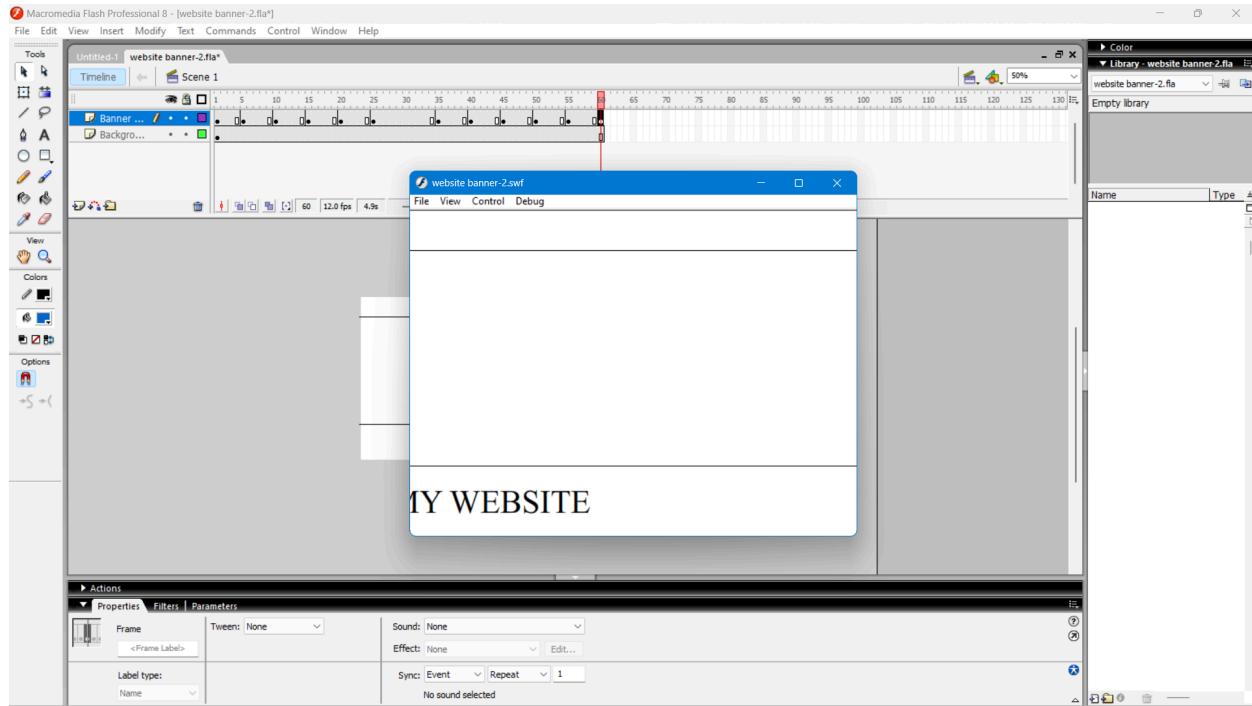
**Step 7:** The layer is set for all the frames we need i.e. from 0 to 60 in this case.

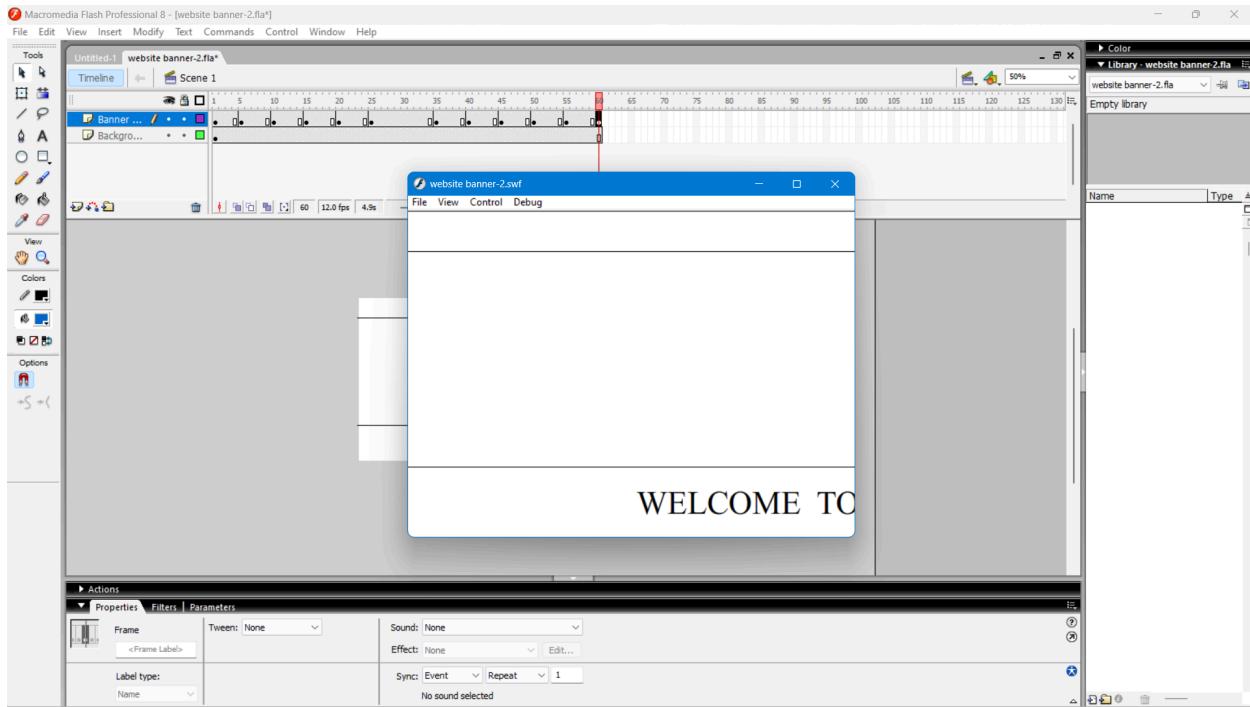


**Step 8:** Then I set each frame by moving the object and then clicking the F6 button.



**Step 9:** Then the shortcut 'Ctrl+Alt' is clicked to create the animation.





## LAB 2.2 Create a moving car animation.

**Step 1:** Opening the Macromedia Flash application and selecting the new function from the menu.

**Step 2:** New Window appeared so I selected the 'flash document' option for creating a new flash document.

**Step 3:** Blank screen appeared where I created my content.

**Step 4:** First background is created in layer 1.

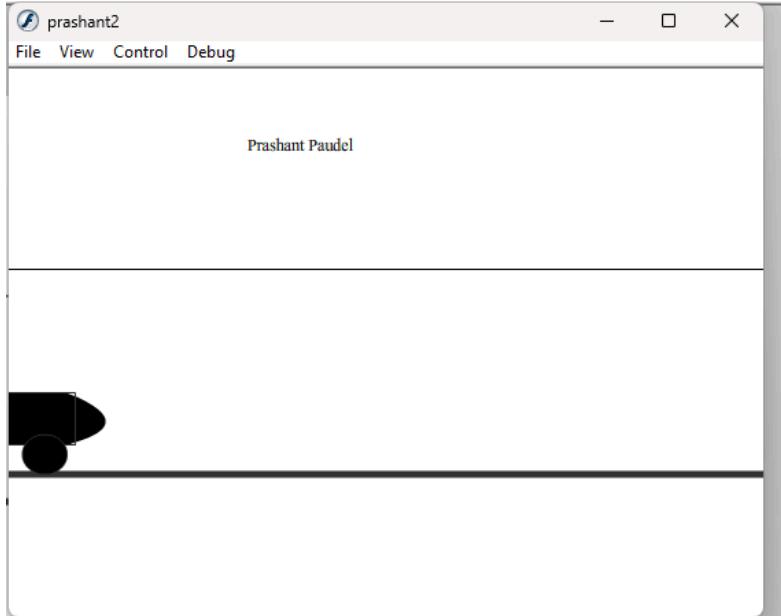
**Step 5:** Then right clicked on the existing layer and clicked on 'insert layer' option.

