

BC 202 MULTIMEDIA SYSTEMS

Course Description and Objectives:

Understand the characteristics of multimedia systems and how to address issues. Be aware of the differences among multimedia authoring systems. Be familiar with the software development process as practiced in a multimedia development environment. Be able to design, write, document, debug and evaluate a non-trivial multimedia system. Appreciate and understand the legal and ethical issues associated with developing multimedia systems, particularly in regard to use of media clips developed by others.

Course Outcomes: After Completion of the subject student should able to

- Write action script for a particular problem.
- Design and Draw customized GUI components.
- Apply Transformations on Components.
- To make use of fundamental concepts and formulate best practices
- Apply technical concepts and practices in specialized areas

UNIT -1 Introduction

Global structures, Media – Data stream, medium , properties of Multi Media Systems, Multi Media Information units, Sound –Audio, Midi.

UNIT -2 Images &Graphics:

Basic computers Components, Image process system, Image Transition.
Video, Animations, Basic computers, Television, Computer based Animation.

UNIT - 3 Data compression:

Coding requirements, Some Basic Compression, JPEG, MPEG.

UNIT - 4 Middleware system service Architecture

Multimedia Devices, Presentation Services, and the user interface.

UNIT - 5 Multimedia Communications Systems

Multimedia services over the public network: Requirements, Architecture, and Protocols

Text books:

UNIT – I, II, III: - Multimedia computing, communications Applications.
Ralf Steinmetz & Klara Nahrstedt Pearson Edition.

UNITS IV, V: - Multimedia Systems
John.F. koegel Buford Pearson Edition.

Reference Books:

1. Multimedia Systems, By John.F, Koegel Buford.
2. Virtual Reality Systems, John Vince, ACM Press