OUTLINES OF TESTS SYLLABI AND COURSES OF READING

FOR

B.Voc.Multimedia (Graphics & Animation)
I&II Year

{Session 2017-18 (1\textsuperscript{st} - 4\textsuperscript{th} Semester)
SCHEME OF B.Voc. MULTIMEDIA
(GRAPHICS & ANIMATION)
(SEMESTER SYSTEM)

Semester I

<table>
<thead>
<tr>
<th>Paper Code</th>
<th>Title</th>
<th>Generic/ Skill Component</th>
<th>Theory/ Practical</th>
<th>Internal (Theory)</th>
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<th>Internal (Practical)</th>
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<tbody>
<tr>
<td>*GEN-101</td>
<td>Communication Skills</td>
<td>Generic</td>
<td>Theory</td>
<td>20</td>
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<tr>
<td>*GEN-102</td>
<td>Fundamentals of Information Technology</td>
<td>Generic</td>
<td>Theory</td>
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<tr>
<td>MGA-103</td>
<td>Understanding of Multimedia &amp; Animation</td>
<td>Skill</td>
<td>Theory</td>
<td>20</td>
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<tr>
<td>MGA-104</td>
<td>CorelDraw and Photoshop</td>
<td>Skill</td>
<td>Theory</td>
<td>20</td>
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<tr>
<td>MGA-105</td>
<td>Practical based on Paper MGA -101 &amp; MGA-102</td>
<td>Skill</td>
<td>Practical</td>
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SEMESTER II

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<thead>
<tr>
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<tr>
<td>*GEN-201</td>
<td>Soft Skills and Personality Development</td>
<td>Generic</td>
<td>Theory</td>
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<tr>
<td>*GEN-202</td>
<td>Programming in C</td>
<td>Generic</td>
<td>Theory</td>
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<tr>
<td>MGA-203</td>
<td>Cinematography</td>
<td>Skill</td>
<td>Theory</td>
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<tr>
<td>MGA-204</td>
<td>Video and Audio Editing</td>
<td>Skill</td>
<td>Theory &amp; Practical</td>
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<td>MGA-205</td>
<td>Art Foundation : Drawing</td>
<td>Skill</td>
<td>Practical</td>
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<tr>
<td>**SIT-201</td>
<td>Summer Training [OJT] After 2nd Semester Examinations</td>
<td>Skill</td>
<td>Practical</td>
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*Refer to Generic Components Common to all B.Voc. Courses

** Summer Industrial Training of 4-6 weeks in a relevant Industry after 2nd Semester Examinations during summer break. Training report by the student to be submitted within in one week of start of 3rd Semester. Viva-Voce examination to be held within 3-weeks of the start of 3rd semester.

Job Role: Web Designer, 2D Animator, 3d Modeler & Architectural Designer.
**Refer to Generic Components Common to all B.Voc. Courses**

**Summer Industrial Training of 4-6 weeks in a relevant Industry after 4th Semester Examinations during summer break. Training report by the student to be submitted within one week of start of 5th Semester. Viva-Voce examination to be held within 3-weeks of the start of 5th semester.**

**Job Role: Java Developer, 3D Animator, VFX Editor.**

### Semester III

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<thead>
<tr>
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<tr>
<td><em>GEN-301</em></td>
<td>Value Education And Human Rights</td>
<td>Generic</td>
<td>Theory</td>
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<td><em>GEN-302</em></td>
<td>Internet Technology &amp; Web Designing</td>
<td>Generic</td>
<td>Theory</td>
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<td>MGA-303</td>
<td>Flash</td>
<td>Skill</td>
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<tr>
<td>MGA-304</td>
<td>Dreamweaver</td>
<td>Skill</td>
<td>Theory</td>
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<td>MGA-305</td>
<td>Practical Based on MGA-303 &amp; MGA-304</td>
<td>Skill</td>
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<tr>
<td><em>GEN-401</em></td>
<td>Environmental Studies</td>
<td>Generic</td>
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<td><em>GEN-402</em></td>
<td>Animation Theory</td>
<td>Generic</td>
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<tr>
<td>MGA-403</td>
<td>3ds Max: Modeling</td>
<td>Skill</td>
<td>Theory</td>
<td>20</td>
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<tr>
<td>MGA-404</td>
<td>3ds Max: Texturing, Lighting &amp; Rendering</td>
<td>Skill</td>
<td>Theory</td>
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<tr>
<td>MGA-405</td>
<td>Practical Based on MGA-403 &amp; MGA-404</td>
<td>Skill</td>
<td>Theory &amp; Practical</td>
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<td>Summer Training [OJT] After 2nd Semester Examinations</td>
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B.Voc. Multimedia (Graphics & Animation) Semester-1st

Paper Title: Communication Skills

Paper Code: GEN 101          Credits: 6

Job Role: Business Communication.

