

UNIVERSITY OF MYSORE

REGULATIONS AND SYLLABUS

FOR

DIPLOMA IN MULTIMEDIA

PRODUCTION (DMP)

EFFECTIVE FROM THE

ACADEMIC YEAR

2021-2022

UNIVERSITY OF MYSORE

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

(Effective from academic year 2021 -2022)

The **Diploma in Multimedia Production** (DMP) programme is 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 the two-year Pre-University examination conducted by the Pre-university Board of Education, Government of Karnataka or any other examination considered equivalent by the University is eligible for admission to the first Semester of the programme.
- 1.2. 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.

2. INTAKE

- 2.1. The University fixes the intake for the admission to the programme.

3. COURSE OF STUDY

- 3.1. The course of study for the **Diploma in Multimedia Production** (DMP) is 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 of the programme, as per double the duration of the programme as mentioned in the norms of University of Mysore.

- 3.2. There shall be five papers of theory with practical's in the first and the second semester. The hours of instruction shall be two hours/week for each theory paper and two hours of practical's for each paper

4. MEDIUM OF INSTRUCTION

- 4.1. The medium of instruction shall be English.

5. ATTENDANCE

- 5.1. Only those students who have at least 75% attendance in a course, shall be permitted to take main examinations.
- 5.2. The Head of the Department / Institute shall notify the list of all students who have less than 75% attendance in each course by the beginning of the 8th and 16th week. A copy of the same should be sent to the Registrar (Evaluation) of the University. Registrations of such students for those courses shall be treated as cancelled. If the course is a core course, the student should re-register for the course when it is offered next.
- 5.1. The student who fails to complete the course in the manner stated in 5.1 above shall enroll himself/herself in the coming two years. However, the admission is subject to the availability of the seats

6. CONDUCT

- 6.1. Every student is required to observe discipline and decorum both inside and outside the campus in accordance with the instructions issued by the University of Mysore / Government of Karnataka time to time. If the conduct/behavior of the student is not found to be satisfactory, action will be initiated as per the University regulations.

7. INTERNAL / CONTINUOUS ASSESSMENT

The internal /continuous 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) one Assignment and (iii) one seminar. Average of the two tests, assignment and seminar to be considered as the final internal Assessment marks.

| | |
|----------------------------|-----------------|
| Internal Assessment | 20 marks |
| Test 1 | 15 marks |
| Test 2 | 15 marks |
| Assignment | 5 marks |
| Seminar | 5 marks |

8. SCHEME OF EXAMINATION

8.1. There shall be a University examination at the end of each semester.

8.2. The duration of theory and practical examination shall be of Two hours duration.

8.3. The duration and maximum marks and minimum marks for pass in each of the Theory and practical shall be as given below:

| For each Paper | Marks Allocation | | | | | | Total | |
|----------------|------------------|------|--------|------|-----------|------|-------|------|
| | IA | | Theory | | Practical | | | |
| | Max. | Min. | Max. | Min. | Max. | Min. | Max. | Min. |
| | 20 | 7 | 50 | 18 | 30 | 11 | 100 | 40 |

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

8.5. 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 marks, and Record-05 marks.

9. DECLARATION OF RESULTS AND CLASSIFICATION OF SUCCESSFUL CANDIDATES

9.1. 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.

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

9.3. The classification of credits of successful candidates shall be as under:

| Sl. No. | Marks secured in each paper | Grade |
|---------|---|---------|
| 1. | Marks secured in the paper is 90% and above | A |
| 2. | Marks secured in the paper is 80% and above but less than 90% | B |
| 3. | Marks secured in the is 70% and above but less than 80% | C |
| 4. | Marks secured in the paper is 60% and above but less than 70% | D |
| 5. | Marks secured in the paper is 50% and above but less than 60% | E |
| 6. | Marks secured in the paper is 40% and above but less than 50% | F |
| 7. | Marks secured in the paper is less than 40% | Dropped |

PROGRAMME STRUCTURE

FIRST SEMESTER

| SL. NO | PAPERS | TITLE OF THE PAPER | CREDIT PATTERN | | | CREDITS |
|--------|----------|---------------------------|-------------------|---|---|---------|
| | | | L | T | P | |
| 1 | DMP -1.1 | Introduction to Computers | 2 | 0 | 2 | 4 |
| 2 | DMP -1.2 | Digital Image Editing | 2 | 0 | 2 | 4 |
| 3 | DMP -1.3 | Computer Graphics | 2 | 0 | 2 | 4 |
| 4 | DMP -1.4 | 2D Animation | 2 | 0 | 2 | 4 |
| 5 | DMP -1.5 | Digital Movie Production | 2 | 0 | 2 | 4 |

