

## **SEC – II: Multimedia and Applications**

### **Unit - I**

Multimedia: Introduction to multimedia, components, uses of multimedia, Multimedia applications, virtual reality.

Text: Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext.

Images: Still Images – bitmaps, vector drawing, 3D drawing & rendering, natural, light & colors, computerized colors, color palettes, image file formats.

### **Unit - II**

Sound: Digital Audio, MIDI Audio, MIDI vs Digital Audio, Audio File Formats.

Video: How video works, analog video, digital video, video file formats, video shooting and editing.

Animation: Principle of animations, animation techniques, animation file formats.

### **References:**

1. Tay Vaughan, —Multimedia: Making it work, TMH, Eighth edition.2011
2. Ralf Steinmetz and KlaraNaharstedt, —Multimedia: Computing, Communications Applications, Pearson.2012
3. Keyes, —Multimedia Handbook, TMH,2000.
4. K. Andleigh and K. Thakkar, —Multimedia System Design, PHI.2013