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UNIVERSITY OF MYSORE

Estd. 1916

**Vishwavidyanilaya Karyasoudha
Crawford Hall, Mysuru- 570 005**

Dated: 28.05.2016

No.AC.2(S)/384/14-15

NOTIFICATION

01-6

Sub: Revised Regulations and Syllabus in Diploma in Multimedia
Production (DMP) from the Academic year 2016-17.

Ref: 1. Decision of the Faculty of Science & Technology Meeting held on
16.02.2016.

2. Decision of the Academic Council meeting held on 29-03-2016.

The Board of Studies in Centre for Information Science and Technology (CIST)
which met on 25-11-2015 has resolved to Revise the Regulations and Syllabus of
Diploma in Multimedia Production (DMP) from the academic year 2016-17.

The Faculty of Science and Technology and the Academic Council at their
meetings held on 16.02.2016 and 29.03.2016 respectively have also approved the above
said proposal and the same is hereby notified.

The Revised Regulations and Syllabus in Diploma in multimedia Production (DMP)
is annexed and it may be downloaded from the University Website i.e.,
www.uni-mysore.ac.in

Draft approved by the Registrar

28/5/16
Deputy Registrar (Academic)

To:

1. The Registrar (Evaluation), University of Mysore, Mysore.
2. The Dean, Faculty of Science & Technology, DOS in Earth Science, MGM.
3. The Chairperson, BOS in Centre for information Science and Technology (CIST),
Manasagangotri, Mysore.
4. The Director, Centre for Information Science and Technology (CIST),
Manasagangotri, Mysore.
5. The Director, College Development Council, Maharaja's College Centenary Building,
University of Mysore, Mysore.
6. The Deputy/Assistant Registrar/Superintendent, Administrative Branch, UOM, Mysore.
7. The Deputy/Assistant Registrar/Superintendent, Examination Branch, UOM, Mysore.
8. The P.A. to the Vice-Chancellor/Registrar/Registrar(Evaluation), UOM., Mysore.
9. Office file.

Science Notification-2016-17 Ja

UNIVERSITY OF MYSORE

REVISED REGULATIONS

for

Diploma in Multimedia Production (DMP)

Effective from the academic year 2016 - 17

UNIVERSITY OF MYSORE

Regulations for the Diploma in Multimedia Production (DMP)
(Effective from academic year 2016-17)

The program shall be called **Diploma in Multimedia Production (DMP)** It is a one-year program consisting of two semesters coming under the Faculty of Science and Technology. The course shall be governed by the following regulations:

1. ELIGIBILITY FOR ADMISSION

- 1.1. A candidate who has passed any PUC II is eligible for admission to the first semester of the program.
- 1.2. There shall be two streams; Stream-1: From 10 a.m. to 5 p.m., Stream-2: From 8 a.m. to 10 a.m. and from 5 p.m. to 8 p.m. Regular students are admitted to Stream-1 and candidates who are employed are admitted under Stream-2. In case there are vacant seats in Stream-2, such seats shall be filled by regular students. In case of high demand, depending on the availability of faculty and infrastructure, more than one section can be formed

2. INTAKE

- 2.1. There shall be a minimum of 15(fifteen) intake.
- 2.2. The merit of the candidate is the aggregate percentage of marks of second year PUC examination.
- 2.3. The selection of eligible candidates for admission to course shall be based on merit-cum-reservation policy of the government of Karnataka from time to time.

3. COURSE OF STUDY

- 3.1. The course of study for the **Diploma in Multimedia Production (DMP)** shall extend over a period of one year consisting of two semesters. Each semester shall be of sixteen weeks duration. The academic calendar shall be as notified by the university from time to time. However, a candidate can take a maximum of two years for completion as per double the duration norms of University of Mysore.
- 3.2. The medium of instruction shall be English.
- 3.3. There shall be five papers of theory with practicals in the first and the second semester. The hours of instruction shall be two hours/week for each theory paper and two hours of two practicals for each paper (four hours for each practical).

4. ATTENDANCE, PROGRESS AND CONDUCT

- 4.1. Each semester shall be taken as a unit for the purpose of calculating attendance.
- 4.2. The students shall attend practicals and theory classes as prescribed by the University during each semester.
- 4.3. A student shall be considered to have completed a semester if the student has attended not less than 75% of number of working periods of the course during the said semester.
- 4.4. The student who fails to complete the course in the manner stated in 4.3 above shall not be permitted to appear for the University examinations. Such a candidate shall enroll himself/herself in the coming two years. However the admission is subject to the availability of the seats.
- 4.5. If the conduct/behavior of the student is not found to be satisfactory, action will be initiated as per the University regulations

5. SCHEME OF EXAMINATION

5.1 There shall be a University examination at the end of each semester. The duration of theory and practical examination shall be of Two hours duration.

