



PUSAT LATIHAN TASB
CERTIFICATE IN MULTIMEDIA & DESIGN
SYLLABUS

NO.	LEVEL/TOPIC	NO.	UNITS OF STUDY
LEVEL ONE			
1.	Introduction to Multimedia	i.	Introduction
		ii.	Definition
		iii.	Elements Of Multimedia System
		iv.	Categories Of Multimedia
		v.	Features Of Multimedia
		vi.	Applications Of Multimedia
		vii.	Creative Industries
		viii.	Commercial
		ix.	Entertainment and Fine Arts
		x.	Education
		xi.	Engineering
		xii.	Industry
		xiii.	Medicine
		xiv.	Multimedia In Public Places
		xv.	Convergence Of Multimedia(Virtual Reality
		xvi.	Stages Of Multimedia Application Development
2.	Text	i.	Principles Of Animation
		ii.	Animations Techniques
		iii.	Cel Animation
		iv.	Computer Animation

		v.	Kinematic
		vi.	Morphing
		vii.	Video
		viii.	Broadcas Video Standards
		ix.	National Television Standards Committee
		x.	SECAM
		xi.	HDTV
		xii.	Video Tape
		xiii.	Recording Format
		xiv.	Video Compression
		xv.	MPEG
		xvi.	DVI / Indero
		xvii.	Optimizing Video File For CD-ROM
		xviii.	Principles Of Animation

LEVEL TWO

1.	Audio	i.	Power Of Sound
		ii.	Multimedia Sound System
		iii.	Digital Audio
		iv.	Digitized sound
		v.	Preparing Digital Audio File
		vi.	Formula For determing the size of digital sound
		vii.	Editing Digital Recording
		viii.	Making MIDI Audio
		ix.	Solf ware used for Audio
		x.	How to Record Audio to Your Computer

LEVEL THREE

1.	Images	i.	Interface Design
		ii.	Fundamental Of Networking
		iii.	Web Application Development Using NET
		iv.	Project
		v.	Digital Image
		vi.	Digital Image Format
		vii.	Captured Image Format

		viii.	Stored Imaged Format
		ix.	Bitmaps
		x.	ClipArt
		xi.	Multiple Monitor
		xii.	Making Still Image
		xiii.	Bitmap Software
		xiv.	Capturing and Editing Images
		xv.	Scanning Images
		xvi.	Color
LEVEL FOUR			
1.	Animation & Video	i.	Principle Of Animation
		ii.	Animation Techniques
		iii.	Cel Animation
		iv.	Computer Animation
		v.	Kinematics
		vi.	Animation File Formats
		vii.	Video
		viii.	Shooting and Editing Video
		ix.	Recording Formats
		x.	How to Turn Your Computer Screen Into an Animated