| CS328: Multimedia | L | T | P | N:1 | |
|-------------------|---|---|---|---------------------------------------|--|
| System Design | 3 | 1 | 0 | 1911 | |
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Course Objective: To study the concepts of multimedia data, algorithms and compression.

| S. No. | Course Outcomes (CO) |
|--------|--|
| CO1 | Understand multimedia systems and tools, including hardware, software, and authoring techniques. |
| CO2 | Apply multimedia building blocks such as text, audio, and video in various formats. |
| CO3 | Implement data compression techniques for efficient multimedia storage and transmission. |
| CO4 | Apply concepts of digital audio and speech compression for multimedia sound optimization. |
| CO5 | Utilize image formats, standards, and compression techniques for multimedia applications. |
| CO6 | Manage multimedia databases, video compression, and retrieval systems in modern multimedia services. |

| S. No | Contents | Contact Hours |
|--------|---|------------------|
| UNIT 1 | Introduction to Multimedia, Multimedia Information, Multimedia Objects, Multimedia inbusiness and work. Convergence of Computer, Communication and EntertainmentProducts ,Stages of Multimedia Projects:Multimedia hardware, Memory & storage devices, Communication devices, Multimedia softwares, presentation tools, tools for object generations, video, sound, image capturing,authoring tools, card and page based authoring tools. | 10 |

| | nedia Building Blocks: Text, Sound MIDI, Digital Audio, audio file ts, MIDI under windows environment, Audio & Video Capture. | 8 |
|-----------------------------------|---|----|
| UNIT 3 Algoric Finite Compr | Compression: Huffman Coding, Shannon Fano Algorithm, Huffman thms, Adaptive Coding, Arithmetic Coding Higher Order Modeling. Context Modeling, Dictionary basedCompression, Sliding Window ression, LZ77, LZW compression, Compression, Compression ratio loss lossy compression. | 10 |
| - | h Compression & Synthesis : Digital Audio concepts, Sampling oles, Loss less compression of sound, lossy compression & silence ession. | 6 |
| UNIT 5 compre | s: Multiple monitors, bitmaps, Vector drawing, lossy graphic ession, image fileformats, animations, Images standards, JPEG ression, Zigzag Coding. | 6 |
| Video UNIT 6 Standa | nedia Database. Content based retrieval for text and images, Video: representation, Colors, Video Compression, MPEG standards, MHEG and Video Streaming on net, VideoConferencing, Multimedia Broadcast es, Indexing and retrieval of Video Database, recent developments in nedia. | 8 |
| | Total | 48 |