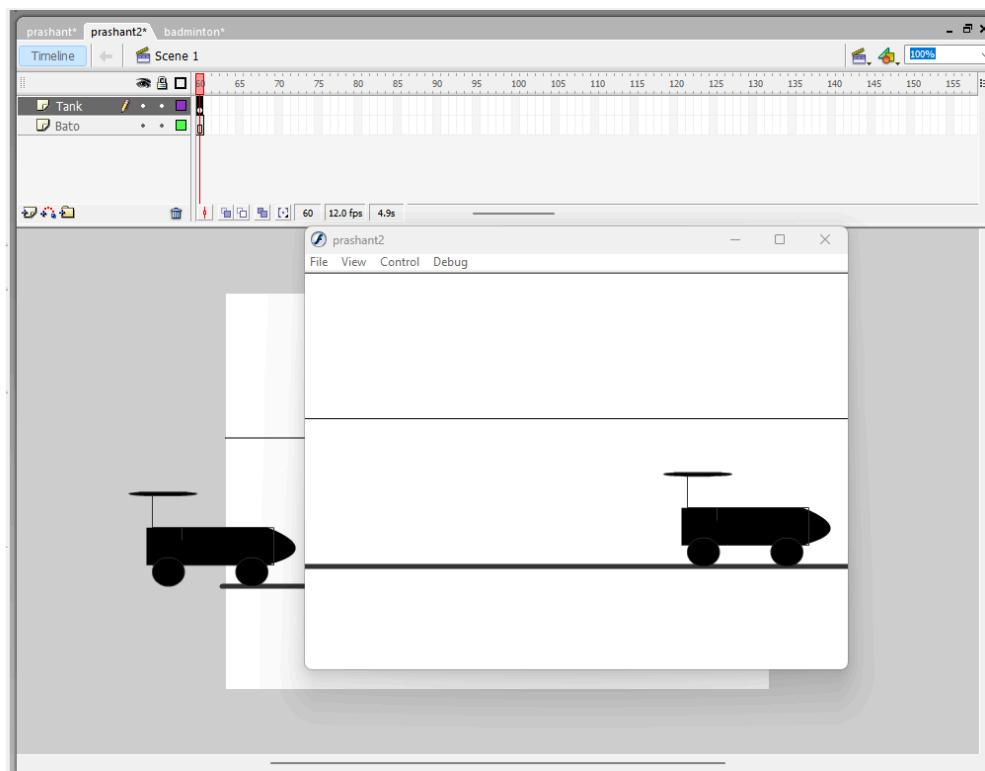
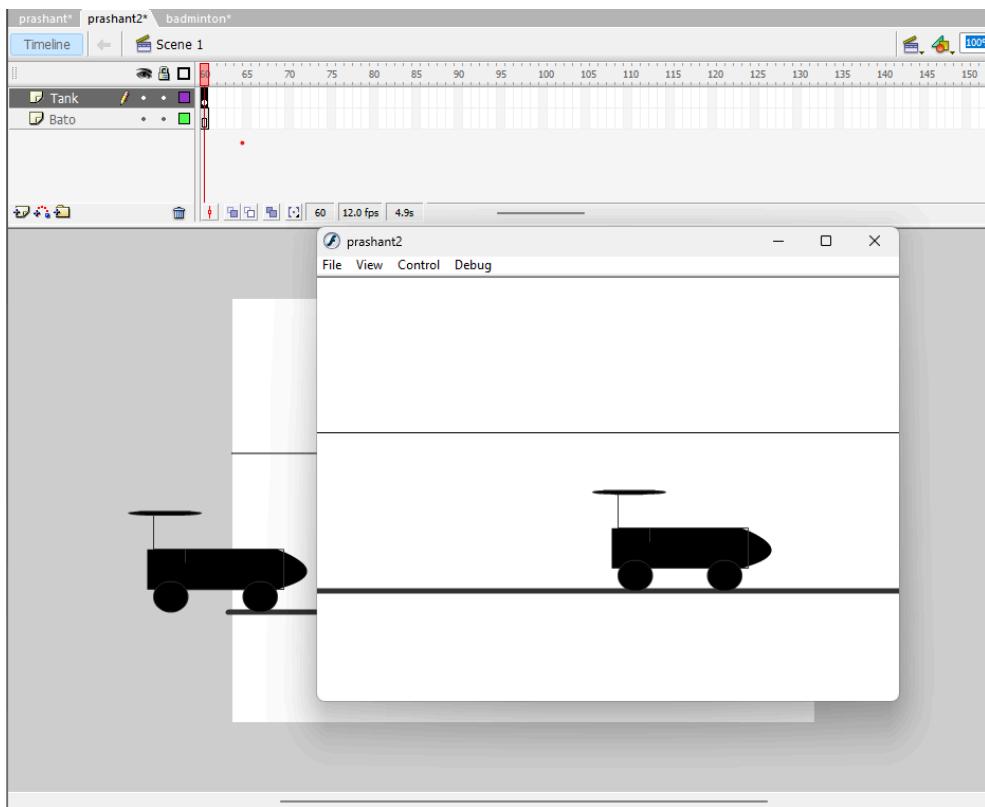
**Step 6:** Then I inserted the content on the document.

**Step 7:** The layer is set for all the frames we need i.e. from 0 to 60 in this case.

**Step 8:** Then I set each frame by moving the object and then clicking the F6 button.

**Step 9:** Then the shortcut ‘Ctrl+Alt’ is clicked to create the animation.





## **LAb 2.3 Create a bouncing ball animation.**

**Step 1:** Opening the Macromedia Flash application and selecting the new function from the menu.

**Step 2:** New Window appeared so I selected the ‘flash document’ option for creating a new flash document.

**Step 3:** Blank screen appeared where I created my content.

**Step 4:** First background is created in layer 1.

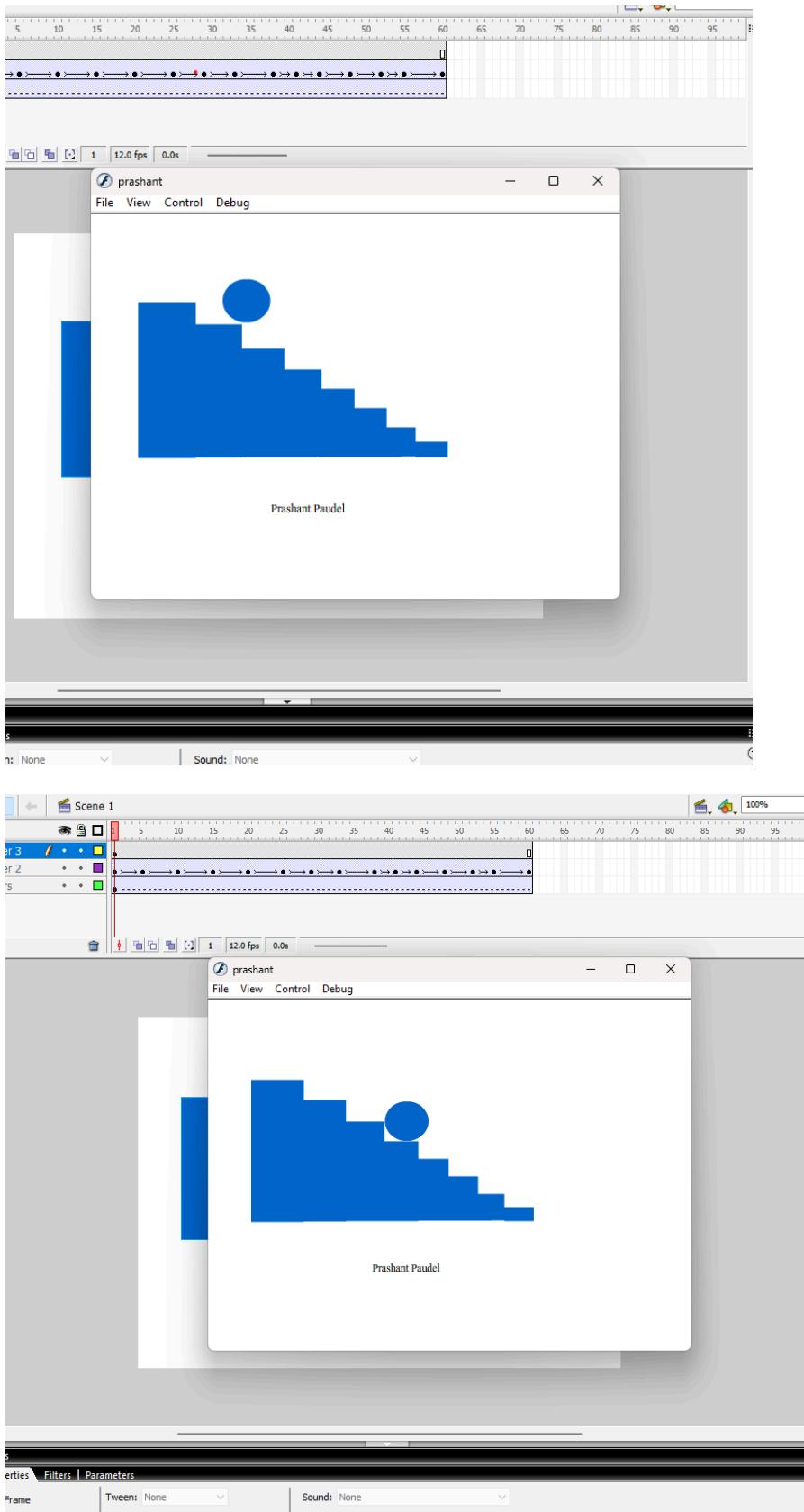
**Step 5:** Then right clicked on the existing layer and clicked on ‘insert layer’ option.

