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

Dated: 28.05.2016

NOTIFICATION

01-6

Sub: Revised Regulations and Syllabus in Post-Graduation Diploma in
Multimedia Technology (PGDMT) 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 Central for Information Science and Technology (CIST) which met on 25-11-2015 has resolved to modify the Syllabus and Regulations of Post-Graduation Diploma in Multimedia Technology (PGDMT) 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 Post-Graduation Diploma in Multimedia Technology (PGDMT) is annexed and it may be downloaded from the University Website i.e., www.uni-mysore.ac.in

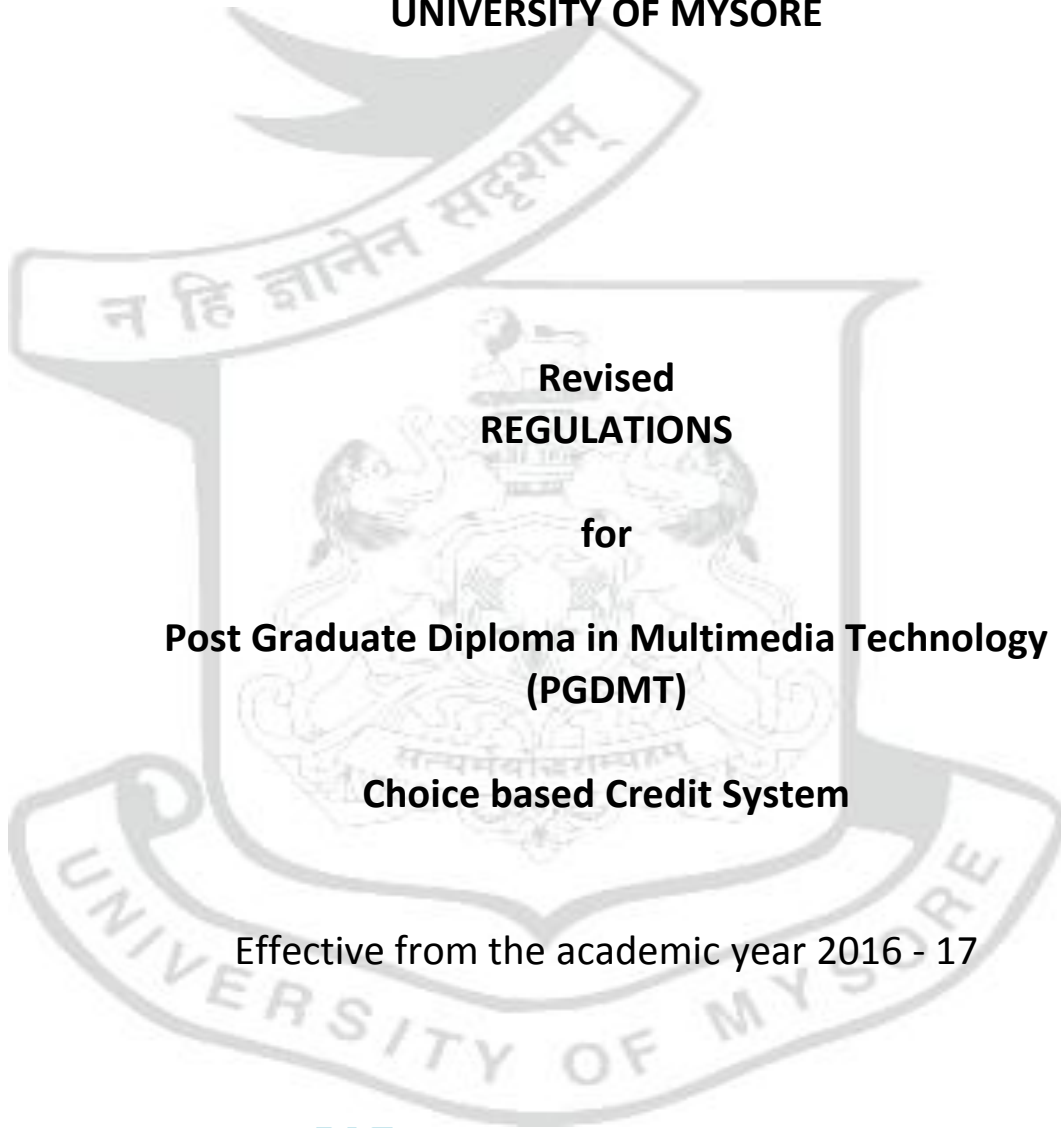
Draft approved by the Registrar

Aditya 01/6
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 Chairman, BOS in Centre for Information Science and Technology, Manasagangotri, Mysore.
4. The Director, Centre for Information Science and Technology, 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.

UNIVERSITY OF MYSORE



**Revised
REGULATIONS**

for

**Post Graduate Diploma in Multimedia Technology
(PGDMT)**

Choice based Credit System

Effective from the academic year 2016 - 17

UNIVERSITY OF MYSORE

Regulations for the Post Graduate Diploma in Multimedia Technology (PGDMT) (Choice based Credit System)

(Effective from academic year 2016-17)

The program shall be called **Post Graduate Diploma in Multimedia Technology (PGDMT)**. It is one-year duration consisting of two semesters in the Faculty of Science and Technology with a provision to study on full-time basis. The course shall be governed by the following regulations:

1. ELIGIBILITY FOR ADMISSION

- 1.1. A candidate who has passed any Bachelor's degree from a recognized University 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 all years of Bachelor's degree 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 Post Graduate Diploma in **Multimedia Technology (PGDMT)** 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 practical in the first semester. There shall be Four papers with practicals and one project work in the second semester. The hours of instruction shall be two hours/week for each theory paper and four hours (two hours duration Two times a week) for each practicals.

