SYLLABUS

of the

Value added Course
Multimedia and Applications
(COSVAC002)

(w.e.f. 2022-2023)

Offered by:

THE DEPARTMENT OF COMPUTER SCIENCE
PanskuraBanamali College
(AUTONOMOUS)
Panskura R.S., Purba Medinipur
West Bengal – 721152

Course Name: **Multimedia and Applications**

Course Contents: Course layout, rules & regulations

Course Type: **Value added Course**

(Optional, additional, and not a part of the CBCS curriculum)

Medium: Bengali, English

Mode: Offline

Intake: Minimum 20; Maximum 40

Eligibility: +XII, Any interested candidate in Internet and Web page

Duration: 30 hours (to complete within a time span of 2 months)

Course Fees: Rs. 300

Coordinator: **Sk.Md. Habibullah, Assistant Professor**

Contact: Department of Computer Application (BCA), Panskura Banamali College (Autonomous)

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Certificate Course in **Multimedia and Applications**

Credit : NA   Duration :30 Hours

Code: COS02

About Course : The course covers all the essential elements of technology and the latest domain

and fundamentals of sustainability for the Information Technology(IT) industry. Not Only IT

Professionals are able to implement and maintain in developing techniques but also be an

commercial people. This course is designed to impart knowledge about IT word wise.

Course Objective : To develop IT Professionals who can assess, and develop

strategies to use of the web operations of an organization.

[N.B.: 1 Lecture (L) = 1 Hour]

<mark>**Course Contents :**</mark>

Multimedia: Introduction to multimedia, components, uses of multimedia, multimedia applications, virtual reality. **6L**

Text: Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext. **4L**

Images: Still Images – bitmaps, vector drawing, 3D drawing & rendering, natural light &colors, computerized colors, color palettes, image file formats. **6L**

Sound: Digital Audio, MIDI Audio, MIDI vs Digital Audio, Audio File Formats. **2L**

Video: How video works, analog video, digital video, video file formats, video shooting and editing. 2L

Animation: Principle of animations, animation techniques, animation file formats. **4L**

Internet and Multimedia: www and HTML, multimedia on the web – web servers, web browsers, web page makers and site builders. **2L**

Making Multimedia: Stages of a multimedia project, Requirements to make good multimedia, Multimedia Hardware - Macintosh and Windows production Platforms, Hardware peripherals - Connections, Memory and storage devices, Multimedia software and Authoring tools. **4L**

Practical exercises based on concepts listed in theory using Flash/ GIMP/ PhotoShop/

Animation Tools/ Image Editors/ Video Editors.

Recommended Books:

1. Tay Vaughan, —Multimedia: Making it work, TMH, Eighth edition.2011
2. Ralf Steinmetz and KlaraNaharstedt, —Multimedia: Computing, Communications Applications, Pearson.2012
3. Keyes, —Multimedia Handbook, TMH,2000.
4. K. Andleigh and K. Thakkar, —Multimedia System Design, PHI.2013Course Outcome: Gain knowledge