SECOND SEMESTER

| SL. NO | PAPERS | TITLE OF THE PAPER | CREDIT PATTERN | | | CREDITS |
|--------|----------|---|-------------------|---|---|---------|
| | | | L | T | P | |
| 1 | DMP -2.1 | Advanced Computer Graphics | 2 | 0 | 2 | 4 |
| 2 | DMP -2.2 | 3D Modeling and Animation | 2 | 0 | 2 | 4 |
| 3 | DMP-2.3 | Visual Effects | 2 | 0 | 2 | 4 |
| 4 | DMP-2.4 | Digital Audio and Sound Recording | 2 | 0 | 2 | 4 |
| 5 | DMP-2.5 | Advanced Web Designing Using Dreamweaver | 2 | 0 | 2 | 4 |

DETAILED SYLLABUS OF THE PROGRAMME
DIPLOMA IN MULTIMEDIA PRODUCTION (DMP)

FIRST SEMESTER

DMP 1.1: INTRODUCTION TO COMPUTERS

UNIT-1

Fundamental of Computers: 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-2

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-3

Fundamental of Software : 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- 4

Basics of Internet: Internet & E-mail Services, Introduction to Internet Information Super Highway Types of Network Basic Uses of the Internet, Internet Administration Client/Server Overview 1 Protocol used in different Generation World Wide Web, Domain

Name System Domain & Address, Domain Name System (DNS), WAYS TO ACCESS INTERNET.

Suggested Readings:

1. Wells, D. (2008). *Computer concepts basics*. Nelson Education.
2. Oja, D., & Parsons, J. J. (2010). *Computer Concepts: Illustrated Introductory*. Nelson Education.
3. Kumar, Udaya; Jeyapoovan(n. d.). *Computer Concepts and C Programming*. Vikas Publishing House
4. Dixit, J. (2005). *Computer Concepts and C Programming*. Firewall Media.
5. Ravishankar, S. (n. d.). *Computer Concepts and C Programming*. Himalaya
6. BG, Sangameshwara.(n. d.).*Computer Concepts & C Programming*. Sanguine technical publishers,

Practical's based on Introduction to Computers: Software-Microsoft Office

| SL. No | Practical's |
|--------|--|
| | 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 brochures. Create book work |
| | Microsoft Excel |
| 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 |
| 8 | Creating slides, designing slides, back ground, layout styles, special effects Editing text, adding/deleting aligning, making bold, italic and fonts, colour text |
| 9 | Changing back ground colours and designs |
| 10 | Creating auto shapes, drawing clip art, word art, smart art, charts, tables, text boxes, images, |
| 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 to Photoshop: Creating a New File, Definition of Resolution, Pixel Selections, Color Mode, Bitmap Color Mode, Gray Scale Color Mode, RGB Color Mode, CMYK Color Mode, Lab Color Mode. Bit mode (8bit, 16bit, 32bit and 64bit). Background content, Understanding Color Profile, Aspect ratio. Foreground & background, Changing Foreground and Background colors.

UNIT-2

Photoshop Tools: Move Tool, Marquees tool, Lasso tool, Magic Wand, Crop Tool, Eyedropper, Healing Brush, Paintbrush and Pencil, Clone Stamp, Using Brushes, Selecting the Brush Shape, History Brush, Eraser Tool, Paint Can and Gradient Tools, Blur, Sharpen, and Smudge Tools, Burn, Dodge, and Sponge Tools, Pen Tool and types, Adding and Removing Anchor points, Type Tool and Types, Path Tool, Shape Tool and types, 3D Tools, Hand Tool, Zoom Tool.

UNIT-3

Understanding Layers and Color Balance : What are Palettes, Layers, Adjustments, Color Channels, Color Picker, Color Swatches, uses of History option, Text tool bar, Menus, File, Edit, Image, Layer, Select, Filter, View, Window. Color Correction, Color Balance, Shadows, Mid-tones and Highlights, Levels, Curves, Feathering Selections.

