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| **Subject Code**  **(20CSP-339/20ITP-339)** | **MULTIMEDIA TECHNOLOGIES LAB** | **L** | **T** | **P** | **S** | **C** |
| **Total Contact Hours: 45 Hours** | **0** | **0** | **2** | **0** | **1** |
| **CSE 3rd year** | | | | | |
| **Pre-requisites: Basic knowledge of elements of Multimedia.** | | | | | |
| **Marks -100** | | | | | | |
| **Internal - 60** | **External -40** | | | | | |
| **Course Objectives:** | | | | | | |
| 1. The aim of the syllabus is to provide orientation as regard to uses of Multimedia. 2. To know about the multimedia software and hardware tools. 3. To interact with multimedia practically. 4. Multimedia provides real world experience.   . | | | | | | |
| Unit | Course Outcomes | | | | | |
| I | To implement the various operations on text using modern tools. | | | | | |
| II | Apply the procedures to remove the various shapes and text from the image. | | | | | |
| III | Design and implement the various operations on images using Adobe photoshop | | | | | |
| IV | Apply the various animation techniques on multiple images using Macromedia flash. | | | | | |
| V | Apply the different techniques on various layers on the images. | | | | | |

UNIT-I

Experiment 1: - Design a Visiting Card containing at least one graphics and text information using Adobe photoshop.

Experiment 2: - Procedure to remove the arrows and text from the given photographic image using Adobe photoshop.

Experiment 3: - Procedure to type a word and apply the effects shadow emboss using Adobe photoshop. Experiment 4: - Convert the given image to a pencil sketch using Adobe photoshop.

[15h]

UNIT-II

Experiment 5: - You are given a picture of a garden as background. Extract the image of a butterfly from another picture and organize it on the background using Adobe photoshop.

Experiment 6: - Given a picture, make three copies of this picture. On one of these pictures, adjust the brightness and contrast, so that it gives an elegant look. On the second picture, change it to grayscale and the third is the original one using Adobe photoshop.

Experiment 7: - Import two pictures, one that of the sea and another of clouds. Morph, Merge and overlap the images using Adobe photoshop. [15h]

Unit -III

Experiment 8: - Draw a walking track on one layer. On another layer draw a stickman, with animation show the man walking over the track from left to right using Macromedia flash.

Experiment 9: - Draw a circle to represent a drum and edit as required on one layer. Insert another layer, draw suitable drumsticks and position them appropriately. Give visual effects. Also provide an audio effect by selecting the sound item from Flash library Sounds.fla, so as to integrate audio and video clips using Macromedia flash.

Experiment 10: - Create a suitable background with clouds and mountains on one layer. Draw the Sun on another layer. On the third layer draw birds. Provide animation to show the birds flying across the Sun that keeps fading using Macromedia flash. [15h]

TEXT BOOKS

1. Tay Vaughan, “Multimedia making it work”, Tata McGraw-Hill, 2008.
2. Rajneesh Aggarwal & B. B Tiwari, “Multimedia Systems”, Excel Publication, New Delhi, 2007.
3. Li & Drew, “Fundamentals of Multimedia”, Pearson Education, 2009.

REFERENCE BOOKS

1. Parekh Ranjan, “Principles of Multimedia”, Tata McGraw-Hill, 2007
2. Anirban Mukhopadhyay and Arup Chattopadhyay, “Introduction to Computer Graphics and Multimedia”, Second Edition, Vikas Publishing House.

**CO-PO Mapping**

