

## Course Competencies

### CSC117 INTRODUCTION TO COMPUTING MULTIMEDIA

2.5 Credits

1. The student will demonstrate the ability to create graphic files that can be applied to computer multimedia by completing the appropriate multimedia learning series.
2. The student will demonstrate the ability to use a combination of programs to create a document ready for multimedia publication.
3. Demonstrate the use of graphic design elements and devices as they are applied to generate multimedia materials.
4. Test understanding of copyright laws, and create a project that is acceptable for either print or audio/visual publishing.
5. Utilize drawing tools.
6. Utilize MS Paint, Movie Maker and Power Point (identify programs used annually).
7. Utilize clipboard images.
8. Familiarity with various image formats including TIFF, BMP, PIC, JPG, GIF, and others, and ability to incorporate into multimedia materials.
9. Utilize Palettes, Layout, Font and special concepts to create a visually attractive multimedia project.
10. Utilize scanner operations, graphic enhancement software, and photo-editing tools .
11. Utilize clipping paths, Vector images, Raster images and image magnification.
12. Utilize PDF files.
13. Understand RGB and CMYK principals.
14. Utilize VCR data transfers, Disk Burner, DVD principals, Audio transfers and Video Capture.