University of Mysore
(Estd.1916)

DIPLOMA IN MULTIMEDIA PRODUCTION

Choice Based Credit System (CBCS)

Programme Details
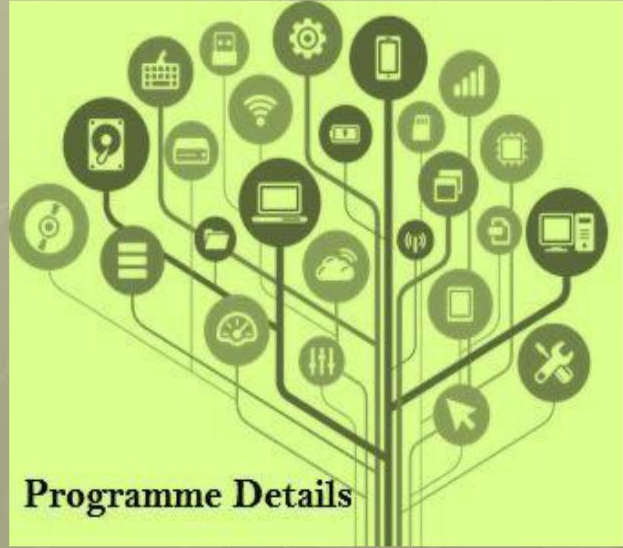
UNIVERSITY OF MYSORE
Centre for Information Science and Technology
Manasagangotri, Mysuru-570006

Regulations and Syllabus

DIPLOMA IN MULTIMEDIA PRODUCTION (DMP)

Under

Choice Based Credit System (CBCS)

UNIVERSITY OF MYSORE
GUIDELINES AND REGULATIONS
LEADING TO
DIPLOMA IN MULTIMEDIA PRODUCTION (DMP)

Programme Details

Name of the Department	:	Centre for Information Science and Technology
Subject	:	Multimedia Production
Faculty	:	Science and Technology
Name of the Programme	:	Diploma in Multimedia Production
Duration of the Programme	:	1 year

Programme objectives

The main objective of this Multimedia programme is to provide a strong foundation in Multimedia subjects like Diploma and PG Diploma is to get an employment/career opportunity to a student in the following areas.

- ☐ **Entertainment**
    - ☐ Director
    - ☐ Unit director
    - ☐ Assistant Director
    - ☐ Casting director
    - ☐ Production Manager
    - ☐ Director of Photography
    - ☐ Video Editor
    - ☐ Photo editor
    - ☐ Director of autography
    - ☐ Script supervisor
    - ☐ Photographer
    - ☐ Box office manager etc.

- **Advertising**
    a. Creative Director
    b. Advertising Directors
    c. Advertising Producers
    d. Senior Production Artists
    e. Art Director
    f. Advertising Account Director
    g. Chief Editors
    h. Advertising Account Manager
    i. Advertising Copywriter
    j. Marketing & Promotional Manager

- Publishing
    - Publisher
    - Editor in chief
    - Managing director
    - Visual Production specialist
    - News editor
    - Sub-editor
    - Photo editor
    - Copy editor etc.

- Digital media
    I   Email Marketing Manager
    J   Lead Management
    K   Blogger
    L   Marketing Technologist
    M   Events Coordinator
    N   Content Strategist
    1. Organic Social Media Manager
    2. Face book Ads Specialist

- Gaming:

☐ Junior programmer

☐ Tool programmer

☐ Coders

☐ Tester etc

☐ Motion graphics and more.

1) Motion graphics designer

2) Junior motion graphic designer etc.

Programme Outcomes

The students will:

☐➤ Have a thorough knowledge and understanding of the field of multimedia, which makes the candidate able to produce all types of video production that constitutes a complete multimedia product.

☐➤ Have basic knowledge of multimedia technology, design, programming, web, dissemination, photography and video.

☐➤ Have knowledge of technology and communication, interpersonal communication, and communication media as method of expression and communication in society.

☐➤ Have basic knowledge of graphics design, layout and art of the world.

☐➤ Have knowledge of relevant methods in the Graphic Designing and Animation industry.

☐➤ Be familiar with the challenges in multimedia, as well as working methods in the field of multimedia.

☐➤ Be able to independently update their knowledge.

SKILLS

Graduates or Diploma holders from Multimedia Technology and Design will have the skills necessary to create interactive and functional multimedia products of high quality both technically and content-wise.

On successful completion of the study programme, the students will:

☐ ➤ Be able to create multimedia content in 2 and 3 dimensions.

☐ ➤ Have skills in modeling, Animation.

☐ ➤ Have skills to master basic sound- and video technology.

