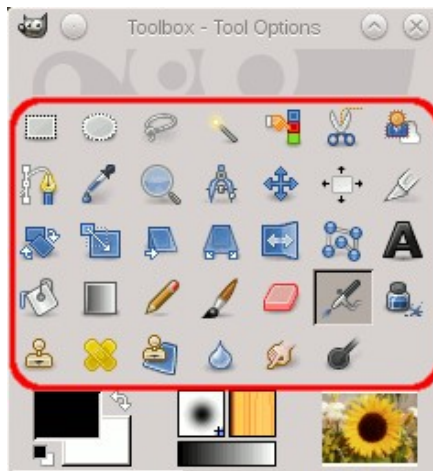


INTRODUCTION TO GIMP

GIMP provides a comprehensive toolbox in order to quickly perform basic tasks such as making selections or drawing paths. The many tools contained within GIMP's toolbox are discussed in detail here.

GIMP has a diverse assortment of tools that let you perform a large variety of tasks. The tools can be thought of as falling into five categories:

- *Selection tools*, which specify or modify the portion of the image that will be affected by subsequent actions;
- *Paint tools*, which alter the colors in some part of the image;
- *Transform tools*, which alter the geometry of the image;
- *Color tools*, which alter the distribution of colors across the entire image;
- *Other tools*, which don't fall into the other four categories.



Most tools can be activated by clicking on an icon in the Toolbox. By default, some tools are accessible only via the menus (namely the Color tools are accessible only either as Colors or as Tools → Colors). Every tool, in fact, can be activated from the *Tools* menu; also, every tool can be activated from the keyboard using an accelerator key.

In the default setup, created when GIMP is first installed, not all tools show icons in the Toolbox: the Color tools are omitted. You can customize the set of tools that are shown in the Toolbox through Edit → Preferences → Toolbox. There are two reasons you might want to do this: first, if you only rarely use a tool, it might be easier to find the tools you want if the distracting icon is removed; second, if you use the Color tools a lot, you might find it convenient to have icons for them easily available. In any case, regardless of the Toolbox, you can always access any tool at any time using the Tools menu from an image menubar.

The shape of the cursor changes when it is inside an image, to one that indicates which tool is active (if in Preferences you have set Image Windows → Mouse Pointers → Pointer mode → Tool icon).

EX.NO.1	LOGO CREATION
----------------	----------------------

AIM :

To create a logo using Gimp tool.

ALGORITHM / PROCEDURE:

Step 1 : Open GIMP icon.

Step 2 : Select file -> new.

Step 3 : Set height, width and resolution of your logo.

Step 4 : Select Bucket fill tool -> select pattern fill->select any pattern and click on your workspace to set background of your logo.

Step 5 : Select text tool and type text for your logo.

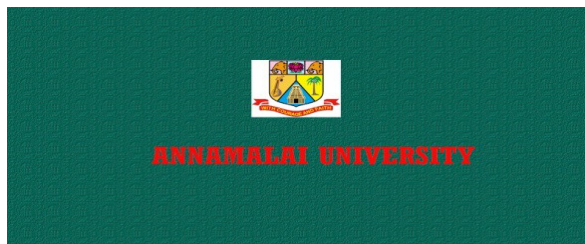
Step 6 : Select color icon to change color of your text.

Step 7 : To insert an image select file -> open as layers and select your image and use scale tool to resize image.

Step 8 : If you want to add more effects on your logo select ->filters ->select any options.

Step 9 : After designing your logo select file ->export ->select file format and location and save your logo.

OUTPUT:



RESULT:

Thus the logo is created successfully using GIMP.

EX.NO.2	TEXT ANIMATION
----------------	-----------------------

AIM:

To create text animation using GIMP.

ALGORITHM / PROCEDURE:

Step 1: Open GIMP icon.

Step 2: Select file -> new.

Step 3: Set height, width and resolution of your workspace.

Step 4: Select Bucket fill tool -> select pattern fill->select any pattern and click on your workspace to set background.

Step 5: Select text tool and type texts.

Step 6: Select color icon to change color of your text.

Step 7: Select filter ->animation->select any option(blend, spinning globe,waves,rippling,burn-in) to animate text.

Step 8: Select filter ->play back.

Step 9: To save file->export->select file format->save. Applying spinning globe.

OUTPUT:



RESULT:


Thus text animation is created successfully using GIMP.


INTRODUCTION TO AUDACITY


Control Tool Bar:




Editing tools:


 **Selection tool** – For selecting the range of audio you want to edit or listen to

 **Envelope tool** – For changing the volume over driver


 **Draw tool** – For modifying individual samples


 **Zoom tool**– for zooming in and out.


 **Time shift tool** – For sliding tracks left or right

 **Multi tool** – lets you access all of these tools at once depending on the location of the mouse and the keys you are holding down.

Audio control button:

 **Skip to Start** – moves the cursor to time 0. If you press Play at this point, you project will play from the beginning.

 **Play** – starts playing audio at the cursor position. If some audio is selected, only the selection is played.

 **Loop** –if you hold down the Shift key, the Play button changes to a Loop button, which lets you keep playing the selection over



Record – starts recording audio at the project sample rate (the sample rate in the lower-left corner of the window). The new track begin at the current cursor position, so click the "Skip to Start" button first if you want the track to begin at time 0.



