AIT 122   **INTRODUCTION TO MULTIMEDIA**   **3(1+2)**

Objective(s)

After completing the course the student shall be able to learning the multimedia elements including image, graphics, sound, and video components, creating Animation, Create quality multimedia titles and design for websites. Understand the technologies behind multimedia applications and master the skills for developing multimedia projects.

UNIT I
Introduction to Photoshop CS4

About Photoshop, Navigating Photoshop, Menus and panels, Opening new files, Opening existing files

Getting Started with Photoshop

Exploring the Toolbox, The New CS4 Applications Bar & the Options Bar, Exploring Panels & Menus, Creating & Viewing a New Document, Customizing the Interface, Setting Preferences

Working with Images

Zooming & Panning an Image, Working with Multiple Images, Rulers, Guides & Grids, Undoing Steps with History, Adjusting Color with the New Adjustments Panel, The New Masks Panel & Vibrance Color Correction Command, The Save for Web & Devices Interface, The Auto-Align Layers Commands, The New 3D Commands

UNIT II
Resizing & Cropping Images

Understanding Pixels & Resolution, The Image Size Command, Resizing for Print & Web, Cropping & Straightening an Image, Adjusting Canvas Size & Canvas Rotation

Working with basic Selection

Selecting with the Elliptical Marquee Tool, Using the Magic Wand & Free Transform Tool, Selecting with the Regular & Polygonal Lasso Tools, Combining Selections, Using the Magnetic Lasso Tool, Using the Quick Selection Tool & Refine Edge, Modifying Selections

Getting Started with layers

Understanding the Background Layer, Creating, Selecting, Linking & Deleting Layers, Locking & Merging Layers, Copying Layers, Using Perspective & Layer Styles, Filling & Grouping Layers, Introduction to Blending Modes, Blending Modes, Opacity & Fill, Creating & Modifying Text

Painting in Photoshop

Using the Brush Tool, Working with Colors& Swatches, Creating & Using Gradients, Creating & Working with Brushes, Using the Pencil & Eraser Tools, Painting with Selections

Photo Retouching

The Red Eye Tool, The Clone Stamp Tool, The Patch Tool & the Healing Brush Tool, The Spot Healing Brush Tool, The Color Replacement Tool

UNIT III
Introduction to color correction

Color Spaces &Color Modes, The Variations Command, The Auto Commands, Adjusting Levels, Adjust Curves, Non-Destructively, with Adjustment Layers, Quick Mask Options, Painting a Selection, Saving & Removing a Selection from the Background

Working with the Pen Tool

Understanding Paths & the Pen Tool, Creating Straight & Curved Paths, Creating Combo Paths, Creating a Clipping Path

Creating Special Effects

Getting Started with Photoshop Filters, Smart Filters, Creating Text Effects, Applying Gradients to Text, creating Timeline and Frame base animation

Exporting your work

Saving with Different File Formats, Saving for Web & Devices, Printing Options

UNIT IV

Introduction to Flash CS4

Flash Basics

Creating a Flash Document, Reviewing the Interface, Managing the Workspace

Getting Started

Creating Shapes, Using the Primitive Tools, Drawing with Pen, Pencil and Line Tools, Editing Shapes, Using the Selection Tools, Managing Color and Gradients, Importing Files

Working with Graphics

Creating Rectangles, Using a Gradient Fill , Making Selections , Drawing Ovals , Creating a Simple Animation, Working with Lines, Manipulating Objects , Masking Objects, Testing a Movie

Creating and Editing Symbols

Importing Illustrator Files, About Symbols, Converting Objects to Symbols, Importing Bitmap Images, Adding Bitmaps to a Movie Clip Symbol, Working with Buttons, Adding Transparency

Creating and Managing content

New Document Settings & Navigation, Drawing & Selecting Simple Vector Shapes, Drawing Curves with the Pen & Pencil Tools, Exploring Other Drawing Tools, Interaction between Shapes, Grouping Objects, Working in Object Drawing Mode