- Be able to use both still- and video cameras and associated editing software for multimedia productions.
- Be able to program 2- and 3- dimensional graphics.
- Have skills to develop internet-services and web applications with an efficient interactive design.
- Skills to make graphic compositions, which disseminate a message efficiently.

GENERAL COMPETENCE

- The candidate can identify, plan, and implement multimedia projects, assignments, tests and experiments, both independently and in teams.
- The Students will be able to work independently and in teams, and to disseminate problems and solutions orally and in writing in technical as well as in more general contexts.

Pedagogies Employed in Multimedia Technology Programmes

The general idea involves engaging students in challenging, useful ideas that emphasize student-teacher relationships, multiple knowledge sources, the value of bridge theory and practices, and the importance of collaborative learning. The classroom environment actively engages both students and teachers in positive interactive positions that utilize experience as a source of knowledge importance, explicitly presenting the knowledge to human life, and recognizing the overall participation of the learning process for both student and teacher.

Program Results Ability to design and integrate various elements of multimedia such as text, graphics, audio, video and animation using multimedia software.

Production and program in multimedia give students the skills they need in multimedia technology and design to master a wide range of new media. The program provides the technical knowledge needed to create multimedia content for the Web, video and cellular phones, 2D and 3D graphics, sound and programming. The program ends with a project that includes full multimedia production.

Structure of Programme Syllabus (One year Course)
Choice Based Credit System (CBCS)
Course Name: DMP (Diploma in Multimedia Production)

I Semester

Sl.No.	Paper code	Title of paper	HC/SC	L	T	P	Credits
1	47361	Introduction To Computers	HC	2	0	2	4
2	47362	Digital Image Editing	HC	2	0	2	4
3	47363	Computer Graphics	HC	2	0	2	4
4	47364	2D Animation	HC	2	0	2	4
5	47365	Digital Movie Production	HC	2	0	2	4

II Semester

Sl.No.	Paper code	Title of paper	HC/SC	L	T	P	Credits
1	47371	Advanced Computer Graphics	HC	2	0	2	4
2	47372	3D Animation	HC	2	0	2	4
3	47373	Visual Fx	HC	2	0	2	4
4	47374	Digital Audio And Sound Recording	HC	2	0	2	4
5	47375	Web Designing Using Html	HC	2	0	2	4

COURSE-I : INTRODUCTION TO COMPUTERS

COURSE OUTCOME:

After completing the course, the students will able to:

7) Get a thorough knowledge about the computers- history, classification and application of different parts of computers

8) Understand the concept of data communication

9) Learn about Internet and related network architecture

10)   Do different kinds of data processing using Microsoft Office

COURSE CONTENT:

UNIT-I

Introduction to computers, Capabilities of a computer, Classification of Computer Application of Computers Generation of computers, Brief History of Computers, Computers and Hardware, Computer System Input/Output Devices Central Processing Unit abbreviated(CPU) , Brief Introduction to Memory.

UNIT-II   Input Devices and Output Devices

Keyboard, Graphical Input Devices, Those which senses Magnetic Ink Industrial Robots Output Devices and storage devices ♦ Why output is needed ♦ Monitor ♦ Printers ♦ Impact ♦ Non-impact Printers ♦ Plotters ♦ Storage Device ♦ Primary Devices ♦ Secondary Devices ♦ Magnetic Disks ♦ Those mounted in the computer, Those which can be removed and used on various machines.

UNIT-III

Computer Software & Data Communication ♦ Computer Software ♦ Application Software
1. System Software ♦ Computer and Data Communication ♦ Advantages of Data Communication ♦ concept of network ♦ Classification
according to the area covered by a network

UNIT-IV

Internet & E-mail Services ♦ **Introduction to Int**ernet Information Super Highway Types of Network Basic Uses of the Internet Internet Administration Client/Server Overview Protocol used in different Generation World Wide Web ♦ **Domain Name System Domain & Address Domain Name System (DNS) WAYS TO ACCESS INTERNET.**

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Selected Readings:

Dixit, J. B. (2009). *Computer fundamentals and programming in C.* Firewall Media.

Godse, A. P., & Godse, D. A. (2008). *Computer concepts and programming in C.* Technical Publications.

Parsons, J. J., & Oja, D. (2012). *Computer concepts: Illustrated introductory.* Cengage Learning.

Wells, D. (2008). *Computer concepts basics.* Cengage Learning.