Pause – temporarily stops playback or recording until you press pause again.



Stop – stops recording or playing. You must do this before applying effects, saving or exporting.



Skip to End – moves the cursor to the end of the last track.

Mixer tool bar:



The Mixer Toolbar has three controls, used to set the volume levels of your audio device and choose the input source. The leftmost slider controls the output volume, the other slider controls the recording volume, and the control on the right lets you choose the input source (such as "Microphone", "Line In", "Audio CD", etc.). Use the Record Level Meter to set the correct level

Changing these controls has no effect on the audio data in your project - in other words it doesn't matter what the output volume level is when you Export or Save a project - the end result is the same.

Edit toolbar:

All of the buttons on this toolbar perform action - and with couple of exceptions, they're on just shortcuts of existing menu items to save you. Holding the mouse over a tool will show a "tooltip" in case you forgot which one is which.



Cut.



Copy.



Paste.



Trim away the audio outside the selection.



Silence the selected audio.



Undo.



Redo.



Zoom In.



Zoom out.



Fit selection in window - zooms until the selection just fits inside the window.



Fit project in window - zooms until all of the audio just fits inside the window.

EX.NO.1	SILENCING TRIMMING AND DUPLICATING AUDIO SIGNAL
----------------	--

AIM:




To apply silence, trim and duplicate effects for a selected audio signal.

ALGORITHM / PROCEDURE:

A. Silencing:



1. Open Audacity and open a new audio file.
2. Select a particular region to be silence and go to Edit -> Silence or Ctrl + L.
3. To duplicate a particular part, select the part and go to Edit -> Copy and paste it in any place of the audio track.
4. Play the track using the play button in the toolbar.
5. Save the audio file.

B. Trimming :

1. Open Audacity and open a new audio file.
2. To zoom in to get a closer look at the waveform, first choose the *Selection Tool* , then click near the point you're interested in, then click the *Zoom In* button to see the detail you need.
3. Select a particular region to be trimmed using  button.
4. Select  cut icon from the toolbar.
5. Play the track using the play button in the toolbar.

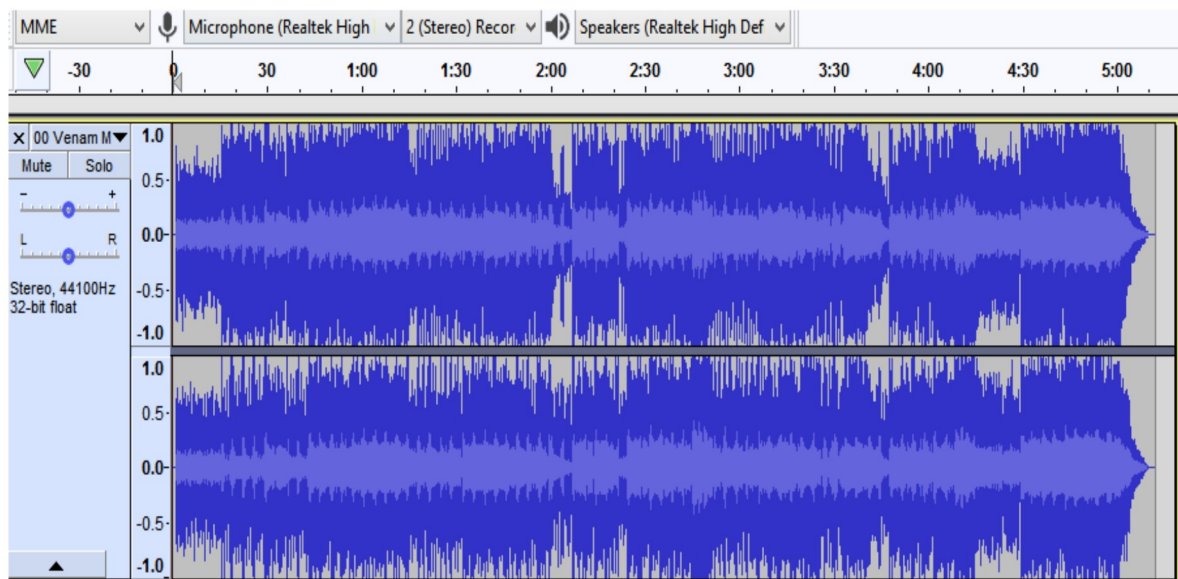
6. Save the audio signal.