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 are not found to be satisfactory, action will be initiated as per the University regulations.

Center for Information Science and Technology

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	Credits			Marks						Total	
		L 2 (2hrs /week)	P 2 (4hrs /week)	Total 4	I.A		Theory Exam		Practical Exam		Max	Min
					Ma x	Mi n	Ma x	Mi n	Ma x	Mi n		
I Semester:												
PGDMT : T-1.1	PGDMT-1.1 DIGITAL IMAGE EDITING	2	2	4	20	-	50	18	30	11	100	40
PGDMT : T-1.2	PGDMT-1.2 COMPUTER GRAPHICS	2	2	4	20	-	50	18	30	11	100	40
PGDMT : T-1.3	PGDMT-1.3 2D ANIMATION	2	2	4	20	-	50	18	30	11	100	40
PGDMT : T-1.4	PGDMT-1.4 3D MODELING AND ANIMATION	2	2	4	20	-	50	18	30	11	100	40
PGDMT : T-1.5	PGDMT-1.5 AUDIO PRODUCTION TOOLS AND TECHNIQUES	2	2	4	20	-	50	18	30	11	100	40
II Semester:												
PGDMT: T- 2.1	PGDMT-2.1 VIDEO PRODUCTION TOOLS AND TECHNIQUES	2	2	4	20	-	50	18	30	11	100	40
PGDMT : T-2.2	PGDMT-2.2 ADVANCED WEB DESIGNING USING HTML AND DREAMWEAVER	2	2	4	20	-	50	18	30	11	100	40

PGDMT: T- 2.3	PGDMT-2.3 ADVANCED ANIMATION: RIGGING AND ANIMATION	2	2	4	20	-	50	18	30	11	100	40
PGDMT: T- 2.4	PGDMT-2.4 VISUAL EFFECTS	2	2	4	20	-	50	18	30	11	100	40
PGDMT: 2.5	PGDMT-2.5 PROJECT	2	2	4	20	-	-	-	80	28	100	40

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

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

Project Demonstration/execution: 30 marks, Viva-voce: 20 marks, Dissertation: 30 marks

5.4 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

5.5 Candidate shall submit two copies of the dissertation along with CD/DVD on project work during second semester for evaluation. The project viva shall be conducted by one internal examiner and one external examiner approved by the Registrar (Evaluation).