5.2 The duration and maximum marks and minimum marks for pass in each of the theory and practical shall be as given below:

Paper	Theory Papers and Practicals	Marks						Total	
		I.A		Theory Exam		Practical Exam		Max	Min
		Ma x	Mi n	Ma x	Mi n	Ma x	Mi n		
I Semester:									
DMP: T-1.1	INTRODUCTION TO COMPUTERS	20	7	50	18	30	11	100	40
DMP: T-1.2	DIGITAL IMAGE EDITING	20	7	50	18	30	11	100	40
DMP: T-1.3	COMPUTER GRAPHICS	20	7	50	18	30	11	100	40
DMP: T-1.4	2D ANIMATION	20	7	50	18	30	11	100	40
DMP: T-1.5	DIGITAL MOVIE PRODUCTION	20	7	50	18	30	11	100	40
II Semester									
DMP : T- 2.1	ADVANCED COMPUTER GRAPHICS	20	7	50	18	30	11	100	40
DMP : T-2.2	3D ANIMATION	20	7	50	18	30	11	100	40
DMP : T- 2.3	VISUAL FX	20	7	50	18	30	11	100	40
DMP : T- 2.4	DIGITAL AUDIO AND SOUND RECORDING	20	7	50	18	30	11	100	40
DMP : T2.5	WEB DESIGNING USING HTML.	20	7	50	18	30	11	100	40

5.3 In the Practical examination each student should execute one question out of the 10/12 practical questions approved in the syllabus.

5.4 Change of program during lab examinations is not permitted because all the Programmes are given from the predefined list from the syllabus only.

***In case of practical examination, the following scheme shall be followed:**

Writing procedure – 05 marks, Execution -12 marks, Viva-voce – 8 record-05 marks

5.5 The internal assessment marks in each theory paper shall be awarded by the concerned course teacher based on (i) two class tests, each of one hour duration, conducted by him/ her during the semester, (ii) Assignment and (iii) one seminar. Average of the two tests to be considered as the final internal assessment marks.

Internal assessment: 20 marks

Test1: 15 marks

Test2: 15 marks

Assignment: 5 marks

Seminar: 5 marks

5 DECLARATION OF RESULTS AND CLASSIFICATION OF SUCCESSFUL CANDIDATES

6.1 The candidate who obtains a minimum of 35% of marks in each of the theory and practical examination and a minimum of 40% of marks of theory/practical/Project examination and Internal Assessment marks put together shall be declared to have passed in the respective paper. The candidate is declared to have passed the semester if he/she passes in all the papers. The candidate who fails to get such a minimum marks in any paper(s) shall repeat the theory / practical examination of that paper. The Internal Assessment marks once awarded is final and there is no provision for improvement. Minimum Credits for getting the Diploma: 20 credits from 2 semesters.

6.2 The Grades shall be declared on the basis of aggregate marks obtained by the candidate, who has successfully completed both the semesters of the course.

6.3 The classification of credits of successful candidates shall be as under:

Grades in each paper:

- | | | |
|---|---|---|
| 1. Marks secured in the paper is 90% and above
Grade | - | A |
| 2. Marks secured in the paper is 80% and above but less than 90%
Grade | - | B |
| 3. Marks secured in the paper is 70% and above but less than 80%
Grade | - | C |
| 4. Marks secured in the paper is 60% and above but less than 70%
Grade | - | D |
| 5. Marks secured in the paper is 50% and above but less than 60%
Grade | - | E |
| 6. Marks secured in the paper is 40% and above but less than 50%
Grade | - | F |
| 7. Marks secured in the paper is less than 40%
Dropped | - | |

LIST OF SUBJECTS TO BE STUDIED FOR DMP

SL. NO.	SUBJECT
01	SEMESTER I DMP 1.1 INTRODUCTION TO COMPUTERS DMP 1.2 DIGITAL IMAGE EDITING DMP 1.3 COMPUTER GRAPHICS DMP 1.4 2D ANIMATION DMP 1.5 DIGITAL MOVIE PRODUCTION
02	SEMESTER II DMP 2.1 ADVANCED COMPUTER GRAPHICS DMP 2.2 3D ANIMATION DMP 2.3 VISUAL FX DMP 2.4 DIGITAL AUDIO AND SOUND RECORDING DMP 2.5 WEB DESIGNING USING HTML .

