

## CURRICULUM “Multimedia Processing”

№	Session	Session Details	(No. of Hrs)	
			Lecture	Lab
1.	What is multimedia?	<ul style="list-style-type: none"> <li>• Introduction to Multimedia</li> <li>• Components of Multimedia</li> <li>• Multimedia Research Topics and Projects</li> </ul>	4	6
2.	Computer graphic	<ul style="list-style-type: none"> <li>• Vector and Raster image working</li> <li>• Graphics Image Data Types</li> </ul>	4	8
3.	Interactive multimedia	<ul style="list-style-type: none"> <li>• Audio and video elements</li> <li>• Making of multimedia work</li> </ul>	4	14
4.	3D animation	<ul style="list-style-type: none"> <li>• 3D Animation &amp; Character Design</li> </ul>	4	20
<b>Total (No. of Hrs)</b>			<b>16</b>	<b>48</b>

### Section 1: What is multimedia?

#### Learning Objectives

Student should learn to:

- Know to get Base of Multimedia and Components of Multimedia
- It will learn to research.

#### Content:

- What is multimedia?, History of multimedia
- Multimedia and Hypermedia
- World Wide Web (HTTP, HTML, XML, SMIL)
- Tools of Multimedia software

### Section 2: Computer Graphic

#### Learning Objectives

Student should learn to:

learn to based of numeral graphic or Digital then working graphic images.

#### Content:

- Based of Multimedia and Internet graphic
- Vector description
- Raster description
- Media printing
- Project of making Comics

#### Using materials

- Adobe Illustrator CS 2, CorelDRAW X3
- Photoshop CS 2 with Image ready
- Adobe Indesign CS 2

### Section 3: Interactive Multimedia

#### Learning Objectives

Student should learn to:

Know to multimedia elements such as audio or video then make product..

#### Content:

- Basics of Storyboard
- Work on audio
- Video Streaming and Editing
- Interactive multimedia and programming
- Computer –based learning and E-learning
- Authoring technology – based learning
- Multimedia and Authoring projects

**Using materials**

- Sound Forge 8
- Adobe Premier Pro 2
- Direct MX 2004
- Authorware

**Section 4: 3D Animation**

**Learning Objectives**

Student should learn to:

Learn to use 3D animation and Character Design then create visual product.

**Content:**

- Based of 3D Animation
- Making 3D modeling
- Lighting, camera and animation
- Paint 3D object
- Making animation and Visual effects
- Basics of making Digital movie
- Digital effects
- Project of making 3D animation and Visual effects

**Using materials**

- 3D studio max 9 & Character Studio
- Deep Paint 3D
- Adobe After Effects 7.0

**REFERENCES**

**Web sites**

1. <http://www.elearning.org>
2. <http://www.education.mn>
3. <http://www.elearning.mn>
4. <http://www.teachers.net>
5. <http://www.teachingsource.us>
6. <http://www.asuult.net>
7. <http://www.mycomputer.mn>
8. <http://www.computertimes.mn>
9. <http://www.mongolcampus.org/ecourse>
10. <http://www.eh1el.com/index.php?name=News&cat=25>
11. <http://www.mongoliansky.com>
12. <http://www.it2006.net/news.php>
13. <http://www.ppmn.tk/>
14. <http://learning.banjig.net/>
15. <http://www.msue.edu.mn>