Graphics Design & Publishing (Multimedia):

Multimedia is media and content that uses a combination of different content forms. The term can be used as a noun (a medium with multiple content forms) or as an adjective describing a medium as having multiple content forms. The term is used in contrast to media, which only use traditional forms of printed or hand-produced material. Multimedia includes a combination of text, audio, still images, animation, video, and interactivity content forms.

Multimedia is usually recorded and played, displayed or accessed by information content processing devices, such as computerized and electronic devices, but can also be part of a live performance. *Multimedia* (as an adjective) also describes electronic media devices used to store and experience multimedia content. Multimedia is distinguished from mixed media in fine art; by including audio, for example, it has a broader scope. The term "rich media" is synonymous for interactive multimedia. Hypermedia can be considered one particular multimedia application.

CATEGORIZATION OF MULTIMEDIA

Multimedia may be broadly divided into **linear** and **non-linear** categories. Linear active content progresses without any navigational control for the viewer such as a cinema presentation. Non- linear content offers user interactivity to control progress as used with a computer game or used in self-paced computer-based training. Hypermedia is an example of non-linear content.

Multimedia presentations can be live or recorded. A recorded presentation may allow interactivity via a navigation system. A live multimedia presentation may allow interactivity via an interaction with the presenter or performer.

MAJOR CHARACTERISTICS OF MULTIMEDIA

Multimedia presentations may be viewed in person on stage, projected, transmitted, or played locally with a media player. A broadcast may be a live or recorded multimedia presentation.
Broadcasts and recordings can be either analog or digital electronic media technology. Digital online multimedia may be downloaded or streamed. Streaming multimedia may be live or on- demand.

Multimedia games and simulations may be used in a physical environment with special effects, with multiple users in an online. This course includes the following modules:

1. Page Deign
2. Raster Graphics
3. Vector Graphics
4. Corel Draw

Course Guidelines:

1. Course duration is 180 days. 135 days out of total, duration of the course is reserved
   for Study Period (*all Modules*) since the date of registration. After Study Period, exams (*each Module*) must be completed within the remaining 45 days positively.
2. Be careful while facing the Exam.
3. No Re-exam can be arranged.

Technical Specifications:

- Windows 7, 8, 8.1
- Android or Windows based Smartphone
- Internet Explorer 11, Google Chrome 40.0.2214.94, Mozilla Firefox 35.0.1
- Internet connection: 2Mbps or above
- PDF Reader
- Media player for mpeg format
- Adobe Flash Player

Eligibility: Madhyamik or Equivalent.

- *IT IS MANDATORY TO DEPOSIT COURSE FEES & TO UPDATE RELATED DOCUMENTS WITHIN 3 DAYS FROM THE DAY OF REGISTRATION. YOUR COURSE WILL BE ACTIVATED FROM THE DAY OF REGISTRATION*

CLICK HERE TO VIEW THE PAYMENT PROCEDURE: