FACULTY OF VISUAL ARTS & PERFORMING ARTS

SYLLABUS

FOR

BACHELOR OF MULTIMEDIA
(SEMESTER: I – VIII)

Examination: 2013-14

GURU NANAK DEV UNIVERSITY
AMRITSAR

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(ii) Subject to change in the syllabi at any time.  
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BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

Eligibility:

(a) The candidate must have passed Senior Secondary Part-II (12th Class) Examination of Punjab School Education Board with a minimum of 45% marks in aggregate.

OR

(b) Any other examination with 45% marks in aggregate recognized as equivalent to (a) above by the G.N.D.U.

WORKING SCHEDULE

<table>
<thead>
<tr>
<th>8</th>
<th>SEMESTERS PER COURSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>SEMESTERS PER SESSION</td>
</tr>
<tr>
<td>19</td>
<td>WEEKS PER SEMESTER</td>
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<tr>
<td>30</td>
<td>HOURS PER WEEK</td>
</tr>
<tr>
<td>570</td>
<td>HOURS PER SEMESTER</td>
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<table>
<thead>
<tr>
<th>SEMESTER – I</th>
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<tbody>
<tr>
<td>SUBJECTS</td>
</tr>
<tr>
<td>1. DRAWING – I</td>
</tr>
<tr>
<td>2. COLOUR – I</td>
</tr>
<tr>
<td>3. ART APPRECIATION</td>
</tr>
<tr>
<td>4. WORKSHOP – I</td>
</tr>
<tr>
<td>5. COMPUTER – I</td>
</tr>
<tr>
<td>6. COMMUNICATION SKILL IN ENGLISH</td>
</tr>
<tr>
<td>7. PUNJABI COMPULSORY / BASIC PUNJABI (MUDHLI PUNJABI)</td>
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<tr>
<td>Sr. No.</td>
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<tr>
<td>1.</td>
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<td>6.</td>
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<td>7.</td>
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# BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

## SEMESTER – II

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>COURSE</th>
<th>Total Marks</th>
<th>External Assessment</th>
<th>Time Allowed for exams</th>
<th>Time Allocation</th>
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</thead>
<tbody>
<tr>
<td>1.</td>
<td>Drawing-II</td>
<td>Practical 200</td>
<td>200</td>
<td>6 Hrs.</td>
<td>200 Hrs.</td>
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<tr>
<td></td>
<td>Life Drawing</td>
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</tr>
<tr>
<td>2.</td>
<td>Colour-II</td>
<td>Practical 150</td>
<td>150</td>
<td>6 Hrs.</td>
<td>100 Hrs.</td>
</tr>
<tr>
<td></td>
<td>Theory 50</td>
<td></td>
<td>50</td>
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</tr>
<tr>
<td>3.</td>
<td>Technical Theory of Media-I (Print)</td>
<td>Theory 100</td>
<td>100</td>
<td>3 Hrs.</td>
<td>30 Hrs.</td>
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<tr>
<td>4.</td>
<td>Workshop-II</td>
<td>Practical 150</td>
<td>150</td>
<td>6 Hrs.</td>
<td>60 Hrs.</td>
</tr>
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</tr>
<tr>
<td>5.</td>
<td>Adobe Illustrator</td>
<td>Practical 100</td>
<td>100</td>
<td>3 Hrs.</td>
<td>100 Hrs.</td>
</tr>
<tr>
<td></td>
<td>Theory 50</td>
<td></td>
<td>50</td>
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<tr>
<td>6.</td>
<td>Communication Skill in English</td>
<td>Theory 35</td>
<td>3 Hrs.</td>
<td>15 Hrs.</td>
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<tr>
<td></td>
<td>Practical 15</td>
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<td>7.</td>
<td>Punjabi Compulsory/ Basic Punjabi (Mudhl Punjabi)</td>
<td>Theory 50</td>
<td>50</td>
<td>3 Hrs.</td>
<td>35 Hrs.</td>
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BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

SEMESTER – III

<table>
<thead>
<tr>
<th>Subject</th>
<th>Theory/Practical</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Film Appreciation-I</td>
<td>Theory</td>
</tr>
<tr>
<td>2 Drawing-III</td>
<td>Practical</td>
</tr>
<tr>
<td>3 Adobe Photoshop</td>
<td>Practical</td>
</tr>
<tr>
<td>4 HTML</td>
<td>Theory &amp;Practical</td>
</tr>
<tr>
<td>5 Corel Draw</td>
<td>Practical</td>
</tr>
<tr>
<td>6 Project-I</td>
<td>Practical</td>
</tr>
<tr>
<td>7 Environmental Studies</td>
<td></td>
</tr>
<tr>
<td>(Compulsory)</td>
<td></td>
</tr>
</tbody>
</table>
## BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

### SEMESTER – III

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>Course</th>
<th>Total Marks</th>
<th>External Assessment</th>
<th>Internal Assessment</th>
<th>Time Allowed for exams</th>
<th>Time Allocation</th>
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</thead>
<tbody>
<tr>
<td>1.</td>
<td>Film Appreciation-I Theory</td>
<td>50</td>
<td>-</td>
<td>3 Hrs.</td>
<td>30 Hrs.</td>
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</tr>
<tr>
<td>2.</td>
<td>Drawing-III Practical</td>
<td>60</td>
<td>40</td>
<td>6 Hrs.</td>
<td>140 Hrs.</td>
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<tr>
<td>3.</td>
<td>Adobe Photoshop Practical</td>
<td>90</td>
<td>60</td>
<td>6 Hrs.</td>
<td>140 Hrs.</td>
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<tr>
<td>4.</td>
<td>HTML Practical</td>
<td>60</td>
<td>40</td>
<td>3 Hrs.</td>
<td>30 Hrs.</td>
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<tr>
<td>5.</td>
<td>Corel Draw Practical</td>
<td>60</td>
<td>40</td>
<td>6 Hrs.</td>
<td>140 Hrs.</td>
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<td>6.</td>
<td>Project-I Practical</td>
<td>60</td>
<td>40</td>
<td>3 Hrs.</td>
<td>120 Hrs.</td>
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<td>7.</td>
<td>Environmental Studies-I (Compulsory)</td>
<td>50 Marks</td>
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## BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

### SEMESTER – IV

<table>
<thead>
<tr>
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<th>Type</th>
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<tbody>
<tr>
<td>1 Flash</td>
<td>Practical</td>
</tr>
<tr>
<td>2 ASP</td>
<td>Practical</td>
</tr>
<tr>
<td>3 Dream Weaver</td>
<td>Practical</td>
</tr>
<tr>
<td>4 Film Appreciation-II</td>
<td>Theory &amp; Practical</td>
</tr>
<tr>
<td>5 Project- II</td>
<td>Practical</td>
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### BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

#### SEMESTER – IV

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>Course</th>
<th>Total Marks</th>
<th>External Assessment</th>
<th>Internal Assessment</th>
<th>Time Allowed for exams</th>
<th>Time Allocation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Flash Practical</td>
<td>Practical 150</td>
<td>90</td>
<td>60</td>
<td>6 Hrs.</td>
<td>200 Hrs.</td>
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<tr>
<td>2.</td>
<td>ASP</td>
<td>Practical 100</td>
<td>60</td>
<td>40</td>
<td>3 Hrs.</td>
<td>60 Hrs.</td>
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<td>3.</td>
<td>Dream weaver Practical</td>
<td>Practical 100</td>
<td>60</td>
<td>40</td>
<td>6 Hrs.</td>
<td>150 Hrs.</td>
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<tr>
<td>4.</td>
<td>Film Appreciation-II</td>
<td>Theory 50 Practical 50</td>
<td>50</td>
<td>-</td>
<td>3 Hrs.</td>
<td>30 Hrs.</td>
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<td>5.</td>
<td>Project- II Practical</td>
<td>Practical 100</td>
<td>60</td>
<td>40</td>
<td>6 Hrs.</td>
<td>100 Hrs.</td>
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<td>6.</td>
<td>Environmental Studies-I</td>
<td>50 Marks</td>
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### Bachelor of Multimedia (5th Semester)