Practical's based on Introduction to Computers

MICROSOFT WORD

1. Create Document, non-documents files
2. Add Bullets and numbering. Create Hyperlinks
3. Create tables. Insert pictures and videos, Mail merge documents
4. Create broachers. Create book work

MICROSOFT EXEL

5. Creating various worksheets, mathematical calculations, using different formulae
6. Preparing various types of Graphs/charts, different Chart options, colouring, etc.
7. Sorting and Filtering Printing worksheet

MICROSOFT POWER POINT

1. Creating slides, designing slides, back ground, layout styles, special effects Editing text, adding/deleting aligning, making bold, italic and fonts, colour text
2. Changing back ground colours and designs
3. Creating auto shapes, drawing clip art, word art, smart art, charts, tables, text boxes, images, shading and 3-d effect
4. Rotating text and pictures, text wrapping, saving, quitting and printing slides Inserting new slides, making animation effects

5. Inserting hyperlinks between files. Viewing the slides, slide transition, making sound effects, inserting movie/sound from external files

COURSE-II : DIGITAL IMAGE EDITING

COURSE OUTCOME:

After completing the course, the students will able to:
- ☐ Use photoshop related tools and applications
- ☐ Process image by editing and creating and restoring and handling different types of image file-extensions

COURSE CONTENT:

UNIT-I INTRODUCTION OF PHOTOSHOP

Creating a New File, Main Selections, Picking color, Filling a selection with color, More ways to choose colors and fill selections, Painting with the paintbrush tool, Using the magic wand tool and applying a filter, Saving your document Color Mode, GrayScale Color Mode, RGB Color Mode, CMYK Color Mode, Bitmap Mode, Open a file, Preference

UNIT-II

Foreground & background, Changing Foreground and Background colors, Using the Large color selection Boxes and small color swathes, Using the Eyedropper tool to sample Image color, Changing the Foreground Color While using a Painting Tool. Using Brushes, Selecting the Brush Shape, Drawing vertical and Horizontal Straight lines with any brush, Drawing connecting Straight Lines (at any angle) with any brush, Creating a New Brush, Saving Brushes, Loading Brushes, Creating a Custom Brushes, Using the Painting Modes, Fade, Airbrush Options, Pencil Options

UNIT-III

Rubber stamping an Aligned Clone, Rubber Stamping, Impressionist Style, Using line tool, Using the Editing Tool, The Smudge Tool, The Blur and Sharpen Tool, The Dodge / Burn Tool, Shadows, Midtones and Highlights, Selection Tools, Making Rectangular and Square Selections, Feathering a Selections, Lasso Features, Lasso Options, Making selections by color or Gray Scale value using the Magic Wand, Moving an anchor point or Direction point

to change the shape of a curve, Adding and Removing Anchor points, Moving Path, Saving, Loading and Creating New Path, Filling & Stroking Path

UNIT-IV

Introduction of layers, Creating & editing New layers, Adding a background, Creating Layer Mask, Layer Masks, Adjustment Layers, Adding Fills and Gradients, Filling with paint bucket tools, Filling type with grading Fills, Applying Filters, Blur Filters, Render Filters, Sharpen Filters, Sketch Filters, Texture Filters, Other Special Filters, Printing your document, Save your file, Save file as a JPEG, TIFF, GIF, PNG

Seleted Readings:

Anil Madan. Multimedia systems design

Barstow Bruce & Martin Tony. Photoshop 7 - The ultimate reference

Burke daronthy & Clabria Jane. Multimedia systems

Chapra Steven.C & Canale Raymond P. Digital multimedia

David Matthew. Multimedia technology application

Muley.D.S. Fundamentals of computers graphics and multimedia Pender

Thomas P., Multimedia – A hands on introduction

Practical's based on Digital Image Editing

Software: Adobe Photoshop

1.	Simple text effects
2.	Image restoration
3.	Image manipulation in Photoshop
4.	Movie poster concept
5.	Creating storyboard
6.	Digital scenery creation
7.	UI Design for smartphones
8.	Creating a website layout
9.	Set extension in Photoshop
10.	Digital Matte painting

COURSE-III : COMPUTER GRAPHICS

COURSE OUTCOME:

After completing the course, the students will able to:
   ☐ Design brochures using coral draw, PhotoDraw, etc

☐ Produce powerful business graphics

COURSE CONTENT:

UNIT-I

Introduction of CorelDraw, The CorelDraw Menus, The Draw Toolbox, Using the Drawing Tools, Using the Zoom Tool, Using the Text Tool, Using Pick Tool, Using node editing (Shape) Tool, Using the Outline Tool, Using Fill tool, Arranging Objects, Layering, Combining and Grouping Objects, Stacking Order, Aligning Objects, Type Casting Typeface or Font, Types of Typeface, Using and manipulate type in CorelDraw, Using Fonts in your Drawings and other Documents