**Step 6:** Then I inserted the content on the document.

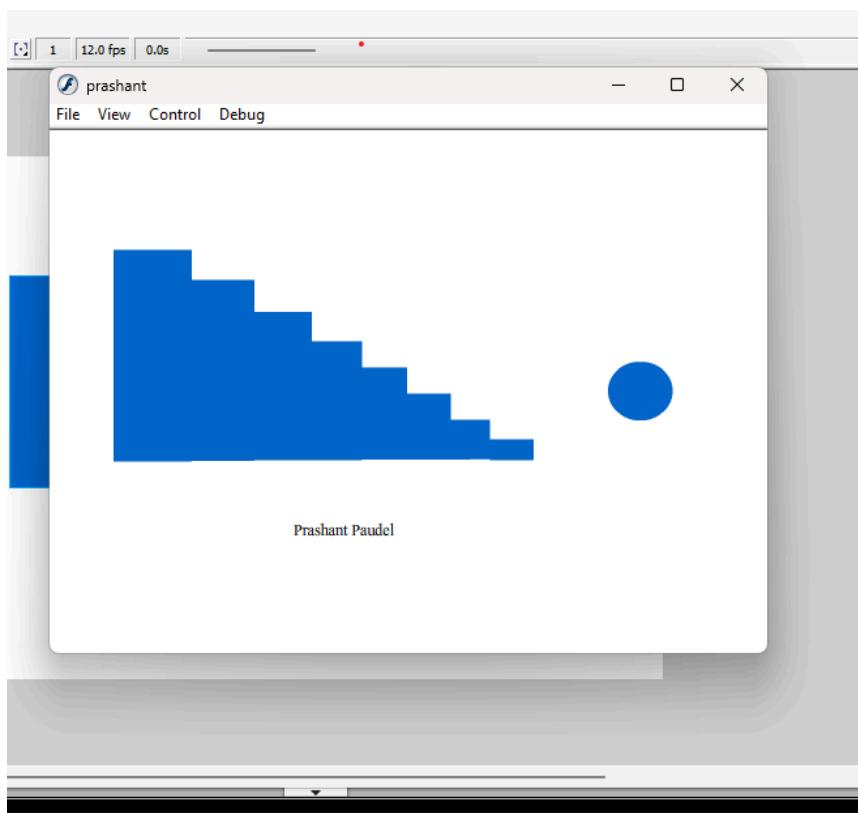
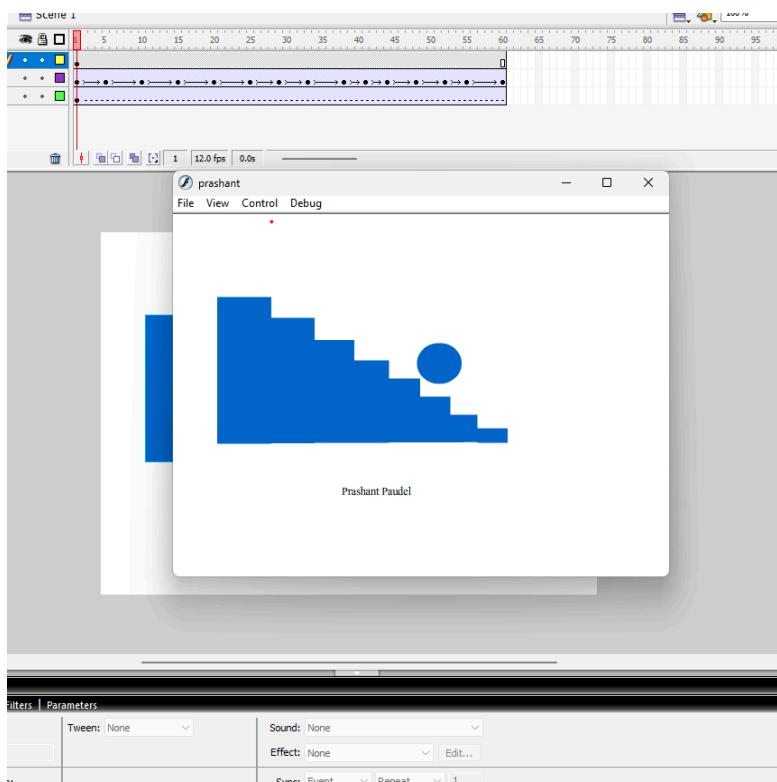
**Step 7:** The layer is set for all the frames we need i.e. from 0 to 60 in this case.

**Step 8:** Then I set each frame by moving the object and then clicking the F6 button.

**Step 9:** Then the shortcut ‘Ctrl+Alt’ is clicked to create the animation.



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## Lab 2.4 Create a button with hover animation.

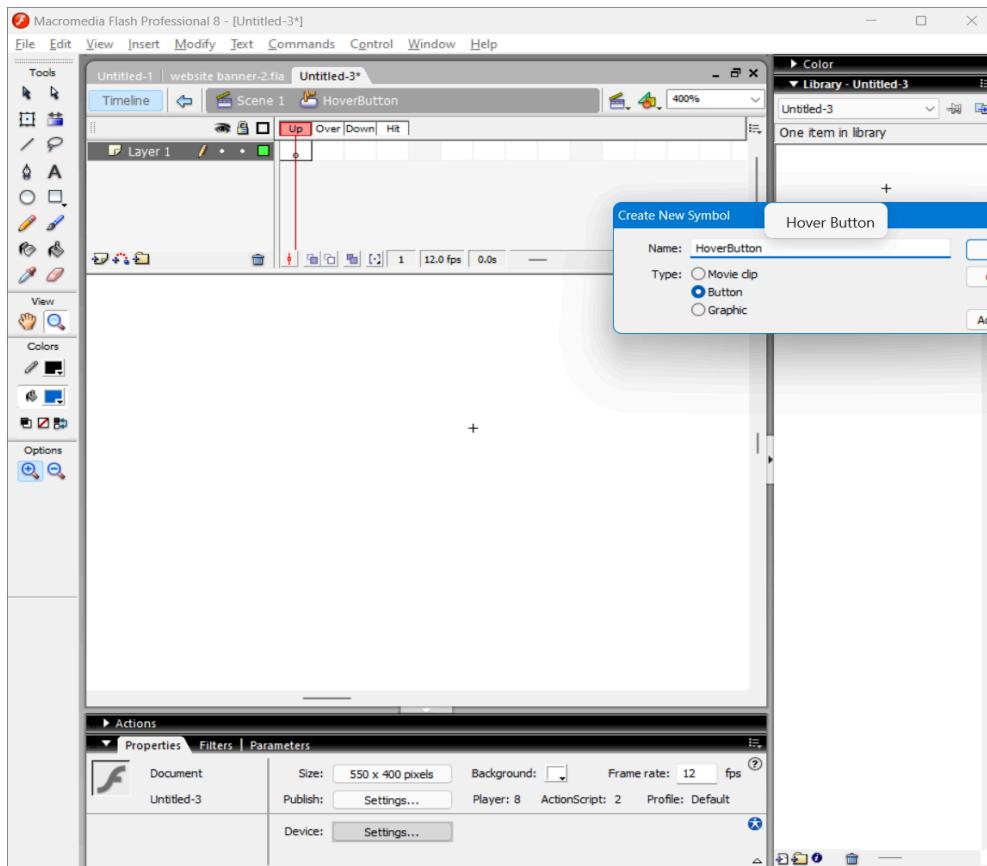
**Step 1:** Opening the Macromedia Flash application and selecting the new function from the menu.

**Step 2:** New Window appeared so I selected the ‘flash document’ option for creating a new flash document.

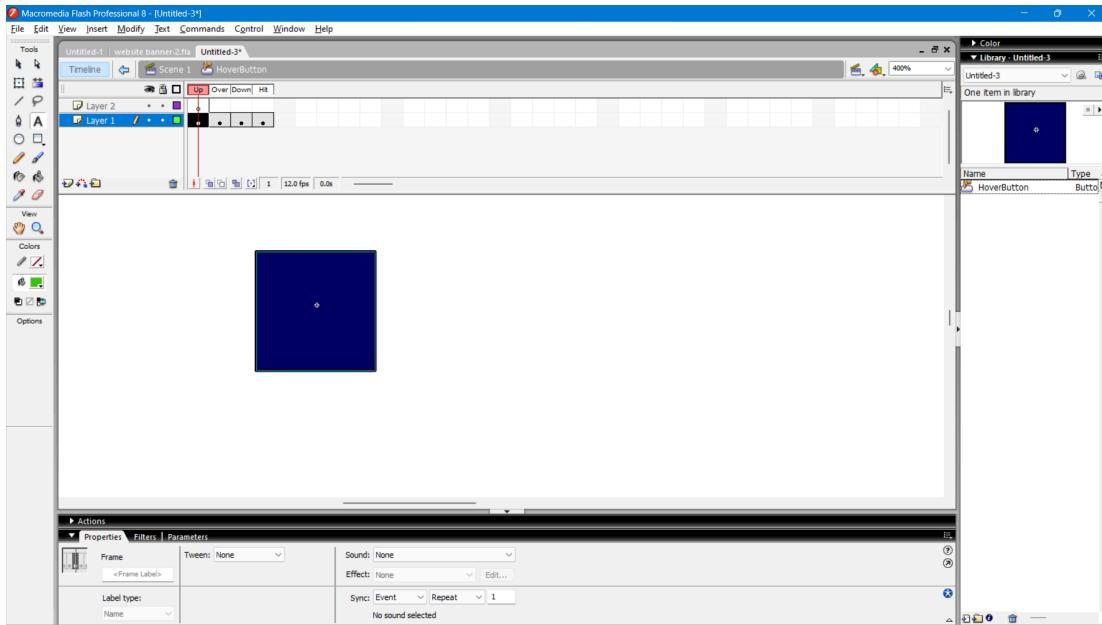
**Step 3:** Blank screen appeared where I created my content.

**Step 4:** First background is created in layer 1.

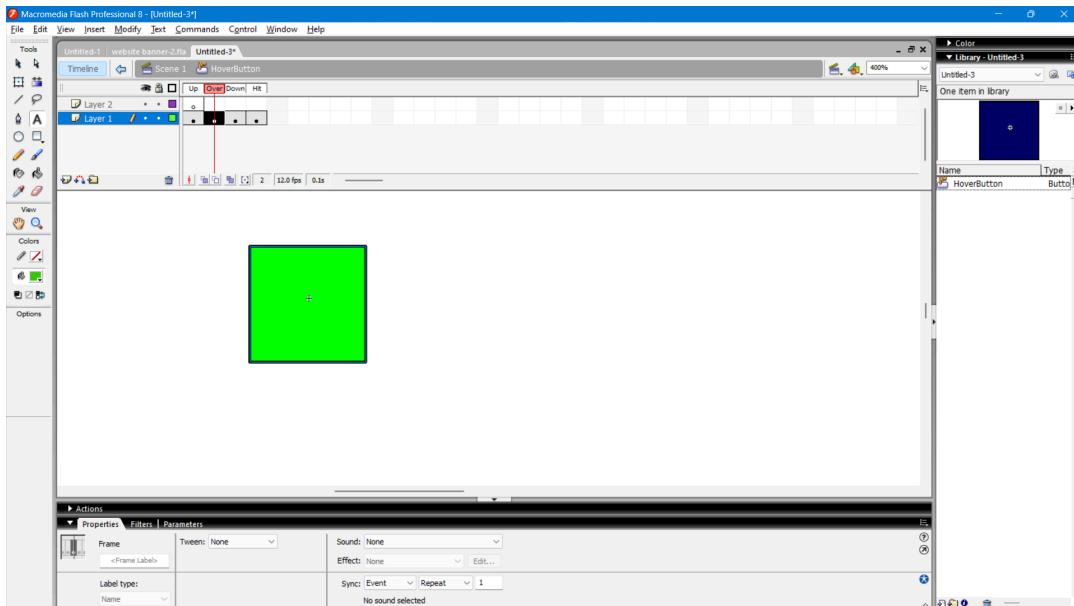
**Step 5:** Then I selected the ‘create new symbol’ option in ‘insert’ menu and selected the button option.



