

III B.Tech II Semester

15ACS34-MULTIMEDIA APPLICATION DEVELOPMENT

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Course Objectives:

- Understand the relevance and underlying infrastructure of the multimedia systems.
- Understand core multimedia technologies and standards (Digital Audio, Graphics, Video, Text, Animation)
- Be aware of factors involved in multimedia systems performance, integration and evaluation

UNIT-I

Fundamental concepts in Text and Image: Multimedia and hypermedia, world wide web, overview of multimedia software tools. Graphics and image data representation graphics/image data types, file formats, Color in image and video: color science, color models in images, color models in video.

UNIT-II

Action Script: ActionScript Features, Object-Oriented ActionScript, Datatypes and Type Checking, Classes, Authoring an ActionScript Class.

Action Script-II: Inheritance, Authoring an ActionScript 2.0 Subclass, Interfaces, Packages, Exceptions.

UNIT-III

Introduction to Adobe photoshop, Getting started with photoshop, creating and saving document in photoshop, page layout and back ground, photoshop program window-title bar, menu bar, option bar, image window, image title bar, status bar, ruler, palettes, tool box, screen modes, saving files, reverting files, closing files.

UNIT -IV

Images: working with images, image size and resolution ,image editing, colour modes and adjustments , Zooming & Panning an Image,, , Rulers, Guides & Grids- Cropping & Straightening an Image, image backgrounds ,making selections. Working with tool box: working with pen tool, save and load selection-working with erasers-working with text and brushes- Colour manipulations: colour modes- Levels – Curves - Seeing Colour accurately - Patch tool – Cropping-Reading your palettes - Dust and scratches- Advanced Retouching- smoothing skin.

UNIT-V

Layers: Working with layers- layer styles- opacity-adjustment layers Filters: The filter menu, Working with filters- Editing your photo shoot, presentation –how to create adds, artistic filter, blur filter, brush store filter, distort filters, noise filters, pixelate filters, light effects, difference clouds, sharpen filters, printing.

Course Outcomes:

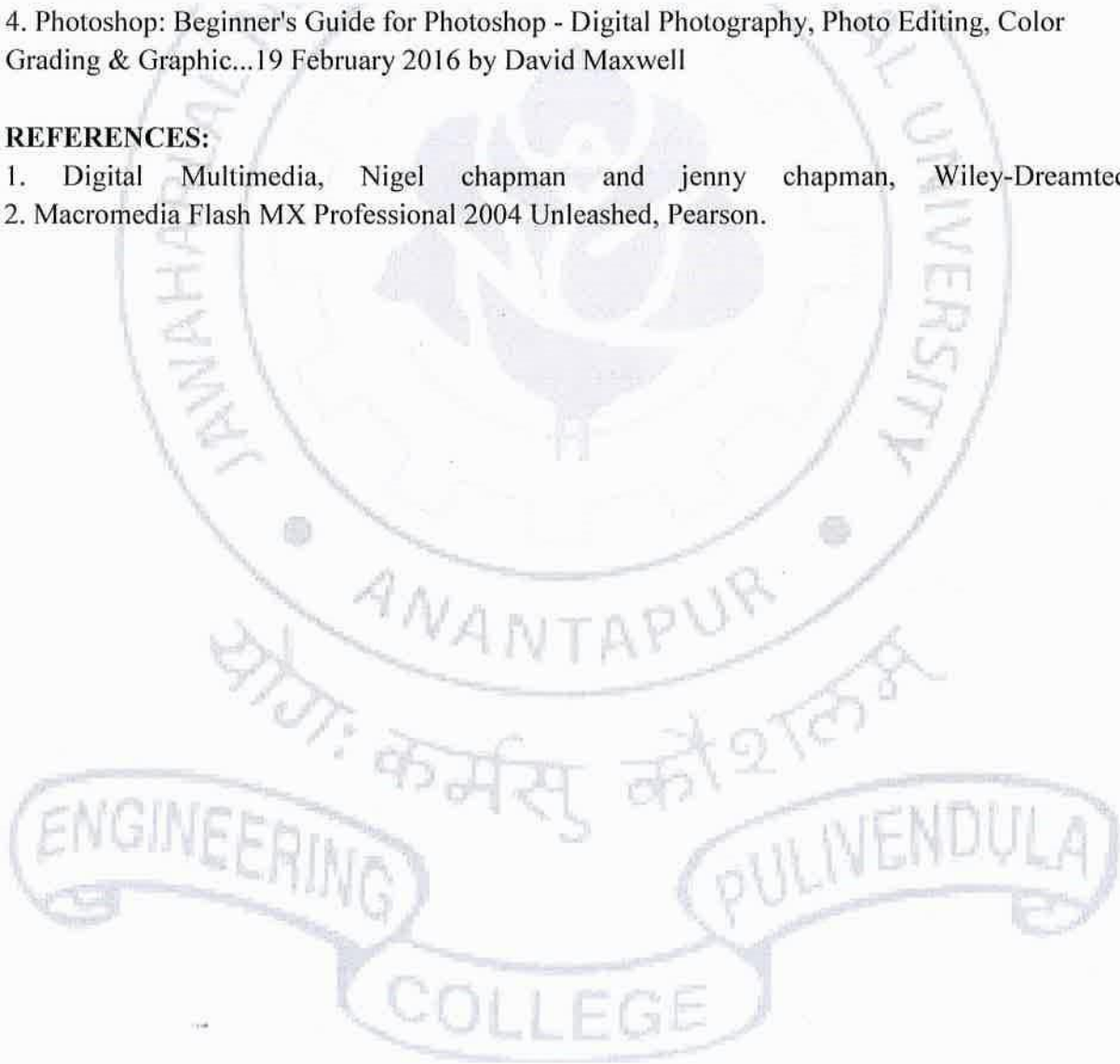
- *Students are able to understand Multimedia projects & Applications.*
- *Students are able to utilize the multimedia technologies to develop multimedia project.*
- *Can deal with all multimedia facts for fulfillment of all day to day multimedia requirements.*

TEXT BOOKS:

1. Fundamentals of Multimedia by Ze-Nian Li and Mark S. Drew PHI/Pearson Education.
2. Essentials Action Script 2.0, Colin Mook, SPD O,REILLY.
3. Adobe Photoshop Class Room in a Book by Adobe Creative Team.
4. Photoshop: Beginner's Guide for Photoshop - Digital Photography, Photo Editing, Color Grading & Graphic...19 February 2016 by David Maxwell

REFERENCES:

1. Digital Multimedia, Nigel chapman and jenny chapman, Wiley-Dreamtech
2. Macromedia Flash MX Professional 2004 Unleashed, Pearson.



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