UNIT-II

Color & Fills, Color Scheme, Color Models, Using Color in your document, Using Color in presentations, Using Fills, Texture and patterns, Special Effects, Using Envelops Using extrude, Using blend, Using Lenses, Using perspective, Rotating and skewing objects with transform Roll,up, Stretching and mirroring, Printing Your Document, Save & Close & open file

UNIT-III

Introducing PhotoDraw, Creating All In One Graphics, Producing Powerful Business Graphics, Working with PhotoDraw, Using PhotoDraw Tools, Exploring the PhotoDraw workspace
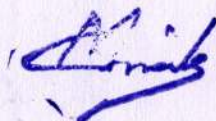
UNIT-IV

Drawing and Painting, Using Templates, Using the Clip Gallery, Editing Pictures, Modifying Pictures, Editing Digital Photographs, Adding Text, Adding Text Objects, Creating Text Effects, Enhancing Pictures, Modifying Lines and Outlines, Applying Fills, Using Colour, Applying Effects, Placing Your Pictures, Coordinating with Office, Creating Pictures for the Web, Printing

Selected Readings:

Altman Rick, Illustrator 10 Bible

Alur Deepak & Malis Dan, Mastering Corel Draw 7

Fordney Marilyn Takahashi & Deihl Marcy Otis, Computer graphics - Principles and Practices

Krishnan.N. & Saravanan.N., Introduction to computer graphics.

Learning Corel Draw 10

Practical's based on Computer Graphics

Software: Corel Draw

1.	Symbols, Icons in Corel draw
2.	Business Card
3.	Logo/Identity design
4.	Brochure designing
5.	Pamphlet designing
6.	Hotel menu card designing
7.	Calendar designing
8.	Product packaging design
9.	Creating graphs for business presentation
10.	Infographics

COURSE-IV : 2D ANIMATION

COURSE OUTCOME:

After completing the course, the students will able to:
1. Get a better understanding of ActionScript writing

2. Differentiate between 2D and 3D animation

3. Add interactivity to a web page using Action Script

4. Write and debug scripts overview

COURSE CONTENT:

UNIT-I

Timeline construction and management, Keyframe animation, Motion and shape tweening, Working with symbols, Importing from Illustrator and Photoshop, Basic scripting in Actionscript 3.0, Delivery and file formats, Flash Video examples

UNIT-II

Types of graphics, animation types, an overview of the animation (flash), 2D animation and its features, Drawing tools, types of panels, transformation, property panel, working with objects, group, bitmap, Controlling MovieClips with code, Working with Dynamic Text

fields and Input Text Fields, Loading external content and other flash movies, Dynamic preloaders, Interactivity with code,

UNIT-III

Text box Font, style, hyperlink, property panel, Working with symbols, Planning the development process, Working with XML and dynamically generated content, Advanced animation and interaction concepts, Advanced sound applications, Integrating video with Flash, Working with Components using Actionscript 3.0

UNIT-IV

Grid and guidelines, Onion-skinning, Difference between 2D and 3D animation, Animation in flash, Tweening and motion along a path, Controlling movie playback, Text and hyperlink, adding sound and movie, File format in flash, test movie, Testing the movies, Shock wave movies Action Script-overview, Actions panel, Script window, Action Script editor environment, Syntax, script- button, movie clip, frames, basic programming language and action script.

UNIT-V

Adding interactivity to a web page using Action Script-basics of action script overview, Writing and debugging scripts overview About the Actions panel, Script window, Action Script editor environment, Syntax highlighting Interactivity Creating interaction with Action Script overview, listing a SWF file's variables, About events and interaction, SWF file playback, The Output pane

Selected Readings:

Anderson Richard, Homer Alex & Simon Robinson, Flash In A Flash Web Development
Crumlish Christian, Web Design With Html/Flash/JavaScript & E-Commerce
David. W. Mount, Macromedia Flash Mx 3d Graphics Bible
Learning Flash 5
Learning Flash Mx 2004
Leigh Ronald.W., Flash 5 For Dummies Sahni Sartaj, Flash Mx Actionscript For Designers
The Non Programmers Guide To Maximum To Flash - The Non-Programers

Practical's based on 2D Animation

Software: Adobe Flash

1.	Bouncing ball
2.	Walk cycle
3.	Creating buttons
4.	Text animation
5.	Creating Image gallery
6.	Web banner animation
7.	Creating web advertisements
8.	Creating interactive website
9.	Creating snow
10.	Creating Fire animation

COURSE-V : DIGITAL MOVIE PRODUCTION

COURSE OUTCOME
After completing the course, the students will able to:
- Create and Configure a project independently
- Match and mix audio with the Sequence
- Create a Story using Images