C. Duplicating :

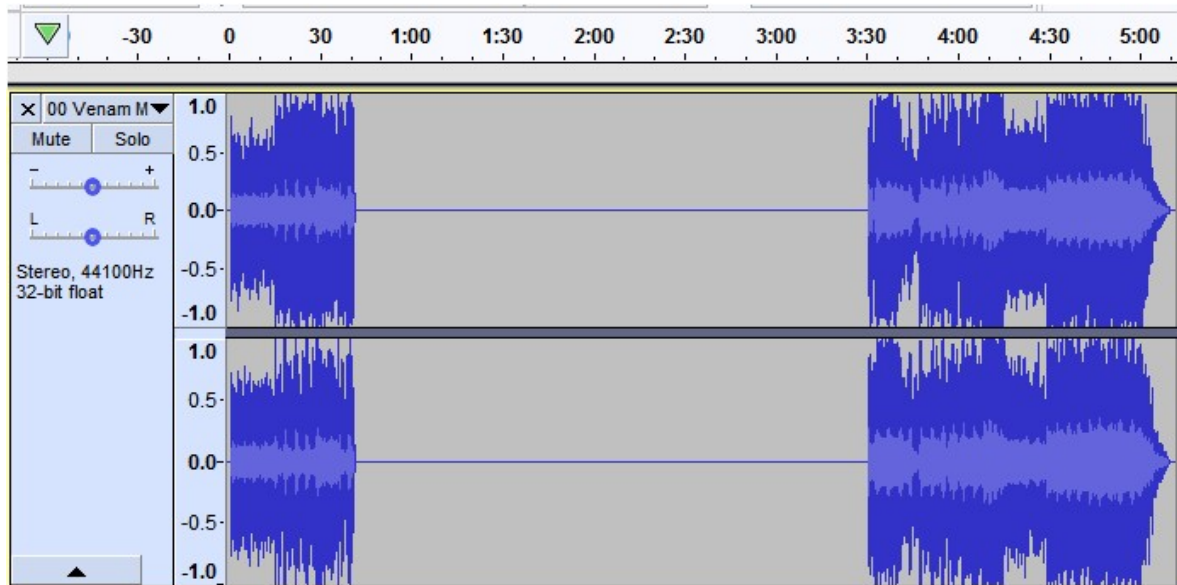
1. Open Audacity and open a new audio file.
2. To zoom in to get a closer look at the waveform, first choose the *Selection Tool* , then click near the point you're interested in, then click the *Zoom In* button to see the detail you need.
3. Select a particular region to be duplicated using  button.
4. Play the track using the play button in the toolbar.
5. Save the audio signal.

OUTPUT:

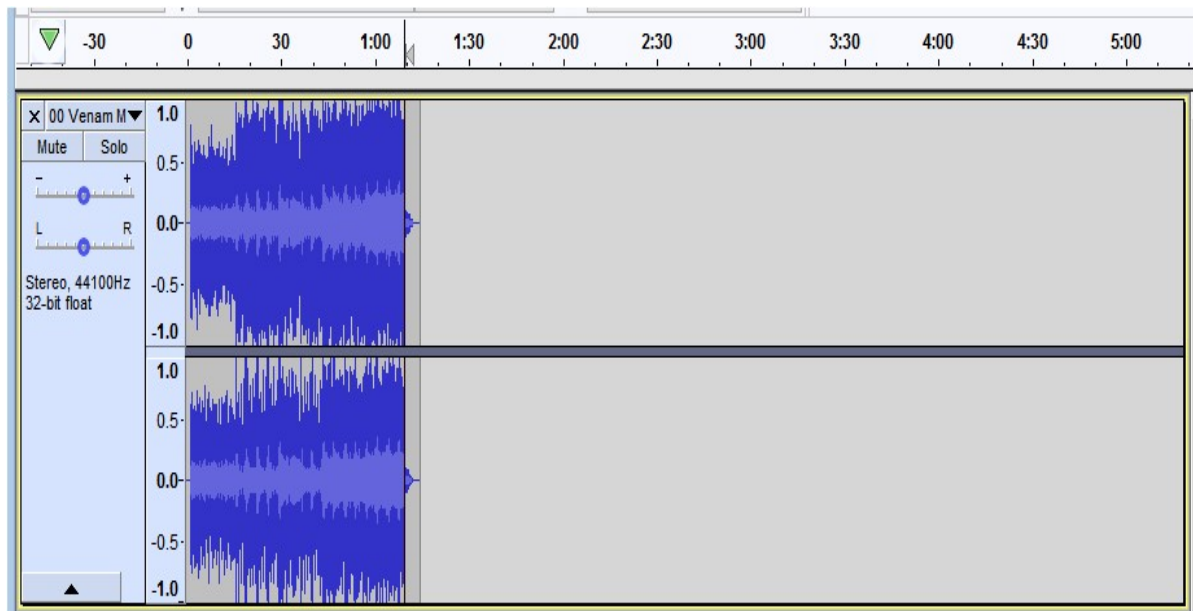
i) Original audio signal:



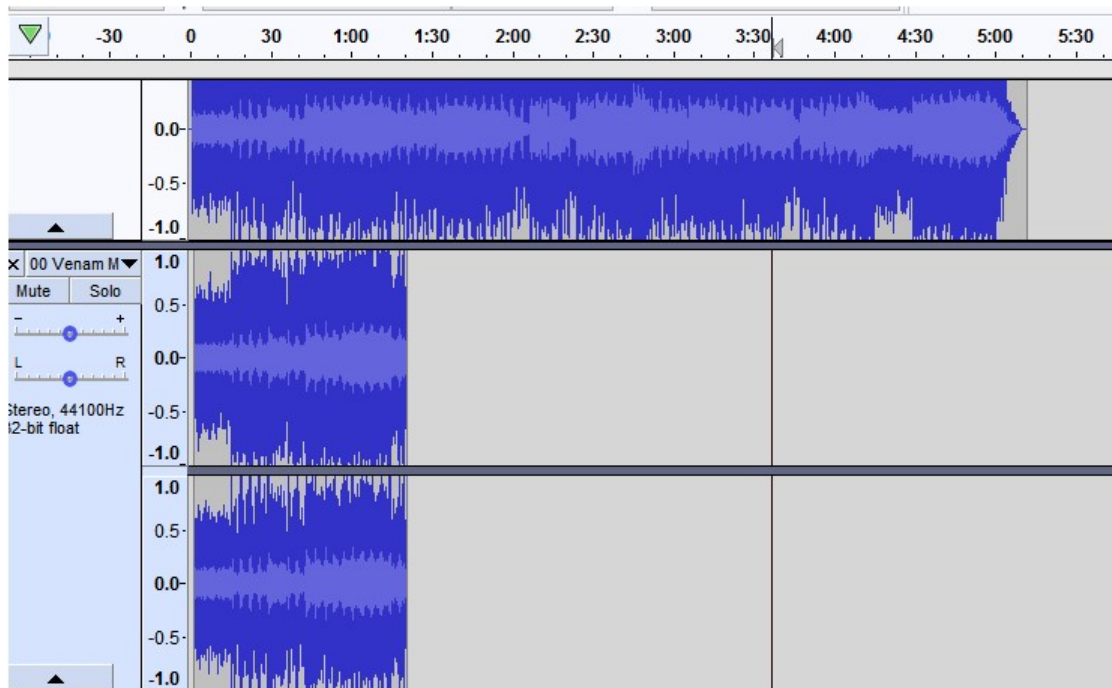
ii) After Silencing



iii) After Trimming:



C) Duplicating



RESULT :

Thus an audio source has been duplicated and silenced at a particular part using Audacity.

EX.NO.2	ADVANCED EFFECTS TO AUDIO SIGNAL
----------------	---

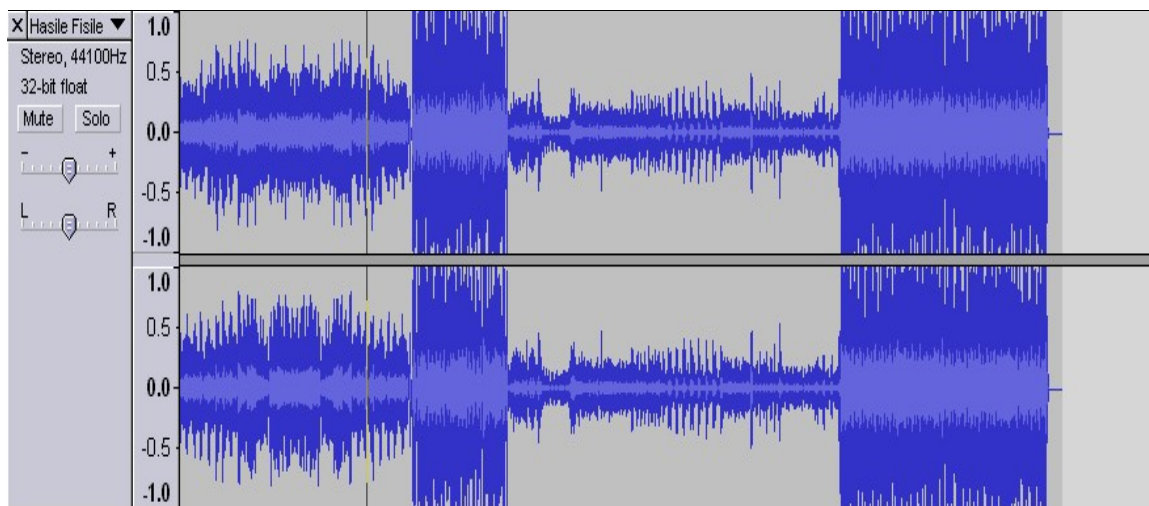
AIM :

To apply various audio transitions to an audio signal.

ALGORITHM / PROCEDURE:

1. Open Audacity and open a new audio track.
2. Select a part of it and go to Effect->Reverse. Play to hear the effect.
3. Select another part of the track and go to Effect -> WahWah and set the value as required. Play to hear the effect.
4. Apply various effects of user defined.
5. Audio effects have now been created.

OUTPUT :



RESULT:

Thus various effects have been applied to an audio signal.

WINDOWS MOVIE MAKER

EX.NO.1	APPLICATION OF SOME EFFECTS TO VIDEO
----------------	---

AIM:

To apply some effects to video using windows movie maker.

ALGORITHM / PROCEDURE:

Step 1: Open movie maker

Step 2: To add video and images select add videos and photos icon.