UNIT-4

Fundamentals of Effects: Introduction of layers, Creating & editing New layers, Adding a background image, Creating Layer Mask, Vector 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, Lighting effects Other Special Filters, Printing your document, Save your file, Save file as a JPEG, TIFF, GIF, PNG.

Suggested Readings:

1. *5Tips for Multimedia Enhanced Teaching and Learning—Technology Enhanced Learning*. (n.d.).
2. Laskevitch, S. (2020). *Adobe Photoshop: A complete course and compendium of features*. San Rafael, CA: Rocky Nook.
3. Carlson, J. (2020). *Adobe photoshop elements 2020 classroom in a book*. Place of publication not identified: ADOBE Press.
4. Concepcion, r. (2021). *Adobe photoshoplightroom classic classroom in a book*. S.l.: adobe press.
5. Nichols, R. (2020). *Mastering Adobe Photoshop Elements 2020: Supercharge your image editing using the latest features and techniques in Photoshop Elements*. Brimingham, UK: Packt Publishing.
6. Mayer, R. E. (2021). *Multimedia learning*. Cambridge, United Kingdom: Cambridge University Press.
7. Chavez, c. F. (2021). *Adobe photoshop classroom in a book*.S.l.: adobe press.
8. Team, A. C. (2012). *Adobe Photoshop CS6: Classroom in a book*. Berkeley, Calif: Adobe Press/Peachpit.

Practical's based on Digital Image Editing Software: Adobe Photoshop

| SL. No | Practical's |
|--------|---|
| 1 | Creating Passport and Stamp size Photograph for competitive exams |
| 2 | Creating Simple text effects |
| 3 | Creating Image restoration |
| 4 | Converting white and Black photo into color photo |
| 5 | Digital scenery creation |
| 6 | Image manipulation in Photoshop |
| 7 | Creating story board |
| 8 | Creating website layout |
| 9 | Logo Design for an Automobile Company |
| 10 | Designing Business card |

DMP 1.3: 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

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 Contour, Power Clips, Using Transparency, Using Distortion, Using Lenses, Using perspective, Rotating and skewing objects with transform Roll, up, Stretching and mirroring, Printing Your Document.

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

Suggested Readings:

1. Alspach, T. (2010). *Adobe Illustrator CS5 Bible*. Wiley.
2. Gradias, M. (2020). *CorelDRAW Graphics Suite 2020: Einstieg und Praxis*. Burghann: MarktTechnik.
3. *CorelDRAW X7*. (n.d.). MITP.

4. *CorelDRAW X7 Has a New Version: Download Your Trial Free Now.* (n.d)
5. *CorelDRAW X7 User Guide.* 699.
6. Eck, D. J. (n.d.). *Introduction to Computer Graphics.* 432.
7. Diehl, M. O., Fordney, M. T., & Niebrugge, G. (1979). *Medical transcribing: Techniques and procedures.* Philadelphia: Saunders.

Practical's based on Computer Graphics: Software: Corel Draw

| SL. No | Practical's |
|---------------|--------------------------|
| 1 | Symbols and icons |
| 2 | Visiting Card |
| 3 | 2D/3D Logo Design |
| 4 | Geometric Line Art |
| 5 | Pamphlet Design |
| 6 | Brochure Design |
| 7 | Flat Character Designing |
| 8 | Text effects, Neon texts |
| 9 | Product Package Design |
| 10 | Calendar Designing |

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 Action
script 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.

Suggested Readings:

1. Team, A. C. (2010). *ActionScript 3.0 for Adobe Flash CS4 Professional Classroom in a Book*: ActionSc 3. Flash CS4 CIAB_p1. Peachpit Press.
2. Shuman, J. E. (2011). *Adobe Flash CS5 revealed*/Jim Shuman.
3. Fehl, A. (2013). *Adobe Flash CS6 introductory*. Mason, OH: Course Technology, Cengage Learning.
4. Russel, C. (2014). *Adobe Flash Professional CC Classroom in a Book*.
5. Green, T., &Labrecque, J. (2017). *Beginning Adobe Animate CC: Learn to Efficiently Create and Deploy Animated and Interactive Content*. Apress.
6. Moock, C. (2004). *Essential ActionScript 3.0*. " O'Reilly Media, Inc."
7. Georgenes, C. (2017). *How to Cheat in Adobe Flash CC: The Art of Design and Animation*. CRC Press.

