



GUJARAT TECHNOLOGICAL UNIVERSITY

Syllabus for Bachelor of Vocation (D.Voc), 6th Semester

Branch: Software Development

Subject Name: Multimedia Tools & Applications

Subject Code: 1260204

**With effective
from academic
year 2019-20**

Teaching Scheme			Credits	Examination Marks				Total Marks
L	T	P		C	Theory Marks		Practical Marks	
					ESE (E)	PA (M)	ESE (V)	PA (I)
3	-	0	3	50	-	-	-	50

Course Content:

Unit No.	Content	Hrs
1	UNIT -I Introduction To Multimedia, Needs and Areas of use, Identifying Multimedia Elements -Text, Images, Sound, Animation and Video, Making Simple Multimedia With PowerPoint. TEXT -Concepts of Plain & Formatted Text, RTF & HTML Texts, Using Common Text Preparation Tools, Conversion to and from of Various Text Formats, Creating text using standard software.	8
2	UNIT-II SOUND -Sound and its Attributes, Sound and Its Effects in Multimedia, Frequency, Sound Depth, Channels and its Effects on Quality and Storage, Size Estimation of Space of a Sound File, Sound Card Standard –FM Synthesis Cards, Waves Table Cards, MIDI and MP3 Files and Devices, 3D Sounds, Recording and editing sound using sound editors like Audacity, Sound forge etc.	8
3	UNIT-III IMAGES -Importance of Images Graphics in Multimedia, Vector and Raster Graphics, Regular Graphics vs. Interlaced Graphics, Image Capturing Methods -Scanner, Digital Camera Etc. Color models-RGB, CYMK, Hue, Saturation, and Brightness, Various Attributes of Images Size, Color, Depth Etc, Various Image File Format BMP, DIB, CIF, PIC, and TIF Format Their Features And Limitations, Image format conversion, various effects on images. Create images using Photoshop, CorelDraw and apply various effects, Using Layers, Channels and Masks in images.	10
4	UNIT-IV VIDEO-Basic of Video, Analog and Digital Video Type of Video, Digitization of Analog Video, Video Standard –NTSC, Pal, HDTV, Video Capturing Media /Instruments Videodisk Camcorder Compression Techniques, File Formats AVI, MJPG, MPEG, Video Editing and Movie Making Tools, converting formats of videos, recording and editing videos using video editing software like adobe premiere or Sony Vegas.	8
5	UNIT-V	8



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ANIMATION-Concepts of animation, 2D and 3D animation, tools for creating animation, character and text animation, creating simple animation using GIF animator and flash, Morphing and Applications. Authoring tools for Multimedia –Introduction to various types of multimedia authoring tools, CD/DVD based and web based tools, features and limitations, creating multimedia package using all components.	
Total Hours:	42

Suggested Specification table with Marks (Theory):

Distribution of Theory Marks				
R Level	U Level	A Level	N Level	E Level
5	25	25	10	5

Legends: R: Remembrance; U: Understanding; A: Application, N: Analyze and E: Evaluate and above Levels (Bloom’s Taxonomy)

Reference Books:

1. Multimedia & Its Applications, V.K. Jain, Khanna Publishing House
2. Fundamentals of Multimedia, Ramesh Bangia, Khanna Publishing House
3. Introduction to Multimedia System, Sugata Mitra Gaurav Bhatnagar
4. Photoshop CC: The missing manual Lesa Snider O’Reilly
5. Adobe Photoshop CS5 -one-toone Deke MCClelland O’Reilly Media
6. Flash CS6/CS5/CS4 in Simple Steps Kogent Learning Solution Inc. Wiley
7. Action Script for Flash MX: The Definitive Guide 2nd Edition Colin Mook O’Reilly