COURSE CONTENT:

UNIT- I

Creating and configuring a project, Importing files and creating bins, Organizing and sorting, Setting in and out points, Creating subclip, Restoring offline clips, Creating and organizing sequences, Dragging clips to the timeline Trimming and rearranging in the timeline, Inserting and rearranging in the timeline, Ripple trimming in the timeline, 3-point insert edits, Understanding images sizes, Modifying fixed effects in the Effect Controls panel, Modifying fixed effects in the Program Monitor, Using the Scale to Frame Size command

UNIT-II

Using graphics with alpha channels, Nesting a Photoshop sequence, Reducing image flicker, Creating and modifying titles, Creating title objects, Copying titles, Exporting titles and creating templates, Rolling titles, Adding transitions, Modifying transitions, Adding single-sided transitions, Sepia Photograph effect, Bloom effect, Alpha channel effects, Slow motion and hold frame effects, Picture in picture, Animating fixed effects in the Effects Controls, Animating video effects in the Effects Controls, 3-D motion and light reflection

UNIT-III

Animated lens flares, Keyframe interpolation, Applying auto effects, Using the Fast Color Corrector, Using the Three-Way Color Corrector, Changing audio gain, Applying an EQ audio effect, Applying a reverb effect, Modifying clip volume, Animating clip volume, Adding audio transitions, Looping music with audio units, Animating track volume, Recording with a microphone, Applying track-based effects, Modifying master track, Creating auto-play DVDs, Creating main menu markers, Creating scene markers, Creating stop markers, Customizing DVD menus, Burning a DVD,

UNIT-IV

Exporting to DVD tape, Exporting to a DV movie file, Exporting stills and audio, files, Exporting to a Web movie, Preparing for capture, Capturing video and audio, Logging clips for batch capture, Capturing with Scene Detect, Removing unused media, Creating a trimmed project, Making offline projects, Copying and pasting between Premiere Pro and After Effects, Creating a dynamic link, Integrating with Photoshop, Integrating with Audition, Exporting to Encore DVD

Seleted Readings:

Bolante, A. (2003). *Premiere 6.5 for Windows and Macintosh*. Peachpit Press.

Chominsky, D. (2003). *Premiere 6.5 Fundamentals*. New Riders.

Dunscombe, R. (2001). Adobe Premier 6. *Australian Screen Education Online*, (26/27).

Bolante, A. (2003). *Premiere 6.5 for Windows and Macintosh*. Peachpit Press.

NIIT (Corporation). (2004). *A guide to filmmaking with software Tools Adobe Premiere and SoundForge*. Prentice-Hall of India.

Practical's based on Digital Movie

Production Software: Adobe Premiere Pro

1.	Organization and Sub clipping
2.	Create a Story using Images
3.	Trimming a given Clip and Restoring
4.	Titling and adding effects to Title
5.	First Experiment - Marry had a lamp
6.	Continuity Editing
7.	Montage
8.	Video Effects
9.	Time Warping
10.	Matching and mixing audio with the Sequence

SECOND SEMESTER

COURSE-I : ADVANCE COMPUTER GRAPHICS

COURSE OUTCOME

After completing the course, the students will able to:

☐ Analyze, synthesize, and utilize design processes and strategy from concept to delivery to creatively solve communication problems.

☐ Create communication solutions by recognizing the human factors that determine design decisions.

☐ Utilize relevant applications of tools and technology in the creation, reproduction, and distribution of visual messages.

☐ Apply graphic design principles in the ideation, development, and production of visual messages.

COURSE CONTENT:

UNIT-I

Understanding paths, views, selection tools, fills and strokes, Setting up preferences and color settings, Creating basic geometric shapes with the Shape tools, Using a grid and smart guides to aid symmetrical drawing, Using the Bezier Pen, Direct Selection tool, and Convert tool efficiently, Applying and editing color gradients to filled regions, Creating and using swatches, tints, gradients, and patterns on filled regions

UNIT II

Transform tools including scaling, rotating, distorting, shearing, and reflecting, Using the pathfinder panel to make complex shapes, Working with the Blend tool/command and its options, Creating a compound path

UNIT-III

Changing blending modes and opacity, Using and editing an opacity mask, Using layers to keep your art project organized, Creating clipping masks, Tracing a scanned image with Live Trace, Applying warp effects and the envelope feature, Understanding the Appearance panel, Creating effects and styles, Using multiple strokes and fills, Creating and manipulating type, Creating symbols and using the symbol tools, Understanding and creating the four kinds of custom brushes, Using the mesh tool for complex gradients, Applying 3D effects

UNIT-IV

Using Illustrators tools to create special effects, Creating realistic shadows, Creating repeating patterns for fills and borders, Drawing 3D artwork—isometric, dimetric, and trimetric views, Drawing using custom guides for perspective, Creating line effects for maps, Live Trace to Live Paint to Live Color explorations, Creating type effects—masks, applying a paintbrush effect, and circle text, Applying 3D effects to shapes, Using the graph tool to create bar and pie charts.