Practicals based on 2D Animation Software: Adobe Flash

| SL. No | Practicals |
|--------|------------------------------|
| 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 |

DMP 1.5: DIGITAL MOVIE PRODUCTION

UNIT-1

Basics of Video Editing : Creating and configuring a new project, Display Format video, audio, Timecode, Frame rate, Capturing Format, Video, Audio, What is DV, HDV, DV-NTSC DV-PAL DV-SECAM, Standard and Widescreen format, uses of DVCPROHD, uses of Video tracks and Audio Tracks, Inserting and rearranging in the timeline, Importing files Images, Video and audio, Understanding images sizes, Using the Scale to Frame Size command, creating bins, Organizing and sorting clips, Creating sub clips ,Restoring offline clips, Creating and organizing sequences, uses of sequences, Dragging clips to the timeline, Trimming and rearranging in the timeline, Adding video and audio tracks.

UNIT-2

Fundamentals of Tools and Video Effects : Track Select Tool, Ripple Edit, Rolling Edit Tool, Rate Stretch Tool, Razor Tool, Slip Edit, Slide Edit, Hand Tool, Adding Video Transition- 3D Motion, Dissolve, Iris, Map, Page peel, Slide Special Effects, Stretch, Wipe, Zoom. Adding Video Effects-Adjustment, Blur and Sharp, Channel, Color Correction, Distort, Generate, Image Control, Keying, Noise and Gaian, Perspective, Stylize, Time, Transform, Utility. Adding audio transitions -Cross Fade, audio fade in and Fade out, Adding Audio Effects-Balance, Band pass, Base, Channel Volume, Fill left, Fill Right, Delay, Dynamics, Equalizer, Flanger. Preset Effects, Uses of Control Panel.

UNIT-3

Creating Titles and Exporting video Files : Creating and modifying titles, creating title with objects, Creating Default Still Title, Creating Default Rolling Title, Creating Default Crawling Title, Uses of Template, adding transitions and Video Effects to the titles, Creating Bars and Tones, Creating Black Video, Creating Color Matte, Creating Universal Counting Leader Creating Transparent Video and Its uses, Uses of Speed and Duration, Uses of Frame Hold Option, Exporting to stills Images Export to audio files, Export to video files- AVI, MPEG-1,2,4. FLV, SWF and Mobile Devices. Burning to CD or DVD.

UNIT-4

Basics of video making and Film Making: Basic art of filmmaking using currently available digital software/hardware tools. Overview of preproduction planning- program ideas, production models, Preproduction, Production and Post-Production activities – preparing a budget, presenting the proposal, Writing the script, Director's roles, procedures and Video editor, Visualization & sequencing, Shooting, Aesthetics of Editing, Video Editing-types. EDL Preparations, Editing Techniques- Continuity-Sequence-Dynamic. Linear and Non-Linear Editing. A-B roll & its advantage, Method of Video Effects and Video Transition, Chromo-Keying. Re- recording Video. Voice-over, Sync sound, audio mixing, Role of audio & effects, Mix and composite, Finding Music. Special effect. (Sound, Visual, Graphics and Animation), Titles, Film Screening, FT (Fit for Telecast) certificate, Certificate Approving, Marketing-getting sponsors. Publicity, Film Releasing.

Suggested Readings:

1. Jago, M. (2019). *Adobe Premiere Pro CC 2019 release*. San Francisco, CA: Adobe Press, Peach Pit, an imprint of Pearson Education.
2. Jago, M. (2019). *Adobe Premiere Pro CC Classroom in a Book*. Pearson Technology Group Canada.
3. Underdahl, K. (2003). *Digital video for dummies*. John Wiley & Sons.
4. *Download Adobe Premiere Pro—Latest version*. (n.d.).
5. *Jarle's Deadpool Handheld Camera Presets—PremierePro.net*. (n.d.).
6. Schenk, S. (2020). *Premiere Pro for filmmakers*. Los Angeles, CA: Foreing Films Publishing.
7. Leirpoll, J., Osborn, D., Murphy, P., & Edwards, A. (2017). *The Cool Stuff in Premiere Pro: Learn advanced editing techniques to dramatically speed up your workflow*. Apress.
8. Ascher, S., & Pincus, E. (2007). *The filmmaker's handbook: A comprehensive guide for the digital age*. Penguin.