UNIT V

Managing Website Content

Working with Layers, Using Bitmaps, Adding Text, Use the Regular & Primitive Shape Tools to Build a Graphic, Creating & Adjusting a Symbol, Transforming Objects with the Free Transform Tool, ExploringColor Types & Gradients

The Timeline

Timeline Basics, Create a Span of Frames & Control the Playhead, Creating Keyframes, Insert Blank Keyframes & Clear Keyframes, Frame-by-Frame Animation & Onion Skin

Motion Presets

Getting Started with Motion Presets, Modifying a Motion Tween, Stretching Tween Spans, Save Custom Presets & Create Layer Folders, Moving Tween Spans, Setting Static Frames, Building a Test Movie

Creating a Motion Tween

Adding a Motion Tween, Setting Property Keyframes for Scale & Rotation, Creating a Motion Tweenfrom a Shape, Easing Keyframes , Creating a Fade-in by Adjusting the Alpha, Making a Motion Preset

Animation Techniques

Importing Slideshow Content , Working in a Movie Clip Timeline, Animating the First Image in the Slideshow, Non-linear Animation , Swapping Objects, Using the Distribute to Layers Command, Adjust Timeline View Options & Animation Timing

Actionscript&Behaviors

Introducing ActionScript, Adding a Stop Action , Creating Buttons & Setting Button States, Creating Interactive Text Buttons, Adding Site Content, Setting up for ActionScript 2, Adding Behaviors with ActionScript 2, Writing ActionScript 3

Using Sound and Video

Adding a Sound File to the Timeline, Adding Sound to a Button, Encoding Video for Import into Flash,Set Import Options & Choose a Player Skin, The FLVPlayback Component & Component Inspector, Flash Video for ActionScript 2 & Older Players

Publish your site

Overview of Flash Publish Settings, Compression in Bitmaps & Sounds, Other Flash Publish Settings, HTML Settings, Publishing Your Flash Movie, Dreamweaver(R) Integration

Practical(s)

Photoshop:

1. Looks at work area and keyboard shortcut
2. Practice with Toolbox
3. Looks at saving for the web, making selections, blending options and the pen tool.
4. Looks at using adjustment layers, masking and making selections of images.
5. Looks at creating various text effects, including typing along a path etc.
6. Looks at adjustment layers and dodging and burning.
7. Looks at using filters and blending options to create graphics
8. Making a Pattern, Brush, Texture etc.
9. Designing Entire Websites
10. Designing Website Elements
11. Designing different LOGO
12. Creating Headers and Navigation in Website
13. Creating a animation in Photoshop
14. Using Slice tool to create a website.

Flash :

15. Looks at work area and keyboard shortcut
16. Get the practical skills in creating shapes and converting them to other elements, using and understanding the library, get hands-on experience in modification symbols.
17. Get familiar with Animation basics, using the Timeline, and get the hands-on experience in creating frame-by-frame animations.
18. Get the practical skills in utilizing Motion Tweening, Guide Layers in animation, using Shape Tweening, and Mask Layers in animations.
19. Get the practical skills in creating movie clips, using multiple Timelines, understanding Parent and Child objects, and using movie clips on the Stage.

20. Get the practical skills in creating buttons with Flash tools, get familiar with the Button Timeline and States.
21. Get the practical skills in using Frame and Button Actions as well as using Labels on the Timeline.
22. Get the practical skills in importing sound files into Flash and setting compression.

Reference Book(s)
1. Adobe Photoshop CS4 Bible, by Stacy Cates, Simon Abrams, Wiley publishing, Inc.
2. Adobe Flash CS4 Professional Bible (Book/CD) By Robert Reinhardt, Snow Dowd (Paperback) Publisher : Wiley India Pvt. Ltd
3. Learning Flash CS4 Professional, by Rich Shupe. O'REILLY media.
4. Adobe Flash CS4 Professional Classroom in a Book , Adobe Creative Team.