Seleted Readings:

David Karlins, Illustrator Cs A Beginners Guide

Eddy, S. E. (2002). *Adobe Illustrator 10: The Complete Reference*. McGraw-Hill, Inc..

Karlins, D., & Hopkins, B. K. (2005). *Adobe Illustrator CS2: how-tos: 100 essential techniques*. Adobe Press.

Tallon, K. (2008). *Digital Fashion Illustration: With Photoshop and Illustrator*. Anova Books.

Wu, J. (2010). Access Copy: Introduction to Adobe Illustrator CS2.

Practical's based on Advance Computer Graphics Software: Adobe Illustrator

1.	Tracing Image using Pen tool
2.	Logo/Brand identity Designing
3.	Movie Poster
4.	Icons
5.	Perspective drawing
6.	Background layout design

7.	Tribal illustrations
8.	Product Designing
9.	Creating Billboard
10.	Interactive e-Book Design

COURSE-II : 3D MODELING AND ANIMATION

COURSE OUTCOME:

After completing the course, the students will able to:

- ☐ Create basic 3D volume
- ☐ Simple F1 car modeling
- ☐ Model and lighting interiors – Sofa
- ☐ Utilize 3D STUDIO MAX

COURSE CONTENT:

UNIT-I

BASIC OF 3D STUDIO MAX: Hardware & software requirements, Living in a 3d world, building vertical edges and faces Introduction to 3D animation. Basic concepts of 3d studio max: Introduction to space, concepts of time, rendering options. THE MAX INTERFACE, Accessing commands in the menu bar, Accessing features in the shelf area, The command panel, Navigating in viewports, using specialized user interface tools

UNIT-II

BASIC MAX MODELING TOOLS: Defining Model Types, Building Models, Creating Models With Compound Objects, Modifying With Booleans, Organic Modeling: Modeling Organic Forms Modeling With Patches, Modeling A Narwhale With Surface Tools, Modeling With Nurbs Subdivision Surface Modeling With Norms, Organic Box Modeling. ANIMATION KEYS: Concepts Of Time In Animation, Working With The Max Animation Tool, Getting Started The Animation In Max, Using Controllers To Animate, Using The Track View To Animate, Using Dummy Objects, Animating Hierarchies, Working In Character Studio

UNIT-III

Basic Materials, Understanding Cg Shading, Multi-Media Technology & D.T.P, Mastering The Material Editor, Understanding Common Material Types, Map Types· Raytrace Materials, Creating Mat/Shadow Materials, Building Compound Materials, New Materials Features In R3 Camera Mapping

UNIT-IV

ADDING COLOR AND LIGHT: Understanding Color Model, Exploring The Color And Light Tools In Max, Setting Your Light Parameters, Simulating Light And Color In 2d, Designing Your Lighting RENDERING AND ENVIRONMENT EFFECT: Rendering Tools, Choosing Your Render Settings Network Rendering, Using The Render Effects Dialog Box, Using The Ram Player. POST PRODUCTION AND COMPOSITING: Understanding Video Post, Choosing Image Filters Editing Video Clips, Compositing Video Clips, Compositing Reflections Of A Mirror With Another Image

Seleted Readings:

Bousquet, M. (2012). *How to cheat in 3ds Max 2011: get spectacular results fast.* Taylor & Francis.

Cusson, R., & Cardoso, J. (2010). *Realistic architectural visualization with 3Ds Max and mental ray.* Taylor & Francis.

Gerhard, M., Harper, J., & McFarland, J. (2011). *Mastering Autodesk 3Ds Max Design 2010.* John Wiley & Sons.

Gerhard, M., Harper, J., & McFarland, J. (2011). *Mastering Autodesk 3Ds Max Design 2010.* John Wiley & Sons.

Langfield, M. S., Pat, M., Press, F., Dahlman, E., Parkvall, S., Skold, J., & Gast, M. S. SAMPLE. *Higher Education, 1982,* 11-01.

Murdock, K. L. (2008). *3DS max 2009 bible* (Vol. 560). John Wiley & Sons.

Steed, P. (2001). *Modeling a Character in 3ds Max with Cdrom.* Wordware Publishing Inc..

Tickoo, S. (2010). *Autodesk 3ds Max Design 2011: A Tutorial Approach.* Cadcim Technologies.