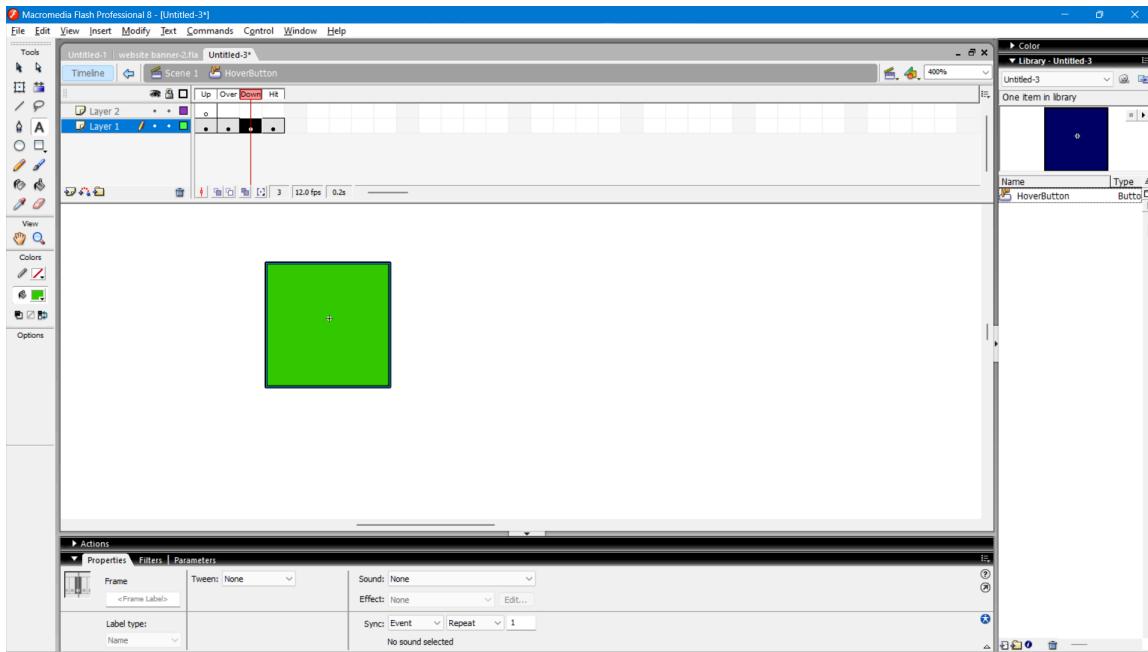
**Step 6:** Then I created the rectangle of blue color as a button in the 'Up' frame



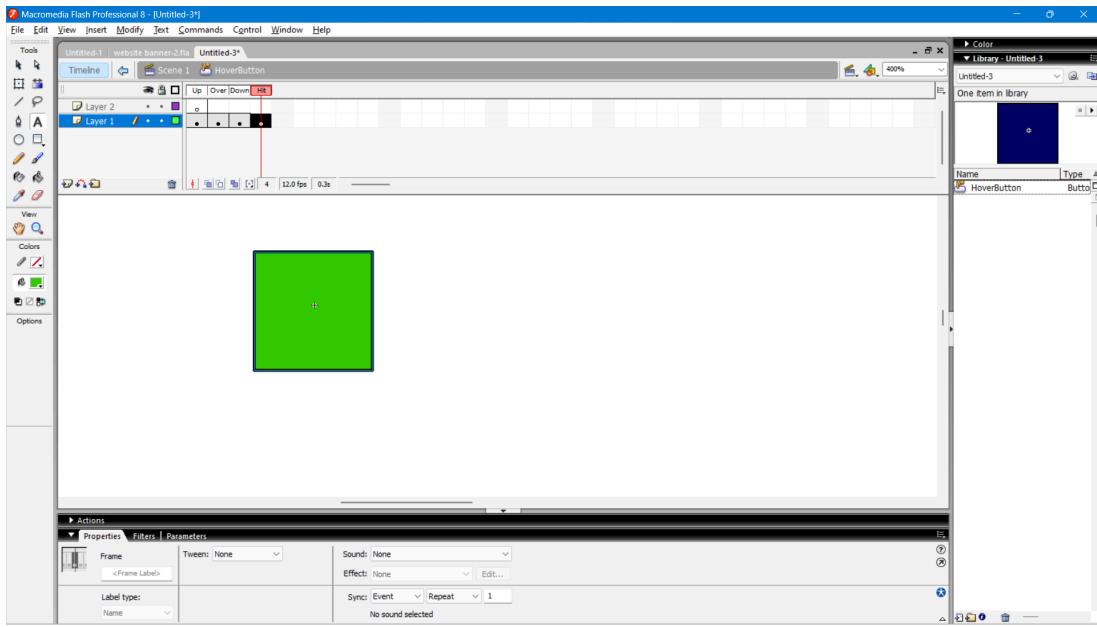
**Step 7:** Then I created the rectangle of green color as a button in the 'Over' frame.



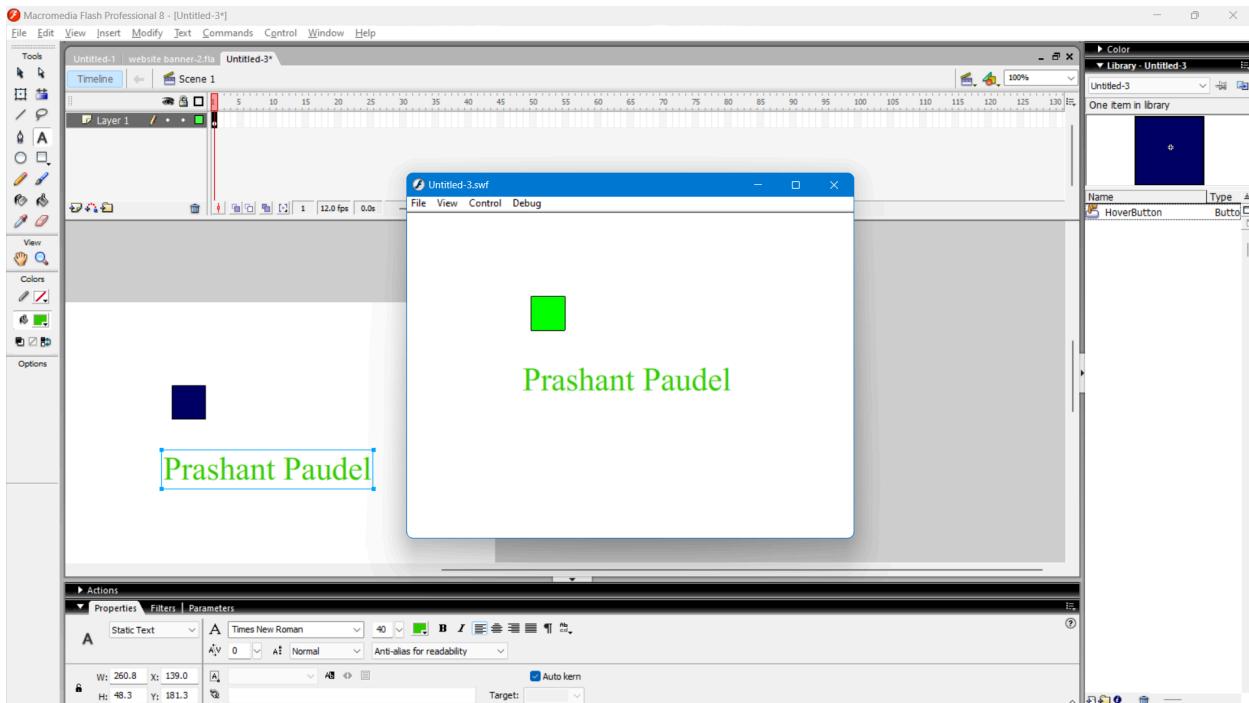
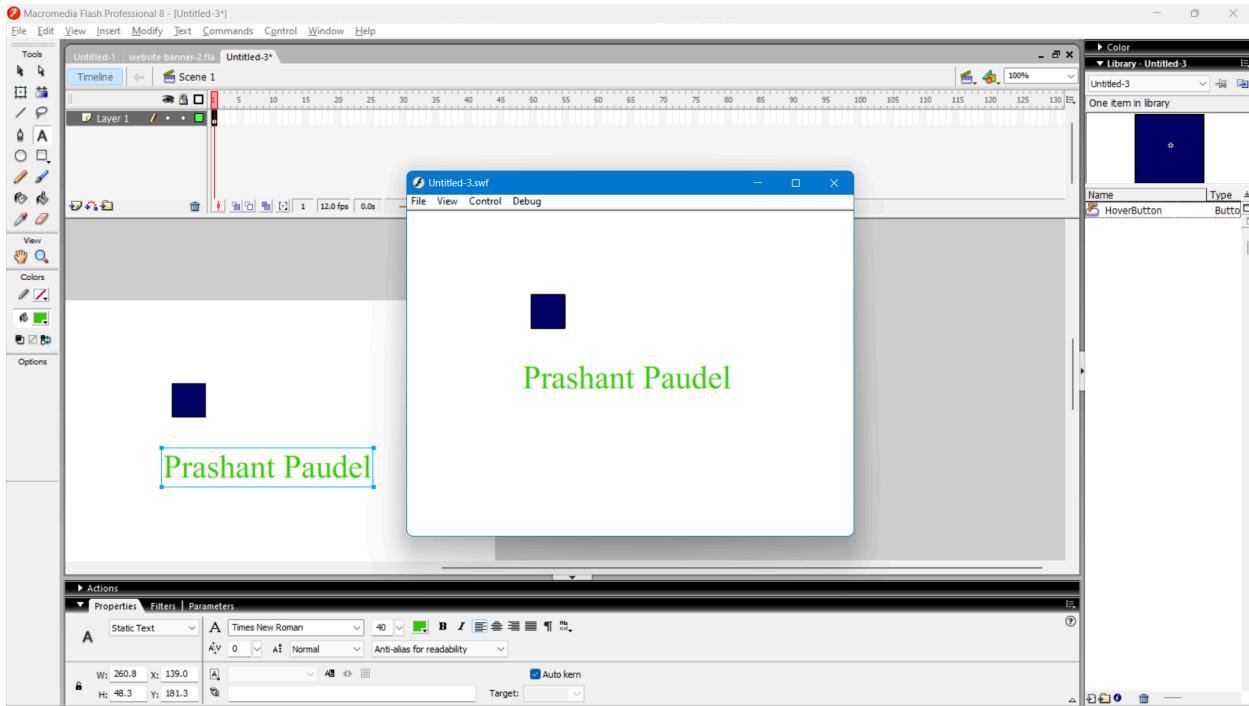
**Step 8:** Then I created the rectangle of dark green color as a button in the 'Down' frame