Objective: The objective of this paper is to develop communication skills, discover what business communication is all about and learn how to adapt the communication experiences in life and to the business world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to Communication: Need for Effective Communication, The Process of Communication, Levels of communication, Flow of communication, Use of language in communication, Communication networks, Significance of technical communication, Barriers to Communication, Types of barriers, Miscommunication, Noise, overcoming measures.

UNIT –II


UNIT –III

SWOT analysis: Self-management techniques, Self-image and Self-esteem, Building selfconfidence, Power of irresistible enthusiasm, Etiquettes, Etiquettes in Social as well as Office Atmosphere, Telephone Etiquettes, E-mail Etiquettes, etiquettes and manners. Importance of listening and responding.

UNIT –IV

Report Writing: Business reports: Types, Characteristics, Importance, Elements of structure, Process of writing, Order of writing, the final draft, check lists for reports. Business Correspondence: Inviting quotations, Sending quotations, placing orders, Inviting tenders, Sales letters, claim & adjustment letters and social correspondence.

Suggested Readings:
1. ‘Management: A Global and Entrepreneurial Perspective’, by Heinz Weihrich,
3. ‘Developing Communication Skills’ by Krishmohan and Meera Banerjee, Macmillan India Ltd.
5. ‘Communication Skills’ by Sanjay Kumar & PushpLata, Oxford University Press
6. ‘An Approach to Communication Skills’ by Indrajit Bhattacharya, Delhi : Dhanpat Rai
7. ‘Introduction to Psychology’ by Atkinson and Hilgard’s, Edward E. Smith, Susan
8. Nolen-Hoeksema, Barbara Fredrickson, Geoffrey Loftus
Paper Title: FUNDAMENTALS OF INFORMATION TECHNOLOGY

Paper Code: GEN 102 Credits: 6

Job Role: Computer Operator

Objective: The objective of the paper is to familiarize the students with developments in Information Technology, Internet and use of computer systems at operating system level and application level.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT – I

Computers: Introduction to computers, characteristics of computer, organization of computers, hardware, software, data, information, Types of computer: Classification on the basis of purpose: digital computers, analog computers, hybrid computers; Classification on the basis of size: microcomputers, mini computers, mainframe computers and supercomputers, desktop computers, laptops, workstations, PDA. Generations of computer, Uses and Application of computers.

UNIT – II


UNIT – III

Software: Introduction, Types of Software: Application software, System software. Operating system, functions of operating system, types of operating system. Data processing, Data processing systems: batch processing, online processing, time sharing, real-time applications, Single-user, multi-user, and client-server systems; distributed and parallel processing systems; Translators: compilers, interpreters and assemblers.

UNIT – IV

Computer Networks: Introduction, types of networks on the basis of area coverage: LAN, WAN, MAN. Internet and WWW: Evolution of Internet, Various Internet services (WWW, e-mail, telnet, ftp, IRC, news) and their uses, Access Methods, Browsers, Future of Internet, Applications of Internet, Evolution of www.

Suggested Readings:
Objective: The objective of the paper is to familiarize the students with animation history and multimedia tools.

Instructions:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I


Graphics and Image Data Representations: Graphics/Image Data Types, File Formats-GIF, JPEG, PNG, TIFF, EXIF, PDF, WMF, BMP.


UNIT II


UNIT III


UNIT IV

History of Animation, Types of Animation, Skills for Animation Artist, Basic Principles of Animation, Animator’s Drawing Tools, Rapid Sketching & Drawing, Developing Animation Character, Essentials & Qualities of Good Animation Characters, Three Dimensional Drawings of Characters.

Suggested Readings:

Paper Title: CorelDraw and Photoshop

Paper Code: MGA-104

Job Role: Graphics Designer.