6 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.

6.3 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.

6.4 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

- A Grade

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

Center for Information Science and Technology

LIST OF SUBJECTS TO BE STUDIED FOR PGDMT

Semester	SUBJECT	Theory Hours per week	Tutorials Hours per week	Practical Hours per week
Semester I	PGDMT-1.1 DIGITAL IMAGE EDITING	2	0	2 hours of practical two times a week
	PGDMT-1.2 COMPUTER GRAPHICS	2	0	2 hours of practical two times a week
	PGDMT-1.3 2D ANIMATION	2	0	2 hours of practical two times a week
	PGDMT-1.4 3D MODELING AND ANIMATION	2	0	2 hours of practical two times a week
	PGDMT-1.5 AUDIO PRODUCTION TOOLS AND TECHNIQUES	2	0	2 hours of practical two times a week
Semester II	PGDMT-2.1 VIDEO PRODUCTION TOOLS AND TECHNIQUES	2	0	2 hours of practical two times a week
	PGDMT-2.2 ADVANCED WEB DESIGNING USING HTML AND DREAMWEAVER	2	0	2 hours of practical two times a week
	PGDMT-2.3 ADVANCED ANIMATION: RIGGING AND ANIMATION	2	0	2 hours of practical two times a week
	PGDMT-2.4 VISUAL EFFECTS	2	0	2 hours of practical two times a week
	PGDMT-2.5 PROJECT			4 hours per week

PGDMT 1.1: 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

Note: In the examination each student should do one question out of the above 10 questions

PGDMT 1. 2: COMPUTER GRAPHICS

Unit-1

Introducing CorelDRAW: Introducing CorelDRAW, Vector Graphics & Bitmaps, The CorelDraw Screen, Docker Windows , Changing Magnification Levels, Viewing Modes, Undoing Mistakes, Changing Program Defaults. Creating a New Document, Saving a File, Opening an Existing File, Importing a File, Exporting a File, Switching Between Open Documents, Closing a File. Setting Up the Project, Setting Page Layout, Setting Page Size & Orientation, Inserting Additional Pages, Renaming Pages, Setting the Page Background, Setting Global Page Options, Creating a Customized Page Type.

Unit-2

Drawing and Modifying Shapes: Drawing & Modifying Rectangles, Drawing & Modifying Ellipses, Drawing Polygons, Stars, Grids & Spirals, Drawing Other Basic Shapes, The Smart Drawing Tool, The Shape Tool, The Smudge Brush, The Roughen Brush, The Knife Tool, The Eraser Tool, The Free Transform Tool, The Virtual Segment Delete Tool, The Freehand Tool, The Bezier Tool, The Artistic Media Tool, The Pen Tool, The Poly line Tool, The 3 Point Curve Tool, The Connector Tool, The Dimension Tool, The Interactive Blend Tool, The Interactive Contour Tool , The Interactive Distortion Tool, The Interactive Drop Shadow Tool , The Interactive Envelope Tool, The Interactive Extrude Tool, The Interactive Transparency Tool, The Interactive Mesh Tool.

Unit-3

Manipulating Objects, About Selections, Selection Modes, Selecting Objects, Moving Objects, Resizing Objects, Copying Objects, Deleting Objects, Rotating & Skewing Objects, Mirroring Objects. Arranging Objects, Changing the Stacking Order, Aligning Objects, Distributing Objects, Grouping Objects, Combining Objects, Shaping Objects, Positioning Objects.

Changing Object Attributes, Editing Lines, Arrows, & Object Borders, Applying a Uniform Color Fill, Applying a Gradient Fill, Applying a Pattern Fill, Applying a Texture Fill, Applying a PostScript Fill ,Applying a Mesh Fill, Copying Object Attributes, The Eyedropper & Paint bucket, Applying No Fill.