**Step 7:** Then I created the rectangle of green color as a button in the 'Hit' frame.



## Step 8: Then the shortcut 'Ctrl+Alt' to create the animation.



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## **Lab 2.5 Create a scene with a character.**

**Step 1:** Opening the Macromedia Flash application and selecting the new function from the menu.

**Step 2:** New Window appeared so I selected the ‘flash document’ option for creating a new flash document.

**Step 3:** Blank screen appeared where I created my content.

**Step 4:** First background i.e Grounds and nets i.e stairs is created in layer 1 followed by other layers.

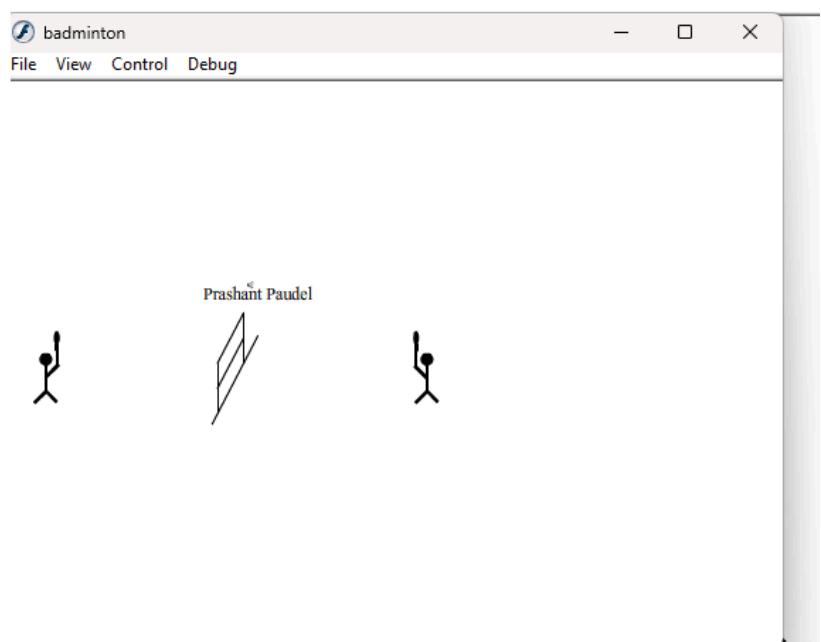
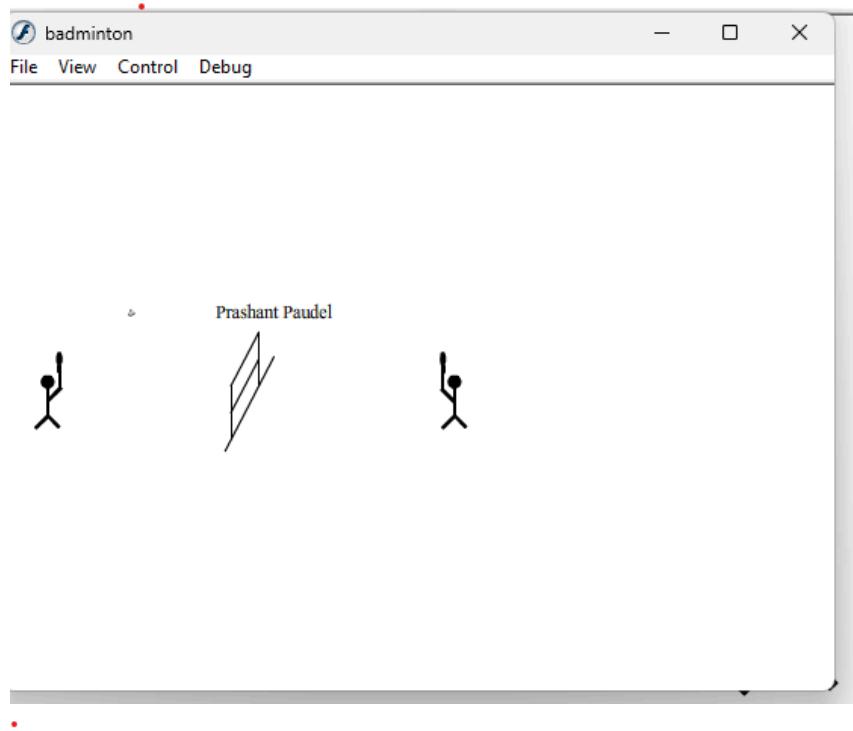
**Step 5:** Then right clicked on the existing layer and clicked on ‘insert layer’ option.

**Step 6:** Then I inserted the content on the document.

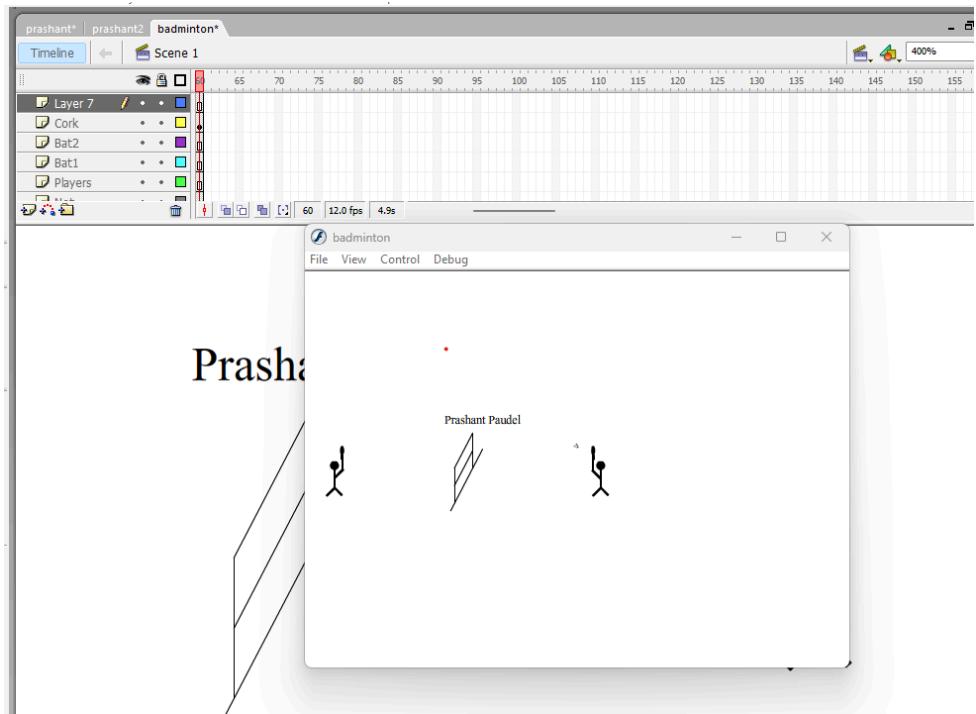
**Step 7:** The layer is set for all the frames we need i.e. from 0 to 60 in this case.

