

**VIDYAVARDHAKA** **POLYTECHNIC**

Gokulam 3rd Stage

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Activities on

MULTIMEDIA & ANIMATION LAB

Submitted By

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2nd Sem, Computer Science & Engineering

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CERTIFICATE

This is to certify that the Activity on Multimedia & Animation is a bonafede work carried out by Nischitha.J bearing the register number 488CS23053 during the year 2023-2024. This report is approved as it satisfies the academic requirements in respect to the Activity work prescribed for 2nd semester, Diploma in Computer Science & Engineering

Signature of the Guide Signature of the H.O.D

Signature of the Examiner's

1.

2.

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**ACTIVITY-01**

**1. Design a Visting Card containing at least one graphics and text information.**

* **Step 1**: Open Adobe Photoshop 7.0 => new => Enter Height 200 and Width 400 for the visiting card (Pixels).

* **Step 2**: Select the rectangle tool in the toolbar and draw on the half of the work area => color it.
* **Step 3**: Repeat the same for remaining half => use different colors to color.
* **Step 4**: Drag & drop (Ctrl +O) any picture of your choice and place it on the work area=>Resize it using transform tool (Ctrl +T).
* **Step 5**: Select the text tool and type the text of your choice.
* **Step 6**: Apply the text font size, color and style of your choice.
* **Step 7**: Go to File => Save as Vistingcard.jpg or Vistingcard.psd

**Output**

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**ACTIVITY-02**

**2. VIRTUAL DRUMBEAT: Draw a circle to represent a drum and edit as required on one layer. Insert another layer, draw suitable drumstick and position the appropriately. Give visual effect by selecting the sound item from Flash library Sounds.fla, so as to integrate audio and video clips.**

* **Step 1:** Go to Macromedia Flash 8, click on the flash document => click ok.
* **Step 2:** Double click on layer one and rename it as drum.
* **Step 3:** Using the oval tool draw a drum.
* **Step 4:** Go to 20th frame and insert a keyframe(F6).
* **Step 5:** Create another layer and rename it as a stick.
* **Step 6:** Using the line tool, draw stick for the drum and convert it into a

symbol(F8).

* **Step 7:** To move to stick up and sown i.e. beating, set the position in between the 1st to 20th frame and insert a key frame (F6) in the time line.
* **Step 8:** Repeat the step 6 and 7 to create another stick.
* **Step 9:** Press Ctrl + Enter to test the movie.

**OUTPUT**