Unit-4

Working With Text, Creating Artistic Text, Creating Paragraph Text, Formatting Text, Aligning Text, Editing Individual Characters, Creating Outline Text, Setting Spacing Parameters, Setting Tabs, Setting Indents, Creating Columns, Using Bullets, Using Drop Caps, Importing Text, Using the Writing Tools, Changing the Default Fonts, Using Text to Path.

Colour Management Tools, Colour Models & Colourspaces, Preset Colour Palettes, Custom Colour Palettes, The Colour Viewer, The Uniform Fill Dialog Box.

Using Layers, About Layers, Layer Visibility, Editing Layers, Renaming Layers, Reordering Layers.

Applying Effects: Introduction Power of Blends, Distortion Contour Effects, Envelopes Lens effects Transparency Creating Depth Effects Power Clips, Creating Pictures for the Web, Printing.

References

1. *CorelDRAW X7: The Official Guide* Gary David Bouton, Edition 11, Publisher McGraw Hill Professional, 2014 ISBN 0071833153, 9780071833158
2. *CorelDRAW 12: The Official Guide,* Corel Press Ill., graph. Darst Authors Steve Bain, Nick Wilkinson Contributor Nick Wilkinson, Edition illustrated ,Publisher McGraw Hill Professional, 2004 ISBN 0072231912, 9780072231915
3. *Coreldraw X4 In Simple Steps,* By Kogent Solutions Inc. Published by Dreamtech Press.
4. *Straight To The Point - CorelDRAW X4,* By Dinesh Maidasani Published by Laxmi Publications, Ltd

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

PGDMT-1.3 2D ANIMATION

UNIT- 1

Introducing the Flash Interface, Adding Elements to the Stage, Duplicating Library Items, Introducing Keyframes, the Transform Tool & Tweening Creating Animations, Adding Audio, Swapping Symbols & Testing a Movie Using Graphic Symbols, Combining Animations into One Project, Creating & Arranging Buttons, Adding & Labeling Action Keyframes, Adding Behaviors to Buttons, Using the Publish Preview Command.

Flash Fundamentals: Navigating the Stage Area, Accessing, & Organizing Panels Saving, Exporting & Testing Selecting a Flash Player Version for a New Project, Introducing Layers, Creating New Layers & Moving Items Between Layers, Customizing Keyboard Shortcuts & Locking Layers , Using Outline Mode, Layer Folders & Properties.

UNIT- 2

Drawing with Vectors

Comparing Vectors & Bitmaps, Working with the Pen Tool, Drawing a Heart Shape with the Pen Tool, Where to Put Points & How Far to Drag Handles Practicing Your Vector Drawing Skills, Flash Natural Drawing Tools Setting Up the Drawing Preferences. Exploring the Pencil Tool Options, Using the Line & Paint Bucket Tools Distinguishing Between Strokes & Fills. Modifying Vectors Using the Selection Tool, Snapping & Modifying Curves with the Selection Tool, Altering Drawings with the Selection Options, Using the Brush & Paint Bucket Tools to Fill Painting Using the Various Brush Modes. Working with a Stylus & a Tablet. Drawing with the Rectangle Tool, Drawing with the Oval Tool, Drawing with the PolyStar Tool, Working with the Eye Dropper Tool, Working with the Ink Bottle Tool, Working with the Eraser Tool.

UNIT- 3

Advanced Vector Drawing

Intersecting Shapes within a Single Layer, Using the Selection Tool, Creating Complex Shapes with Intersecting Lines, Combining Tools to Create Detailed Curves, Vector Drawing Techniques, Grouping Vector Shapes, Creating & Arranging Groups Object-Based Drawing, Setting Colors in Flash.