DMP 1.1: 1 INTRODUCTION TO COMPUTERS

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

Unit- IV

Internet & E-mail Services ♦ Introduction to Internet □ 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

References

1. *Computer Concepts Basics*, Dolores J Wells, **Publisher:** Course Technology ,**Edition Number:** 4 , **ISBN:** 1423904621,**EAN:** 9781423904625, **Publish Date:** 2008-12-31
2. *Computer Concepts: Illustrated Brief*, Dan Oja, **ISBN:** 0538749547, **Edition:** 8 , **Publisher:**Course Technology
3. **Computer Concepts And C Programming** , [Kumar, Udaya](#); [Jeyapooan](#); **ISBN:** [8125916458](#), **EAN:** 9788125916451, **Edition:** Paperback, **Publisher:** Vikas Publishing House
4. *Computer Concepts and C Programming*, [J B Dixit](#), **ISBN:** 8170081130 **Publisher:** [Laxmi publications PVT.LTD](#)
5. *Computer Concepts and C Programming*, Dr S Ravishankar , **Publisher:** Himalaya ,**Edition Number:** 2 ,**EAN:** CHIMPUB110247
6. *Computer Concepts & C Programming*, [Sangameshwara Bg](#), SANGUINE TECHNICAL PUBLISHERS, **ISBN:** 8188849308

Practical's based on Introduction to Computers

	Microsoft WORD
01	Create Document, non-documents files
02	Add Bullets and numbering. Create Hyperlinks
03	Create tables. Insert pictures and videos, Mail merge documents
04	Create brochures. Create book work
	Microsoft EXEL
05	Creating various worksheets, mathematical calculations, using different formulae
06	Preparing various types of Graphs/charts, different Chart options, colouring, etc.(
07	Sorting and Filtering Printing worksheet
	Microsoft POWER POINT
08	Creating slides, designing slides, back ground, layout styles, special effects Editing text, adding/deleting aligning, making bold, italic and fonts, colour text
09	Changing back ground colours and designs
10	Creating auto shapes, drawing clip art, word art, smart art, charts, tables, text boxes, images,

	shading and 3-d effect
11	Rotating text and pictures, text wrapping, saving, quitting and printing slides Inserting new slides, making animation effects
12	Inserting hyperlinks between files. Viewing the slides, slide transition, making sound effects, inserting movie/sound from external files

DMP 1.2: Digital Image Editing

Unit-1 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 paintbrush tool, Using the magic wand tool and applying a filter, Saving your document Color Mode, Gray Scale Color Mode, RGB Color Mode, CMYK Color Mode, Bitmap Mode, Open a file, Preference

Unit-2

Foreground & background, Changing Foreground and Background colors, Using the Large color selection Boxes and small color swatches, Using the Eyedropper tool to sample Image color, Changing the Foreground Color While using a Painting Tool. Using Brushes, Selecting the Brush Shape, Drawing a 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-3

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, Mid,tones 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 curve, Adding and Removing Anchor points, Moving Path, Saving, Loading and Creating New Path, Filling & Stroking Path

Unit-4

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

References

1. *Anil madan, multimedia systems design*
 2. *Learning multimedia*
 3. *Barstow Bruce & Martin tony, photoshop 7 - the ultimate reference*
 4. *Burke daronthy & Clabria jane, multimedia systems*
 5. *Chapra steven.c & Canale raymond.p., digital multimedia*
 6. *David matthew, multimedia technology application*
 7. *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

01	Simple text effects
02	Image restoration
03	Image manipulation in Photoshop
04	Movie poster concept
05	Creating story board
06	Digital scenery creation

07	UI Design for smart phones
08	Creating website layout
09	Set extension in Photoshop
10	Digital Matte painting

DMP 1.3 : COMPUTER GRAPHICS

Unit-1

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 in other Documents

Unit-2

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-3

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

Unit-4

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 Color, Applying Effects, Placing Your Pictures, Coordinating with Office, Creating Pictures for the Web, Printing

References

1. Altman Rick, *Illustrator 10 Bible*
2. Alur Deepak & Malis Dan, *Mastering Corel Draw 7*
3. *Learning Corel Draw 10*
4. *Learning Coreldraw*
5. Fordney Marilyn Takahashi & Deihl Marcy Otis, *Computer Graphics - Principles And Practices*
6. Krishnan.N. & Saravanan.N., *Introduction To Computer Graphics*