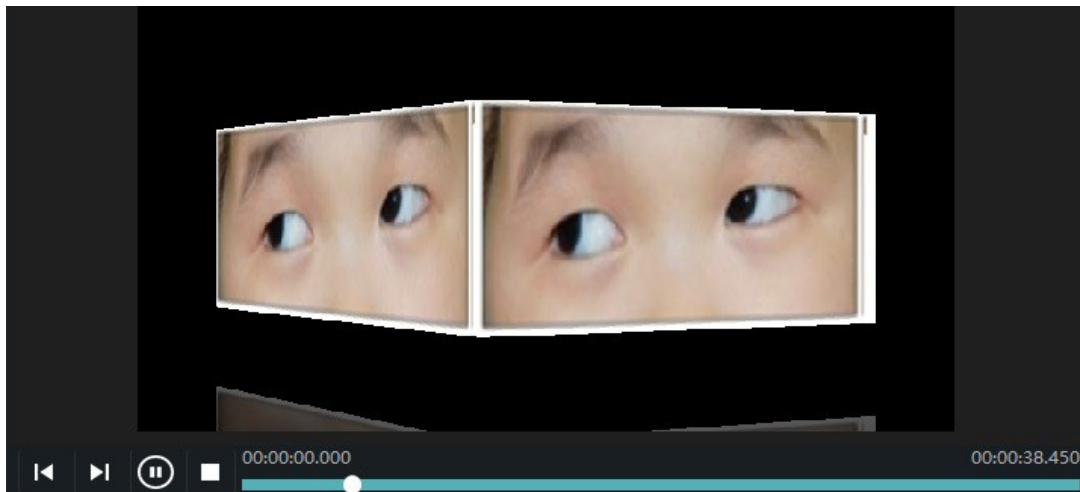
Step 3: To add music select add music icon.

Step 4: Your selected images/videos and music displayed on bottom of your window. here you can manage your movie.

Step 5: To apply effects click animation and visual effects icon.

Step 6: After applying all effects select export to save.

OUTPUT:



Original video



After applying grayscale effect



RESULT:

Thus the effect to video is implemented successfully using windows movie maker.

EX.NO.2	CREATING TITLES IN VIDEO
----------------	---------------------------------

AIM:

To create titles in videos using windows movie maker.

ALGORITHM / PROCEDURE:

Step 1: Open movie maker

Step 2: To add video and images select add videos and photos icon.

Step 3: To add effects on your video refer the procedure of previous exercise.

Step 4: Select text/credit icon->select title->add title for your movie

Step 5: To save click export from file and name your movie and then save.

OUTPUT:

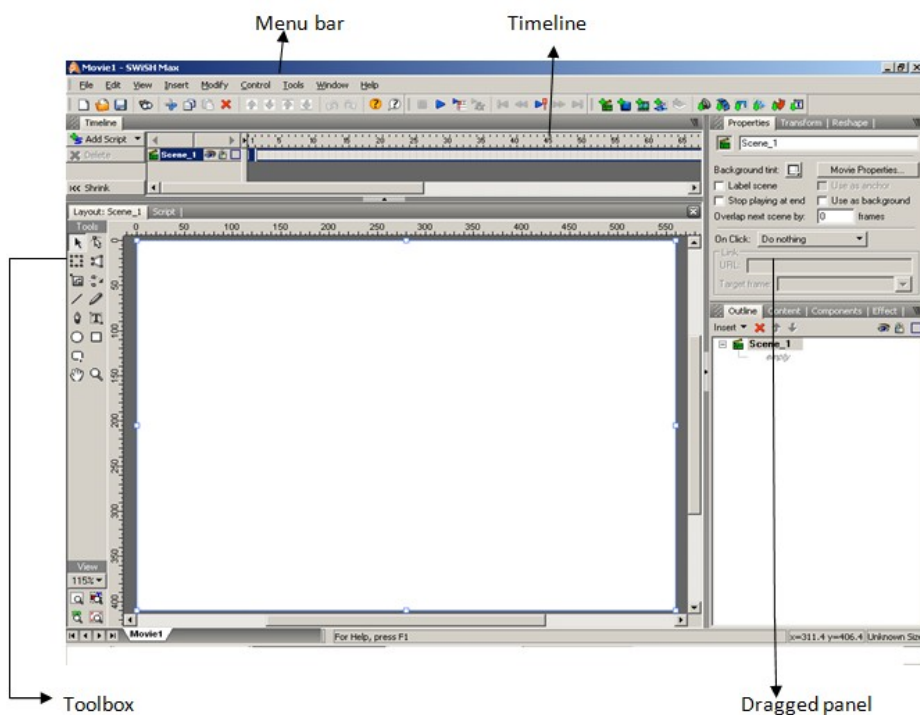


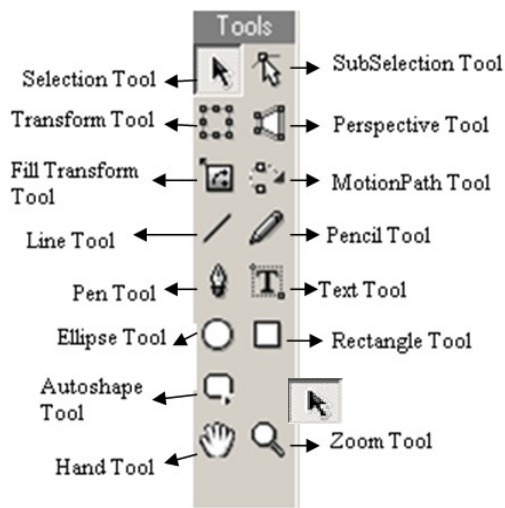
RESULT:

Thus titles in videos is created successfully using windows movie maker.