**Step 8:** Then I set each frame by moving the object and then clicking the F6 button.

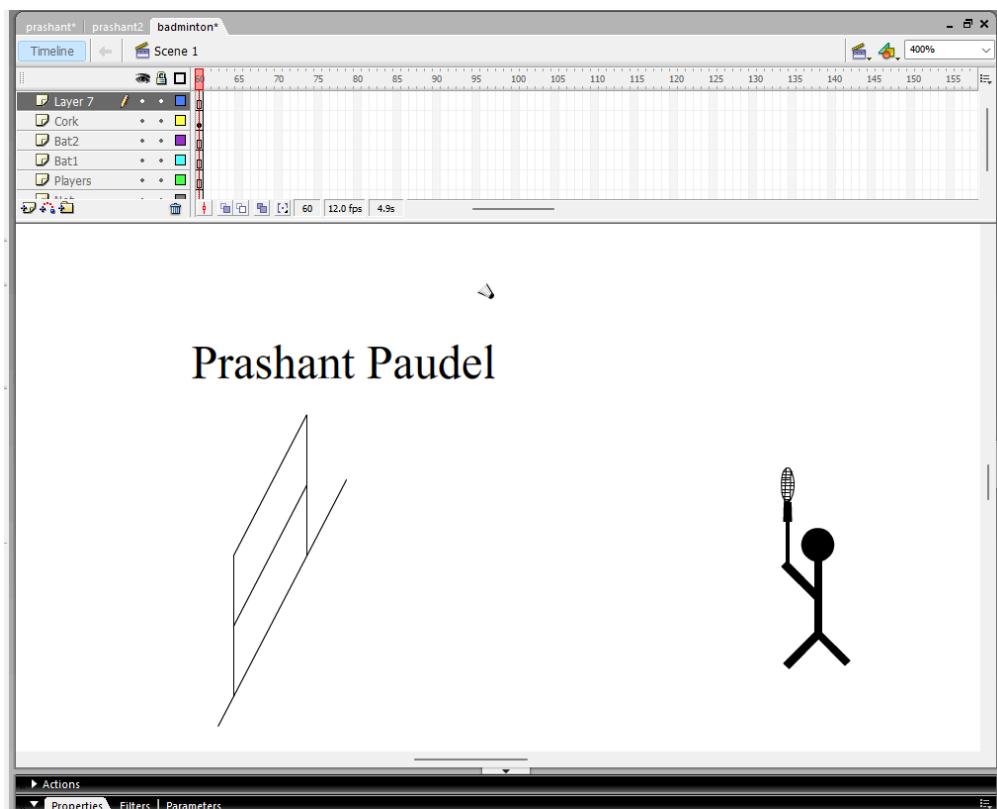
**Step 9:** Then the shortcut ‘Ctrl+Alt’ is clicked to create the animation.



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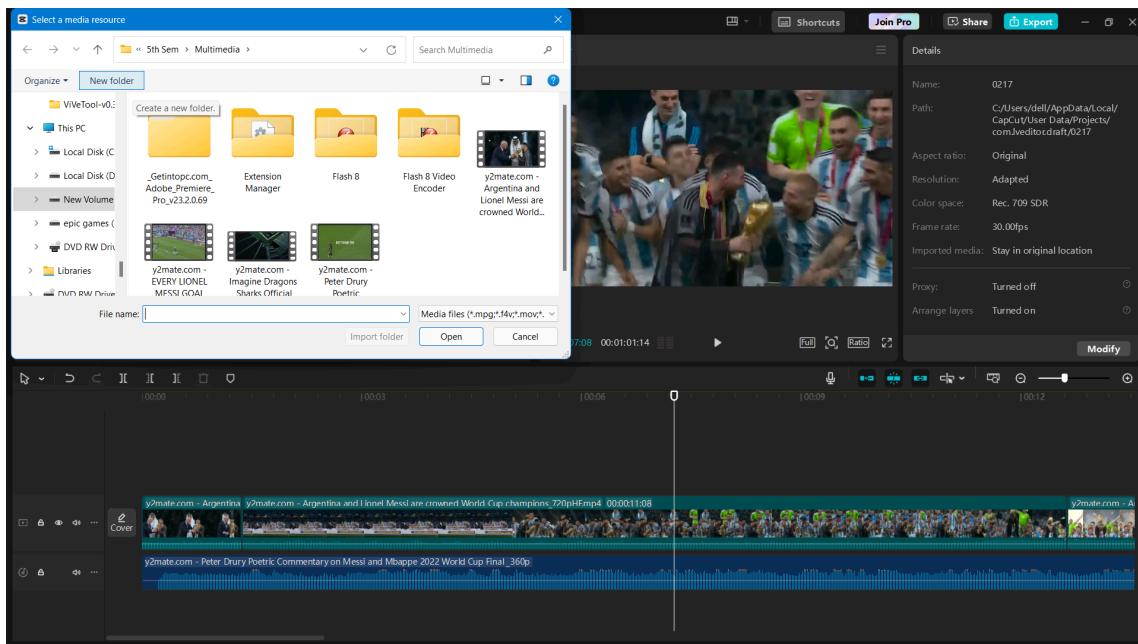
# Lab 3: Video Editing Lab

## Lab 3.1: Create football highlights.

**Step 1:** Opening any video editing app i.e Cap Cut in my case.

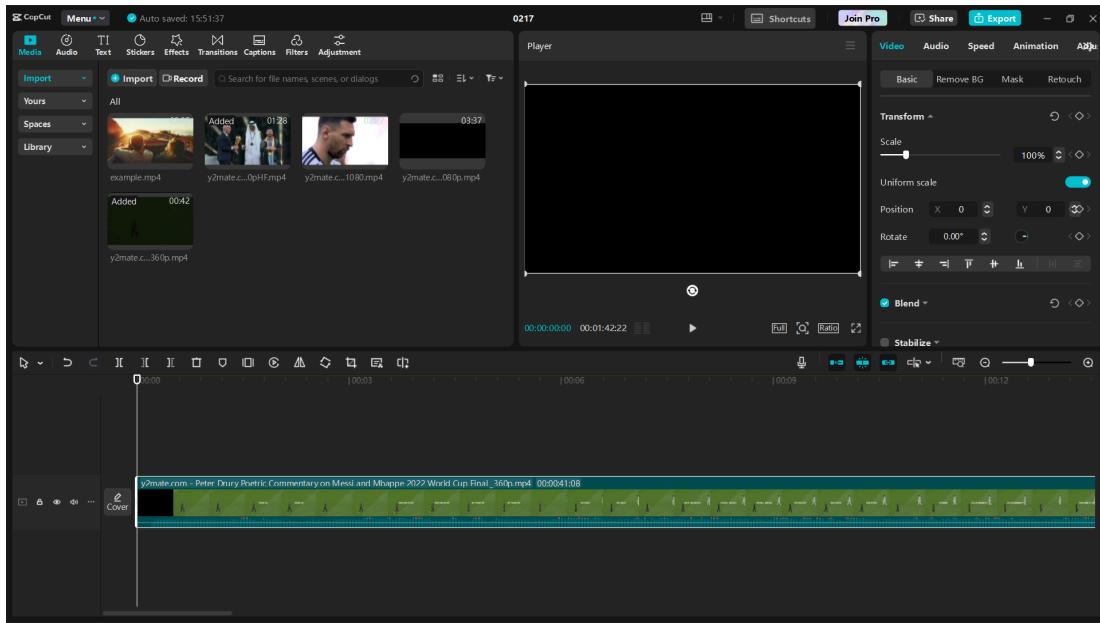
**Step 2:** Selecting 'Create new Project'.