Practical's based on Computer Graphics

Software: Corel Draw

01	Symbols, Icons in Corel draw
02	Business Card
03	Logo/Identity design
04	Brochure designing
05	Pamphlet designing
06	Hotel menu card designing
07	Calendar designing
08	Product packaging design
09	Creating graphs for business presentation
10	Info-graphics

DMP 1.4 2D ANIMATION

UNIT- 1

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- 2

Types of graphics, animation types, 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- 3

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- 4

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- 5

Adding interactivity to 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

References

1. Anderson Richard, Homer Alex & Simon Robinson, *Flash In A Flash Web Development*
2. *Learning Flash 5*
3. *Learning Flash Mx 2004*
4. Crumlish Christian, *Web Design With Html/Flash/Java Script & E-Commerce*
5. David. W. Mount, *Macromedia Flash Mx 3d Graphics Bible*
6. 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

01	Bouncing ball
02	Walk cycle
03	Creating buttons
04	Text animation
05	Creating Image gallery
06	Web banner animation
07	Creating web advertisements
08	Creating interactive website
09	Creating snow
10	Creating Fire animation

DMP 1.5: DIGITAL MOVIE PRODUCTION

UNIT- I

Creating and configuring a project, Importing files and creating bins, Organizing and sorting, Setting in and out points, Creating subclips ,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- 2

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- 3

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- 4

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

References

1. *Guide To Fimmaking With Software Tools Adobe Premiere And Soundforg*
2. *by Niit; (Author) ISBN: 8120325567 Edition: Paperback(Special Indian Edition) Publisher: Prentice Hall of India (Published: 2004)*
3. *Premiere 6 & Photoshop 6 Intro Pkg ,ISBN: 0130743739 EAN: 9780130743732 Publisher: Not Avail (Published: 8/2001), Media: OO*
4. *Premiere 6.5 for Windows and Macintosh , by Bolante, Antony; ISBN: 0321130081 EAN: 9780321130082, Publisher: Peachpit Press (Published: 9/2002),Media: Paperback*
5. *Premiere 6.5 for Windows-Visual QuickStart Guide , by Bolante, Antony; ISBN: 8176356816 Publisher: Techmedia Publications (Published: 9/2002), Media: Paperback*
6. *Premiere 6.5 Fundamentals ,by Chominsky, Dennis; ISBN: 0130082767 EAN: 9780130082763 Publisher: New Riders Publishing (Published: 1/2003),Media: Paperback*

Practical's based on Digital Movie Production
Software: Adobe Premier Pro

01	Organization and Sub clipping
02	Create a Story using Images
03	Trimming a given Clip and Restoring
04	Titling and adding effects to Title
05	First Experiment - Marry had a lamp
06	Continuity Editing
07	Montage
08	Video Effects
09	Time Warping
10	Matching and mixing audio with the Sequence

DMP 2.1 Advance Computer Graphics

Unit-1

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-2

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-3

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 3,D effects

Unit-4

Using Illustrators tools to create special effects, Creating realistic shadows, Creating repeating patterns for fills and borders, Drawing 3,D 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 3,D effects to shapes, Using the graph tool to create bar and pie charts.

References

1. *COMPLETE REFERENCE ADOBE ILLUSTRATOR 10* ,by SANDRA E EDDY
2. *ILLUSTRATOR CS A BEGINNERS GUIDE*, by DAVID KARLINS
3. *CREATIVE FASHION DESIGN WITH ILLUSTRATOR*, by KEVIN TALLON
4. *ADOBE ILLUSTRATOR CS2*, by DINESH MAIDASANI
5. *BASIC RENDERING EFFECTIVE DRAWING FOR DESIGNERS ARTISTS & ILLUSTRATORS*, by ROBERT W GILL

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

01	Tracing Image using Pen tool
02	Logo/Brand identity Designing
03	Movie Poster
04	Icons
05	Perspective drawing
06	Background layout design
07	Tribal illustrations
08	Product Designing
09	Creating Billboard
10	Interactive e-Book Design

DMP 2.2: 3D MODELING AND ANIMATION

UNIT -1

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 view ports, using specialized user interface tools

UNIT-2

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 Nurms, 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 -3