INTRODUCTION TO SWISH MAX 2

Swish Max 2 is easy to use and produces complex animations with text, images, graphics, video and sound. Swish Max has tools for creating lines, rectangles, ellipses, vector and freehand curves, motion paths, movie clips, rollover buttons, and input forms all in an intuitive easy-to-use interface. Swish Max also includes a large range of preset multimedia effects, components and vector art.





Tools:

Tools are modal commands that determine what Swish Max does when you click and drag the mouse on the workspace. You can select a tool by clicking one of the options in the Tool box, which is located in the top-left of the Layout panel. You can only select one tool at a time.

Selection Tool (V)

The selection tool is used for selecting entire Objects and transforming graphic objects

by moving or reshaping the object.

Subselection Tool (A)

It reshapes graphic Objects by clicking and dragging the vertices the object outline path.

Transform Tool (Q)

It transforms graphic Objects by clicking and dragging.

Perspective Tool (I)

Dragging the handles provided modifies the Perspective of the Object.

Fill Transform (F)

It transforms an Object's gradient or image fill without transforming the Object.

Motion Path (M)

It plots a Motion Path for the selected Object by clicking and dragging.

Line Tool (L)


It draws a line.

Pencil Tool (N) 

It draws a freehand line object.

Pen Tool (P) 

The Pen tool draws a set of connected curves or line segments.

Text Tool (T) 

The Text tool draws a Text Object.

Ellipse Tool (E) 

It draws an ellipse or circle.

Rectangle Tool (R) 

It draws a rectangle or square.

AutoShapes 

AutoShapes allows you to draw a number of predetermined shapes.

Hand Tool (H) 

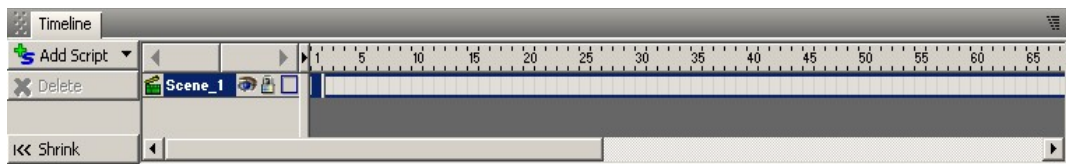
Pans around the workspace in the Layout pannel by clicking and dragging.

Zoom Tool (Z) 

It Zooms in/out of the workspace in the Layout pannel using the mouse.

Timeline:

The 'Timeline' Panel contains time-based properties for the current Scene. The Scene is made up of a series of Frames, in the same way that a motion picture is

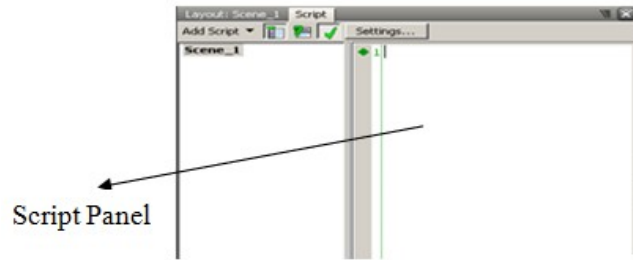


made up of Frames. The Timeline is a visual representation of the Frames with the first Frame at the left and last Frame at the right

Scene: A Scene is a collection of Objects that are animated over a number of Frames.

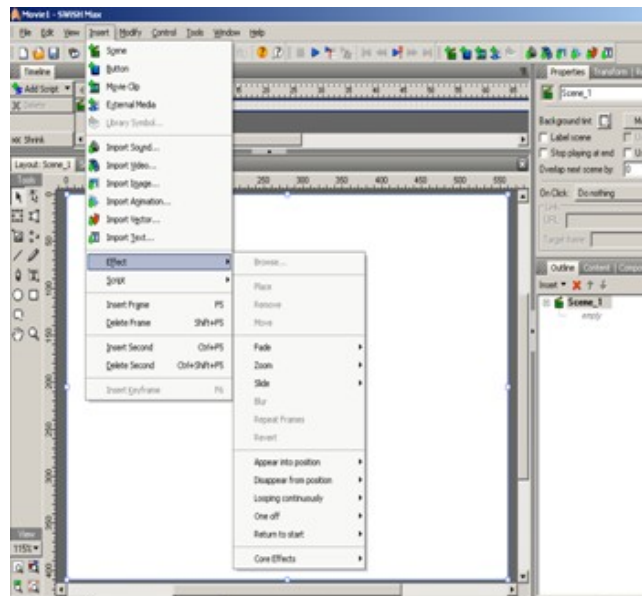
Scripting:

Scripting can be used to define Actions that will occur at a specific Frame, when two Objects collide, or when some other external input is applied to the Movie.



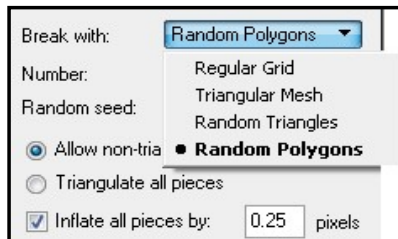
Effects:

Effects are animations that change the appearance of an Object over time. You can add, modify and coordinate Effects using the Timeline panel.



