

Introduction to Multimedia and Animation

Introduction

The term Multimedia, refers to the combination of sound, graphics, animation, and video. In the world of computers, multimedia is a subset of hypermedia, which combines the elements of multimedia with hypertext, which links the information.

- Hypermedia, in computer science, is the integration of graphics, sound, video, or any combination into an interlinked and cross referenced system of information storage and retrieval. Hypermedia, especially in an interactive format where choices are controlled by the user, is structured around the idea of offering a working and learning environment that parallels human thinking—that is, an environment that allows the user to make associations between topics rather than move sequentially from one to the next, as in an alphabetic list. Hypermedia topics are thus linked in a manner that allows the user to jump from subject to related subject in searching for information. For example, a hypermedia presentation on navigation might include links to such topics as astronomy, bird migration, geography, satellites, and radar. If the information is primarily in text form, the product is hypertext; if video, music, animation, or other elements are included, as is the case with multimedia applications such as Microsoft Encarta, the product is hypermedia.
- Hypertext, a method of presenting information in which text, images, sounds, and actions become linked together in a complex, nonsequential web of associations that permit the user to browse through related topics, regardless of the presented order of the topics. These links are often established both by the author of a hypertext document and by the user, depending on the intent of the hypertext document.

Computer Animation can be defined as the simulation of movement produced by displaying a series of successive images on the screen through the use of a computer. In computer graphics, animation can be accomplished in several ways, depending on the tools provided by the programmer's choice of programming language and on the working environment. One approach to animation involves drawing an image and then erasing it and redrawing it in a slightly different place on the screen. Another approach makes use of the creation of entire screen frames (pages), which are drawn in memory and displayed in sequence on the screen. Yet another uses built-in screen-management tools that enable the programmer to specify an object, a starting point, and a destination, leaving the process of movement to the underlying software. Animation can be generated either in real time, in which each frame is created as the viewer watches, or in simulated time. In the latter, the computer generates still frames, which are then

printed and photographed or are sent to a film or video animation camera. In this way, a computer can spend seconds, minutes, or hours generating each frame, but on replay the tape or film displays each frame in a fraction of a second. For successful animation sequences, images must replace one another rapidly enough to fool the eye into seeing continuous movement—at least 14 frames per second (fps). Broadcast-quality animation typically ranges from 14 to 30 fps. Television sets run at a constant rate of 25 or 30 fps. Film animation displays at 24 fps. Animation of cartoons for film, for example, usually runs at 14 fps, but each frame is printed twice. The classic Disney cartoons are animated at the full 28 fps, an expensive process that lends a fluid quality to the action. Very few microcomputers can animate graphics at 30 fps; typically, they animate objects at 4-14 fps.



Multimedia and Animation Training

Course: Multimedia and Animation

Duration: 8 weeks

Price: In House N55,000 or N50,000 per participant

This course is designed for video editors, Producers, Animators, Graphic editors& designers, Graphic artists, Special effects personnel, Creativity managers & personnel etc.

This course covers both the basic and advanced forms of animation and multimedia using the most efficient softwares. It involves the combination of sound, graphics, animation, and video, focusing on Multimedia as a subset of hypermedia, which combines the elements of multimedia with hypertext, which links information.

The course which is highly comprehensive includes both interactive instructor led lectures and a lot of hands on training. It should be noted that the tuition (price) covers all training materials.

Aims and Objectives

The course is designed to bring the Nigerian media scene to an international standard. It is intended that by the end of the course, participants should be able to make multimedia and animation productions which would be of very high standard and equivalent to that of HOLLYWOOD.

Prerequisite

- Basic knowledge of the computer operation is an added advantage. Also participants should be familiar with the windows operating system and should have a good sense of creativity. Experience in media oriented industry is an added advantage.

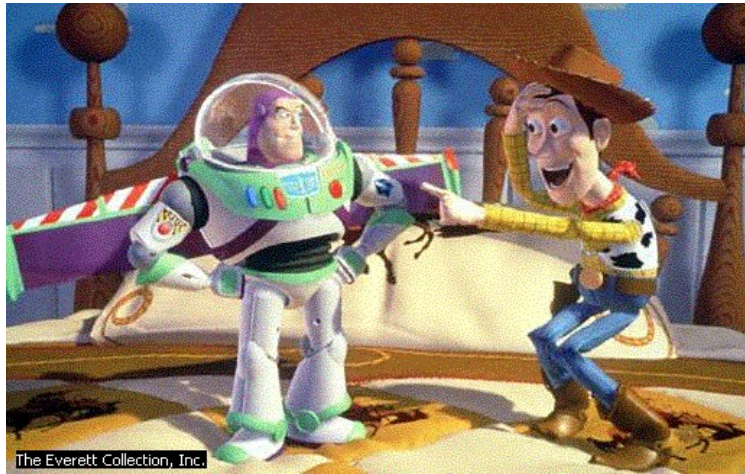
Basic **software** in which students would be trained in during the course are:

- 3d Max
- Adobe Premier
- Adobe after effect
- Corel Draw/ Photo paint/ Corel Rave
- Adobe Photoshop
- Flash micro media
- Fruity loop
- Cake walk
- Sound forge etc.

Course outline

- Picture editing
- Picture effects
- Basic computer art in advancement
- 2d animation (using cartoon and GIF images)
- Digital editing
- Digital effects
- Hyperlink and hype text creation
- Multimedia creation and packaging e.g. Interactive CDs
- 3d animation

- 3d texturing and modeling
- Cartoon and reality animation
- Digital sound editing
- Digital sound effects



Other Training Sessions at GNT

- COMPQUEST (introduction to computer & desktop publishing).
- AutoCAD (Basics 2d & 3d), animation & photo rendering
- Java (Standard edition, Enterprise edition)
- CompTIA (A+, Network+)
- Oracle ODBA (Oracle9i), Financials (Oracle 11i)
- CISCO CCNA (Cisco Certified Network Associate), CCNP (Cisco Certified Network Professional)
- Microsoft MCSE (Microsoft Certified System Engineer), MCDBA (Microsoft Certified System Database Administrator), MCP (Microsoft Certified Professional), MOUS (Microsoft Office User)
- ACNA (Advanced Certificate in Network Administration)
- Sun Solaris
- Red Hat Linux
- Microsoft Windows Server 2003

Contacts



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