

Certificate Course in Multimedia

Objective of the Course

Multimedia will help to improve computer penetration in various spheres of life. In the present scenario, Multimedia and web design technology play an important role in the field of education, agriculture, product launch, science and technology, corporate development and enhanced business opportunities. With the increasing variety and range of hardware and software used for Multimedia and Web-Site Design, the demand for the manpower in these fields has escalated. This training program has been envisaged with an objective to develop specialized manpower required for these activities.

Outline of Course

S. No.	Topic	Minimum no. of Hours
1.	Introduction to Multimedia	04 Hrs.
2.	Image Editing	04 Hrs.
3.	Computer Graphics	06 Hrs.
4.	Animation	07 Hrs.
5.	Getting started with Flash	06 Hrs.
6.	Creating animations in Flash	06 Hrs.
7.	Sound Editing	04 Hrs.
8.	Multimedia authoring	03 Hrs.
	Total	40 Hrs.

Lectures	=40 Hrs.
Practical	= 40 Hrs.
Total	= 80 Hrs.

Detailed Syllabus

- 1. Introduction to Multimedia** **04 Hrs.**
Concept of Multimedia, Multimedia applications, Advantage of Digital Multimedia, Multimedia system Architecture, Objects of Multimedia.
- 2. Image Editing** **04 Hrs.**
Introduction to Scanner (concept of DPI), File formats (BMP, JPG, TIF, GIF etc), acquiring, importing, exporting Images, Image editing using Adobe Photoshop.
- 3. Computer Graphics** **06 Hrs.**
Prepress Image preparation, color correction, retouching, enhancement, special effects, file formats, conversion and web graphic formatting, image composition, close cropping, superimposition and high-end layering effects.
- 4. Animation** **07 Hrs.**
Animation basics, 2D editor and animation, 2D to 3D conversion, 3D editing and rendering, material editor and rendering, light, camera concepts, key framer, menu and toolbar, file formats, conversion from AVI to MPEG, encoding and decoding of MPEG pictures, Knowledge of 3D animation, modeling, character animation, painting, lighting and textures.
- 5. Getting started with Flash** **06 Hrs.**
Flash: An Overview, Benefits of Flash, Differences between flash and Director, Flash user interface, Creating graphics, Modifying graphics, Types of text, Adding text, Modifying text shape
- 6. Creating animations in Flash** **06 Hrs.**
Introduction to layers: creating layers, specifying the properties of a layer, Animation in Flash: Frame-by-Frame Animation, Tweened Animation, Previewing an Animation, Masking: Masking graphics, Masking text
- 7. Sound Editing** **04 Hrs.**
Hardware requirements (sound blaster card, speakers, micro phone etc), types of CD and CD Drives, file formats (wav, midi, tracks etc), recording of audio (mono/ stereo), audio mixing and editing, audio compression and decompression, sound forge illustrations.
- 8. Multimedia authoring** **03 Hrs.**
Multimedia authoring tools, Multimedia authoring guide lines.