**Step 3:** Importing the videos to be edited.

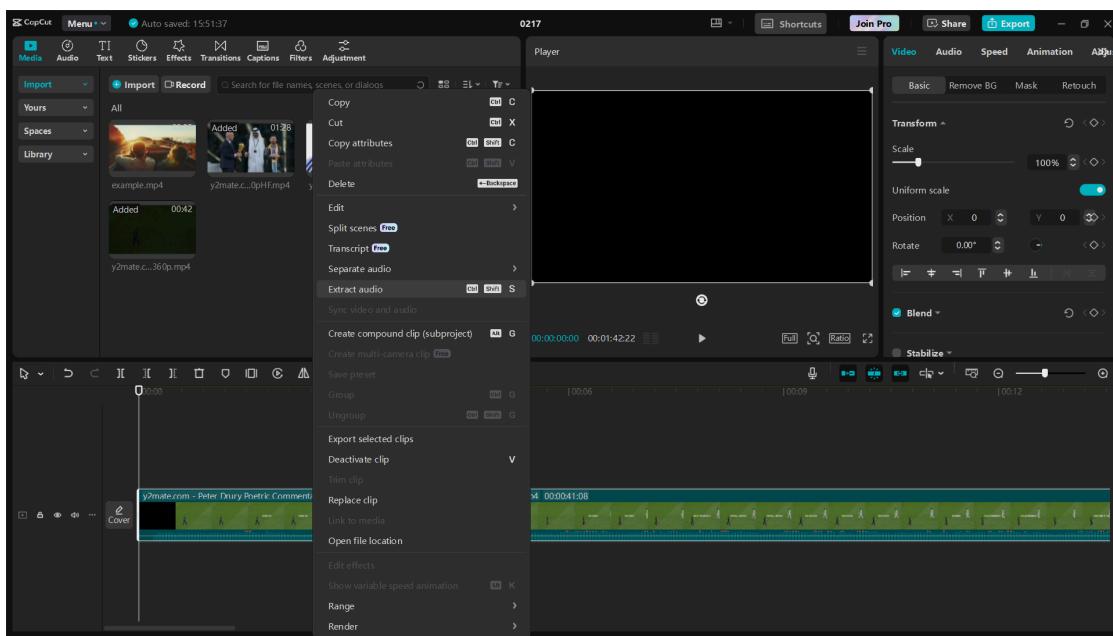


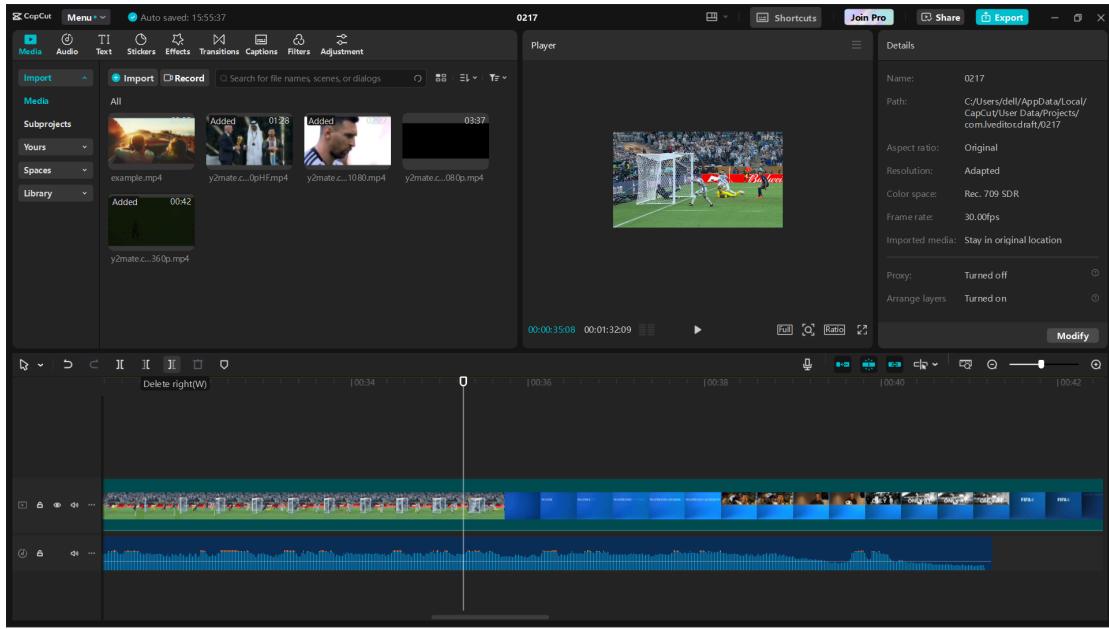
**Step 4:** Then I used multiple tools to edit the video and used different functions. Here are some I have used:

**Function 4.1: Dragging video to editing section:**

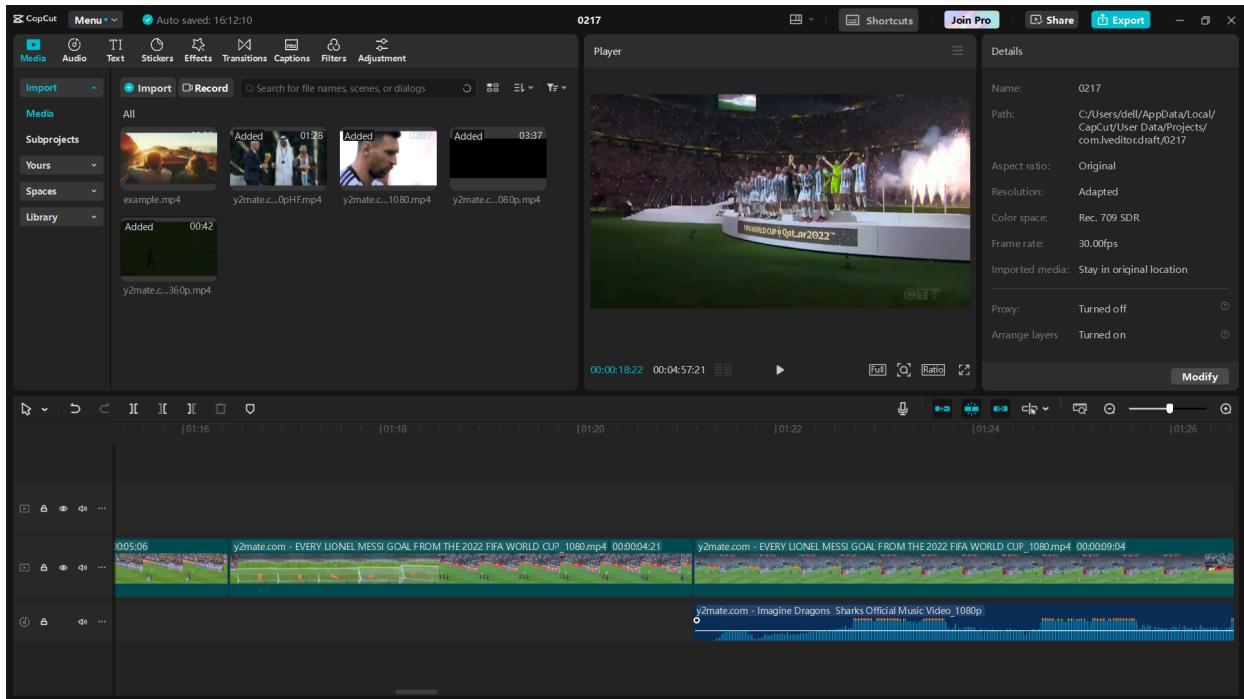


**Function 4.1: Use of 'extract audio' function to extract audio from the video:**

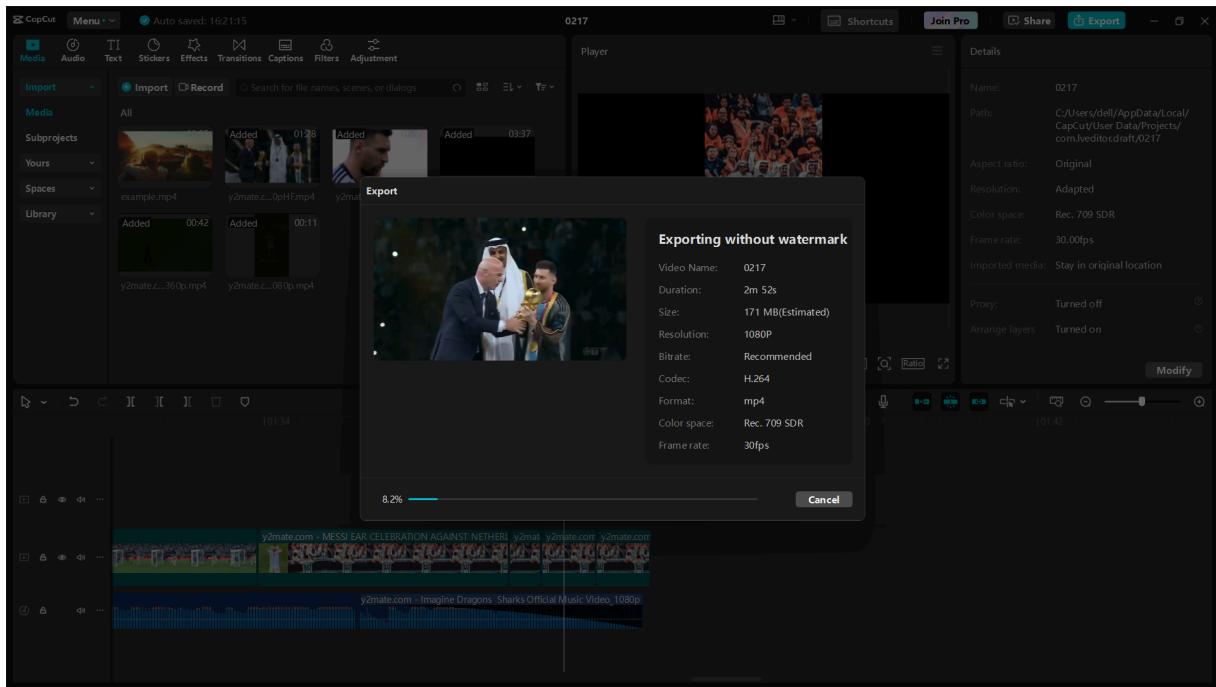
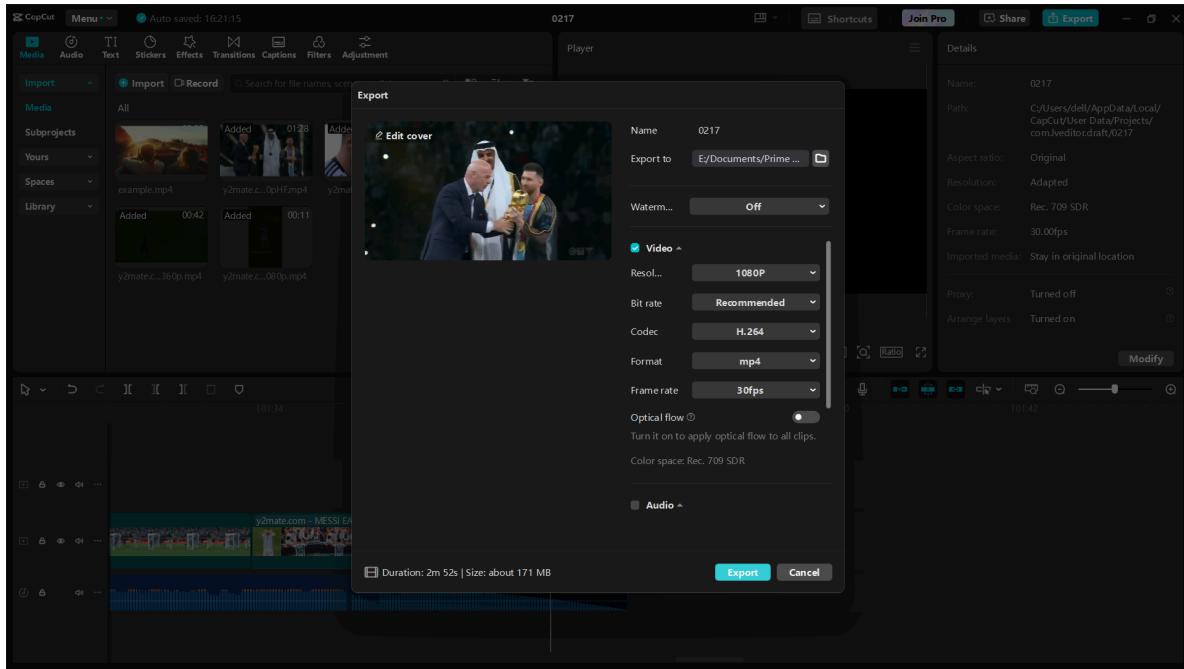




