

LESSON PLAN (2025-26)

MULTIMEDIA TECHNOLOGY
SEMESTER VI
COMPUTER SCIENCE ENGINEERING

FACULTY: TRINA BANERJEE DWIVEDI
LECTURER, COMPUTER SCIENCE

Trina Banerjee

Unit-1: Elements of Design & Image Basics (8 Hours)

| Lecture No. | Unit No. | Topic to be Covered |
|-------------|----------|---|
| 1 | 1 | Graphic Basics: Bitmap vs Vector Graphics |
| 2 | 1 | Color/Bit Depth and Image Resolution |
| 3 | 1 | Selection Tools, Floating Selection, Tone & Opacity |
| 4 | 1 | Color Modes: RGB, CMYK, Grayscale |
| 5 | 1 | Hue, Saturation, Brightness, Browser Safe Colors |
| 6 | 1 | Photoshop Interface, Tools & Palettes |
| 7 | 1 | Creating, Saving, Import/Export Images, Basic Editing |
| 8 | 1 | Transforms: Move, Rotate, Scale, Skew, Distort, Flip |

Unit-2: Photoshop Tools & Image Editing (8 Hours)

| Lecture No. | Unit No. | Topic to be Covered |
|-------------|----------|--|
| 9 | 2 | Marquee, Lasso, Magic Wand Tools |
| 10 | 2 | Crop, Slice, Move, Brush & Eraser Tools |
| 11 | 2 | Healing Brush, Clone Stamp, Gradient, Blur/Sharpen |
| 12 | 2 | Layers: Creating, Naming, Deleting |
| 13 | 2 | Layer Modes, Opacity, Merging Layers |
| 14 | 2 | Photo Restoration & Enhancement |
| 15 | 2 | Color Correction: Levels, Curves, Hue/Saturation |
| 16 | 2 | Text Editing & Special Effects |

Unit-3: Fundamentals of Flash (8 Hours)

| Lecture No. | Unit No. | Topic to be Covered |
|-------------|----------|-------------------------------------|
| 17 | 3 | Flash Environment & Interface |
| 18 | 3 | Stage, Timeline, Frames & Keyframes |
| 19 | 3 | Drawing & Selection Tools |

R. Banerjee

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| 20 | 3 | Shapes and Object Editing |
| 21 | 3 | Colors & Gradients |
| 22 | 3 | Text Tool & Formatting |
| 23 | 3 | Importing Multimedia |
| 24 | 3 | Frame Rate & Animation Concepts |

Unit-4: Symbols & Animation (8 Hours)

| Lecture No. | Unit No. | Topic to be Covered |
|-------------|----------|----------------------------------|
| 25 | 4 | Layers & Layer Management |
| 26 | 4 | Scenes & Frame Labels |
| 27 | 4 | Symbols & Instances |
| 28 | 4 | Button Symbols |
| 29 | 4 | Keyframe Animation |
| 30 | 4 | Frame-by-Frame Animation |
| 31 | 4 | Motion & Shape Tweening |
| 32 | 4 | Guide Layers & Animation Effects |

Unit-5: Introduction to ActionScript (8 Hours)

| Lecture No. | Unit No. | Topic to be Covered |
|-------------|----------|------------------------------|
| 33 | 5 | Introduction to ActionScript |
| 34 | 5 | Action Panel & Basic Coding |
| 35 | 5 | Controlling Timeline |
| 36 | 5 | Loops (For, While, Do-While) |
| 37 | 5 | Variables & Arrays |
| 38 | 5 | Movie Clip Properties |
| 39 | 5 | Working with Text |
| 40 | 5 | Practical / Mini Project |

M. Banerjee