<table>
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<tr>
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<th>Theory</th>
<th>Practical</th>
<th>Time allowed for exam</th>
<th>Time allocation</th>
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<tr>
<td>1. Adobe Audition</td>
<td>100</td>
<td>-</td>
<td>60</td>
<td>3hrs.</td>
<td>100 hrs.</td>
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<tr>
<td>2. Adobe Premiere</td>
<td>300</td>
<td>100</td>
<td>120</td>
<td>3hrs. (Th)</td>
<td>100 hrs.</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>80</td>
<td>6hrs. (Pr)</td>
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<td>4. Workshop III</td>
<td>50</td>
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<td>2hrs. (Pr.)</td>
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<td>5. Project III</td>
<td>200</td>
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<td>6hrs.</td>
<td>100 hrs.</td>
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<td><strong>Total</strong></td>
<td><strong>800</strong></td>
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<td><strong>570 hrs.</strong></td>
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**BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)**

**SEMESTER – VI**

Syllabus of BMM VI semester by the Board of Studies in Fine Arts

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>Subject</th>
<th>Theory</th>
<th>Practical</th>
<th>Time Allocation (Hrs)</th>
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<tr>
<td></td>
<td></td>
<td>Internal</td>
<td>External</td>
<td>(For Course)</td>
</tr>
<tr>
<td>1</td>
<td>3D Max with Character Studio</td>
<td>-</td>
<td>120</td>
<td>180</td>
</tr>
<tr>
<td>2</td>
<td>Drawing &amp; Illustration</td>
<td>-</td>
<td>40</td>
<td>60</td>
</tr>
<tr>
<td>3</td>
<td>Workshop-IV: Stop Motion</td>
<td>-</td>
<td>40</td>
<td>60</td>
</tr>
<tr>
<td>4</td>
<td>Discreet Combustion</td>
<td></td>
<td>40</td>
<td>60</td>
</tr>
<tr>
<td>5</td>
<td>Project - IV</td>
<td>-</td>
<td>80</td>
<td>120</td>
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<tr>
<td><strong>Total</strong></td>
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<td><strong>800</strong></td>
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### BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

#### SEMESTER – VII

<table>
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<tr>
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<th>Practical</th>
<th>Time allowed for exam</th>
<th>Time allocation</th>
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<tbody>
<tr>
<td>Maya</td>
<td>400</td>
<td>160</td>
<td>240</td>
<td>6hrs. (Pr.)</td>
<td>130hrs.</td>
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<tr>
<td>Deep Paint</td>
<td>100</td>
<td>40</td>
<td>60</td>
<td>3hrs (pr)</td>
<td>100hrs.</td>
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<tr>
<td>Project V</td>
<td>200</td>
<td>80</td>
<td>120</td>
<td>6hrs (pr)</td>
<td>200hrs.</td>
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<td><strong>Total</strong></td>
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<td><strong>13hrs</strong></td>
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### BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)

#### SEMESTER –VIII

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<tr>
<td></td>
<td></td>
<td></td>
<td>Internal Assessment</td>
<td>External Assessment</td>
</tr>
<tr>
<td>Z Brush</td>
<td>100</td>
<td>40</td>
<td>60</td>
<td>90 Hrs</td>
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<tr>
<td>Project: -</td>
<td></td>
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<td></td>
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</tr>
<tr>
<td><strong>Film:</strong> -</td>
<td></td>
<td></td>
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<tr>
<td>1) Advertisement</td>
<td>350</td>
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<td>Examiner 350</td>
<td>150 Hrs</td>
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<tr>
<td>2) Animation Film</td>
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<td></td>
</tr>
<tr>
<td><strong>OR</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Print Campaign</td>
<td></td>
<td></td>
<td>Examiner 350</td>
<td>150 Hrs</td>
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<tr>
<td><strong>Industrial Training</strong></td>
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<td>Examiner 350</td>
<td>150 Hrs</td>
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<tr>
<td></td>
<td>Ind. Train:</td>
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<td>Examiner 350</td>
<td>150 Hrs</td>
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<td></td>
<td>Now certificate remarks</td>
<td></td>
<td>Examiner 350</td>
<td>150 Hrs</td>
</tr>
<tr>
<td></td>
<td>(Satisfactory/Unsatisfactory)</td>
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<td>Examiner 350</td>
<td>150 Hrs</td>
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<td>Ref Letter no 5736-45 dated 1.9.08</td>
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<td>Examiner 350</td>
<td>150 Hrs</td>
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</table>

**Total:** 450
BACHELOR OF MULTIMEDIA (SEMESTER – I)

1. DRAWING-I

Practical

Time: 03.00 Hours                                Max. Marks: 200

OBJECT DRAWING:

• Study of various objects with different grades of Pencils/Charcoal/Dry Pastels/Oil Pastels-only in line.
• Study of metallic objects / glass / wooden objects etc. in various medium-showing proportion / volume / shape & Forms / light shade / fore shortening / Perspective.
• Water Colour / Poster Colours / Oil Colour / Mixed medium and collage.
• Objects (Two/Three) with vegetables / flowers with drapery- in monochrome / halftone / solid.

PERPECTIVE:

• Element of Perspective.
• Knowledge of Perspective / Foreshortening / Proportion foreground / middle ground and back ground / light / shade / shadow etc.,
• Cone vision, one point perspective / two point perspective and three point perspective / ground line / vanishing point / Perspective of Shadows / Perspective of Reflection / Perspective of Circles / cylinders / foreshortening / lines / Aerial perspective / colour.
• View Point: 2 Dimension views and 3 Dimensional views
• Exercise with the instrument/free hand.
• Using different mediums in outdoor (landscape).
BACHELOR OF MULTIMEDIA (SEMESTER – I)

2. COLOUR-I

Theory
Time: 03.00 Hours        Max. Marks: 50

Practical
Time: 06.00 Hours        Max. Marks: 150

Note: Instructions for the Paper-Setters / Examiners:
Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly Ensure the Paper Contents should be according to the Specified Syllabus.
Short answer type questions of one or two paragraph of length, 10 marks each.
(8 questions to be set & 5 to be attempted out of 8).

• Introduction to ‘Colour’ & the ‘Colour Wheel’.
• Primary, Secondary & tertiary colours.
• Understanding, HUE, VALUE, TINT & SHADE
• Meaning & understanding of colour intensity by making a chart.

Reference Book: COLOUR HARMONY (Cailin Boyle)
3. ART APPRECIATION

Theory

Time: 3 Hrs.         Max. Marks: 100

Note: Instructions for the Paper-Setters / Examiners:
Paper setter is requested to study the syllabus thoroughly in order to avoid any confusion or
complication. Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay type questions of 20 marks each. (8 questions to be set 5 to be attempted out of 8
questions)

1. Elements of Art
2. Objectives of Art
3. Nature of Beauty
   i) Subjective and Objective Approach
   ii) Indian and Western Approach
4. Intuition and Expression
5. Content and Form
6. Art and Nature
7. Art and Society
8. What is Abstraction?
4. WORKSHOP-I

Practical

Time: 06.00 Hours  Max. Marks: 200

- Demonstration and practical classes to be conducted on the following mediums in 2D/3D.
- Clay modeling, Plaster of Paris, tin foils, thermo coal, fabrics, waste materials, papiemache, tempera, oil color, acrylic colours.
- Experimenting/Innovating with different mediums, materials of choice and submit five project on 3D at the end of the semester.
5. COMPUTER-I

Theory
Time: 3 Hours        Max. Marks: 100

Practical
Time: 03.00 Hours        Max. Marks: 50

Note: Instructions for the Paper-Setters / Examiners:
Paper-Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly ensure the Paper Contents should be according to the Specified Syllabus.
The question paper will consist of two sections.
Section-A: (20 Marks): It will consist of 20 very short answer type questions. Each question carrying one mark. All questions are compulsory.
Section-B: (80 Marks): It will consist of seven essay type questions. Candidates will be required to attempt four questions, each question carrying 20 marks.

