

Laboratory Manual

(Version 10.0)

for

Multimedia Technologies - Lab

(MCA-233)

MCA - III Semester

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List of Abbreviations

BTL	Bloom's Taxonomy Level
CE	Communication Efficacy
CICP	Conduct Investigations of Complex Computing Problems
CK	Computational Knowledge
CO	Course Outcome
DAC	Departmental Advisory Committee
DDS	Design and Development of Solutions
I&E	Innovation and Entrepreneurship
I&T	Individual & Team Work
IQAC	Internal Quality Assurance Cell
LLL	Life-Long Learning
MTU	Modern Tool Usage
PA	Problem Analysis
PE	Professional Ethics
PEO	Programme Educational Objective
PMF	Project Management and Finance
PO	Programme Outcome
SEC	Societal and Environmental Concern

Declaration

Department : Department of Computer Science and Applications

Course, Year and the Semester to which Lab is offered : MCA - II Year, III Semester

Name of the Lab Course : Multimedia Technologies Lab

Course Code : MCA-233

Version No. : 10.0

Name of Course/Lab Teacher(s) : Dr. Saumya Bansal

Laboratory Manual Committee : 1. Mrs. Vaishali Joshi, Chairperson
2. Dr. Anupam Baliyan, Member
3. Dr. Ritika Wason, Member
4. Mrs. Tanya Pathak Garg, Member
5. Mr. Uttam Singh Bist, Member
6. Prof. P. S. Grover, Margdarshak
7. Mr. Amit Sharma, Alumni & Industry Expert
8. Mr. Manish Kumar, Concerned Subject Teacher, Convener

Approved by : DAC Date: 21/07/2023

Approved by : IQAC Date: 21/07/2023

Signature
(Course Teacher)

Signature
(Head of Department)

Signature
(IQAC Coordinator)

1. Vision of the Department

To become a Centre of excellence in the field of Computer Science and Applications, to contribute effectively in the rapidly changing global economy directed towards national development ensuring prosperity for the mankind.

2. Mission of the Department

- M₁** To become a centre of excellence in the field of Computer Science and Applications and produce professionals as per global industry standards.
- M₂** To foster innovation, entrepreneurial skills, research capabilities and bring all-round development amongst budding professionals.
- M₃** To promote analytical and collaborative life-long learning skills, among students and faculty members involving all stakeholders.
- M₄** To inculcate strong ethical values and professional behaviour while giving equal emphasis to social commitment and nation building.

3. Programme Educational Objectives (PEOs)

The PEOs for the MCA programme are as follows:

- PEO₁** Exhibit professional competencies and knowledge for being a successful technocrat.
- PEO₂** Adopt creative and innovative practices to solve real-life complex problems.
- PEO₃** Be a lifelong learner and contribute effectively to the betterment of the society.
- PEO₄** Be effective and inspiring leader for fellow professionals and face the challenges of the rapidly changing multi-dimensional, contemporary world.

4. Programme Outcomes (POs)

PO₁ Computational Knowledge (CK)

Demonstrate competencies in fundamentals of computing, computing specialisation, mathematics, and domain knowledge suitable for the computing specialisation to the abstraction and conceptualisation of computing models from defined problems and requirements.

PO₂ Problem Analysis (PA)

Identify, formulate, and analyze complex real-life problems in order to arrive at computationally viable conclusions using fundamentals of mathematics, computer sciences, management and relevant domain disciplines.

PO₃ Design and Development of Solutions (DDS)

Design efficient solutions for complex, real-world problems to design systems, components or processes that meet the specifications with suitable consideration to public health, and safety, cultural, societal, and environmental considerations.

PO₄ Conduct Investigations of Complex Computing Problems (CICP)

Ability to research, analyze and investigate complex computing problems through design of experiments, analysis and interpretation of data, and synthesis of the information to arrive at valid conclusions.

PO₅ Modern Tool Usage (MTU)

Create, select, adapt and apply appropriate technologies and tools to a wide range of computational activities while understanding their limitations.

PO₆ Professional Ethics (PE)

Ability to perform professional practices in an ethical way, keeping in mind cyber regulations & laws, responsibilities, and norms of professional computing practices.

PO₇ Life-Long Learning (LLL)

Ability to engage in independent learning for continuous self-development as a computing professional.

PO₈ Project Management and Finance (PMF)

Ability to apply knowledge and understanding of the computing and management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO₉ Communication Efficacy (CE)

Ability to effectively communicate with the technical community, and with society at large, about complex computing activities by being able to understand and write effective reports, design documentation, make effective presentations, with the capability of giving and taking clear instructions.

PO₁₀ Societal and Environmental Concern (SEC)

Ability to recognize and assess societal, environmental, health, safety, legal, and cultural issues within local and global contexts, and the consequential responsibilities applicable to professional computing practices.

PO₁₁ Individual & Team Work (I&T)

Ability to work in multi-disciplinary team collaboration both as a member and leader as per need.