Practicals based on Digital Movie Production Software: Adobe Premier Pro

| SL. No | Practicals |
|--------|--|
| 1 | Create a Story or Them using Images. |
| 2 | Trimming a given Clips and apply video transition effects. |
| 3 | Create a video console |
| 4 | Create a Video Montage |
| 5 | Create a Video Trailer |
| 6 | Applying Video effects given clips |
| 7 | Creating a Multi-camera display |

| | |
|----|--|
| 8 | Editing a green/blue matte video footage with key effects. |
| 9 | Creating a Default still and rolling titles |
| 10 | Creating sub titles |

SECOND SEMESTER

DMP 2.1 ADVANCED 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 3D 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.

Suggested Readings:

1. *Adobe Illustrator CS2*. (2005). San Jose: Adobe.
2. Karlins, D. (2020). *Adobe Illustrator CC for dummies*. Hoboken, NJ: John Wiley & Sons.
3. Alspach, T. (2010). *Adobe Illustrator CS5 Bible*. Wiley.
4. *Creative Fashion Designer with Illustrator Book Online at Low Prices in India /*
5. Gill, R. W. (1991). *Basic Rendering: Effective Drawing for Designers, Artists and Illustrators*. Thames & Hudson Ltd.

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

| SL. No | Practicals |
|---------------|------------------------------|
| 1 | Tracing image using pen tool |
| 2 | Icons |
| 3 | 2D/3D Logo Designing |
| 4 | Tribal Illustrations |
| 5 | Graph Designing |
| 6 | Brochure Design |
| 7 | Product Package Designing |
| 8 | Text Effects |
| 9 | Creating Billboard |
| 10 | Vector Portrait Designing |

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

Suggested Readings:

1. Menus, Q., Gizmos, T. O. U., Set, G. M. T., & Panel, C. *Autodesk 3ds Max 2016 Essentials*. Wiley
2. Tickoo, S., & Koul, R. R. (2015). *Autodesk 3ds Max 2016 for beginners: A tutorial approach*. Schererville, IN, USA: CADCIM Technologies.
3. *Download 3ds Max 2021 / Free Trial Version / Autodesk*. (n.d.).
4. Tickoo, S. (2015). *Autodesk 3ds Max 2016: A comprehensive guide*. Schererville, IN: CADCIM Technologies.

5. *3ds Max / 3D Modelling, Animation & Rendering Software / Autodesk.* (n.d.).
6. Tickoo, S. (2020). *Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach.*
7. Tickoo, S. (n. d.). *Autodesk 3ds Max Books. CADCIM Technologies*
8. Tickoo, S. (2015). *Autodesk 3ds Max Design 2015: A Tutorial Approach Book. CADCIM Technologies*
9. Bousquet, M. (2009). *How to Cheat in 3ds Max 2010: Get Spectacular Results Fast* (1st ed.). Focal Press.

Practical's based on 3D Modeling and Animation: S o f t w a r e : Adobe 3Ds Max

| SL. No | Practicals |
|--------|--|
| 1 | Creating basic 3D volume |
| 2 | Simple F1 car modeling |
| 3 | Modeling and lighting interiors - Sofa |
| 4 | Modeling and lighting interiors - Easy Chair |
| 5 | Modeling and lighting interiors - TV stand |
| 6 | Modeling a simple Axe |
| 7 | Animation using motion paths, Simple spaceship animation |
| 8 | Modeling exterior of a building |
| 9 | 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

Suggested Readings:

1. Okun, J. A., & Susan Zwerman, V. E. S. (Eds.). (2020). *The VES handbook of visual effects: industry standard VFX practices and procedures*. Routledge.
2. Smith, J., & Smith, C. (2017). *Adobe Creative Cloud All-in-one for Dummies*. John Wiley & Sons.
3. Malley, B. (2017). *Adobe Master Class: Advanced Compositing in Adobe Photoshop CC: Bringing the Impossible to Reality*. Adobe Press.
4. *After Effects tutorials / Learn how to use After Effects*. (n.d.).
5. Malley, B. (2014). *Adobe Master Class: Advanced Compositing in Photoshop: Bringing the Impossible to Reality with Bret Malley*. Adobe.
6. Team, A. C. (2013). *Adobe After Effects CC Classroom in a Book*. Adobe.
7. Christiansen, M. (2010). *Adobe After Effects CS5 Visual Effects and Compositing Studio Techniques: ADO AFT EFF CS5 VIS_p1*. Pearson Education.
8. Meyer, C., & Meyer, T. (2016). *After effects apprentice: real-world skills for the aspiring motion graphics artist*. CRC Press.
9. 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

| SL. No | Practicals |
|---------------|---|
| 1 | De interlace video and color 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 |

