

ECCC SYLLABUS

MODULE: **IT M5 MULTIMEDIA**

LEVEL: **INTERMEDIATE (B)**

This module exam includes all competences from the basic level **(A)**, extended with competences listed below.

COMPETENCE GROUP	COMPETENCE WITHIN ECCC STANDARDS
1. Transferring multimedia data from digital devices	1.1. Discussion of digital interfaces (IrDA, Bluetooth), transferring and saving data from digital devices (mobile phone).
2. Computer graphics	RASTER GRAPHICS: 2.1. Models of colors, presentation of channels. 2.2. Advanced operations on selected areas: free transformation, saving in a channel, masks: creating, modifying, deleting, gradient masks. 2.3. Advanced operations on layers: flattening the picture, leveling, the attributes of layers and blocking them. VECTOR GRAPHICS: 2.4. Operations on objects. 2.5. Work-supporting elements. 2.6. Joining raster and vector graphics.
3. Digital sound editing	3.1. Removing simple interferences from audio recordings, adding pre-defined sound effects. 3.2. Multitrack editing.
4. Film	4.1. Adding the reader's voice / commentary to the scenes, dynamic modification of the volume level. 4.2. Operations on clips: adding effects, hiding clips without removing them from the project, title screens and credits. 4.3. Exporting a film into a compressed file.
5. Computer animation	5.1. Basic notions and definitions connected with animation. 5.2. Creating and editing objects, defining a symbols library, creating short animations, smoothing hand-drawn shapes. 5.3. Formats of saving animation.

Preferred software for completing tasks for level B:

- graphics: Corel Paint Shop Pro, GIMP, Inkscape, Adobe Photoshop
- sound: Audacity
- film: Windows Movie Maker, VirtualDub, pakiet kodeków K-Lite Codec Pack
- animation: Adobe Flash

Required equipment:

- digital camera
- dictaphone
- scanner
- microphone + headphones
- mobile