Introducing Advanced Color Selection, Working with the Color Mixer, Creating Transparency & Sampling Colors, Using the Color Swatches Palette, Applying & Stylizing Strokes Adjusting Cap, Join & Other Stroke Properties, Applying & Transforming Gradients, Saving & Locking Gradients, Choosing a Gradient Overflow, Adding Transparency to a Gradient. **Shape Tweening, Motion Tweening**

UNIT- 4

Bitmaps in Flash

Importing Files to the Stage & Library File Compression Settings, Size Report & Use Count Compressing Individual Files, Importing an Image with a Transparent Background, Using Trace Bitmap to Change a Background to Vectors, Changing a Foreground Item to Vectors, Using the Optimize Curves Command, Grouping an Image & Using the Transform Tools Performing Transformations Numerically, Working with the Free Transform Options. Working with Bitmap Fills inside a Vector Shape. Using the Break Apart Command & the Magic Wand Tool.

Introduction to the Timeline Introducing Frame-Based Animation, The Timeline Window, Understanding Keyframes, Animating Your Elements Using Keyframes, Practicing Your Animation Techniques, Using Onion Skin View, Facial Animation, Replacement Animation, Rotoscoping.

Using Text in Flash Auto-Sizing, Auto-Wrapping, & Selecting Text Changing a Font, Picking a Color, & Checking Spelling Using Rulers, Guides, Grids, & Snapping Aligning, Distributing & Spacing Text Working with Device Fonts Editing Files with Missing Fonts, Anti-Aliasing Text for Better Quality & Readability, Paragraph & Character Formatting Using Text as a Design Element. Text on a Path, Guide Layers & the Transform Panel Symbol. Introducing Symbols, Creating & Reusing a Symbol Editing a Symbol in Place. Editing a Symbol in the Library, Modifying an Instance of a Symbol, Nesting Elements inside a Symbol, Adjusting the Color & Opacity of a Symbol. Deconstructing & Reordering Symbol Parts Taking Advantage of Logically Ordered Layers, Organizing the Library, Looking at Symbols as a Movie inside of a Movie.

UNIT- 5

Advanced Animation Techniques, Simulating Speed in your Animations, Animated Masks and Filters, Sound and Video, Flash Buttons

Scripting Basics : Setting Up to Use Action Script, Introducing the Actions Window, & Script Assist, Creating Buttons to Activate Action Script, Labeling Buttons in the Properties Window, Assigning Play & Stop Actions to Buttons, Organizing & Arranging Buttons Using the Behaviors Window to Stop All Sounds, Using the Goto and Play Behavior, Modifying a Behavior & Adding an Action Layer. Duplicating & Modifying Sequences in the Timeline Using Advanced Go to Behavior.

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

PGDMT 1.4: 3D MODELING AND ANIMATION

UNIT 1: 3D MODELLING

Introduction to various 3D modelling, working with symmetry, Editing components in orthographic view, editing components in perspective view, Poly editing techniques- Extruding, Bridging, Adding polygon to mesh, Split polygon faces, edge loops, Mirror copying a mesh, Creasing and hardening edges on mesh, Sculpt a polygon mesh Poly Normal, Edge & bevel, Separating & combining geometry, NURBS, sub-D's.

UNIT 2: 3D MODELLING TECHNIQUES

Using 2D reference sketches to model, Image Planes, Sculpting, Retoplogy and poly modeling workflow, Polygon primitives, Modelling in shaded mode, Model symmetry, Drawing a polygon, Quads, Tris and nGons, Low Poly/High Poly modelling, Exporting the models from scene to scene for facilitating faster production flow

UNIT 3: TEXTURING

Introduction to texturing, Unfolding/Unwrapping UV mesh, Smoothing and relaxing a mesh interactively, Fixing problem areas, Applying textures, Introduction to Maya Hypershade, Texturing, Materials, Normal mapping, Baking maps.

UNIT-4 ANIMATION

Introduction to Walks with Personality, Locomotion, Body mechanic- Weight and balance, Techniques behind Planning and blocking methods, Understanding Hips, In-depth look of principles of animation, Splining and Polishing methods, Phrasing or bets in shot, Force and forms, Animating Physicality workflow.