Events:

All Actions are triggered in response to an Event. Any Scripting object can have Events associated with it. When an Event occurs,



the

are

Event occurs,

Event

handling

routine

executes any

Actions that

defined for

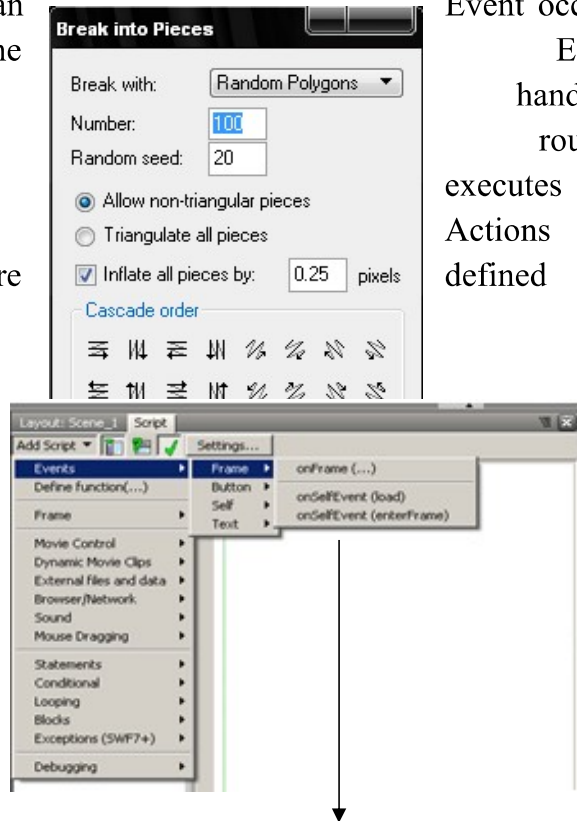
that Event.

There are three types of events:

Frame

- Button
- Self

Input Text Objects also have the additional Events `on(changed)` `onSelfEvent` `Changed` available.



Frame Event is selected

AIM :

To apply various text effects to the predefined formats.

ALGORITHM \ PROCEDURE :

1. Create a Static text object and place it on the Stage.
2. In the Outline Panel, right-click on the text object and select *Copy Object*.
Then, use the **Edit menu** and select *Paste in Place*. You should now have two text objects at the exact same location on the stage.
3. Select the bottom text object and use **Modify -> Break -> Break into pieces**.
4. In the Break into Pieces settings window, use the drop-down menu next to *Break With:* ' and select **Random Polygons**.
5. Allow non-triangular pieces or Triangulate all pieces... again, this is up to you as it is difficult to tell any difference at such small sizes.
6. Inflate all pieces by **0.25 pixels**. This helps seal the scenes in between in each piece.
7. When SWiSHmax has finished breaking the object into pieces, you should end up with a Group.

8. In the Timeline Panel, right-click at Frame 1 on the row for the top text object and select the **Place effect**.
9. Next, right-click at Frame 1 on the row for the Group object and select the **Remove effect**.
10. Next, right-click at Frame 20 on the row for the top text object and select the **Remove effect**.
11. Next, right-click at Frame 20 on the row for the Group object and select **Disappear from Position | Wild – Splatter**.

OUTPUT:

ANNAMALAI



RESULT :

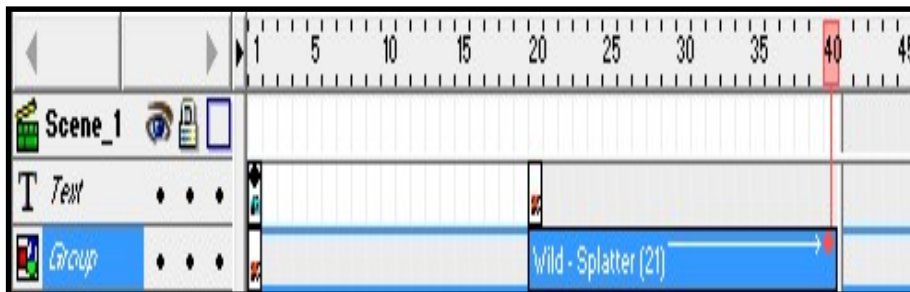
Thus the dust effect has been applied to the custom text using Swish.

EX.NO.2**PRELOADER****AIM:**

To create a pre-loader effect manually using Swish.

ALGORITHM \ PROCEDURE :

1. Create a Dynamic TextBox name it as myMsgObj and name its variable myMsg.
2. Create a rectangle for 20x20 pixels.
3. Then convert it into movie clip .



4. Name the movie clip as ' progBar '.
5. Then type the following coding on Script -> Scene_1:

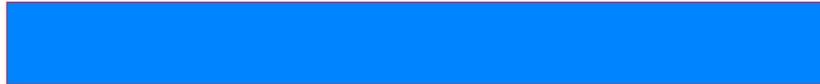
```
onFrame(1)
{
    stop();
}
onSelfEvent(enterFrame)
{
```

```
pLoaded=this.percentLoaded();  
tBytes=this.getBytesTotal();  
myMsg=pLoaded+"%Loaded of "+tBytes+" bytes";  
progBar_width=pLoaded;  
if(pLoaded==100)  
    play();  
}
```

6. The preloader is added.

OUTPUT :

100% Loaded of 19861 bytes



RESULT :

Thus the pre-loader effect has been created using Swish.