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-4

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

References

1. Kelly L. Murdock, *3ds max™ 4 Bible*, John Wiley & Sons
2. Paul Steed, *Modeling a Character in 3DS Max*, Wordware Publishing;
3. Lukas Dubeda, *3ds Max 2010 Architectural Visualization - Advanced to Expert*, Publisher 3DATS, Publication Date 2009
4. . Kelly L. Murdock, *3ds Max 2010 Bible* Author Publisher Wiley, Publication Date 2009-08-10

5. Prof. Sham Tickoo, *Autodesk 3ds Max 2010: A Comprehensive Guide*, Purdue Univ. and CADCIM Technologies, Publisher CADCIM Technologies, Publication Date 2009-09-07
6. Prof. Sham Tickoo Purdue Univ. and CADCIM Technologies, *Autodesk 3ds Max Design 2010: A Tutorial Approach*, Publisher CADCIM Technologies Publication, Date 2009-07-06.
7. Michele Bousquet, *How to Cheat in 3ds Max 2010: Get Spectacular Results Fast*, Publisher Focal Press, Publication Date 2009-09-14
8. Autodesk, *Learning Autodesk 3ds Max Design 2010: Essentials: The Official Autodesk 3ds Max Training Guide*, Publisher Focal Press, Publication Date 2009-07-09
Jon McFarland, *Mastering 3ds Max Design 2010*, Publisher Sybex, Publication Date 2009-09-08

Practical's based on 3D Modeling and Animation

Software: Adobe 3Ds Max

01	Creating basic 3D volume
02	Simple F1 car modeling
03	Modeling and lighting interiors - Sofa
04	Modeling and lighting interiors - Easy Chair
05	Modeling and lighting interiors - TV stand
06	Modeling a simple Axe
07	Animation using motion paths, Simple spaceship animation
08	Modeling exterior of a building
09	Texturing exterior of a building
10	Lighting exterior of a building

DMP 2.3: Visual Effects

Unit-1 Introduction to Adobe After Effects

Introduction, User interface, Creating and using compositions, time line, 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-2

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-3 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 de spill Bias and screen replace

Unit-4

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

References

1. *Adobe After Effects CS5 Visual Effects and Compositing Studio Techniques 1st Edition* by Mark Christiansen, ISBN-13: 978-0321719621, ISBN-10: 032171962X Adobe publishers
2. *After Effects Apprentice 2nd Edition* by Chris and Trish Meyer, ISBN-13: 978-0240811369 , ISBN-10: 0240811364. Focal Press.
3. *The After Effects Illusionist: All the Effects in One Complete Guide 1st Edition* by Chad Perkins. Focal press

Practical's based on Visual Effects

Software: Adobe After Effects

01	De interlace video and color correction
02	Camera shake
03	Color Keying
04	Basic Sky replacement
05	Gun blow effects
06	Video title animation/Motion graphics
07	Rotoscopy
08	3D Camera tracking
09	Burning match stick animation
10	Compositing 3D object to live background environments

DMP 2.4: DIGITAL AUDIO AND SOUND RECORDING

Unit-1

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-2

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-3

Record clips & editing , Sound recording, editing 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-4

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 a envelop 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-5

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

References

1. Bernstein, Charles H : **Film Music and Everything Else**
2. Hugo & Rose: **A Novel: Bridget Foley**
3. **Small Signal Audio Design**: Douglas Self
4. **The Art of Digital Audio Recording: A Practical Guide for Home and Studio**: Steve Savage

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

01	Film Track Analysis
02	Noise Reducing
03	Creating Moods With Effects (Narration)
04	Foley Lab
05	Pitch Correction
06	Create Sound Collage
07	Recording And Editing Digital
08	Aural Response And Concept
09	Experiments On Psychoacoustic
10	Lip Synchronization

DMP 2.4: WEB DESIGN USING HTML and DREAMWEAVER

UNIT-1

Basics in Web Design, Brief History of Internet ,What is World Wide Web, Why 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-2

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-3

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-4

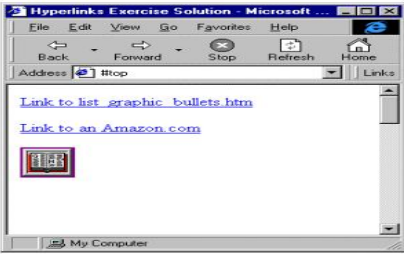

CSS: **CSS Introduction** ,CSS Syntax ,CSS Id & Class ,CSS How,**CSS Styling**,Styling ,Backgrounds,Styling Text,Styling Fonts, Styling Links ,Styling Lists ,Styling Tables ,**CSS Box Model** ,CSS Border, CSS Outline, CSS Margin,CSS Padding ,CSS Dimension , CSS Display,CSS Positioning, CSS Floating,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