References:

1. ISBN: 8131502546, INTRODUCTION TO 3D GRAPHICS & ANIMATION USING MAYAW/CD, ADAM WATKINS, INTERNATIONAL THOMSON COMPUTER PRES, 2007.
2. ISBN: 0764123998, COMPLETE ANIMATION COURSE, CHRIS PATMORE, BARRONS EDUCATIONAL SERIES INC, 2003.
3. Adam Watkins : Maya A Professional Guide, Published by dreamtech, first edition- 2003.
4. Danish Derakhshevi : Introducing Maya 8 3D for Beginners 2006 Wiley Publishing Inc.
5. Tom Meade and Shinsaka Anima : The Complete Reference Maya 6
6. Published by Tata MC.Graw –Hill Publishing Company Limited edition-2004.
- MS ANIMATION CENTRE FOR INFORMATION AND TECHNOLOGY Page 20
7. Autodesk Getting Stat with Maya 2015 URL: docs.autodesk.com/mayaul/2015/enu/gettingstarted

Practical's based on 3D Modeling and Animation

Software: Autodesk Maya

01	Apple
02	Strawberry
03	Coca-Cola Can
04	Treasure box
05	Space Ship
06	Temple

07	Human Body Modeling-Planning
08	Human Body Modeling- Blocking
09	Human Body Modeling- Finishing
10	Human Body Modeling- Polishing

PGDMT-1.5: AUDIO PRODUCTION TOOLS AND TECHNIQUES

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. *Atkins, Irene Kahn: Source Music in Motion Pictures*
2. *Bernstein, Charles H : Film Music and Everything Else*
3. *Hugo & Rose: A Novel: Bridget Foley*
4. *Small Signal Audio Design: Douglas Self*
5. *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

PGDMT 2.1: VIDEO PRODUCTION TOOLS AND TECHNIQUES

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 Video Production Tools and Techniques
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

PGDMT 2.2 ADVANCED WEB DESIGNING USING HTML AND DREAMWEAVER

UNIT 1

Web Design Principles

Basic principles involved in developing a web site, Planning process, Five Golden rules of web designing Designing navigation bar, Page design, Home Page Layout, Design Concept.

Basics in Web Design

Brief History of Internet, What is World Wide Web, Why create a web site, Web Standards , Audience requirement.

Unit-2

Introduction to HTML

What is HTML, HTML Documents, Basic structure of an HTML document, Creating an HTML document, Mark up Tags, Heading-Paragraphs, Line Breaks, HTML Tags.

Unit -3

Elements of HTML

Introduction to elements of HTML, Working with Text , Working with Lists, Tables and Frames , Working with Hyperlinks, Images and Multimedia, Working with Forms and controls.

Introduction to Cascading Style Sheets

Concept of CSS 5.2 Creating Style Sheet 5.3 CSS Properties 5.4 CSS Styling(Background, Text Format, Controlling Fonts) 5.5 Working with block elements and objects

Unit –4

Dream Weaver Interface: choosing a workspace, document window & toolbars, the document window, the launcher, the insert panel & tool sets, the document toolbar, the property inspector, dock able floating panels, using contextual menus, Basics.

defining the site, creating and saving documents, inserting images with assets panel, adding text; aligning page elements, modifying page properties, creating links with text and images, adding keyword & description meta tags, preview in browser, define a secondary browser **Linking**, link with point to file, linking to new source files, browse for file and link history, anchor links email links, file links, image maps. **Typography**, html text formatting, font lists, text alignment, html lists, color schemes, text in tables, flash text, character objects **Tables**, insert and modify a table fixed width tables, relative width tables, hybrid table, insert tabular data, sort table data **Rollovers**, simple rollovers - insert rollover, simple rollover - swap image behavior, multiple-event rollovers, flash buttons

