



Alagappa University

(A State University Established in 1985)
Karaikudi- 630 003. Tamilnadu. India.
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Department of Computer Applications

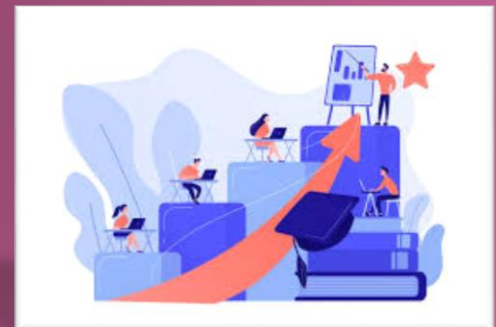
VALUE ADDED COURSES

**Course Code: CAVAD3 Course Name: Introduction to Multimedia
2023-2024**

Eligibility: Any Degree Course Duration: 20 hours

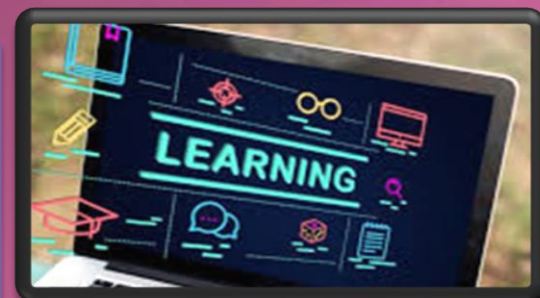
COURSE OBJECTIVE:

- It will provide an understanding of the fundamental elements in multimedia.
- The emphasis will be on learning the representations, perceptions and applications of multimedia.
- To develop the skills for developing multimedia projects.



COURSE OUTCOME:

- Understand the technologies behind multimedia applications
- Summarize the key concepts in current multimedia technology.
- Create quality multimedia software titles.



COURSE CO-ORDINATOR:

Dr. A.Nagarajan
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ALAGAPPA UNIVERSITY, KARAİKUDI
DEPARTMENT OF COMPUTER APPLICATIONS
VALUE ADDED COURSES

Course Code: CAVAD3	Introduction to Multimedia	20 Hours
Course Objectives:	<ul style="list-style-type: none"> • It will provide an understanding of the fundamental elements in multimedia. • The emphasis will be on learning the representations, perceptions and applications of multimedia. • To develop the skills for developing multimedia projects. 	
Unit I	Fundamental concepts in Text and Image: Multimedia and hypermedia, world wide web, overview of multimedia software tools. Graphics and image data representation graphics/image data types, File formats.	
Unit II	Color in image and video: color science, color models in images, color models in video.	
Unit III	Fundamental concepts in video and digital audio: Types of video signals, analog video, digital video, digitization of sound, MIDI, quantization and transmission of audio.	
Unit IV	Multimedia data compression: Lossless compression algorithm: Run-Length Coding, Variable Length Coding, Dictionary Based Coding, Arithmetic Coding, Lossless Image Compression, Lossy compression algorithm	
Unit V	Quantization. Basic Video Compression Techniques: Introduction to video compression, video compression based on motion compensation, search for motion vectors, PEG, Basic Audio Compression Techniques.	
References:		
<ol style="list-style-type: none"> 1. Tay Vaughan, “Multimedia making it work”, Tata McGraw-Hill, 2008. 2. Rajneesh Aggarwal & B. B Tiwari, “ Multimedia Systems”, Excel Publication, New Delhi, 2007. 3. Li & Drew, “ Fundamentals of Multimedia” , Pearson Education, 2009. 		
Course Outcomes:	<ul style="list-style-type: none"> • Understand the technologies behind multimedia applications • Summarize the key concepts in current multimedia technology. • Create quality multimedia software titles. 	