PO₁₂ Innovation and Entrepreneurship (I&E)

Ability to apply innovation to track a suitable opportunity to create value and wealth for the betterment of the individual and society at large.

5. Institutional Policy for Students' Conduct

The following guidelines shall be followed:-

- 5.1 All the students in their introductory Lab. shall be assigned a system, which shall be their workplace for the complete semester. Students can store records of all their Lab. assignments on their individual workstations.
- 5.2 Introductory Lab. shall include an introduction to the appropriate software/tool, followed by a basic Introductory Assignment having Practice Questions. All the students are expected to complete this assignment within a week time, as the same shall be assessed through a lab. test.
- 5.3 Each week the instructor, in parallel to respective topics covered in the theory lecture, shall assign a set of practical problems to the students in form of Assignments (A, B, C,). The problems in these assignments shall be divided into two parts. The first set of Problems shall be compulsory for all the students and its record need to be maintained in the Practical File, having prescribed format, as given in Appendix-A. All the students should get the weekly assignment checked and signed in the Practical File by the respective teacher in the immediate succeeding week. The second set of problems are Advanced Problems and shall be optional. Student may solve these advanced problems for their further practice.
- 5.4 Cellular phones, pagers, CD players, radios and similar devices are prohibited in the classrooms, laboratories and examination halls.
- 5.5 Laptop-size computers/Tablets may be used in lectures for the purpose of taking notes or working on team-projects.
- 5.6 The internal practical exam shall be conducted towards the end of the semester and shall include the complete set of Lab exercises conducted as syllabus. However, students shall be assessed on continuous basis through

overall performances in regular lab. tests, both announced and surprise and viva-voce.

- 5.7 The respective faculty shall prepare and submit sufficient number of practical sets of computing problems to the Dean (Examinations), atleast two weeks prior to the actual exam. It is the responsibility of the faculty to ensure that a set should not be repeated for more than 5 students in a given batch.
- 5.8 The exam shall be of 3 hours duration where the student shall be expected to implement solutions to his/her assigned set of problems on appropriate software tools in the lab.
- 5.9 Once implemented, student shall also appropriately document code implemented in the assigned answer sheets, which shall be submitted at the end of the examination. All the students shall also appear for viva-voce examination during the exam.
- 5.10 Co-operate, Collaborate and Explore for the best individual learning outcomes but copying or entering into the act of plagiarism is strictly prohibited.

6. Learning Outcomes of Laboratory Work

The student shall demonstrate the ability to:

- Verify and Implement the concepts and theory learnt in class.
- Code and use Software Tools to solve problems and present their optimal solutions.
- Apply numerical/statistical formulas for solving problems/questions.
- Develop and apply critical thinking skills.
- Design and present Lab as well as project reports.

- ☑ Apply appropriate methods for the analysis of raw data.
- ☑ Perform logical troubleshooting as and when required.
- ☑ Work effectively as a member of a team in varying roles as need be.
- ☑ Communicate effectively, both oral and written.
- ☑ Cultivate ethics, social empathy, creativity and entrepreneurial mindset.

7. Course/Lab Outcomes (COs)

- CO1 Explain the technical aspects of multimedia systems. (BTL2)
- CO2 Apply various file formats of audio, video and text media in different applications. (BTL3)
- CO3 Analyze the QoS parameters of various multimedia applications through internet. (BTL4)
- CO4 Evaluate different types of multimedia compression methods. (BTL4)
- CO5 Design interactive multimedia software applications using animations. (BTL4)
- CO6 Develop real-time multimedia applications using different multimedia components. (BTL6)

8. Course/Lab Description

- Course (Lab) Title** : Multimedia Technologies Lab
- Course (Lab) Code** : MCA-233
- Credits** : 01
- Pre-requisites** : NA
- Academic Session** : January to June
- Contact Hours/Week** : 02 (01 Lab of 02 Hours/Week)

Internal Assessment : 40 Marks

External Assessment : 60 Marks

9. Grading Policy

Item	Points	Marks	Remarks
Weekly Lab Assignments including Practical Files	10	10	Closed Book/Open Book
Internal End-Term Practical Examination	20	10	Closed Book
Viva-Voce	10	10	Closed Book
Project	10	10	Innovative Applications of Programming
External End-Term Examinations	60	60	Closed Book (conducted and evaluated by the University)
Total		100	

10. Lab Problems

Assignment Set:

Problems:

- P₁* Make a Pencil Model using Blender
- P₂* Make a Sofa Model using Blender
- P₃* Make a Smiley Model using Blender
- P₄* Make a Candle Model using Blender
- P₅* Create an animation of a bouncing ball using Blender
- P₆* Create an animation of sliding wooden log making other small wooden blocks slide and eventually fall out of the platform
- P₇* Create an animation of an arrow embedded into a circle revolving around its center
- P₈* Create a model of a hammer. After modelling, add material and texture to it.
- P₉* Create a model of lamp and render it.