Objective: The objective of the paper is to familiarize the students with developments in graphics designing.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I


UNIT-II


UNIT-III

Adobe Photoshop Basics: Introducing Adobe Photoshop, Exploring the Photoshop Workspace, Touring the Workspace, Exploring the Photoshop Menu Bar.

UNIT-IV

Creating Selections: Using the Selection Tools, Working with Lasso Tools and Quick Selection Tools, Refining and Adjusting Selection.

Applying Sharpness and Blur Adjustment: Using Sharpening Filter, Using Blur Filter, Introducing the Blur Gallery, Using the Healing Brush Tools

Suggested Readings:

1. Dave Karlins, 1999: *Sam’s Teach Yourself CorelDraw9 in 24 hours*, Sams Publishing.
Paper Title: Practical based on Paper MGA-103 & MGA-104

Paper Code: MGA-105  Credits: 6

Job Role: Multimedia Editor & Graphics Designer

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of CorelDraw and Photoshop. Examiner will give on-the-spot assignments to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.
B.Voc. Multimedia (Graphics & Animation) Semester- 2nd

Paper Title: SOFT SKILLS AND PERSONALITY DEVELOPMENT

Paper Code: GEN-201       Credits: 6

Job Role: Creative Salesmanship

Objective: To expose the students to the concept of ‘Human Development’ (Personal and interpersonal) with emphasis on the latent resources that every human being possesses. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Attitude, Process of attitude formation, How to build a success attitude, Spot analysis, Self-management techniques, Self-image and self-esteem, Building self-confidence, Power of irresistible enthusiasm, etiquettes and manners in a group, public speaking, oral and written communication, Body language, Importance of listening and responding, tips for technical writing.

UNIT – II


UNIT – III

Introduction to Personality-Basic of Personality, Human growth and Behavior, Theories in Personality, Motivation; Techniques in Personality development – Self-confidence, Mnemonics, Goal setting, Time Management and effective planning, Techniques in Personality Development-Stress Management, Meditation and concentration techniques, Selfhypnotism, Self-acceptance and Self-growth.

UNIT –IV

Co-ordination while working in a team, Leadership styles, Leader & Team player, Management of conflict, Profiles of great and successful personalities, Role of career planning in personality development, How to face personal interviews and group discussions.

Suggested Readings:
1. ‘Personality Development’ by Rajiv K. Mishra, Rupa & Co
2. ‘An Approach to Communication Skills’ by Indrajit Bhattacharya, Delhi : Dhanpat Rai
4. ‘Introduction to Psychology’ by Atkinson and Hilgard’s ,Edward E. Smith, Susan Nolen-Hoeksema, Barbara Fredrickson, Geoffrey Loftus
5. ‘Communication Today & Tomorrow’ by Ravi Aggarwal, Sublime Publications, Jaipur
B.Voc. Multimedia (Graphics & Animation) Semester- 2\textsuperscript{nd}

**Paper Title:** Programming in C

**Paper Code:** GEN-202  \hspace{2cm} **Credits:** 6

**Job Role:** C Programmer.

**Objective:** To expose the students to the concept of C language programmer. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

**Instructions:**
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

**UNIT I**

Fundamentals of ‘C’: I/O statements, assignment statements, Constants, variables and data types, Operators and Expressions, Standards and Formatted statements, Key word, Data Types and Identifiers.

**UNIT II**


**UNIT III**


**UNIT IV**

Structures and Unions: Declaration of structures, Accessing structure members, Structure Initialization, Arrays of structure, nested structures, structure with pointers, Unions. Strings: Introduction, Declaring and Initializing string variables, Reading and writing strings, String handling functions.

**Suggested Readings:**

B.Voc. Multimedia (Graphics & Animation) Semester- 2

Paper Title: Cinematography

Paper Code: MGA-203       Credits: 6

Job Role: Cameraman, Film Maker.

Objective: To expose the students to the concept of camera angles. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Writing with Motion: Conceptual Tools of Cinematography, Frame, Lens, Light and Color, Texture, Movement, Establishment, Point-of-View.


Language of the Lens: Lens and the Frame, Image Control at the Lens.

UNIT II


Lighting Sources: Tools of Lighting, Daylight Source, Xenons, PARs, Soft Lights, Color Correction Fluorescents.

UNIT III


Camera Movement: Basic Techniques, Moves, Moving Shots, Camera Mounting, Crab Dolly, Cranes, Car Shots, Ariel Shots, Motion Control.