1. INTRODUCTION TO COMPUTER SYSTEMS

i) Introduction to Computers
   • Definition of computer
   • Basic component
   • Various applications

ii) Introduction to Operating System
   • Introduction to MS-DOS
   • Introduction to Win’98/2000/NT
   • Various features & difference between all Operating System

1.1 COMPONENT OF SYSTEM
   • I/O
   • RAM, ROM, HDD, CD ROM, FLOPPY DRIVE, PROCESSOR, MOTHERBOARD.
   • CPU

1.2 OPERATING SYSTEMS AND ITS MAJOR FUNCTIONS
1.3 INTRODUCTION TO MULTIMEDIA

i) MEDIUM
   Perception Medium
   Representation Medium
   Presentation Medium
   Storage medium
   Information exchange medium
   Representation value
   Representation dimension

ii) MAIN PROPERTIES OF MULTIMEDIA SYSTEM
   Multimedia System definition
   Combination of media
   Independence
   Computer-Supported integration
   Communication Systems

iii) MS-WORD
   Various operations on a file
   Toolbars (Standard, Format)
   Page setup
   Boarder and Shading
   Mail merge

iv) MS-POWER POINT
   Operations on a file
   Application
   Various view of slides

V) COMPUTER INTERNET APPLICATIONS AND ITS PRACTICAL
   Services, Advantages and disadvantages
   Search Engines
   Net Surfing,
   Opening an e-mail account, receiving and sending mails, deleting mail, CC, BCC, Mail Attachment, Practical.

Reference Books:

1. Windows Based Computer Courses (Gurvinder Singh and Rashpal Singh)
2. Multimedia Computing Communication and Application (Klara Nahrstedt)
COMMUNICATION SKILL IN ENGLISH

Contents:

1. **Reading Skills**: Reading Tactics and strategies; Reading purposes—kinds of purposes and associated comprehension; Reading for direct meanings; Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/expressions.

**Activities**:
- a) Active reading of passages on general topics
- b) Comprehension questions in multiple choice format
- c) Short comprehension questions based on content and development of ideas

2. **Writing Skills**: Guidelines for effective writing; writing styles for application, resume, personal letter, official/business letter, memo, notices etc.; outline and revision.

**Activities**:
- a) Formatting personal and business letters.
- b) Organising the details in a sequential order
- c) Converting a biographical note into a sequenced resume or vice-versa
- d) Ordering and sub-dividing the contents while making notes.
- e) Writing notices for circulation/boards

3. **Listening Skills**: Barriers to listening; effective listening skills; feedback skills. Attending telephone calls; note taking.

**Activities**:
- a) Listening exercises – Listening to conversation, News/TV
- b) Taking notes on a speech/lecture

a. **Speaking and Conversational Skills**: Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.

**Activities**:
- a) Making conversation and taking turns
- b) Oral description or explanation of a common object, situation or concept
- c) Giving interviews
BACHELOR OF MULTIMEDIA (SEMESTER – I)

Recommended Books:

1. Oxford Guide to Effective Writing and Speaking by John Seely
3. The Written Word by Vandana R Singh, Oxford University Press.

Suggested Books:

4. Handbook of Practical Communication Skills; Clarissa Wright (Ed). JAICO Books
5. Spoken English: A Foundation Course (Part I and II) by Kamlesh Sadanand and Sushila Punitha. Orient Blackswan (for recorded conversation)

Suggested Pattern of Question Paper:

The question paper will consist of seven skill–oriented questions from Reading and Writing Skills. Each question will carry 5 marks. The questions shall be phrased in a manner that students know clearly what is expected of them. There will be internal choice wherever possible.

i) Multiple choice questions on the language and meanings of an unseen passage.
ii) Comprehension questions with short answers on content, progression of ideas, purpose of writing etc. of an unseen passage.
iii) Personal letter
iv) Official/Business correspondence
v) Making point-wise notes on a given speech/ technical report
vi) Writing notices for public circulation on topics of professional interest
vii) Do as directed (5x1=5 marks) (change of voice, narration, combination of 2 simple sentences into one, subject-verb agreement, using appropriate tense, forms of verbs. (7x5=35 marks)
BACHELOR OF MULTIMEDIA (SEMESTER – I)

Practical /Oral Testing

Contents:
1. Conversation with students or examiner.
2. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:
1. Students may be asked to engage in face-to-face conversation with other students or examiners on topics of general interest.
2. Students may be asked to prepare for one minute and then speak for one to two minutes on a simple topic with examiners as the audience
3. A teacher or examiner may read out a small passage and the students may be asked to answer a couple of comprehension questions. (recorded material may also be used)

Note: Oral test will be conducted by external examiner with the help of internal examiner. The oral test examiner will be appointed from those teachers who are actually teaching the subject.
BACHELOR OF MULTIMEDIA (SEMESTER – I)

भूमिका (लघुभाषी)

मध्य : 3 प्रेक्षा
चुन औंस : 50

1. विकास भाग (विद्वान-विद्वान त्रैं मध्य एवं लघुभाषी) (मेध. ब्र. मानिश सिंध, पृ. मानिश सिंध घाटे), वारु तत्त्व देव युवीन्द्रिक, अंतरित, 2007

2. भूमिका दे मध्य वक्तावाद (व्यक्ति वाद द्वारा), वारु तत्त्व देव युवीन्द्रिक, अंतरित, 2007

3. पेप्पर नवर

4. पेप्पर धर्म दे पृष्ठों दे हंदू

5. (व) भूमिका पृष्ठ किरितु : हंदूवाद भक्त, हंदूवाद मध्य दे विद्वान, मानव, विद्वान, सह।

6. भाग कारण दे अभियोग

(व) पृष्ठी कारण दे उन पृष्ठ

(अ) पृष्ठी कारण दे उन पृष्ठ

अंक एक औंस पृष्ठभाग लड़ी उत्तरदििंग

1. दिम्म दिम्म दे मध्य सार हंदूवाद हिमा दादु (व दिलिंग दिलिंग) ।
2. वशुद्ध वशु : देव दिलिंग, उपरी विधि, वस्तुआर तुह, वेध दिलिंग, गाइह उद्ध देव
3. पेप्पर तत्त्व : दिलिंग दिलिंग दिलिंग दिलिंग दिलिंग हंदू पिटथ सार
4. पेप्पर दे मध्य घर दे पृष्ठ पृष्ठों दे हंदू
5. शंख 5 पृष्ठ पृष्ठ दिलिंग वियमवाद दे अभियोग दे वशुद्ध वशु दादु
6. शंख 6 लिन मध्य कारण दे पृष्ठी कारण दे पृष्ठी कारण दे हंदूवाद दे अभियोग, मानिश असे मध्य भक्तिभाग लड़े जन पृष्ठ पृष्ठों दे गढ़, निरी दिन दिनियमक दे मध्य दे हंदू पिटथ हंदू देव। 5×2=10 अंक
BACHELOR OF MULTIMEDIA (SEMESTER – I)

भूचाली पंजाबी
(In lieu of Compulsory Punjabi)

पाठ-बूम

वर्ग : डिग्री बैंक
बंद अंश : 50

1. पंजाबी डाक्टर
पंजाबी लिखी
पंजाबी लिखी : राजस्तान अंदे उड़ीसा 20 अंश

2. पंजाबी आत्मशासी
मूर्तियों दी डंड अंदे सुसंगत
शिक्षित संग दी डंड अंदे सुसंगत 15 अंश

3. पंजाबी सवर-बटलर अंदे चंद्र
सापाट कब्जा
विद्वान डांगणी दी पंजाबी सवरपाली 15 अंश

पूर्तित अंदे कीमः

1. पंजाबी डाक्टर : राजस्तान अंदे मंडिर माट राजस्तान, पंजाबी लिखी : राजस्तान, पंजाबी वरन्फला; पेंडी अवधी, अंवल बुम, मूर्ति डंड (उ अ र), बुम अप्ने, वेत लिख बिसी दाले डंड, वेत लिख वेट दाले डंड, बिसी, दिसी, बिहाल।

2. पंजाबी आत्मशासी अंदे सुसंगत ; मूर्तियों दी डंड अंदे सुसंगत (लक्ष-टीवी अन्व) ; मूर्ति अप्ने बुम मूर्ति अप्ने; शिक्षित संग दी डंड अंदे सुसंगत ; वेत लिख वेट दाले डंड (उ, र, र) रा सुसंगत ; बुम अप्ने रा सुसंगत ; बुम अप्ने रा सुसंगत; वेत लिख बिसी दाले डंड रा सुसंगत।