References

1. *Balter Dan, Holme Dan, Logan Todd, Salmon Laurie, Macromedia Dreamweaver 4 - Fast & Easy Web Development*
2. *Learning Front Page 2000*
3. *Learning Dream Weaver Mx 2004*
4. *Evjen Bill & Others , Macromedia Studio Mx (Covers Flash, Dreamweaver, Freehand, Fireworks And Colfusion)*
5. *Harrey Burton & Others, Internet Yellow Pages 2003 Edition*

Practical's based on Advanced Web Designing Using Html And Dreamweaver

Software: HTML

01	Creating web page with texts, paragraph and its attributes.
02	Creating web page with ordered, unordered list. Nested list.
03	Creating web page with tables. Nested Tables,
04	Creating web page with Image, Hyperlink, image map
05	Creating web page with marquee tags
06	Using Dreamweaver Creating web page with texts, paragraph and its attributes.
07	Using Dreamweaver Creating web page with ordered, unordered list. Nested list.
08	Using Dreamweaver Creating web page with tables. Nested Tables,
09	Using Dreamweaver. Creating web page with Image, Hyperlink, image map
10	Using Dreamweaver creating CSS

PGDMT- 2.3: ADVANCED ANIMATION: RIGGING AND ANIMATION

UNIT-1

Introduction to animation, Heritage of Animation, Dawn of Digital Animation, Digital effects of 3D Animation, Rotoscope to Motion Capture, Becoming an Animator, Becoming an Actor, Becoming a Storyteller, Becoming a Creative Practitioner, Applications of Animation- Entertainment, Advertisement, Education, Medical Practise and Engineering.

UNIT-2

Basic Principles in animation, Squash and stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal, Mass and weight, Character acting, Volume, Line of action, Path of action, Walk cycles-animal and human.

UNIT-3 Tools of Animation

The use of Live Action in Animation Humans and Animals-Quick Studies from real life, Sequential movement drawing, Caricaturing the Action, Thumbnails, Drama and psychological effect, Motion Studies, Drawing for motion, The Body language, Facial expressions and Lip sync, Introduction to traditional and digital equipment- The animator's drawing tools, The animation table (light box, Field charts, Exercises and warm ups on pegging sheet, Line tests, The exposure sheet ("X" sheet)

UNIT-4 3D Animation Pipeline

Preproduction- Idea, Story, R&D, Script to screenplay, Storyboards. Production-Layout, 3D Model, Texturing(Surfacing), Rigging/setup, Animation, 3D Visual effects, Lighting and Rendering and Post production – Colour Correction, Audio Video Editing, Final Output.

References:

1. *Illusion of Life, Frank Thomas* by Ollie Johnston
2. *Animators Survival Kit* by Richard Williams
3. *Timing for Animation* by Harold Whitaker & John Halas
2. *The Complete Animation Course* by Chris Patmore.
3. *The Animator's Workbook* by Tony White.
4. *The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators* by Richard Williams.
5. *Treasure of Disney Animation Art* John Canemaker, Robert E. Abrams, Disney Studios
6. *Character Animation Crash Course!* by Eric Goldberg
7. *The Animation Book: A Complete Guide to Animated Filmmaking-From Flip-Books to Sound Cartoons to 3-D Animation* by Kit Laybourne.

Practical's based on Advanced Animation: Rigging And Animation**Software: Autodesk Maya**

01	Bouncing Ball
02	Vanilla walk cycle
03	Jump Cycle
04	Run Cycle
05	Weight Lifting
06	Weight Lifting
07	Weight Lifting
08	Character Rigging- Body
09	Character Rigging- Body
10	Character Rigging- Facial Rigging

PGDMT 2.4: 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

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. *The Art and Science of Digital Compositing, Second Edition: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) by Ron Brinkmann (Author)*
2. *The Digital Matte Painting Handbook by David B. Mattingly (Author)*
3. *The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures by Susan Zwerman (Editor), Jeffrey A. Okun (Editor)*
5. *The Green Screen Handbook: Real-World Production Techniques by Jeff Foster (Author)*

Practical's based on Visual Effects

Software: Adobe After Effects

01	Deinterlace 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

PGDMT 2.5: PROJECT