UNIT IV

Image Control: Color Printing, Controlling Color & Contrast, LookUp Tables, Camera Filter Types, Color Temperature & Filtration, Image Control with Camera.

Optics & Focus: Basic of Optics, Focus, Depth-of-Field, Macrophotography.

Set Operations: Director of Photography, Team, Time Code Slates.

Technical Issues: Flicker, Filming Practical Monitors, Shooting Process, Dimmers, High Speed Photography, Underwater Filming, Image Quality, Effects, Sun Location with Compass, Transferring Film to Video, Film Formats.

Suggested Readings:

B.Voc. Multimedia (Graphics & Animation) Semester- 2

Paper Title: Video and Audio Editing

Paper Code: MGA-204

Job Role: Video & Audio Editor

Objective: To expose the students to the concept of video & audio editor. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Introduction to Video Editing, Non-Linear Editing: Meaning and Process, Hardware Requirements for NLE, Connecting Editing Equipment, Creating Time Line, Cut, Fade, Mix and Wipe, Introduction to Editing Aesthetics.

UNIT II


UNIT III


UNIT IV

Introduction to Audio Console, Audio Mixing, Deleting Unwanted Audio, Getting Output, Fades and Cross-Fades, Giving Audio Effects, Editing Sound Using Tape, Hard Disk, Introduction to Sound Aesthetics, Introduction to Sound Forge, Nuendo

Suggested Readings:
B.Voc. Multimedia (Graphics & Animation) Semester- 2

Paper Title: Art Foundation: Drawing
Paper Code: MGA-205       Credits: 6

Job Role: Cartoonist, Caricature Artist, Drawing Artist.

Objective: To expose the students to the concept of cartoonist. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
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3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I
Free Hand Sketching From Real Objects: Building, Vehicles, Chair, Table, Trees etc. Preparing Colour Charts. Kind of Design- 2 D & 3 D Design

UNIT II
Designing Letter Heads and Visting Cards, Designing Book Covers and Folders.

UNIT III
Landscape on the Spot & Landscape Form Memory (Hills, Trees, Hut, Rivers etc.), Layout Designing of Newspapers, Magazines, Print Advertisements.

UNIT IV
Poster Making on Various Themes and Designing of Hoarding Making.

Note: There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of drawing. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Suggested Readings:

1. Drawing and sketching in pencil (Author : L.Guptill)
2. Draw How to Master the Art (Jeffery Camp) Foreword by David Hockney.
3. The Art of Drawing  (Willy Pongany)
B.Voc. Multimedia (Graphics & Animation) Semester- 3rd

Paper Title: VALUE EDUCATION AND HUMAN RIGHTS

Paper Code: GEN 301

Credits: 6

Job Role: Holistic Marketing

Objective: The objective of this paper is to impart basic human values to students through formal education and contribute to making the student a true human being, who is able to face life and make it meaningful.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Value Education : Its purpose and significance in the present world ; Value system – The role of culture and civilization; Holistic living – Balancing the outer and inner –Body, Mind and Intellectual level- Duties and responsibilities.

UNIT II

Salient values for life- Truth, commitment, honesty and integrity, forgiveness and love, empathy and ability to sacrifice, care, unity , and inclusiveness, Self-esteem and selfconfidence, punctuality – Time, task and resource management – Problem solving and decision making skills- Interpersonal and Intra personal relationship – Team work – Positive and creative thinking.

UNIT III


UNIT IV


Suggested Readings:
1. ‘Education and Human Values’ by M.G.Chitakra, A.P.H. Publishing Corporation, New Delhi, 2003
7. ‘Values and Education in Independent Indian’ by Kaul, G.N.,Associated Publishers, Mumbai, 1975
B.Voc. Multimedia (Graphics & Animation) Semester- 3rd

Paper Title: Internet Technology & Web Designing

Paper Code: GEN 302 Credits: 6

Job Role: Web designer.

Objective: To expose the students to the concept of web designer. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to Internet: Internet Overview, Evolution & History of Internet, Growth of Internet, Internet Services, Anatomy of Internet, Internet Applications, Impact of Internet.


Internet Connectivity: Different Types of Connections, Hardware and Software requirements of Internet, Levels of Internet Connectivity, Internet Service provider.

