

PAPER XI: MULTIMEDIA SYSTEMS

Credits: 4

Hours: 75

Objective: This course introduces the basic concepts of Multimedia Systems.

UNIT - I

Introductory Concepts: Multimedia – Definitions, CD-ROM and the Multimedia Highway, Uses of Multimedia, Introduction to making multimedia – The Stages of project, the requirements to make good multimedia, Multimedia skills and training, Training opportunities in Multimedia. Motivation for multimedia usage, Frequency domain analysis, Application Domain.

UNIT – II

Multimedia-Hardware and Software: Multimedia Hardware – Macintosh and Windows production Platforms, Hardware peripherals – Connections, Memory and storage devices, Media software – Basic tools, making instant multimedia, Multimedia software and Authoring tools, Production Standards.

UNIT - III

Multimedia – making it work – multimedia building blocks – Text, Sound, Images, Animation and Video, Digitization of Audio and Video objects, Data Compression: Different algorithms concern to text, audio, video and images etc., Working Exposure on Tools like Dream Weaver, Flash, Photoshop Etc.,

UNIT - IV

Multimedia and the Internet: History, Internet working, Connections, Internet Services, The World Wide Web, Tools for the WWW – Web Servers, Web Browsers, Web page makers and editors, Plug-Ins and Delivery Vehicles, HTML, VRML, Designing for the WWW – Working on the Web, Multimedia Applications – Media Communication, Media Consumption, Media Entertainment, Media games.

UNIT - V

Multimedia-looking towards Future: Digital Communication and New Media, Interactive Television, Digital Broadcasting, Digital Radio, Multimedia Conferencing, Assembling and delivering a project-planning and costing, Designing and Producing, content and talent, Delivering, CD-ROM technology.

TEXT BOOKS

1. S. Heath, 1999, Multimedia & Communication Systems, Focal Press, UK.
2. T. Vaughan, 1999, Multimedia: Making it work, 4th Edition, Tata McGraw Hill, New Delhi.
3. K. Andleigh and K. Thakkar, 2000, Multimedia System Design, PHI, New Delhi.

REFERENCE BOOKS

1. Keyes, “Multimedia Handbook”, TMH, 2000.
2. R. Steinmetz and K. Naharstedt, 2001, Multimedia: Computing, Communications & Applications, Pearson, Delhi.
3. S. Rimmer, 2000, Advanced Multimedia Programming , PHI, New Delhi..