Multimedia Technologies – Syllabus 2021-2022

Dr. Taha Basheer Taha

1 Introduction, Types of Multimedia and editing tools. Representation of Multimedia in computer systems. Introduction to OpenGL, Creating primitive objects. 2 Transformation and Animation using OpenGL Keyboard Interaction in OpenGL OpenGL Assignment/Classwork Introduction to Adobe Photoshop Working with Images Tools and Filters Image retouching (Designing Objects/Posters from Scratch) Designing Website Interface contents using Photoshop Animated images 7 Midterm Exam Video concepts Getting started Adobe Premiere 9 Video Animation and time frames Video Effects 10 Video Translation Texts and titles 11 Audio Editing Video Tricks (Chroma key) Video Tricks (Character Duplication)
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Audio Editing Video Tricks (Chroma key)
Video Tricks (Chroma key)
12 Video Tricks (Character Duplication)
Applying tricks on a class made video
13 Import, export and merge different adobe files
Adobe Premier Assignment/Classwork
14 Review
Final Practical Exam
15 Final Exam