COURSE NO./TITLE: CS-142 COMPUTER PROGRAMMING FOR MULTIMEDIA I
CREDITS: 3

COURSE DESCRIPTION: Programming and scripting for multimedia authoring including text, graphics, sound, video, animation, graphical user interfaces, and user interaction. Scripting techniques including lists, functions, and event handlers. Multimedia packaging for CD and Web distribution.

TEXTBOOK: Director MX Inside Macromedia, 1st Ed., by Weaver
(Previously: Director 8 & Lingo, 1st Ed., by Wilson in addition to Weaver text)

COURSE OBJECTIVES: Upon completion of this course, students will be able to
1. Design bitmap and vector graphics images for multimedia presentations
2. Explain and implement the various forms of computer animation
3. Design an effective graphical user interface for a multimedia presentation
4. Write scripts to effectively control user interaction in a multimedia presentation
5. Write scripts to respond to a variety of events during a multimedia presentation
6. Design a variety of different text elements for use in a multimedia presentation
7. Incorporate digital audio and video in a multimedia presentation
8. Write scripts to control digital audio and video within a multimedia presentation
9. Write scripts to control animation sequences within a multimedia presentation
10. Package multimedia presentations for CD or Web-based distribution

COURSE OUTLINE:

1. The Multimedia Authoring Environment
2. Multimedia authoring Control (Score, Stage, Cast, Scripts)
3. Animation (Real-Time, Step Recording, Tweening, Frame-by-Frame)
4. Graphics Production Tools (Bitmap & Vector Graphics)
5. Graphical User Interfaces
6. Scripting to Control User Interaction
7. Text Elements (Attributes, Importing, Hypertext Linking)
8. Sound & Digital Audio
9. Digital Video
10. Advanced Scripting
11. List Structures
12. Multimedia Packaging & Delivery

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