3. पंजाबी सवर-बटलर अंदे चंद्र : सापाट कब्जा; शिक्षित मूर्ति (मिलें आ) ; मूर्ति अप्ने शिक्षित (मिलें आ); शिक्षित मूर्ति शिक्षित (मिलें आ); पंजाबी सवर चंद्र; लिस-पुलिश, वेत धर्म-बुम राज; विद्वान डांगणी दी पंजाबी सवरपाली; धार-वीर अंदे मावरपाली नाम स्वरों।
BACHELOR OF MULTIMEDIA (SEMESTER – I)

आंक-बंक में पत्रिपिंपल काली गठितितः:

1. पहले पुरतिट हिचें बांसवी लक्ष अथे गुजबी लिदी दी गाँठन अथे उदयीब रात मर्यपिट 5-5 अंकों दे रात दिनवाल अमल पुक्त सट्टो। अंबस दी बंक अंबों दिव-दिव सं दे-दे अंकों दे ले लेटे पमल पुफ बीडी ना बदली है।

2. दूसरे पुरतिट हिचें गुजबी आवेदकवाली अथे वर्षावल रात मर्यपिट 5-5 अंकों दे दिन दिनवाल पुमल पुक्त सट्टो। अंबस दी बंक अंबों दिव-दिव सं दे-दे अंकों दे ले लेटे पमल पुफ बीडी ना बदली है।

3. तीसरे पुरतिट हिचें बांसवी मर्यव-गाँठन अथे मर्यव उदयीब रात मर्यपिट 5-5 अंकों दे दिन दिनवाल पुमल पुक्त सट्टो। अंबस दी बंक अंबों दिव-दिव सं दे-दे अंकों दे ले लेटे पमल पुफ बीडी ना बदली है।

4. चौथे बंकें दी बांसवी मर्यव-बांसवी रात मर्यपिट दिव-दिव में एंड (परमबंपकर) पुमल पुक्त सट्टो।

5. पुमल दी बांसः मइल अथे मथमट चट्टी नावे।
Study of human skeleton (part by part and full) to know the inner structure of body maintaining the proportion from different angles. Only line drawing with pencil/charcoal/dry pastels and pen.

Detail study of human skeleton (full size) in any medium.

Study of human figure (male/female), full figure, detail figure.

Detail study of different part of the body

Detail study of full human figure in different postures

Pencil/Oil pastels/Poster Colour/Water Colour/Oil Colour.

Quick sketches with brush, pen and ink

Knowledge of proportion/volume/mass/rhythm/foreshortening.

To develop the individual drawing skill in any medium.
BACHELOR OF MULTIMEDIA (SEMESTER – II)

2. COLOUR-II

Theory
Time: 03.00 Hours
Max. Marks: 50

Practical
Time: 06.00 Hours
Max. Marks: 150

Note: Instructions for the Paper-Setters / Examiners:
Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly Ensure the Paper Contents should be according to the Specified Syllabus.
Essay answer type questions of 10 marks each.
(8 questions to be set & 5 to be attempted out of 8).

• Principles of colour in design
• Physical & emotional values of colour and balance of colours
• Percentage of colours/screen
  (i) Yellow
  (ii) Cyan
  (iii) Magenta
  (iv) Black
• 3 Dimensional effects of colours
• Expression, Mood and Seasons
• Colours schemes - Analogous, Complementary, Monochromatic, Achromatic,
  Adjacent colours.
• Exercise showing the above through -
  (a) Story Board
  (b) Illustration
  (c) Animation

• Lights and Shade effects on colours
  (a) Illusion
  (b) Abstract
  (c) Formative
  (d) Realistic

Reference Books: COLOUR – MESSAGES & MEANINGS (Leatrice Eiseman)
COLOUR – THEORY AND APPLICATION IN ART AND DESIGN
(Berlin Springer)
BACHELOR OF MULTIMEDIA (SEMESTER – II)

3. TECHNICAL THEORY OF MEDIA -1 (PRINT)

Theory

Time: 03.00 Hours  Max. Marks: 100

Note: Instructions for the Paper-Setters / Examiners:

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay type questions of 20 marks each.

(8 questions to be set & 5 to be attempted out of 8).

i) Printing
   a) Engraving
   b) Linoleum Block
   c) Lithography
   d) Monotype
   e) Silkscreen Printing
   f) Stencil
   g) Wood engraving and wood cut

ii) Types of Art Works
   a) Line Drawing
   b) Line Drawing with line shading
   c) Continuous Zone Art

iii) Typography (Manual and computerized implementation is compulsory)
   a) Style
   b) Arrangement
   c) Appearance
   d) Monograms
   e) Levels
   f) Logo designing
   g) Letter head design

iv) Types of Modern Printing
   a) Letterpress
   b) Offset Lithography
   c) Offset printing
   d) Serigraphy
   e) Gravure
   f) Flexography

v) Printing plates and processes


vii) Print Media- Newspapers, Magazine, direct Mailer & Non-Standard etc.
Photography:
Importance of Photography in relation to Design and Communication

- Handling the Camera, understanding different kinds of camera and exposures.
- Understanding different kinds of films
- Camera - Parts & Lenses
- Function - Aperture, Speed, Film
- Experiment with different light & angles
- Composition & layout
- Table top Photography
- Fashion photography
- Indoor and outdoor photography
- Art photography
- Developing Black and White film in the dark room
BACHELOR OF MULTIMEDIA (SEMESTER – II)

5. ADOBE ILLUSTRATOR

Theory
Time: 03.00 Hours  Max. Marks: 50

Practical
Time: 03.00 Hours  Max. Marks: 100

Note: Instructions for the Paper-Setters / Examiners:
Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly Ensure the Paper Contents should be according to the Specified Syllabus.
The question paper will consist of two sections.
Section-A (10 Marks): It will consist of 10 very short answer type questions. Each question carrying one mark. All questions are compulsory.
Section-B: (40 Marks): It will consist of seven essay type questions. Candidates will be required to attempt four questions, each question carrying 10 marks.

- Introduction to Illustrator
- Difference between Vector Graphics and Bitmap Graphics
- Creating, Opening, Closing & Saving a file
- Tool Bar
- Palettes
- Grid & Guideline
- Ruler Setting
- Paths-with all options
- Importing & Exporting
- Printing a document
- Filters
- Layers
- All Menus

Reference Book: Adobe Illustrator classroom in a Book (Adobe Publishing)

Note: The students should submit five Assignments. (i.e. Illustration, greeting cards etc.)
BACHELOR OF MULTIMEDIA (SEMESTER – II)

COMMUNICATION SKILL IN ENGLISH

Time: 3 Hours                                                Max. Marks: 50
Theory Marks: 35
Practical Marks: 15

Contents:

1. Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for information given and implied; Inferential reading, critical reading and interpretation; connotation and understanding tone; paraphrasing, gist and central idea;

Activities:
   a) Active reading of learned passages on academic and professional topics
   b) Short comprehension questions on implied meanings
   c) Reading outcome including paraphrasing and summary writing.

2. Writing Skills: Guidelines for effective writing; writing styles for paragraphs/ short essays of expository and argumentative nature; academic and technical reports, style, arrangement, variety of illustrations, diagrams, tables, charts etc., main section, appendices, conclusion, list of references; outline, synopsis, revision.

Activities:
   a) Writing of paragraph/ short essay on learned and professional topics
   b) Organising ideas/ arguments in a logical order
   c) Writing a brief report on the given data, diagram, chart etc.

3. Listening Skills: Barriers to listening; effective listening skills; feedback skills. Attending telephone interviews; transcoding and note taking.

Activities:
   a) Listening exercise – Listening to Conversation, News/TV, group discussion, long speech
   b) Making notes on conversation, group discussion and lectures.

4. Speaking and Discussion Skills: Components of an effective talk/ presentation; planning and organizing content for a talk/ presentation, use of visual aids, effective speaking skills, discussion skills.

