

Discipline	MULTIMEDIA SYSTEMS AND TECHNOLOGIES summer semester		code: 46/47/48 - 8
Specialty	Computer Science and Technologies		
ECTS credits: 6	Form of assessment: exam		
Lecturer	Assoc. Prof. Hristo Nenov, PhD Room 305 TB Phone: +359 52 383 604 E-mail: h.nenov@tu-varna.bg		
Department	Software and Internet Technologies		
Faculty	Faculty of Computing and Automation		
Learning objectives:			
<p>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.</p>			
CONTENTS:			
Training Area		Hours lectures	Hours seminar exercises
Multimedia standards – MPEG-1, MPEG-2, MPEG-4, etc.		8	8
Principles of computer animation		6	6
Principles of 3D modeling		8	8
OpenGL and DirectX		8	8
TOTAL: 60 h		30	30