Tickoo, S. (2018). *Autodesk 3ds Max 2019: A Comprehensive Guide.* Cadcim Technologies.

Practical's based on 3D Modelling

Animation Software: Adobe 3Ds Max

1. Creating basic 3D volume

2.	Simple F1 car modeling
3.	Modelling and lighting interiors - Sofa
4.	Modelling and lighting interiors - Easy Chair
5.	Modelling and lighting interiors - TV stand
6.	Modelling a simple Axe
7.	Animation using motion paths, Simple spaceship animation
8.	Modelling exterior of a building
9.	Texturing exterior of a building
10.	Lighting exterior of a building

COURSE-III : VISUAL EFFECTS

COURSE OUTCOME :

After completing the course, the students will able to:

☐ Understand the basics of Adobe After Effects

☐ Apply Camera shake, Color Keying, Basic Sky replacement, Gun blow effects, Video title animation/Motion graphics, Rotoscopy, 3D Camera tracking, Burning match stick animation in film production.

COURSE CONTENT:

UNIT-I INTRODUCTION TO ADOBE AFTER EFFECTS

Introduction, User interface, Creating and using compositions, timeline, Looping animation, Editing motion path, Creating the arrivals Bound Effects, Importing Footage and Editing, Data Management, Key-framing and Tweening, Workflow, Exporting and File Formats, Masks, Layer Modes, Basic Effects, Special effect Techniques.

UNIT-II

Compositions, Importing project assets, Adding layers to timeline, Adding text layer, Setting keyframes, Previewing Animations, Motion Paths and Interpolation, Animating and moving anchor points, Effect and presets, Creating and moving shape layer, advance effects, Motion blur, Parenting, Precompositions, Adding Precomp to main compositions Non-destructive Workflow, Time stretching and remapping.

UNIT-III ROTOSCOPY

Introduction to Rotoscopy and Techniques, Drawing mask using pen tool, Editing Mask, Complex shape masking, Rotoscopy for color correction, Transferring Mask, Animating Mask, Controlling edge and opacity of Mask, Keyframe data, Complex rotoscope techniques, integrating rotoscope footage with background plate, Chroma key, Controlling spills using depspill Bias and screen replace

UNIT-IV

3D Layers, Masks, Null objects, Controlling camera with null object, Graph editor, Tracking in after effects, One point tracking, Two-point tracking, Four-point tracking, Video stabilization, Adding length to compositions, Color correction, Audio in after effects, Rendering in After effects, Introduction to 3rd Party effects/simulations

Seleted Readings:

Christiansen, M. (2010). *Adobe After effects CS5 visual effects and compositing studio techniques: ADO AFT EFF CS5 VIS_p1*. Pearson Education.

Christiansen, M. (2013). *Adobe after effects CC visual effects and compositing studio techniques*. Adobe Press.

Meyer, C., & Meyer, T. (2016). *After effects apprentice: real-world skills for the aspiring motion graphics artist*. CRC Press.

Perkins, C. (2013). *The After Effects Illusionist: all the effects in one complete guide*. Taylor & Francis.

Practical's based on Visual Effects

Software: Adobe After Effects

1.	De interlace video and colour correction
2.	Camera shake
3.	Color Keying
4.	Basic Sky replacement
5.	Gun blow effects
6.	Video title animation/Motion graphics
7.	Rotoscopy
8.	3D Camera tracking
9.	Burning match stick animation
10.	Compositing 3D object to live background environments

COURSE-IV : DIGITAL AUDIO AND SOUND RECORDING

COURSE OUTCOME

After completing the course, the students will able to:

- ☐ Understand the workflow and roles in film sound production
- ☐ Understand the principles of editing and enhancing film sound
- ☐ Understand the workflow and roles in live sound environments
- ☐ Identify the different stages of film sound production
- ☐ Recognize the different roles and responsibilities in film sound departments

COURSE CONTENT:

UNIT-I

Introduction to sound, Sound, Digital sound files, different sound formats, midi & digital audio, creating digital audio files, sound-producing, sound extracting, Advantages and disadvantages of midi &digital, choosing between midi and digital audio.

UNIT-II

Linking files, Sound for the World Wide Web, adding the sound to your multimedia project, production tips, audio recording, keeping track of your sound, testing and evaluation.

UNIT-III

Record clips & editing, Sound recording, editing the digital recording, trimming, splicing and assembly, volume adjustments, format conversion, resampling or downloading, fade-ins and fade-outs, equalization, time-stretching, digital signal processing, reverting sound, making midi audio, audio file formats.