Activities:
   a) Making presentation to a group on a given topic.
   b) Participating in a group discussion.
   c) Making slides for PowerPoint presentation or other audio-visual aids
BACHELOR OF MULTIMEDIA (SEMESTER – II)

Recommended Books:

1. Oxford Guide to Effective Writing and Speaking by John Seely
3. The Written Word by Vandana R Singh, Oxford University Press.

Suggested Books:

4. Handbook of Practical Communication Skills; Clarissa Wright (Ed). JAICO Books
5. Spoken English: A Foundation Course (Part I and II) by Kamlesh Sadanand and Sushila Punitha. Orient Blackswan (for recorded conversation)

Suggested Pattern of Question Paper:

The question paper will consist of seven skill–oriented questions from Reading and Writing Skills. Each question will carry 5 marks. The questions shall be phrased in a manner that students know clearly what is expected of them. There will be internal choice wherever possible.

i) Short answer comprehension questions on an unseen passage on a learned topic
ii) Making summary/ précis or paraphrasing of ideas of a given passage
iii) Writing a paragraph of expository or argumentative nature on a given topic
iv) Interpreting a given data, chart, diagram etc and making a brief report
v) Transcoding (given dialogue to prose or given prose to dialogue)
vi) Making given number of slides for a presentation on a given topic
vii) Do as directed (5x1=5 marks) (change of voice, narration, combination of 2 simple sentences into one, subject-verb agreement, using appropriate tense, forms of verbs. (7x5=35 marks)
BACHELOR OF MULTIMEDIA (SEMESTER – II)

Practical / Oral Testing

Marks: 15

Contents:

1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:

1. Oral Presentation will be of 5 to 10 minutes duration. (Topic can be given in advance or it can be of student’s own choice). Use of audio visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

Note: Oral test will be conducted by external examiner with the help of internal examiner. The oral test examiner will be appointed from those teachers who are actually teaching the subject.
BACHELOR OF MULTIMEDIA (SEMESTER – II)

भनणारी (छात्राली)

साल : 3 वर्ष

भाग-भाग अंक भाग-भागकर

1. विविधता भाग (विविधता भाग मध्ये भाग-भागता भागांना दिलेल). (जंघ. डॉ. मौरिस चिंत, पृ. भरतचंद मिश्र चलवे), वारुँद्र सराव रेट पुलिस्निमिट, अभियुक्त, 2007

2. भाग एवं भाग बंधन (संयोजन भागी). वारुँद्र सराव रेट पुलिस्निमिट, अभियुक्त.

3. सम्बन्ध-संबंध अंक व मध्य उपन्यास : विविधता, भ्रेत्ते मंजऱ्या

4. सम्बन्ध मूलकेत

5. पेथा उपन्यास

6. पेथा जब वे पुमालं दे ईंतक

7. पुमालं वे मध्य भाग

अंक गैंठ अंक परीक्षाचे लक्षी उपाय

1. विविधता भाग एवं मध्य भाग दोन्ही भिन्न दोन्ही वेळ (दोन्ही वेळ) .

2. मध्य भाग वेळ : वेळा वितरण, राजिव निक, वारुँद्र सराव, वेळा वितरण मध्येत हे रूट.

3-4. 3-4 तारीख दंड विविधता भागातून भाग अंक अंक वेळ बंधन भाग भाग

5. पेथा उपन्यास : विविधता भागातून विविधता भागातून विविधता भागातून पेथा उपन्यास दोन्ही वेळ.

6. पेथा जब वे दोन्ही वेळ पुमालं दे ईंतक

7. तारीख 7 वेळ मध्य भाग अंक अंक भाग अंक भाग भवनाते पुमालं दे ईंतक दोन्ही वेळ वेळ भाग भाग. 5 अंक
### BACHELOR OF MULTIMEDIA (SEMESTER – II)

#### (In lieu of Compulsory Punjabi)

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<td>3.</td>
<td>पंजाबी अन्य विषय</td>
<td>15 चौक़ाँ</td>
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### जुड़ते अर्थ बीमः

1. पंजाबी स्वतंत्र ग्रंथावली: मंजूरदल स्वतंत्र; समग्री स्वतंत्र (मिलें चेत मत); केवल स्वतंत्र/मुद्रुल्लौजी (मिलें पुत्र पत्र/दल पत्र), भिक्षुर स्वतंत्र की ग्रंथावली/मिज़नाम; अवैधता रचना (मिलें थू-ज्वा), विंडेंगु लगीं (मिलें भंगा), पंजाबी स्वतंत्र रचना; पंजाबी वृम्भ, विकास/प्रगति विकास द्वीपेश द्वीपेश; किंड़ू दल्ले की पंजाबी स्वतंत्र स्वतंत्र; टूटे, अग्निलिङ्ग, अभ्यर्थी, विश्वसती राज सर्विक पियुड।

2. पंजाबी रचना-स्वतंत्र : उत्तर वचन विभिन्न; सभातल रचना, विवादीय, बुद्धवधाल, आधिव्याचार; मंजूरदल अर्थ भिक्षुर रचना दीवंग विभिन्न; मुद्रुल्लौजी अर्थ अवैधता धीरहर; समग्र (उमभड़े) अर्थ अवैध (ले/वि) रचना की दल्ले; पंजाबी रचना की दल्ले के विभिन्न स्वतंत्र/समग्रव्याचार धीरहर; पाल दिच, धारार दिच, मेले दिच, लेखन अलोक/सिलसे दिच, विभिन्न दिच, पालविन्न सवर्ण दिच, टेमंड राज उपांग।

3. फिल्म जुड़ते दिच दिशी भंडार (सिसी/दलदली), पैट समझ अर्थ माहौलविद्या की दल्ले दल्ले दिशीविभिन्न की रचना देखा है धीरहर संचित।
BACHELOR OF MULTIMEDIA (SEMESTER – II)

अंब-ंड अवे उलिंधकाल एकी उपलिंहि:

1. पिपिले तृती तीथिं भैन्नी सबसू घरठत एके सबसू उठके तल मर्चपिण 5-5 अंबं दे तिम
   दिंगणवण धुमत पुकाढ नाथो। अंबां दी औंट अोंट तिंट-तिंट नं दें-दें अंबं दे हेटे पुमता दिंग
   बीडी नां मलती हे।
2. हिंड रड़ूं दी सप्तधुली तल मर्चपिण तिंट-तिंट अंबं दे पंप (अध्यायकर्तिक) धुमत पुकाढ नाथो।
3. हुमें तृती तीथि भैन्नी वॉँ-बघरठा तल मर्चपिण 5-5 अंबं दे दे दिंगणवण धुमत पुकाढ नाथो।
   अंबां दी औंट अोंट तिंट-तिंट नं दें-दें अंबं दे हेटे पुमता दिंग बीडी नां मलती हे।
4. भैन्नी वॉँ दी दिंगणवण रड़ूं दी मर्चपिण 5 अंबं दे तिंट पुमत पुँडिमा सारेगा असं तिंट
   दिंगणवणी हूं बिसे समाजविधि/समाजविधि पुमागा दिंग रड़ूं संधे थङस रांच लिंट रते दिंगाना सारेगा।
5. दिंगणवणी हूं बिसे तिंट दिंगें 'उं ठिंटी सं चढ़उटी ठिंटी लिंट रते दिंगाना।
6. दिंगणवणी हूं बिसे तिंट दिंगें 'उं ठैंट लिंट सं रते दिंगाना।
7. दिंगणवणी हूं तिंट-तिंट अंबं दे पंप क्षणतां सं भूवालंकारं हूं रड़ूं दिंग रुड दे अतव मधुमत
   वलत रते दिंगाना।
8. पुमता दी ग्राम समुल अवे मधुमत चंडी सारे।
1. FILM APPRECIATION-I

Time: 3 Hours

Max. Marks: 50

Note: Instructions for the Paper-Setters / Examiners:

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly ensure the Paper Contents should be according to the Specified Syllabus.

Essay answer type questions of 10 marks each.

(8 questions to be set & 5 to be attempted out of 8).

1. Brief introduction to Performing Art
   a) Dance & Drama
      Classical Sanskrit plays, Techniques, Vernacular, form, Ballet, Skit, Fold
   b) Music
      Vedic, Traditional, Classical, devotional, Ghazal, Traditional instruments.