FLASH

EX.NO.1

CHANGING THE SHAPE OF THE OBJECT

AIM:

To create Shape Tweening using Flash.

ALGORITHM \ PROCEDURE:


1. Create a New Flash Document.

2. Click the *Oval Tool*  on the Tools.

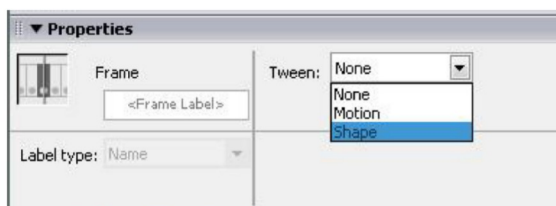
3. Using the *Fill Color* Option  select the attractive color to the Shape.

4. Create a Circle Object on Frame 1.

5. Click the 40th Frame and press *F6*.

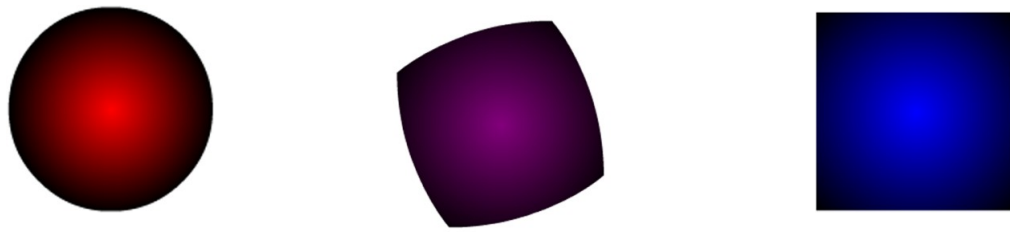
6. Now Delete the Circle Object then Create a new Rectangle Object by using *Rectangle Tool*. Then  change the color of the Rectangle Object using Fill Color.

7. Select the 20th Frame on Timeline, then Change the Tween option to the Shape on the Properties window.



8. Now Shape Tweening is completed. Press *Ctrl + Enter*.

Shape tweening:





RESULT:

Thus the shape tweening has been created using Flash.

AIM:

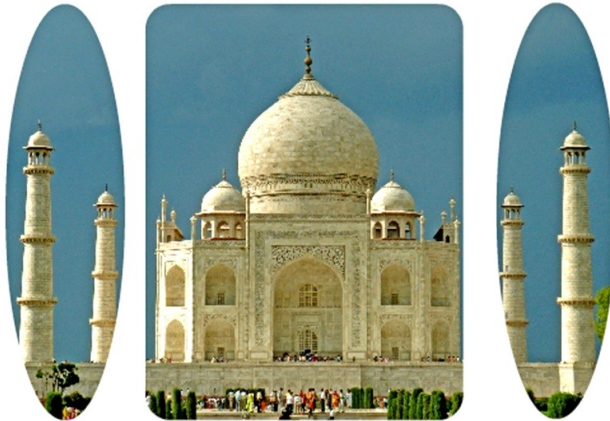
To create Masking using Flash.

ALGORITHM \ PROCEDURE:

1. Create a New Flash Document.
2. Import any Image on Frame 1.
3. Create Motion Tweening for that Image. So that the Image can move from left to right side of the screen.
4. Insert keyFrame.
5. Now Lock the *Layer 1* using  *Lock*.
6. Insert another *Layer 2*,  and create any Objects (Ovel/ Rectangle/Any Shapes) for **Object Masking** , Or Type any Text with different Font & size for **Text Masking**.
7. Right click on Layer 2 then select *Mask*.
8. Now the Masking is created. Run the animation using *Ctrl + Enter*.

OUTPUT:

Object Masking...



Text Masking...



RESULT:

Thus the Masking effecting has been created using Flash.

PHOTO IMPACT


EX.NO.1

TEXT EFFECTS

AIM:

To create custom effects to the pre defined font styles.

ALGORITHM \ PROCEDURE:

1. Open a new image file.
2. Create any text with user defined font style and size.
3. Select the text and Select *Object* -> *convert Object Type* -> *From Text/Image to Path*.
4. Switch to the *Path Edit Tool*  on the Tool Panel, you will then see from the wireframe structure that the text has become a path and can be edited as such.
5. Use the dots to create custom design.

Output:

Before:

DEPARTMENT OF COMPUTER SCIENCE

After:

DEPARTMENT OF COMPUTER SCIENCE

RESULT:

Thus custom effect has been applied to the pre defined font using Ulead Photo Impact.

AIM :

To slice a portion from a picture and merge it into another using Ulead Photo Impact.

ALGORITHM \ PROCEDURE :

1. Open an image from which a specific portion has to be sliced.
2. Select the image and go to *Object -> Extract Object*.
3. By custom brush size and color, sketch out the portion to be parted and click next.
4. Click *extract* and select the portion which should not to be sliced and click next.
5. Adjust *transparency* and other details and click next.
6. Now the *portion to be sliced* alone is selected.
7. Import and background image and drag the selected image to the background image.
8. Now the user defined image is ready.

OUTPUT :

BEFORE



AFTER



RESULT:

Thus photo slicing and merging has been done using Ulead PhotoImpact.