UNIT-II


UNIT-III


UNIT-IV

Internet Tools and Multimedia: Current Trends on Internet, Interactivity Tools, Multimedia and Animation.

Suggested Readings:

B.Voc. Multimedia (Graphics & Animation) Semester- 3rd

Paper Title: Flash

Paper Code: MGA-303

Credits: 6

Job Role: 2D Animator.

Objective: To expose the students to the concept of 2D Animation. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Understanding the Adobe Flash: The Topography of Flash CS5, Bitmap Handlers, Vector Based Drawing Programs, Flash in Internet Evolution, Exploring Companion Technologies, Planning Flash Projects.


UNIT –II


Integrating Media Files with Flash: Adding Sound, Importing Sound in Flash, Synchronizing Audio to Animation, Stopping Sounds, Editing Audio in Flash.

UNIT-III

Defining Vector, Bitmaps and Video: Importing and Copying Bitmaps, Setting Bitmap Properties, Bitmap Compression, Converting Raster to Vector.

Displaying Video: Integrating Video, Importing the Video, Compressing Video with Adobe Media Encoder CS5.

Adding Basic Interactivity to Flash Movie: Understanding Action and Event Handlers, First Five Actions, Building Timelines and Interactions.
UNIT-IV

Distributing Flash Movies: Testing Flash Movies, Publishing your Flash Movies, Selecting Formats, Integrating Flash Content with Web Pages, Writing Markup for Flash Movies, Detecting the Flash Player. Using The Flash Player: Using the Stand-Alone Flash Player, Using the Flash Player Plug In for Web Browsers, Using the Flash Player Setting.

Suggested Readings:

4. Alex Micheal, 2013: *Animating with Flash8:Creative Animation Techniques*, Focal Press.
Paper Title: Dreamweaver
Paper Code: MGA-304       Credits: 6
Job Role: Web Programmer.

Objective: To expose the students to the concept of HTML language editor. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Introduction: Explore the Dreamweaver Workspace, Features of Dreamweaver, Website Development Process, Adding a Folder to the Website, Creating the Homepage, Adding Pages to a Website, Developing a Webpage, Creating Head Content and Set Page Properties, Create, Import and Format Text, Adding Links to Webpages, Using the History Panel, Editing the Code. Adding Image, Enhancing the Image and Use Alternate Text, Creating a Website Color Palette.

UNIT-II
Links: External & Internal Links, Create, Modify and Copy Spry Menu Bar, Create an Image Map, Tables, Creating a Table, Properties, Merging Cells, Insert & Align Images in a Table, Insert Text & Format Cell Content.

UNIT-III
Forms: Plan and Create Forms, Edit & Format the Forms, Form Objects, Test & Process Forms.
Positioning Objects with AP Div: Insert an AP Div, Position and Size, Adding Content to an AP Div, Adding Images, AP Div Properties, Using AP Elements Panel, Cloak Files, Check Files Out and In.
UNIT-IV

Suggested Readings:
B.Voc. Multimedia (Graphics & Animation) Semester- 3rd

Paper Title: Practical Based on MGA-303 & MGA-304
Paper Code: MGA-305
Credits: 6

Job Role: 2D Animator, Web designer / Programmer.

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the Subject of Adobe Flash and Dreamweaver. Examiner will give on-the-spot assignments to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.
B.Voc. Multimedia (Graphics & Animation) Semester- 4th

Paper Title: ENVIRONMENTAL STUDIES

Paper Code: GEN-401 Credits: 6

Job Role: Environment Gaurd

Objective: The objective of the paper is to understand the basic concepts of the natural environment, to identify the different sources of pollution and their related effects, and to have awareness about the conservation strategies and laws followed in India.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I


UNIT II

Renewable and non-renewable resources. Concept of sustainable development. Biodiversity: definition, hotspots, national parks, biosphere reserves, wildlife sanctuaries.

UNIT III


UNIT IV

Global environment issues: Ozone depletion, global warming and climatic change. Environmental conservation strategies and projects in India, Ganga action plan, Yamuna action plan, Project tiger etc. Environmental laws in India.

Suggested Readings::

B.Voc. Multimedia (Graphics & Animation) Semester- 4th

Paper Title: Animation Theory

Paper Code: GEN-402       Credits: 6

Job Role: Scriptwriter.

