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| Discipline „multimedia systems and technologies”, code: 46/47/48 - 5 |
| Annotation: The subject Multimedia Systems and Technologies (MMST) aims to presents of the students the theory and practice of the processes of creating and using different media elements - sound, video, animation, etc. In the theoretical course of the subject are discussed problems such as presentation of sound and video in computer and industrial systems. Different multimedia standards - MPEG-1, MPEG-2, MPEG-4 and others. The course also deals with principles and concepts related to modern computer animation and 3D modelling. Students are also introduced to various techniques and technologies for creating computer animation and special effects. Topics on modern technology tools for creating and working with animation - OpenGL and DirectX are also presented in the course. |
| Main issues of the syllabus content:   * Multimedia standards – MPEG-1, MPEG-2, MPEG-4, etc. * Principles of computer animation * Principles of 3D modeling * OpenGL and DirectX |