UNIT-IV

Special effects, Adding effect automation enveloping, adding a volume envelop, adding a panning envelop, previewing effect automation, applying effect automation, adjusting envelope, adding envelop points, flipping envelope points, setting fade properties, cutting, copying, pasting, envelope points, adding mirror and wave hammer, pan to left, pan to right, dry out, wet out, convert mono to stereo, looping.

UNIT-V

Finalize files Burning the audio Cd, mp3, making the remix soundtrack with using all the special FX from the software, Folly studio, Exporting the files in diff formats, save in wav, mp3, etc,

Seleted Readings:

Bernstein, C. (2000). *Film music and everything else!: music, creativity and culture as seen by a Hollywood film composer*. Turnstyle Music.

Savage, S. (2011). *The art of digital audio recording: A practical guide for home and studio*. Oxford University Press.

Self, D. (2010). *Small signal audio design*. Taylor & Francis.

Vorachek, L., Brent, E. K., Eieleen, C., Gary, S., Susan, S., Laura, M., ... & John, S. N. (2016). Matt Morgan of 'Tomahawk' and English Cartooning, 1867–1870. In *The Routledge Handbook to Nineteenth-Century British Periodicals and Newspapers* (Vol. 1, No. 50, pp. 1-14). OA: Basic Books.

Practical's based on Digital Audio And Sound Recording Software: Adobe Audition

1.	Film Track Analysis
2.	Noise Reducing
3.	Creating Moods With Effects (Narration)
4.	Foley Lab
5.	Pitch Correction
6.	Create Sound Collage
7.	Recording And Editing Digital
8.	Aural Response And Concept
9.	Experiments On Psychoacoustic
10.	Lip Synchronization

COURSE-V : WEB DESIGN USING HTML and DREAMWEAVER

COURSE OUTCOME:
After completing the course, the students will able to:

- ☐ Create a web page with texts, paragraph and its attributes.
- ☐ Create a web page with ordered, unordered list. Nested list.
- ☐ Create a web page with tables. Nested Tables,
- ☐ Create a webpage with buttons and with animation
- ☐ Create a web page with video, audio track
- ☐ Create web pages using CSS

COURSE CONTENT:
UNIT-I

Basics in Web Design, Brief History of the Internet , What is World Wide Web, Why to create a web site, Web Standards. **Introduction to HTML**, HTML Document, Basic structure of an HTML document , Creating an HTML document, Introduction HTML Elements, Tags, Text , Formatting Pre , Attributes, Font, Text Links, Comments, Lists .

UNIT-II

HTML – Images, Image Links, image maps, Tables, Bgcolor, Color Codes,Color Chart , Background, web Forms , Forms, Input , Text Fields ,Password , Reset ,Submit , Checkboxes ,Radio ,Select ,Hidden Fields , - Upload , Text area.Special Tags, Body , Meta ,Style

UNIT-III

Creation of animated GIF. Sizing the pictures. MultimediaObjects Adding external images, video, and sound file including device-independent (DVI) files. Add marquees of scrolling text. Frames Setting and releasing frames. Using one frame to index another. Creating floating frames, borderless frames and frames with borders.

UNIT-IV

CSS: **CSS Introduction** ,CSS Syntax ,CSS Id & Class ,CSS How,**CSS Styling,**Styling ,Backgrounds,Styling Text,Styling Fonts, Styling Links ,Styling Lists ,Styling Tables ,**CSS Box Model**
,CSS Border, CSS Outline, CSS Margin,CSS Padding ,CSS Dimension , CSS Display,CSS Positioning, CSS Floating, CSS Navigation Bar, CSS Image Gallery, CSS Image Opacity , CSS Align

Seleted Readings:
Harris, A. (2014). *HTML5 and CSS3 All-in-one for Dummies*. John Wiley & Sons.
Powell, T. A. (2003). *HTML & XHTML: the complete reference*.
Robson, E., & Freeman, E. (2005). *Head First Html With CSS & XHTML*. " O'Reilly Media, Inc.".

Practical's based on Advanced Web Designing Using HTML Software: HTML

1. Creating web page with texts, paragraph and its attributes.
2. Creating web page with ordered, unordered list. Nested list.

3.	Creating web page with tables. Nested Tables,
4.	Creating web page with Image, image map
5.	Creating web page with forms
6.	Creating web page with marquee tags
7.	Creating web page with frames
8.	Frames Create a frameset like the one below. You can use the following files to accomplish this task.
9.	1. Idx.bmp 2. Alignment.htm 3. Font.htm You may feel free to substitute any content with your own, as long as the "look and feel" of the frames remains the same
10.	Create a webpage with buttons and with animation
11.	Create a web page with video, audio track
12.	Create web pages using CSS