

Common Course Outline

MULT 201

Multimedia Algorithms

3 Semester Hours

The Community College of Baltimore County

Description

MULT 201 – 3 Credits – Multimedia Algorithms examines how to develop animated multimedia projects using a time-based software package. Students learn how to program in the scripting language of the multimedia software. **3 credits; 2 lecture hours per week; 2 laboratory hours per week**

Prerequisite: MULT 109 or consent of the program coordinator

Overall Course Objectives

Upon successfully completing the course students will be able to:

1. develop cross-platform animated projects;
2. design storyboards for the layout of large projects;
3. create custom handlers for use in animation software;
4. build and utilize functions and variables;
5. work with multiple casts and digital movies;
6. control scripted sprites;
7. create shocked movies for the Internet;
8. use computer design concepts and apply them in critiques;
9. apply interface skills to enhance user interaction; and
10. apply team concepts to large scale corporate style projects.

Major Topics

- I. Comparison of Multimedia Utilities
 - a. Card based
 - b. Icon based
 - c. Time synchronized
- II. Animation Terminology and Concepts
 - a. Windows
 - b. Behaviors

- c. Messages
- d. Scripting concepts
- III. Navigation
 - a. Commands, keywords, and functions
 - b. Score reconstruction
 - c. Using vector graphics
- IV. Digital Video
 - a. Control commands
 - b. Using local and global variables
 - c. Scripting handlers
- V. Scripting
 - a. System functions
 - b. System properties and parameters
 - c. Customizing handlers
- VI. Programming Structures
 - a. Loops
 - b. Databases
 - c. Lists
- VII. Shockwave for the Internet

Course Requirements

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following:

- 4 Corporate style projects with at least one being team based
- 2 Tests/exams or quizzes
- Final Exam

Other Course Information

This course is a core Multimedia Technology course and a Simulation and Digital Entertainment (SDE) elective.

This course is taught in a computerized environment.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

Date Revised: 05/10/06