

**General Elective for
B.A. (Programme)/ B.Com. (Programme), Semester VI (LOCF)
CSGE601: Multimedia and Web Design**

Total Marks: 150 Theory: 75 Practical: 50 Internal Assessment: 25

THEORY:

TOPIC	Reference
Multimedia : Definition, Components, uses, applications	[1] Ch 1: What is Multimedia? - (Complete) Ch 2: Text Using Text in Multimedia (pgs 26-37) Hypertext & Hypermedia (pgs 57-60) Ch 3: Image Making Still Images (pgs 72-90) (excluding-How Vector Drawing Works) Color Palettes (pgs 96-99) Ch 4: Sound (pgs 108-111) MIDI Audio (pgs 117-119) MIDI vs Digital Audio (pgs 122-123) Ch 5: Animation (pgs 144-153) Ch 6: Video (pgs 166-175, 184-185)
Multimedia Input/Output Devices: scanner, camera, microphone, speaker, monitors, printers. Multimedia Storage Devices: CD ROMs, DVDs, Blue ray disk.	[1] Ch 7: Making Multimedia (pgs 211-218)
Multimedia Tools: Sound editor, video editor, animator, authoring tools.	[1] Ch 7: Making Multimedia (pgs 221-227, 229, 233-236)
Web Designing: Concept of website, website as a communication resource. Internet, intranet and extranet, basic concepts related to website designing.	[1] Ch 11: The Internet & Multimedia (pgs 351-353, 255-357)
HTML: Introduction to hypertext markup language (html) document type definition, creating web pages, graphical elements, lists, hyperlinks, tables, web forms, inserting images, frames, use of CSS	[2] Chapters 1-8 (Complete) Ch 13: Tables (pgs Till 157,166-169) Ch 14: Frames (pgs Till 200) Ch 15: Style Sheets (pgs Till 232,234-237) Ch 22: Forms (Complete)

Reference Books:

- [1] Tay Vaughan, **Multimedia: Making It Work**, McGraw Hill Education (India), Ninth edition
- [2] J. A. Ramalho, **Learn Advanced HTML 4.0 with DHTML**, BPB Publications, 2007

Additional Reference:

- [1] Duckett, J. (2011). **HTML and CSS: Design and Build Websites**, Wiley, 1st Edition.

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17/2/2022

PRACTICAL:

Implement the followings using Blender or similar software –

1. Create an animation using the tools panel and the properties panel to draw the following –
Line, pie, oval, circle, rectangle, square, pencil, brush, lasso tool

2. Create an animation using text tool to set the font, size, color etc.

3. Create an animation using Free transform tool that should use followings-

Move Objects

Skew Objects

Stretch Objects

Rotate Objects

Stretch Objects while maintaining proportion

Rotate Objects after relocating the center dot

4. Create an animation using layers having following features-

Insert layer, Delete layer, guide layer, Mask layer.

5. Modify the document (changing background color etc.) using the following tools:

Eraser tool

Hand tool

Ink bottle tool

Zoom tool

Paint Bucket tool

Eyedropper tool

6. Create an animation for bus car race in which both starts from the same point and car wins the race.

7. Create an animation in which text Hello gets converted into GoodBye (using motion/shape tweening).

8. Create an animation having five images having fade-in fade-out effect.

9. Create an scene to show the sunrise (using multiple layers and motion tweening)

10. Create an animation to show the ripple effect.

11. Create an animation (using Shape tweening and shape hints) for transforming one shape into another.

12. Create an animation for bouncing ball (you may use motion guide layer).

Project:

Design a minimum 10 pages interactive website using HTML/Joomla/WordPress

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