

Title Multimedia Technique (Techniki multimedialne)	Code 1010401151010240746
Field EDUCATION IN TECHNOLOGY AND INFORMATICS	Year / Semester 3 / 5
Specialty -	Course core
Hours Lectures: 1 Classes: - Laboratory: 2 Projects / seminars: -	Number of credits 4
	Language polish

Lecturer:

dr inż. Paweł Popielarski
Instytut Technologii Materiałów
Poznań, ul. Piotrowo 3
tel. 61 66 52 467
e-mail: pawel.popielarski@put.poznan.pl

Faculty:

Faculty of Technical Physics
ul. Nieszawska 13A
60-965 Poznań
tel. (061) 665-3160, fax. (061) 665-3201
e-mail: office_dtpf@put.poznan.pl

Status of the course in the study program:

Core course of the study for Education in Technology and Informatics, Faculty of Technical Physics.

Assumptions and objectives of the course:

Sound processing. Sound processing device. Introduction to computer graphics. Raster graphics. Vector graphics. Graphics acquisition device. Pattern recognition methods. Computer animation. Video. Creation and playback of multimedia presentations. The use of multimedia systems in engineering and methodology of teaching.

Contents of the course (course description):

The aim of the subject is the multimedia techniques practical knowledge and skills transfer, taking into account issues of aural and visual perception.

Introductory courses and the required pre-knowledge:

Basic knowledge of computer science

Courses form and teaching methods:

Lecture, laboratory exercises

Form and terms of complete the course - requirements and assessment methods:

Lecture ? test, laboratory ? oral and written test examination, evaluation of the experimental skills and written report. The semester grade is average note of all exercises.

Basic Bibliography:

1. Foley J.D., Wprowadzenie do grafiki komputerowej. WNT, Warszawa 2001,
2. Tomaszewska-Adamarek A., Zimek R., ABC grafiki komputerowej i obróbki zdjęć. Wydawnictwo Helion, Gliwice 2007.
3. Butryn W., Dźwięk cyfrowy. WKŁ, Warszawa 2005.
4. Bednarek J., Multimedia w kształceniu. PWN, Warszawa 2006
5. Fedak J., Fotografia cyfrowa od A do Z. Encyklopedia. MUZA SA, Warszawa 2006.
6. W. Pastuszek: Barwa w grafice komputerowej, Wydawnictwo Naukowe PWN, Warszawa 2000
7. K.Skarbek (red.): Multimedia - Algorytmy i standardy kompresji, Akademicka Oficyna Wydawnicza, Warszawa 1998

Additional Bibliography:

-