

**Govt. Polytechnic, Dhangar (Fatehabad)**  
**Lesson Plan (Odd Semester)**

**Department:** Computer Engg.  
**Semester:** 3rd  
**Subject:** MULTIMEDIA APPLICATIONS  
**Lesson Plan Duration:** 16 Weeks

**Work Load (Lecture/Practical) per week (In Hours): Lectures-03, Practical - 06)**

	Theory			Practical
Week	Lecture Day	Topic(Including assignment/test)	Practical Day	
1 <sup>st</sup>	1 <sup>st</sup>	Introduction to Multimedia Systems	1 <sup>st</sup>	Introduction to Multimedia software's
	2 <sup>nd</sup>	Concept of Multimedia, History of Multimedia	2 <sup>nd</sup>	Revision
	3 <sup>rd</sup>	Multimedia hardware and software		
2 <sup>nd</sup>	4 <sup>th</sup>	various classes	3 <sup>rd</sup>	Practical checking and testing
	5 <sup>th</sup>	components,		
	6 <sup>th</sup>	Quality criteria	4 <sup>th</sup>	Installation of various multimedia software like Photoshop,
3 <sup>rd</sup>	7 <sup>th</sup>	and specifications of different capturing devices,	5 <sup>th</sup>	Practical checking and testing
	8 <sup>th</sup>	Communication devices, Storage devices		
	9 <sup>th</sup>	Display devices, Elements of Multimedia	6 <sup>th</sup>	Installation of Flash,
4 <sup>th</sup>	10 <sup>th</sup>	and different multimedia file formats	7 <sup>th</sup>	Practical checking and testing
	11 <sup>th</sup>	Applications of multimedia	8 <sup>th</sup>	Director or any open source software
	12 <sup>th</sup>	Benefits and problems.		
5 <sup>th</sup>	13 <sup>th</sup>	Content and Project Planning, Designing and development	9 <sup>th</sup>	Practical checking and testing
	14 <sup>th</sup>	Planning steps and process,	10 <sup>th</sup>	Installing and use of various multimedia devices
	15 <sup>th</sup>	Concept of data compression, Text encoding,		
6 <sup>th</sup>	16 <sup>th</sup>	Audio encoding techniques,	11 <sup>th</sup>	Practical checking and testing
	17 <sup>th</sup>	Types of images,		
	18 <sup>th</sup>	Capturing images using camera/scanner,	12 <sup>th</sup>	Scanner ,Digital camera, web camera
7 <sup>th</sup>	19 <sup>th</sup>	coding techniques for Moving Images, Editing	13 <sup>th</sup>	Mike and speakers
	20 <sup>th</sup>	Editing of images audio, text,		
	21 <sup>st</sup>	video and graphics,	14 <sup>th</sup>	Touch screen
8 <sup>th</sup>	22 <sup>nd</sup>	navigation and user interface designing,	15 <sup>th</sup>	Practical checking and testing
	23 <sup>rd</sup>	Use of various codes like bar code,		
	24 <sup>th</sup>	QR code in multimedia applications.	16 <sup>th</sup>	Plotter and printers
9 <sup>th</sup>	25 <sup>th</sup>	Using Image Processing Tools	17 <sup>th</sup>	DVD - Audio CD and Video CD
	26 <sup>th</sup>	Photo-shop workshop,		
	27 <sup>th</sup>	image editing tools,	18 <sup>th</sup>	Practical checking and testing

10 <sup>th</sup>	28 <sup>th</sup>	specifying and adjusting colors,	19 <sup>th</sup>	Reading and writing of different format on CD/DVD
	29 <sup>th</sup>	using gradient tools,		
	30 <sup>th</sup>	selection and move tools,	20 <sup>th</sup>	Practical checking and testing
11 <sup>th</sup>	31 <sup>st</sup>	transforming path drawing	21 <sup>st</sup>	Transporting audio and video files
	32 <sup>nd</sup>	and editing tools,		
	33 <sup>rd</sup>	using channels,	22 <sup>nd</sup>	Assignment
12 <sup>th</sup>	34 <sup>th</sup>	layers,	23 <sup>rd</sup>	Using various features of Flash
	35 <sup>th</sup>	filters		
	36 <sup>th</sup>	and actions	24 <sup>th</sup>	Practical checking and testing
13 <sup>th</sup>	37 <sup>th</sup>	Multimedia Authoring Tools	25 <sup>th</sup>	Using various features of Photo-shop
	38 <sup>th</sup>	Multimedia Authoring Tools	26 <sup>th</sup>	Practical checking and testing
	39 <sup>th</sup>	Icon based, Time based,		
14 <sup>th</sup>	40 <sup>th</sup>	Story boarding/scripting	27 <sup>th</sup>	Making multimedia presentations combining, Flash, Photo-shop,
	41 <sup>st</sup>	and object oriented		
	42 <sup>nd</sup>	working in macromedia flash,	28 <sup>th</sup>	such as department profile,
15 <sup>th</sup>	43 <sup>rd</sup>	exploring interface	29 <sup>th</sup>	lesson presentation
	44 <sup>th</sup>	Using selection of PEN tools.		
	45 <sup>th</sup>	Working with drawing and painting tools,	30 <sup>th</sup>	Project presentations.
16 <sup>th</sup>	46 <sup>th</sup>	applying colour viewing and manipulating time line,	31 <sup>st</sup>	Generation and recognition of bar code
	47 <sup>th</sup>	animating, processing, guiding layers,		
	48 <sup>th</sup>	importing and editing sound and video clips in flash	32 <sup>nd</sup>	QR code using pre built application/mobile applications.