Objective: The objective of the paper is to understand the basic concepts of the story, Scriptwriter and cameraman.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Development: Idea Creation, Evolving a Storyline, Scriptwriting.
Character Design: Evolution of 2D and Evolution of 3D Character design, Animation Style, Concept and Environment Design.
Project Financing: Animation Markets, Scheduling and Budgeting, Investment, Marketing and Distribution Possibilities. Short and Independent Film Developing.

UNIT-II

Rules of Filmmaking: Camera Positions, Camera Lenses, Lighting and Filters, Camera Moves, Staging, Scene-to-Scene Transitions, Screen Aspect Ratios.
Soundtrack Recording and Editing: Talent Selection.

UNIT-III

Digital Desktop Production: Stages of Animation Production, Production Team and Workflow, Project Management.

 Animating Step by Step: Key Poses, Drawing for Animators.

UNIT-IV

2D Animation Overview: It’s All About Pencil and Paper, Tools of the Trade.
Finessing 2D Animation: Tracebacks, Eccentric Movement and Staggers, Panning & Camera Moves, Pan Speed & Strobing problems, Shadows and Effects.
2D Vector Animation: Basic Approach, Vector Film Production, Being Resourceful, Non-Web Vector Animation.
The Paperless Animation Studio: The Technology, Importance of Drawing
Suggested Readings::

B.Voc. Multimedia (Graphics & Animation) Semester- 4th

Paper Title: 3ds Max: Modeling

Paper Code: MGA-403       Credits: 6

Job Role: 3D Modler.

Objective: To expose the students to the concept of 3D Modler. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I
Working with Files: 3ds Max Scene Files, Importing and Exporting, File Utilities, Accessing File Information.

UNIT II
Setting Suggested Readings:: General, File, Gamma & Look-Up Table, Rendering & Radiosity, Animation, Kinametic, Gizmo, Mental Ray, Global Container Suggested Readings:
Primitive Objects: Selecting System Units, Creating Primitive Objects, Exploring the Primitive Object Types, Architecture Primitives, Modeling Helpers.

UNIT III
Transforming Objects: Translating, Rotating & Scaling Objects, Transformation Tools, Pivot Points, Align Commands, Grids, Snap Options.
Cloning & Creating Object Arrays: Cloning Objects, Cloning Options, Mirroring Objects, Cloning Over Time, Creating Object Arrays.
Organizing Scenes: Containers, Referencing External Objects, File Link Manager, Schematic View Window, Hierarchies.
UNIT IV

Subobjects & Modifiers: Model Types, Normals, Subobjects, Modifiers, Modifiers Stack.
2D Splines & Shapes: Drawing in 2D, Editing in Splines.
Modelling with Polygons: Poly Objects, Creating Editable Poly Objects.
Compound Objects: Types, Morphing Objects, Terrain Objects, Blob Mesh Objects, ProBoolean & Procutter Objects.

Suggested Readings:

5. Todd Daniele, 2009: *Poly-modeling with 3ds Max: Thinking Outside of the Box*, Focal Press.
Objective: To expose the students to the concept of 3D Virtual Environmental Creator. To fulfill the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

Instructions:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I


UNIT-II
Working with Backgrounds Cameras and Lightening: Configuring and Aiming Cameras, Setting Camera Parameters, Camera Connection Modifier, Loading a Background Image and Camera.

Using Lights and Basic Lighting Techniques: Understanding the Basic of Lights, Types of Lights, Creating and Positioning Light Objects, Viewing a Scene from Light.

UNIT-III

Rendering:Working with Render Parameters, Adding Pre-Render and Post-Render Scripts, Rendering Stylized Scenes, Managing Render States.

UNIT-IV
Batch and Network Rendering: Batch Rendering Scenes, Understanding Network Rendering, Setting up a Network Render System, Setting up 3ds Max.

Rendering with Mental Ray and Iray: Enabling Mental Ray and Iray, working with Mental Ray and Iray, using Render Elements.
Suggested Readings:

5. Todd Daniele, 2009: *Poly-modeling with 3ds Max: Thinking Outside of the Box*, Focal Press.
Paper Title: Practical Based on Paper MGA-403 & MGA-404

Paper Code: MGA-405

Job Role: 3D Virtual Environmental Creator.

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of animation using 3ds Max. Examiner will give on-the-spot assignments to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.