DMP 2.4: DIGITAL AUDIO AND SOUND RECORDING

UNIT-1

Introduction to Sound: Introduction to sound, Analog and Digital audio technology Digital sound files, different sound formats, what is Digital Audio & Overview of digital audio midi & digital audio, creating digital audio files, sound producing, sound extracting, Advantages and disadvantages of midi & digital, choosing between midi and digital audio. Sampling rate and pulse code modulation,

UNIT-2

Audio recording Processing: Audio recording, keeping track of your sound, testing and evaluation. 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,

UNIT-3

Fundamentals of Special Effects: 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, and convert

UNIT-4

Finalizing Audio files: Linking files, Sound for the World Wide Web, adding the sound to your multimedia project, production tips, finalize files, Compression and decompression of audio file, 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,

Suggested Readings:

1. Ticko, S.(2016).*Read PixologicZBrush 4R7: A Comprehensive Guide Online(3rded.)*.Cadcim Technologies
2. Savage, S. (2011). *The Art of Digital Audio Recording: A Practical Guide for Home and Studio*. Oxford University Press.
3. Self, D. (2010). *Small Signal Audio Design*. Taylor & Francis.
4. Reisz, K., & Millar, G. (1971). *The technique of film editing*
5. Team, A. C. (2012). *Adobe Audition CS6 Classroom in a Book*.Adobe Press.

Practical's based on Digital Audio and Sound Recording Software: Gold wave

| SL. No | Practicals |
|--------|----------------------------------|
| 1 | Creating New Narration. |
| 2 | Mixing Voice and Music. |
| 3 | Creating Songs Mixing Console |
| 4 | Creating Karaoke sounds |
| 5 | Noise Reducing |
| 6 | Applying Pan left and pan right |
| 7 | Creating Robot voice |
| 8 | Lip Synchronization |
| 9 | Creating a delay and eco effects |
| 10 | Exporting Audio files |

DMP 2.5: ADVANCED WEB DESIGNING USING DREAMWEAVER

UNIT-1

Defining a Web Site. Creating a Web Site. Creating a Basic Web Page and Page Properties. Building a Web Site. The Site Panel and Templates. Adding Content to Web Pages. Creating HTML documents. Adding structure tags to content. Design Parameters. Purpose and Scope of Using websites.

UNIT -2

List Formats and Graphic File Types. Inserting a Table and Adjusting Table Properties. Using Graphics in Table Cells and Nested Tables. Using Table Layout View. Creating and Using a Repeating Region Template.

UNIT -3

Working with Links. Creating Internal and External Hyperlinks. Creating an Image Map and Anchors. Enhancing Navigation in a Site. Framesets. Reusable Navigation Bars. Managing and Uploading a Web Site. The Site Map. Overview of Popular websites. Overview of Government websites.

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.

Suggested Readings:

1. BeezixInc (2019). *Adobe Dreamweaver CC 2019 Introduction Quick Reference Guide*. BeezixInc
2. Maivald, J. J. (2013). *Adobe Dreamweaver CC: classroom in a book*. Pearson Education.
3. Maivald, J. (2018). *Adobe Dreamweaver CC Classroom in a Book* (1st ed.). Adobe Press.
4. *Web Design Playground: HTML & CSS the Interactive Way*. (2019). S.l.: S.n.

Practical's based on Advanced Web Designing Using Dreamweaver: Software: Adobe Dreamweaver

| SL. No. | Practicals |
|---------|--|
| 1 | Creating a New Site Using Dreamweaver |
| 2 | Creating new template page from Dreamweaver |
| 3 | Inserting an image (from local hard disk). |
| 4 | Creating web page flash Buttons |
| 5 | Creating web page with background color |
| 6 | Using Dreamweaver Creating web page with texts, paragraph and its attributes. |
| 7 | Using Dreamweaver Creating web page with ordered, unordered list. Nested list. |
| 8 | Using Dreamweaver Creating web page with tables. Nested Tables, |
| 9 | creating any Bike showroom website Using Dreamweaver |
| 10 | creating any intuition website Using Dreamweaver |