2. History of Indian Cinema
   a) Introduction, extent of industry
   b) A Multilanguage industry
   c) Hindi Film, The Bengal Art Film

3. Types of Films
   b) Documentary Films
   c) Ad Films
2. DRAWING III

1. Story Board
2. Character Designing

- Study of Proportion, Shapes, clothing
- Study of Nose, ears, hands, fingers, legs, feet, face & lips synchronization
- Fast line sketching/simplified

3. Impressions & expressions

- Cel Animation (action using short cycles)
- Basic Animation
  - Normal animation
  - Swang animation
  - Dejected animation
  - Different gestures of body

4. Different reaction of characters
- Study of Inertia, Momentum and anticipation

5. Different facial expressions
- Jealousy, hate, aggression, envy, surprise, determination

6. Environments & back Ground
- Different scenes & landscapes
- Collage

Material to be used in Drawing III:
Pencil, charcoal, colour pencil, pastel colours, water colours, Dry pastels, Pen & Ink, Brush & Ink, Poster colour etc.
3. ADOBE PHOTOSHOP

1) Introduction to graphics, vector graphics & bitmaps
2) Understanding image size & resolution
3) Relation between resolution, File sizes & output
4) Using Menu & Colour palettes
5) Concept of Path (Segment, Anchor, Curved, Closed, Open, Subpath)
6) Working with Photoshop Tools
7) Working with Masks & Histogram
8) Importing & Exporting images
9) Working with Layers, Channels & paths, Actions, History
10) Using navigator & Photoshop plugins.
11) Integrating with Web pages
12) Understanding Digital Images

Five assignment should be submitted by the student (Magazine ad., Posters, Image editing, Motion graphics, product ad. Etc.)
BACHELOR OF MULTIMEDIA (SEMESTER – III)

4. HTML

Time: 3 Hours  Max. Marks: 100

Note: Instructions for the Paper-Setters / Examiners:
Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly ensure the Paper Contents should be according to the Specified Syllabus.
Essay type questions of 20 marks each.
(8 questions to be set & 5 to be attempted out of 8).

- Web Page Text
- Text Alignment
- HTML Forms
- Web Page Graphics
- Backgrounds
- Colours
- Animated Graphics
- Page Design & Layout with Links
- Advanced Layout with Tables
- Style Sheets
- Dynamic Web Pages

Reference Book: Web Enabled Commercial Application Development HTML (Ivan Bayross)
5. Corel Draw

-Using menus, Standard toolbar, Property Bar and Dialog Boxes
-Drawing Rectangles, Ellipses, Polygons, Stars, Spirals & Graph paper
-Drawing lines of all shapes & Sizes
-Creating & Manipulating Text
-Selecting and Transforming Objects
-Shaping Objects, Filling Objects, Outlining Objects
-Object Ordering, Layers & the object Manager
-Combining, Breaking Apart, Grouping, Ungrouping, Separating & Converting to Curves
-Weld, Intersection & Trim
-Aligning, Distributing, Copying, Pasting & Cloning
-Enveloping & perspective, Extruding, Blending & Countering
-Lens, Transparency & Power-clip
-Colour-Management, Scanning and Auto Tracing
-Importing & Opening Files, Exporting & Saving Files.
-Page Setup, Printing, Styles, Templates & Scrapbooks
-Creating Custom Arrowheads, Patterns, Symbols & Line Styles

Project: Five assignments should be submitted by the student (i.e. Ad design, Poster, Folders, Pamphlet, Press Ad, Calendar etc)
6. PROJECT-I:

Project should be completed on the basis all the software covered during the semester
BACHELOR OF MULTIMEDIA (SEMESTER – III)

ESL-221: ENVIRONMENTAL STUDIES-I

Theory Lectures: 1.5 Hours/ Week
Time of Examination: 3 Hours
Max. Marks: 50

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks): It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. The multidisciplinary nature of environmental studies:
   Definition, scope & its importance.
   Need for public awareness.

2. Natural resources:
   Natural resources and associated problems:
   a) Forest resources: Use of over exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
   b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.
   c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
   d) Food resources: World food problems, change caused by agriculture and overgrazing, effects or modern agriculture, fertilizer-pesticide problem, salinity, case studies.
   e) Energy resources: Growing of energy needs, renewable and non-renewable energy resources, use of alternate energy sources, case studies.
   f) Land resources: Land as a resource, land degradation, soil erosion and desertification.
      Role of an individual in conservation of natural resources.
      Equitable use of resources for sustainable lifestyles.

3. Ecosystem:
   Concept of an ecosystem.
   Structure and function of an ecosystem.
   Producers, consumers and decomposers.
   Energy flow in the ecosystem.
   Ecological succession.
   Food chains, food webs and ecological pyramids.
Introduction, types, characteristic features, structure and function of the following ecosystems:

a. Forest ecosystem
b. Grassland ecosystem
c. Desert ecosystem
d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

4. Social Issues and Environment:
From unsustainable to sustainable development.
Urban problems related to energy.
Water conservation, rain water harvesting, watershed management.
Resettlement and rehabilitation of people; its problems and concerns. Case studies.
Environmental ethics: Issues and possible solutions.
Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
Wasteland reclamation.
Consumerism and waste products.

Environmental Protection Act:
- Air (prevention and Control of Pollution) Act.
- Water (prevention and Control of Pollution) Act.
- Wildlife Protection Act.
- Forest Conservation Act.

Issues involved in enforcement of environmental legislation.
Public awareness.

References/Books:
3. Down to Earth, Centre for Science and Environment, New Delhi.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
1. FLASH

1) Animation Fundamentals: -
   Introduction, History, Systems, Techniques, managing windows & panels, Toolbox,
   Document window
2) Drawing in Flash: -
   Working with objects Using Primary drawing tools Working with selection tools Creating
   lines, choosing line styles Drawing panels Symbols & instances
3) Working with colors & text
   Color basics Color panels, Color mixer panels Text field types
   Text tool
   Font Export & Display
   Font symbols Modifying text
4) Basic Interactivity to flash movies
   Actions & Event handlers
   Making Actions happen with Event handlers
5) Graphics & 2D Animation
   Working with Graphics
   Animation software
   Flash symbols
   Working with Libraries! Inspection
   Basic methods of Flash Animation
   Frame-by-Frame Animation
   Modifying multiframe sequences
   Tweening
   Integrating multiple Animation systems
6) Character Animation Techniques
   Storyboard
   Cartoon Animation basics
   Animation keys & in betweening
   Coloring the art
   Flashed Tweening
   Backgrounds & scenery

1) Integrating media files with Flash
   Adding sound
   Importing sounds to flash
   Synchronizing Audio to animations
   Stopping sounds, Editing Audio in Flash
2) Embedding video
   Preparing a video file
   Importing the video
   Publishing Flash movies with video
   Using Sorenson Squeeze for Flash video

3) Integrating Flash contents with HTML
   Writing Markup for Flash movies
   Detecting Flash player
   Using Flash movies with JavaScript & DHTML

4) Action Script
   Breaking down interactive process
   Basic context for Programming in Flash
   Action script variables
   Declaring variables in Action script
   Creating expression in Action script
   Make a login sequences with variables

5) Controlling Movie clips
   Movie clips overview Properties & methods
   Working with Movie Clip Properties
   Creating Draggable Movie Clips

6) Using Function and Arrays
   What are Data Types?
   Overview of Functions as procedures
   Managing related Data: The Array object
   Creating Dynamic Reusable Flash Menu
   Functions as Methods of Objects
   Functions as Constructors of Object

7) Interacting with Movie Clips
   Movie Clip Collision Detection
   Using Mouse Object
   Manipulating Colour Attributes
   Enabling Sound with Action Script
   Printing with action Script
8) Sharing & Loading Assets

- Managing Smooth Movie Download & Display
- Pre Loading a Flash Movie
- Loading Flash Movie
- Loading JPEG Images into Flash Movie
- Loading MP3 Audio into Flash Movie
- Assessing Items in Shared Libraries

9) Optimizing and Trouble Shooting Flash Movies

- Dealing with Problematic Elements
- Flash Deployment and Data Types
- Optimizing and Pre Loading
- Vector Art Work
- Bitmap Graphics
- Sound Files
- Using the Load Movie Action
- Preloading Techniques
- Using Shared Libraries
- Optimization Tips
- Advanced Techniques

