

Lesson Plan

Name of Faculty : Guest Faculty 2
 Discipline : Computer Engg.
 Semester : 3rd
 Subject : Multimedia Applications
 Lesson Plan Duration : 15 Weeks (from July-2018 to Nov-2018)
 Work Load (Lecture / Practical) per Week (in h) : Lecture - 3 Practical - 6

Week	Theory		Practical	
	Lecture Day	Topic (including assignment/test)	Practical Day	Topic
1"	1st	1. Introduction to Multimedia Systems:- Concept of Multimedia, History of Multimedia	1st	1. Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	2nd	Multi media hardware and software-various classes	2nd	
	3rd	components, Quality criteria and specifications of different capturing devices	3rd	
2"	4th	Communication devices	4th	2. Installing and use of various multimedia devices - Scanner - Digital camera, web camera - Mike and speakers - Touch screen - Plotter and printers - DVD - Audio CD and Video CD
	5th	Storage devices	5th	
	6th	Display devices	6th	
3"	7th	Elements of Multimedia and different multimedia file formats,	7th	Practice of above programmes And File Checking
	8th	Applications of multimedia – benefits and problems.	8th	
	9th	Test	9th	
4"	10th	2.Content and Project Planning, Designing and development :- Planning steps and process,	10th	3. Reading and writing of different format on CD/DVD
	11th	Text encoding, Audio encoding techniques	11th	
	12th	Types of images, Capturing images using camera/scanner,	12th	
5"	13th	coding techniques for Moving Images, Editing	13th	4. Transporting audio and video files
	14th	Editing of images audio	14th	
	15th	text, video and graphics	15th	
6"	16th	navigation and user interface designing	16th	Practice of above programmes And File Checking
	17th	Use of various codes like bar code	17th	
	18th	QR code in multimedia applications.	18th	
7"	19th	Test	19th	5. Using various features of Flash
	20th	Test	20th	
	21st	3. Using Image Processing Tools :- Photo-shop workshop	21st	
8"	22nd	image editing tools	22nd	6. Using various features of Photo-shop/GIMP
	23rd	specifying and adjusting colors	23rd	
	24th	using gradient tools	24th	
9"	25th	selection and move tools	25th	Practice of above programmes And File Checking
	26th	transforming path drawing and editing tools,	26th	
	27th	using channels, layers	27th	
10"	28th	filters and actions	28th	7. Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations.
	29th	Test	29th	
	30th	4. Multimedia Authoring Tools:- Types of Authoring programmes	30th	
11"	31st	Icon based, Time based,	31st	8. Generation and recognition of bar code & QR code using pre built application/mobile applications.
	32nd	Story boarding/scripting	32nd	
	33rd	and object oriented working in macromedia flash	33rd	

12"	34th	exploring interface using selection of PEN tools	34th	Practice of above programes And File Checking
	35th	Working with drawing and painting tools	35th	
	36th	applying colour viewing	36th	
13"	37th	and manipulating time line	37th	
	38th	animating	38th	
	39th	processing, guiding layers	39th	
14"	40th	importing and editing sound and video clips in flash	40th	
	41st		41st	
	42nd	Test	42nd	