

### 1.3. Module/ course form

To be completed by Course Team	Module name : MULTIMEDIA and INTERFACES					Module code: M14	
	Course name: MULTIMEDIA and INTERFACES					Course code:	
	Faculty: INSTITUTE OF INFORMATICS APPLICABLE						
	Field of study: Informatics						
	Mode of study : Stationary		Learning profile: PRACTICAL			Speciality:	
	Year/ semester: <b>2/4</b>		Module/ course status: Compulsory			Module/ course language: Polish	
	Type of classes	lecture	lessons	lab	project	tutorial	other (please specify)
	Course load	<b>15</b>		<b>30</b>			

Module/ course coordinator	<b>mgr inż. Wiesław Gerej</b>
Lecturer	<b>mgr inż. Wiesław Gerej, dr Łukasz Żołędziewski</b>
Module/ course objectives	Training of creation of multimedia presentation and with utilization of unlinear processing of image advertising movies and autoring DVD  Fact-finding (familiarization) with manner of work to professional studio of television with capability of use from piled equipment audio video.
Entry requirements	Acquaintance of notion related with computer graphics good ability of help very programs right, corel Draw, photoshop

LEARNING OUTCOME		
Nr	LEARNING OUTCOME DESCRIPTION	Learning outcome reference
<b>1</b>	Knowledge	
<b>01</b>	Has knowledge from range of general question of informatics and editing audio video	K_W05
<b>02</b>	It knows basic principles image	K_W06
<b>03</b>	it knows basic methods, techniques of installments audio video, techniques slow motion	K_W15
	Abilities	K_W15
<b>04</b>	Professional equipment serves audio video	K_U01, K_U06, K_U22
<b>05</b>	Definite project executes computer animations building (create), unlinear installment executing audio video	K_U20
<b>06</b>	Consciousness has from necessity of bring up (come up) level of (horizon of) knowledge in range of editing audio video	K_K01
<b>07</b>	It cooperates in group use with instruments	K_K07

## CURRICULUM CONTENTS

### Lecture

Introduction color manners of animations and basic questions editing of frame animation of form. Motion capture. Generating of movement (traffic). Structure and principle of operation of converter CCD. It color discussion of profile of (outline of) area. Utilization of instrument for execution of image slow motion. Basic discussion kodeków and formats audio video. Editing of sound, change of tone, liquidation of hum, work with utilization of application for principle composition image video analysis compositingu and maintain basic discussion physical, reliability of material, movement of (traffic of) liquid, , firm bodies, soft bodies structure and principle of operation of virtual television studio (study)

### Tutorial

Students perfect abilities during occupance (studies) from domain on animation diagrams (graphics) ( ) putting (report) push 3d 3DS max, mechanical animations equal, reliability, , movement of (traffic of) liquid fake software (programming) 3d, and animations from domain of advertising, utilitarian diagrams (graphics). Mechanisms of generations of animations of movements of (traffic of) professional forms with utilization of technique Biped and Motion Capture. Construction of time schedule for definite animation. Software (programming) for unlinear processing of image ( pro adobe premiere, combustion, personal projects ) ( concerning processing and enforcements of special effects for individual sequence with utilization of system video ) manner compression green box and image proportion, kind of carrier, and manners of practices of professional presentations behind assistance of software (programming) DVD Adobe Encore DVD, and processing of sounds behind assistance of program Adobe Audition. Basic elements related with digital (numeric) technique, emission of signal, structure and in professional television studios (studies) work. Multimedia in computer networks - technique classic and strumieniowe, formats of multimedia files on www pages. Instruments and methods of creation of multimedia presentations.

Basic literature	<ol style="list-style-type: none"> <li>1. 3D Studio MAX. Czarna księga animatora S.Kennedy, G.Maestri, R.Frantz, 1998/07, Helion</li> <li>2. Wizualizacje architektoniczne. 3ds Max 2011 i 3ds Max Design 2011, Joanna Pasek 2011/06, Helion</li> <li>3. Adobe After Effects 6.0. Oficjalny podręcznik, The official training workbook from Adobe System Inc, 2004/12, Helion</li> </ol> <p>Photoshop. Od pomysłu do projektu, Tomasz Gądek, 2012/01, Helion</p>
Additional literature	

Teaching methods	Lecture with (from) presentation multimedia, laboratory exercises, project and discussion	
	Assessment method	Learning outcome number
	Written including	01, 02, 03
	Practical project	02,03, 04, 05, 06, 07
	Solving of task	04, 05
Form and terms of an exam	<b>Written including from lecture, laboratory project</b>	

## STUDENT WORKLOAD

	Number of hours
Participation in lectures	15
Independent study of lecture topics	5
Participation in tutorials, labs, projects and seminars	30
Independent preparation for tutorials*	15

Preparation of projects/essays/etc.*	20
Preparation/ independent study for exams	
Participation during consultation hours	5
Other	
<b>TOTAL student workload in hours</b>	90
<b>Number of ECTS credit per course unit</b>	<b>3 ECTS</b>
Number of ECTS credit associated with practical classes	65 2,1 ECTS
Number of ECTS for classes that require direct participation of professors	50 1,7 ECTS