10) Solving Problems in Your Movies

- Defining Streaming Media
- Using the output Window:
- Knowing the Flash MX Debugger Panel
- Assigning Breakpoints
- Debugging a Flash Movie Remotely
- Troubleshooting Guidelines
2. **ASP**

- **Active Server Pages, Objects**

  Building ASP
  ASP & HTTP Protocol
  Working with HTML forms
  Working with ASP pages
  Working with Sessions
  Interacting Clients, ASP & Internet Explorer

- **ASP Pages Installable Components**

  General Dynamic Content From the Server
  Tracking page View
  Working with e-mail
  Working with Active Director Server Interface

- **Using ASP with Data Base**

  Connection & Data forces Record Sets
  Communication Objects Index Server & Full Text Search

- **Creating On-line Store Website (Case Study)**
3. DREAM WEAVER

Introduction to Dream weaver


Sites & Documents


Linking & Navigation


Site Management

- Overview, Setting Up Remote Site, Determining the Remote Sites Root Directory, Site Window, FTP Preferences, Getting & Putting Files, Getting Files from The Remote Server, Synchronizing the Files, HTML source searches, Saving Search Patterns, Sites for Multiple Browser, Previewing in Browser, Design Notes.

Formatting Text


Images


Tables

Tables Overview, Inserting Tables, Adding Content to a Table Cell, Importing Data, Selecting Table Elements, Preset Design in Table Elements, Copying & Pasting Cells, Resizing Tables & Cells, Changing Column Widths, Sorting Tables, Exporting Table Data
BACHELOR OF MULTIMEDIA (SEMESTER - IV)

Layers


Frames

• Frames Overview, Creating Frames, Creating Frameset, Deleting Frames, Flame Inspector, Saving Frame & Frameset Files, Frameset Properties, Naming a Frameset Documents, Borders, Creating NOFRAMES Content

Inserting Media

• Media Overview, External Media Editor, Inserting Shockwave Movies, Inserting Flash Movies, Flash Movies Properties, Inserting & editing after shock objects, Inserting Generator object, Navigator plug in properties, Playing Plug ins, ActiveX Properties, Inserting Java Applets

Behavior

• Behavior Inspector, About Events, Attaching Behavior to Timeline, Creating New Actions, Call Java Script, Change Property, Check Browser, Check Plug In, Control Shock wave or Flash, Drag layer, Jump Menu, Pre load images, Swap image

Editing HTML

• Inserting HTML mode, Editing Tag Mode, Rap Tag Mode, The Hints Menu, Quick Tag Editor Preferences, HTML format Preferences, HTML Rewriting Preferences, HTML color Preferences, Cleaning up HTML, Using External HTML editor, Inserting Scripts, Inserting Comments

Forms

Creating Forms, Adding Objects to Form, Text field properties, Button properties, Image Fields, Check Box, List Menu, Radio Buttons, File Fields, Generic Fields, Processing Forms
4. FILM APPRECIATION –II & ADVANCED PHOTOGRAPHY PRACTICAL

Time : 3 Hours                        Max. Marks : 50

Note : Instructions for the Paper-Setters / Examiners :
Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.
Kindly Ensure the Paper Contents should be according to the Specified Syllabus.
Essay answer type questions of 10 marks each.
(8 questions to be set & 5 to be attempted out of 8 question).

The Motion Picture Industry (Indian)

a) Production & Distribution

b) Censorship

c) Art and Technique of Motion pictures

1. Production Manipulation
   i) Script                ii) Actors
   iii) Sets                iv) Costumes
   v) Aspect Ratio          vi) Film Stock

2. Manipulation During Filming
   i) Lenses               ii) Camera Distance & Position
   iii) Composition        iv) Camera Movement
   v) Lighting             vi) Sound

3. Postproduction Manipulation
   i) Processing and Printing
   ii) Editing
   iii) Special effects
   iv) Music
   v) Sound Effects
   vi) Post Synchronization or dubbing

5. PROJECT-II:
Project should be completed on the basis all the software covered during the semester
BACHELOR OF MULTIMEDIA (SEMESTER - IV)

ESL-222: ENVIRONMENTAL STUDIES-II

Theory Lectures: 1.5 Hours/ Week  Max. Marks: 50
Time of Examination: 3 Hours

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks): It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. Biodiversity and its Conservation:
   Definition: Genetic, species and ecosystem diversity.
   Biogeographical classification of India.
   Value of Biodiversity: Consumptive use; productive use, social, ethical, aesthetic and option values.
   Biodiversity of global, National and local levels.
   India as mega-diversity nation.
   Hot-spots of biodiversity.
   Threats to Biodiversity: Habitat loss, poaching of wildlife, man wildlife conflicts.
   Endangered and endemic species of India.
   Conservation of Biodiversity: In situ and Ex-situ conservation of biodiversity.

2. Environmental Pollution:
   Definition, causes, effects and control measures of:
   a) Air Pollution
   b) Water Pollution
   c) Soil Pollution
   d) Marine Pollution
   e) Noise Pollution
   f) Thermal Pollution
   g) Nuclear Hazards
   h) Electronic Waste
   Solid Waste Management: Causes, effects and control measures of urban and industrial wastes.
   Role of an individual in prevention of pollution.
   Pollution case studies.
   Disaster Management: Floods, Earthquake, Cyclone and Landslides.
BACHELOR OF MULTIMEDIA (SEMESTER - IV)

3. Human population and the environment
   Population growth, variation among nations.
   Population explosion-Family welfare programme.
   Environment and human health.
   Human rights.
   Value education.
   HIV/AIDS.
   Women and child welfare.
   Role of information technology in environment and human health.
   Case studies.
   Road Safety Rules & Regulations: Use of Safety Devices while Driving, Do’s and Don’ts while Driving, Role of Citizens or Public Participation, Responsibilities of Public under Motor Vehicle Act, 1988, General Traffic Signs.
   Accident & First Aid: First Aid to Road Accident Victims, Calling Patrolling Police & Ambulance.

4. Field Visits:
   Visit to a local area to document environmental assets–river/forest/grassland/hill/mountain.
   Visit to a local polluted site–Urban/Rural/Industrial/Agricultural.
   Study of common plants, insects, birds.
   Study of simple ecosystems–pond, river, hill slopes etc.

Note: In this section the students will be required to visit and write on the environment of an area/ ecosystem/village industry/disaster/mine/dam/agriculture field/waste management/hospital etc. with its salient features, limitations, their implications and suggestion for improvement.

References/Books:

3. Down to Earth, Centre for Science and Environment, New Delhi.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
1. Adobe Audition

**Audio Basics**
- Amplitude
- Wavelength
- Digital Audio
- Bit Depth

**Introduction to Adobe Audition**
- Multitrack Arrangement
- Opening Audio Files
- Saving Files
- Mixer Window

**The Edit View**
- To open Files
- To Create a New Files
- To Select the wave
- Wave Display
- Recording in Edit view
- Transport compose area
- Cut
- Copy
- Paste
- Paste mix
- Trim
- Insert in multi track
- Sound effects
- Invert
- Reverse
- Amplitude
- Delay Effects
- Noise reduction
- Special
- Time Pitch
BACHELOR OF MULTIMEDIA (SEMESTER - V)

- The Multi track View
- Importing Files
- Moving Files
- Multitrack Toolbars
- Tracks Control

Equalizers

Bus & Effects
- Bus
- Realtime Non-Destructive Effects
- Chorus
- Echo
- Graphic Equalizer
- Noise reduction

Recording Audio
- Recording
- Recording New Audio into Your Session
- Recording Device
- Monitor Record Level
- Time Record
- Maximum Recording Time
- Start Recording
- Video
- Video from Files
- Show Video Window
BACHELOR OF MULTIMEDIA (SEMESTER - V)

Adobe Premiere

TIME: 3 HOURS                      MAX. MARKS: 100

Note: Instructions for the Paper-setters / Examiners:

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly ensure the Paper Contents should be according to the Specified Syllabus.