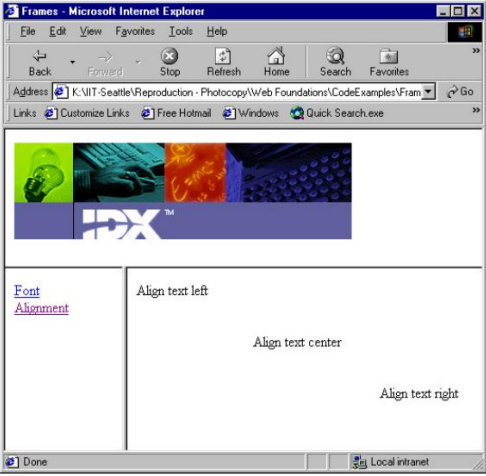
References

1. *HTML & XHTML: The Complete Reference (Osborne Complete Reference Series) 4th Edition* by Thomas Powell.
2. *Head First HTML and CSS* by Elisabeth Robson and Eric Freeman
3. *HTML5 and CSS3 All-in-One For Dummies* by Andy Harris

Practical's based on Advanced Web Designing Using HTML

Software: HTML

01	Creating web page with texts, paragraph and its attributes.																														
02	Creating web page with ordered, unordered list. Nested list.																														
03	<p>Creating web page with tables. Nested Tables,</p> <p>Tables 2</p> <p>Create a table like the one below.</p> <table border="1"> <thead> <tr> <th>Decimal</th> <th>English</th> <th>Spanish</th> <th>Korean</th> <th>Binary</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>one</td> <td>uno</td> <td>hanna</td> <td>0001</td> </tr> <tr> <td>2</td> <td>Two</td> <td>dos</td> <td>dool</td> <td>0010</td> </tr> <tr> <td>3</td> <td>Three</td> <td>Tres</td> <td>Set</td> <td>0011</td> </tr> <tr> <td>4</td> <td>Four</td> <td>Quatro</td> <td>Net</td> <td>0100</td> </tr> <tr> <td>5</td> <td>Five</td> <td>Cinco</td> <td>Daset</td> <td>0101</td> </tr> </tbody> </table>	Decimal	English	Spanish	Korean	Binary	1	one	uno	hanna	0001	2	Two	dos	dool	0010	3	Three	Tres	Set	0011	4	Four	Quatro	Net	0100	5	Five	Cinco	Daset	0101
Decimal	English	Spanish	Korean	Binary																											
1	one	uno	hanna	0001																											
2	Two	dos	dool	0010																											
3	Three	Tres	Set	0011																											
4	Four	Quatro	Net	0100																											
5	Five	Cinco	Daset	0101																											
04	Creating web page with Image, image map																														
05	<p>Creating web page with forms</p> <p>Name: <input type="text"/></p> <p>Address: <input type="text"/></p> <p>City: <input type="text"/></p> <p>State: <input type="text"/></p> <p>Zip: <input type="text"/></p> <p>Magazine: <input type="text" value="Newsweek"/></p> <p>Subscription: <input checked="" type="radio"/> 1 year <input type="radio"/> 2 years</p> <p>Additional Comments: <input type="text"/></p> <p><input type="button" value="Send Your Order"/></p>																														
06	Creating web page with marquee tags																														
07	Creating web page with frames																														
08	<p>Hyperlinks</p> <p>Create a page that supports the following hyperlinks depicted</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Link to the document list_graphic_bullets.htm <input checked="" type="checkbox"/> Create link to Amazon.com <input checked="" type="checkbox"/> Link to a place in your document (use the book1.gif)* <div style="display: flex; justify-content: space-around;">   </div>																														
09	<p>Frames Create a frameset like the one below. You can use the following files to accomplish this task. 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</p>																														

	 <p>The screenshot shows a Microsoft Internet Explorer browser window. The address bar contains the path: K:\IT-Seattle\Reproduction - Photocopy\Web Foundations\CodeExamples\Fram. The webpage content includes a header with a colorful image and the text 'IPX™'. Below the header, there is a section with the heading 'Font Alignment' and three text alignment options: 'Align text left', 'Align text center', and 'Align text right'.</p>
10	Create a webpage with buttons and with animation
11	Create web page with video, audio track
12	Create web pages using CSS

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