

# LESSON PLAN

SUB: MULTIMEDIA TECHNOLOGIES  
BRANCH:- COMPUTER SCIENCE & ENGG.

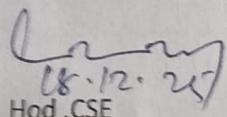
SEMESTER: 4<sup>th</sup>

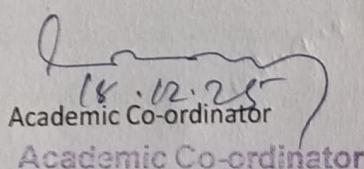
NAME OF FACULTY: SOUDAGAR JENA(GF)

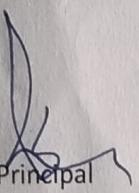


**GOVERNMENT POLYTECHNIC,  
BHADRAK**

SESSION: 2025-26

  
18.12.25  
Hod, CSE

  
18.12.25  
Academic Co-ordinator  
Academic Co-ordinator

  
Principal  
Govt. Polytechnic, Bhadrak

<b>Discipline:</b> Computer Science and Engineering	<b>Semester:</b> 4 <sup>th</sup> <b>Session:</b> 2025-2026	<b>Name of the faculty:</b> SOUDAGAR JENA(C) <b>Email:</b> jenasoudagar@gmail.com
<b>Subject:</b> Multimedia Technologies	<b>No. of Days/week:</b> 06 <b>Period:</b> 03	<b>StartDate:</b> 22.12.2025 <b>EndDate:</b> 18.04.2026
<b>Theory:</b> CSEPE-204		

<b>Week</b>	<b>Class Day</b>	<b>Theory Topics</b>
1 <sup>st</sup>	1 <sup>st</sup>	<b>Introduction to Multimedia</b> Multimedia Foundation and Concepts: Multimedia Hardware,
	2 <sup>nd</sup>	Multimedia Foundation and Concepts: Multimedia Hardware,
	3 <sup>rd</sup>	Multimedia Software, Multimedia Operating Systems, Multimedia Communication System
2 <sup>nd</sup>	1 <sup>st</sup>	<b>Basic Compression Techniques</b> Video and Audio Data Compression Techniques
	2 <sup>nd</sup>	Lossy and Lossless. Example algorithms/standards:
	3 <sup>rd</sup>	Huffman, RLE, JPEG, MPEG, MP3, MP4, LZMA, FLAC, ALAC, ITU G.722, H.261, H.265
3 <sup>rd</sup>	1 <sup>st</sup>	<b>Content Development and Distribution</b> Desktop publishing (Corel Draw, Photoshop, PageMaker)
	2 <sup>nd</sup>	Multimedia Animation & Special Effects (2D/3D Animation,
	3 <sup>rd</sup>	media Animation & Special Effects (2D/3D Animation, Flash)
4 <sup>th</sup>	1 <sup>st</sup>	<b>Introduction to Digital Imaging</b> Basics of Graphic Design and Use of Digital Technology
	2 <sup>nd</sup>	Definition of Digital Images
	3 <sup>rd</sup>	Digital Imaging in Multimedia
5 <sup>th</sup>	1 <sup>st</sup>	An Introduction to Multimedia Authoring, A. Eliens
	2 <sup>nd</sup>	Fundamentals of Multimedia, Prentice Hall/Pearson, Ze-Nian Li & Mark S. Drew
	3 <sup>rd</sup>	Multimedia and Animation, V.K. Jain, Khanna Publishing House, Edition 2018 Fundamentals of Multimedia, Ramesh Bangia, Khanna Book Publishing Co., N.

		Delhi (2007)
6 <sup>th</sup>	1 <sup>st</sup>	Fundamentals of Multimedia,
	2 <sup>nd</sup>	Prentice Hall/Pearson,
	3 <sup>rd</sup>	Ze-Nian Li & Mark S. Drew
7 <sup>th</sup>	1 <sup>st</sup>	Multimedia and Animation,
	2 <sup>nd</sup>	V.K. Jain, Khanna Publishing House
	3 <sup>rd</sup>	Fundamentals of Multimedia
8 <sup>th</sup>	1 <sup>st</sup>	Ramesh Bangia, Khanna Book Publishing Co., N. Delhi (2007)

	2 <sup>nd</sup>	Basics of Graphic Design and Use of Digital Technology
	3 <sup>rd</sup>	Definition of Digital Images
9 <sup>th</sup>	1 <sup>st</sup>	Digital Imaging in Multimedia
	2 <sup>nd</sup>	Fundamentals of Multimedia
	3 <sup>rd</sup>	Prentice Hall/Pearson, Ze-Nian Li & Mark S. Drew
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	2 <sup>nd</sup>	V.K. Jain, Khanna Publishing House, Edition 2018
	3 <sup>rd</sup>	Fundamentals of Multimedia, Ramesh Bangia
11 <sup>th</sup>	1 <sup>st</sup>	Khanna Book Publishing Co., N. Delhi (2007)
	2 <sup>nd</sup>	An Introduction to Multimedia
	3 <sup>rd</sup>	Authoring, A. Eliens
12 <sup>th</sup>	1 <sup>st</sup>	Basics of Graphic Design and Use of Digital Technology

Soneljyak Jene