10B28CI408: Multimedia Development Lab-I

Course Credit: 1

Semester: III

Objective:

Multimedia data has become an indispensable part of our daily life and modern research projects. It's also one of the critical links in the ongoing unification of computing and communications. In this course, students will be introduced to principles and current technologies of multimedia systems, multimedia standards, and gain hands-on experience in this area. Issues in effectively representing, processing, and retrieving multimedia data such as sound and music, graphics, image and video will be addressed.

Learning Outcomes:

- Describe different realizations of multimedia tools and the way in which they are used.
- Compare various data compression schemes.
- Analyze user interface for a given application.

List of Experiments

S NO	Topics
1	Introduction to Multimedia components and tools
2	Basic Animation Concepts
3	Multimedia Data Compression
4	Basic Assignment to understand the fundamental of Flash
5	Tween motion and Break Apart functionalities
6	Basic audio, image and video operations
7	User interface design
8	Action Scripting
9	Buttons and Audio Functionalities
10	Project

References

1. Multimedia systems Author: Ralf Steinmetz, Klara Nahrstedt
2. Flash 5 Visual JumpStart Author: Patricia Hartman Publisher: BPB
3. Data Compression Author: Mark Nelson
4. Flash MX Action Script Programming Author: Robert Reinhardt and Joey Lott Publisher: Wiley
5. Flash 5 Magic with Action Script Author: J. Scott Hamlin and David J. Emberton Publisher: Techmedia

1. Generator/Flash Web Development Author: Richard Alvarez Publisher: Techmedia

Evaluation Scheme:

1.	Mid Term Exam (Viva and Written Exam)	20
2.	End term Exam (Viva and Written Exam)	30
3.	Lab Records	5
4.	Regular Assessment (Quality and quantity of experiment performed, Learning laboratory skills, Attendance etc.)	30
5.	Project	15
	Total	**100**