

Name Of the Faculty : Ms Pooja
Discipline : Computer Engg.
Semester : 3rd
Subject : Multimedia Application
Lesson Plan Duration : 15 weeks from July to December - 2018
 Work Load (Lecture/Practical) per week (in hours): 03 Hours (lectures) 06 Hours per group (Practical's)

Week	Theory		Practical	
	Lecture day	TOPIC (including assignment/test)	Day	TOPIC
1st	1st	Introduction to Multimedia Systems	Group 1, Group 2	Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	2nd	Concept of Multimedia, History of Multimedia		
	3rd	Multi media hardware various classes,	Group 1, Group 2	
2nd	1st	Multi media software-various classes	Group 1, Group 2	Installing and use of various multimedia devices: Scanner - Digital camera, web camera
	2nd	Multi media components, Quality criteria		
	3rd	Specifications of different capturing devices	Group 1, Group 2	
3rd	1st	Communication devices and Storage devices	Group 1, Group 2	Installing and use of various multimedia devices: Mike and speakers -Touch screen, ,Plotter and printers, DVD, Audio CD and Video CD.
	2nd	Display devices, Elements of Multimedia		
	3rd	Different multimedia file formats	Group 1, Group 2	
4th	1st	Applications of multimedia	Group 1, Group 2	Reading and writing of different format on CD/DVD
	2nd	Benefits and problems of Multimedia		
	3rd	Assignment-I	Group 1, Group 2	
5th	1st	Sessional -I	Group 1, Group 2	Transporting audio and video files
	2nd	Content and Project Planning, Designing and development		
	3rd	Planning steps and process	Group 1, Group 2	
6th	1st	Concept of data compression	Group 1, Group 2	Using various features of Flash
	2nd	Text encoding, Audio encoding techniques		
	3rd	Types of images, Capturing images using camera/scanner	Group 1, Group 2	
7th	1st	Coding techniques for Moving Images	Group 1, Group 2	Using various features of Photo-shop/GIMP
	2nd	Editing , Editing of images		
	3rd	Editing of audio, text	Group 1, Group 2	

8th	1st	Editing of video and graphics,	Group 1, Group 2	Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations.
	2nd	Navigation and user interface designing		
	3rd	Use of various codes like bar code, QR code in multimedia applications.	Group 1, Group 2	
9th	1st	Using Image Processing Tools	Group 1, Group 2	Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations.
	2nd	Photo-shop workshop, Assignment-II		
	3rd	Sessional-II	Group 1, Group 2	
10th	1st	Image editing tools, specifying and adjusting colors	Group 1, Group 2	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	2nd	Using gradient tools,		
	3rd	Selection and move tools	Group 1, Group 2	
11th	1st	Transforming path drawing and editing tools Using channels	Group 1, Group 2	Generation and recognition of bar code & QR code using pre built application/ mobile applications.
	2nd	Layers		
	3rd	Filters and actions	Group 1, Group 2	
12th	1st	Multimedia Authoring Tools, Types of Authoring programmes – Icon based	Group 1, Group 2	Practicing
	2nd	Types of Authoring programmes Time based, Story boarding/scripting		
	3rd	Object oriented working in macromedia flash	Group 1, Group 2	
13th	1st	Revise Types of Authoring programmes – Icon based, Time based, Story boarding/scripting and object oriented working in macromedia flash	Group 1, Group 2	Practicing
	2nd	Exploring interface using selection of PEN tools.		
	3rd	Working with drawing and painting tools	Group 1, Group 2	
14th	1st	Applying colour viewing and manipulating time line, animating	Group 1, Group 2	Practicing
	2nd	Processing, guiding layers, Importing and editing sound		
	3rd	Importing and editing video clips in flash	Group 1, Group 2	
15th	1st	Assignment-III	Group 1, Group 2	Practicing
		Revision		
	2nd	Sessional-III	Group 1, Group 2	
	3rd	Revision		