### Function 4.1: Use of 'split' options on the videos:



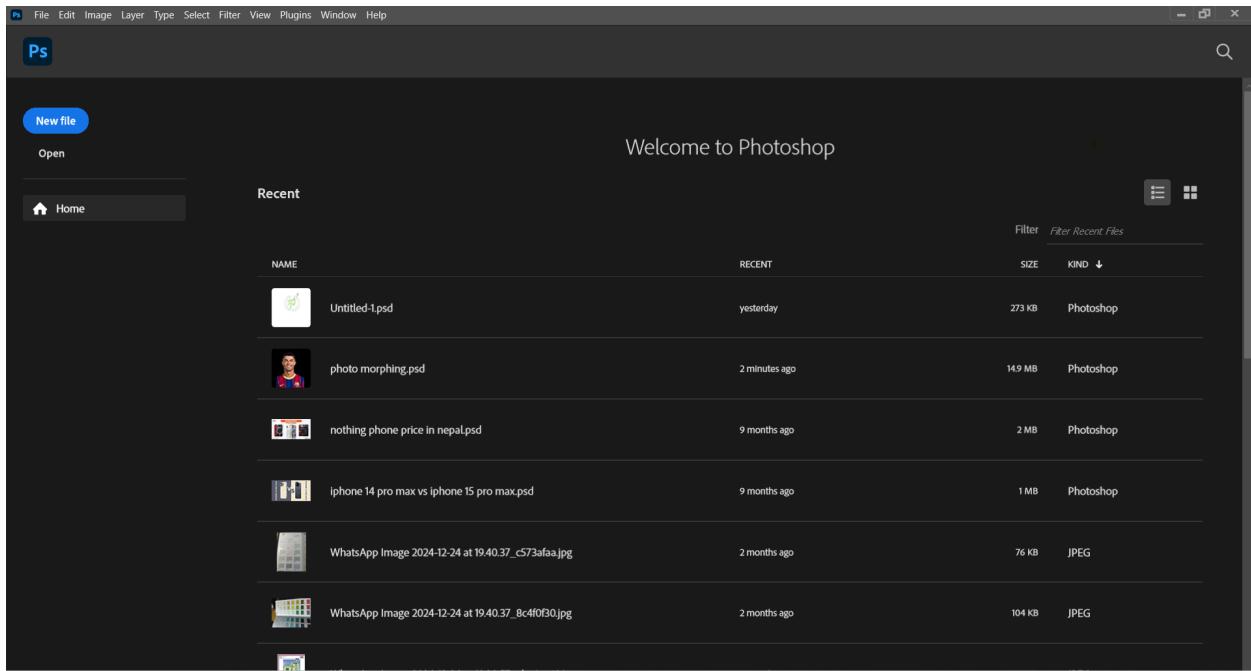
**Function 4.1: Then I used 'Export' option to export the video:**



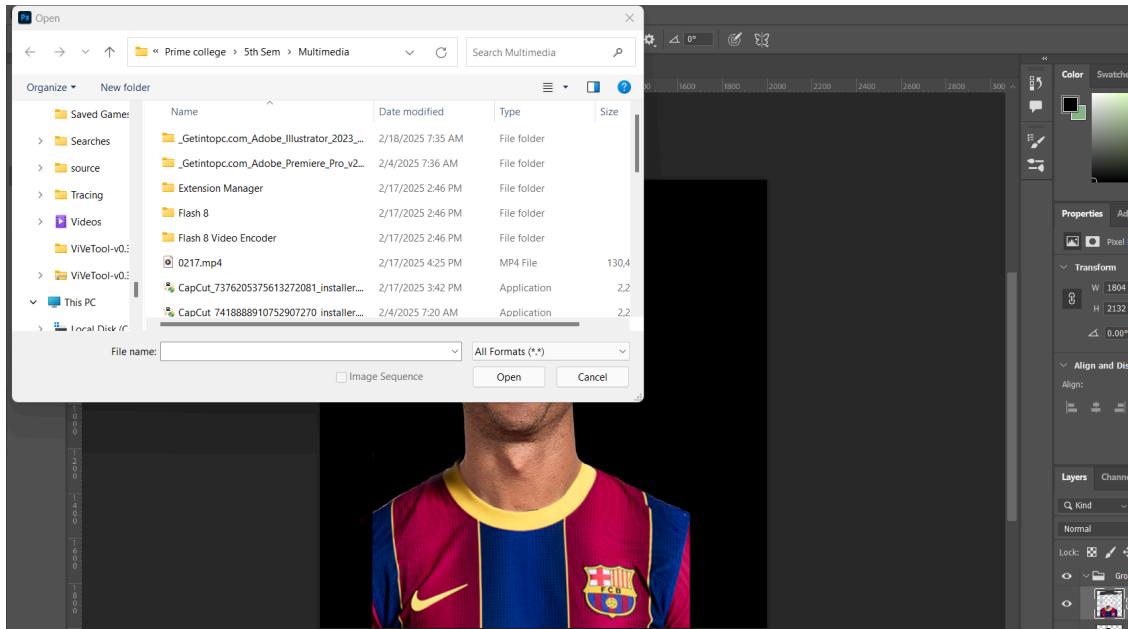
# Lab 4: Morphing in Photoshop

**Step 1:** Opening Photoshop application.

**Step 2:** Selecting 'Create new file'.

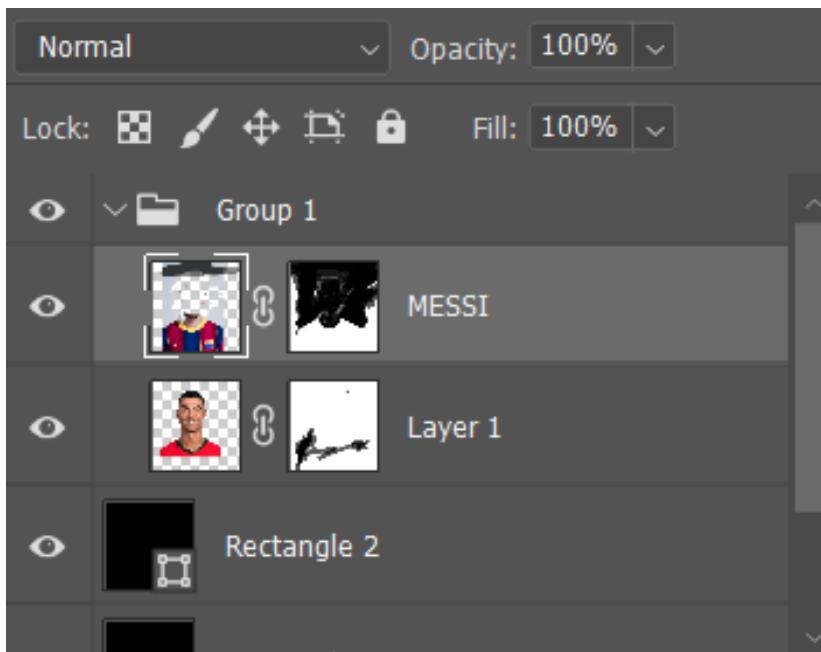


### Step 3: Importing the photos to be edited.

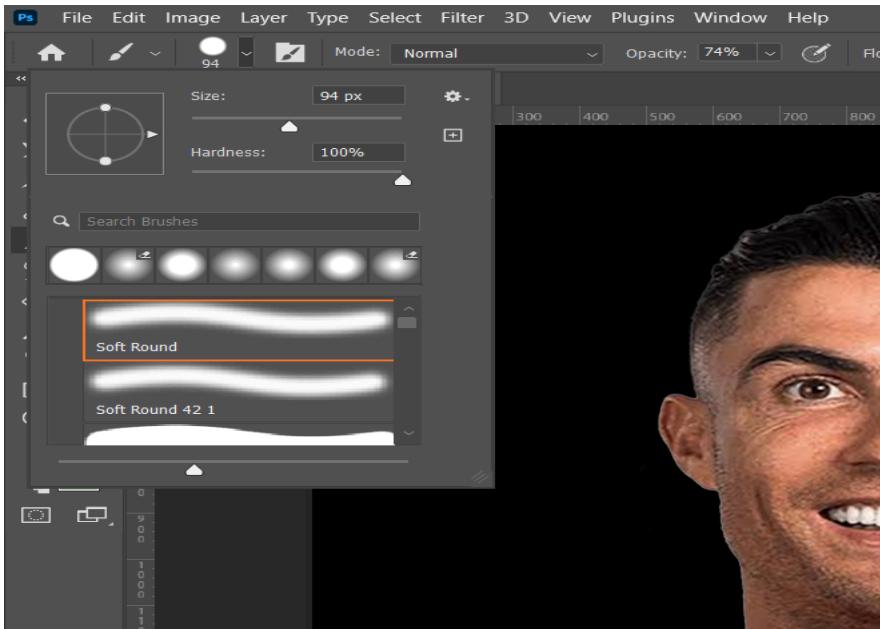


### Step 4: I used the following tools to morph the images.

#### Tool 4.1: Masking tool:



## Tool 4.2: Brush tool:



## Step 5: Then exported the the images.

