

**Guru Daksh Govt. Polytechnic Hisar**  
**Department of Computer Engineering**

Session : 2025-2026  
 Subject: Multimedia Applications

( 2<sup>nd</sup> Semester)  
 Load: Lectures-02, Practical-04

**Lesson Plan**

Week	Theory		Practical	
	Lecture day	Topic	Practical Day	Topic
1 <sup>st</sup>	1 <sup>st</sup>	Concept of Multimedia, History of Multimedia	1 <sup>st</sup>	Study of Adobe flash tools frame by frame animation
	2 <sup>nd</sup>	Multimedia hardware and software		
2 <sup>nd</sup>	3 <sup>rd</sup>	Meetings the analog signals (analog vs digital signal).	2 <sup>nd</sup>	Motion Tweening; Simple Tweening
	4 <sup>th</sup>	Digital recording, search of digital recording by converting sound into numbers)		
3 <sup>rd</sup>	5 <sup>th</sup>	Soundcards, connections, types etc.	3 <sup>rd</sup>	Using Guide Layer; Shape Tweening
	6 <sup>th</sup>	Advantages of external soundcards		
4 <sup>th</sup>	7 <sup>th</sup>	Playback and recording	4 <sup>th</sup>	Simple Tweening; Shape Hint
	8 <sup>th</sup>	Components of MIDI, MIDI connectors		
5 <sup>th</sup>	9 <sup>th</sup>	Features of MIDI	5 <sup>th</sup>	Masking; SingleLayer Masking;
	10 <sup>th</sup>	Working of MIDI		
6 <sup>th</sup>	11 <sup>th</sup>	Multimedia Text (hardware equirement, software requirement)	6 <sup>th</sup>	Double Layer Masking
	12 <sup>th</sup>	Digital imaging fundamentals		

Week	Theory		Practical	
	Lecture day	Topic	Practical Day	Topic
7 <sup>th</sup>	13 <sup>th</sup>	Digital Image Development ,editing	7th	Movie Clip; Buttons; Publishing of Flash Movie
	14 <sup>th</sup>	Characteristics of digital image		
8 <sup>th</sup>	15 <sup>nd</sup>	Advantages & disadvantages of Digital Image	8th	Simple functions: Stop, Play, Go to
	16 <sup>rd</sup>	Animation fundamentals		
9 <sup>th</sup>	17 <sup>th</sup>	Animation techniques	9th	Get URL, Call
	18 <sup>th</sup>	Digital video fundamentals, relation between pixels and kbps		
10 <sup>th</sup>	19 <sup>th</sup>	Parameters of Digital video, digital video production	10th	Properties- _x,_y,_x Scale, _y Scale,_alpha
	20 <sup>th</sup>	Video production equipment		
11 <sup>th</sup>	21 <sup>st</sup>	Digital video production techniques	11th	Event handling
	22 <sup>nd</sup>	Revision		
12 <sup>th</sup>	23 <sup>th</sup>	Features of authoring tools	12th	Study of Adobe Photoshop tools
	24 <sup>th</sup>	Card or pagebased authoring tools		
13 <sup>th</sup>	25 <sup>th</sup>	.Icon based tools, time based tool	13th	Study of Adobe Photoshop tools
	26 <sup>th</sup>	Multimedia project planning and costing		
14 <sup>th</sup>	27 <sup>th</sup>	Multimedia design and planning pyramid	14th	Image editing
	28 <sup>st</sup>	Multimedia team		
15 <sup>th</sup>	29 <sup>rd</sup>	Revision	15th	Applying special effects.
	30 <sup>th</sup>	Revision		