or no		National Institute of Technology Meghalaya An Institute of National Importance													CURRICULUM	
F	rogramn	Bachelor of Technology in Computer Science and Engineering									Year of Regulation				2019-2020	
Departme					Semester			VI		I						
Course Code					Credit	Structure			Marks Distribution							
				L	Т	Р	С	INT	MID	END	Total					
CS 326		Multimedia							3	0	0	3	50	50	100	200
Course Objectives		To unde multime To und network compres		CO1	Able to describe the fundamental concepts, components multimedia systems and multimedia tools. Able to do the critical analysis and evaluation of interrapplications, file format such as text, audio, video a compression techniques.											
			gn and devel	Course Outcomes	CO3	Able to design and develop the systems for real time requirements.				nteractive multimedia						
		To understand the real time requirement of multimedia systems, development multimedia software and performance analysis.							Outcomes	CO4	Able to apply the principles to underst multimedia information transmission, techniques, standards.					
		developi	ment multimed		CO5	Able to design and develop the applications using protocols and also able to evaluate applications optimal performance.										
No.	COs	Mapping with Program Outc)	Mapping with PS				PSOs	
140.		PO	1 PO2	PO3	PO4	PO5	PO6	PO7	7 PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
1	CO1	3	3	0	0	0	0	0	0	1	0	0	0	3	0	3
2	CO2	3	3	3	3	1	2	0	0	1	0	0	0	1	3	3
3	CO3	1	2	3	3	3	2	0	2	0	0	0	0	2	3	3
4	CO4	3	3	3	3	3	2	3	0	2	0	0	1	2	3	3
5	CO5	3	3	3	2	2	3	SYLLAI	2	2	2	0	1	3	3	3
No.							Content	SYLLAI	BUS					Hours		COs
INO.				Content								Tious				CO1
I		Introduction, Uses of multimedia, Analog & digital Presentation, Digitization , Nyquist Sampling Theorem Visual Display system, Overview of Multimedia Tools												04		
II	Introduction to Data compression, Huffman Coding, Shannon Fano Algorithm, Huffman Algorithms, Adaptive Huffman Coding, Dictionary based Compression, LZ78, LZW compression, compression ratio loss less & lossy compression													06	CO2 CO3	
III	Introduction to Text Using text in multimedia, Hypermedia and Hypertext, Introduction to image, Graphics, Image Data Types, Image File formats, Multiple monitors, bitmaps, Vector drawing, color principles, Raster Scan													06	06 CO2	
IV														06		CO3
V	Video Capture. Introduction to Animation, Animation file formats, Basic Software Tools, Multimedia Authoring tools.													04	04 CO3 CO4	
VI	Introduc RTCP,			network	s, Quality	of Multi	media Da	ıta Traı	nsmission, N	/lultime	dia over I	P, RTP, F	RTSP,	04		
VII	Introduction to Image & Video Compression, J.P.EG, H.261, H.263, MPEG, Standards (MPEG1, MPEG 2, MPEG 4),GIF,TIFF											MPEG	06	06 CO3 CO4 CO5		
	. , , • , .														4	COS

Essential Readings

- 1. Li & S.Drew "Fundamental of Multimedia "Pearson Prentice Hall, Volume 1st Edition, 2004.
- 2. Ranjan Paarekh "Fundamentals of Multimedia" TMH, 2nd Edition, 2017.
- 3. K.R. Rao, Zoran S. Bojkovic, Dragorad A. Milovanovic, "Multimedia Communication Systems Techniques, Standards and Networks", PHI, 1st Edition, 2002.

Supplementary Readings

- 1. Tay Vaughan "Multimedia, Making IT Work" TMH, 9th Edition, 2017.
- 2. Fred Halsal "Multimedia Communication" Pearson Education, 1st Edition, 2007.
- 3. K.R. Rao, Zoran S. Bojkovic, Bojan M. Bakmaz," Wireless Multimedia Communication Systems: Design, Analysis, and Implementation", CRC Press, 1st Edition, 2017.