

Multimedia Technologies – Syllabus 2021-2022

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Week	Topic
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
3	OpenGL Assignment/Classwork
	Introduction to Adobe Photoshop
4	Working with Images
	Tools and Filters
5	Image retouching (Designing Objects/Posters from Scratch)
	Designing Website Interface contents using Photoshop
6	Animated images
	Midterm Exam
8	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)
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