Questions will be in three categories:

1. Compulsory objective type questions of 2 marks each (10 questions of 20 marks total)
2. Short Answer type questions of 5 marks each (any 8 to be attempted out of 10)
3. Long Essay type questions of 20 marks each (any 2 questions out of 4)

Reference Books: Adobe Premiere 6.5 classroom in a Book (Adobe Publishing)

2. Adobe Premiere
   
   Introduction to Adobe Premiere
   - Hardware technology & premiere
   - About premiere
   - Application of video editing
   - Editing strategy: offline & online editing

Starting a project
- Selecting an initial workspace
- Setting the startup screen
- Specifying project setting
- Choosing in-built presets
- Using suggested settings for multimedia

Setting source clip
- Monitor window
- Modifying monitor window
- Video safe zone
- Importing clips
- Importing projects
- Opening clip
BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Setting in & out point
- Cueing to edit marks
- Using markers

Creating a program

- Comparing editing methods
- Choosing sources & target track
- Using drag & drop editing
- Three point editing
- Four point editing
- Lift & extract
- Creating a counting leaders
- Creating color bars & 1KHz tone

Creating black video Video capture process

- Introduction
- Understanding capture
- Preparing for capture
- Using the movie capture window
- Choosing a scratch disk
- Choosing capture setting
- Optional setting
- Creating a batch list
- Using batch capture
- Capturing digital video

Working with timeline

- Time line & editing workspace
- Customizing the timeline
- Using shy tracks
- Opening clips in timeline window
- Enabling & disabling clips
- Using linked clips
- Setting the sync option
- Using snap to edges
- Splitting clips
- Cutting, pasting & copying clips
- Changing speed of a clips
- Locking & unlocking clips
- Trimming clips in the timeline
- Using edge viewing
BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Using ripple & rolling edits
- Using slip & slide edit
- Using trim mode
- Using split edit

Transitions
- Using transition palette
- A/B roil vs. roll transition
- Using a default transition
- Modifying transition setting
- Adjusting transition setting
- Creating special transitions
- Using virtual Clip
- Replacing a transition

Audio mixing
- Adjusting gain
- Adjusting audio levels in the timeline
- Fading & panning
- Using audio pan & fade control
- Creating cross faders
- Cross fading audio linked to video
- Using audio mixer
- Setting the workspace for audio mixing
- Customizing audio mixer
- Audio effects
BACHELOR OF MULTIMEDIA (SEMESTER - V)

Adding effects
- Using the effects workspace
- Applying static & animated effects
- Working with effects
- Adjusting effect setting
- Removing & disabling effects
- Using multiple effects
- Ordering effects
- Viewing key frames
- Key framing effects
- Modifying effect key frames
- Removing key frames
- Copying & pasting effects

Creating titles
- Creating & setting up a new title
- Viewing video safe zone
- Viewing video in the background
- Adjusting values
- Creating path text
- Setting text properties
- Creating rolls & crawls
- Creating shape objects
- Understanding control point & segments
- Using the pen tool
- Reshaping a bezier
- Specifying line & path properties
BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Setting fill option
- Setting gradient option
- Setting sheen options
- Applying a texture
- Setting stroke option
- Adding drop shadows
- Transforming object
- Aligning object
- Distributing objects
- Adding title to project

Superimposing clips

- About transparency
- Using video opacity rubber band
- Fading & keying
- Keying control
- Using luminance based keys
- Using multiply & screen keys
- Chrominance based key
- Alpha keys
- Using the alpha channel keys
- Using black & white alpha matte keys
- Matte keys
- Using image matte key
- Creating garbage mattes
- Using track matte key
- Difference matte key
BACHELOR OF MULTIMEDIA (SEMESTER - V)

Motion setting
- Applying motion
- Rotation, zooming, delaying & distortion
- Specifying exact time for motion
- Setting key frames
- Selecting & deleting key frames
- Setting key frames properties
- Setting position
- Setting distortion
- Resetting attributes
- Smoothing motion
- Acceleration & deceleration
- Setting fill order
- Setting alpha channel options
- Saving loading & deleting motion settings

Creating output
- Exporting file type
- Considering output goals
- Exporting programs & clips
- Choosing export options & settings
- Specifying the general export setting
- Exporting still image sequences
- Exporting single still image
- Exporting a film strip file for editing in Photoshop
BACHELOR OF MULTIMEDIA (SEMESTER - V)

Audio & video setting
  o Time base
  o Frame rate
  o Drop frame & non drop frame time code
  o Time display
  o Interlaced & progressive scan video
  o Solving interlacing problems
  o Safe color
  o Frame size
  o Image aspect ratio
  o Pixel aspect ratio
  o Image bit depth
  o Compression
  o Codecs
  o Data rate
  o Audio bit depth & channels
  o Audio interleave
  o Audio fades
  o Audio compressions

Project
3. Adobe After Effects

Introduction to After Effects
  o Setting up a project
  o Creating a project
  o Importing footage Item
  o Opening & closing a project
  o Saving a project

Importing media
  o File formats supported for import in After Effects
  o Preparing still image file for import into After Effects
  o Using interpretation rules
  o Importing image containing alpha channel
  o Importing layered adobe Photoshop files
  o Importing layered Adobe illustrator files

Working with imported footage
  o Introducing the switch columns
  o Seeing & hearing A/V panel
  o Global composition switches
  o Flipping switches in the switches panel
  o Finding the hidden panel
  o Knowing the time graph
  o Changing position
  o Changing scale
  o Changing degree of rotation
  o Adjusting the anchor point
  o Fading opacity
  o Modifying motion path
  o Understanding key frame
  o Setting key frames
  o Moving & copying key frames
Setting & animating a layer property in timeline window
- Setting & animating anchor point
- Setting & animating mask property
- Modifying mask
- Putting mask in motion
- Using mask with effects

Composition setting
- Setting general preferences
- Setting import preferences
- Setting output preferences
- Setting grid & guides preferences
- Setting label colors & label defaults preferences
- Replacing & substituting footage
- Nesting a composition

Creating mattes
- Understanding transparency
- Working with tracks matte
- Using layer's alpha channel as a track matte
- Using layer's luminance as a track matte
- Inverting mattes
- Using the preserve transparency switch

Transform modes
- Using add
- Using multiply
- Using Screen
- Using overlay
- Using soft light
- Using hard light
- Using color dodge & color burn
- Using darken & lighten
- Using exclusion & difference
- Using hue, saturation, color & luminosity
BACHELOR OF MULTIMEDIA (SEMESTER - V)

- What is interpolation
- Controlling change through interpolation
- Interpolation method
- Changing speed of a layer
- Using time reverse key frame assistant
- Time stretching a layer
- About time remapping
- Reversing the playback direction of a layer

Working with render queue
- About rendering
- Using the render queue window
- Changing render settings
- Saving a RAM preview as a rendered movie
- Choosing compression potion

Using effects
- Using all standard effect (adjust, audio, blur, sharpen, channel etc.)
- Particles
- What is particle
- Understanding the particle playground effect

Working with text
- Working with text filter
- Using basic text
- Using the number filters
- Using path text effect
- Working with mask in text layer
BACHELOR OF MULTIMEDIA (SEMESTER - V)

Working with 3D composition
  o Introduction to 3D
  o Adjusting 3D layer's position & rotation
  o Animating in 3D
  o Adding camera & light to 3D
  o Working with virtual camera
  o Understanding 3D auto orientation
  o 3D rendering

Expression
  o Introduction to expression
  o Expression icon
  o Converting expression to key frame
  o Creating & editing expression
  o Working with layer & time in expression
  o Controlling expression by using effect controls

Working with audio
  o Editing audio levels
  o Using standard audio effects (backward, bass, treble, delay, flange, chorus, reverb etc)

Project
BACHELOR OF MULTIMEDIA (SEMESTER - V)

4. Workshop-III

Pre Production:
Script writing, Storyboard, Budgeting, Location, staffing
Planning Film stock, Frame rate, Equipment etc.

Production:
Camera preparation (frame rate, shutter speed, shutter angle,
white/black balance, Monitor, Back focus, cables, accessories.
asa speed, tonal range, lighting ratio, Lighting according to
monitor. Highlights, shadows and exposure.

Understanding camera:
Camera head, Body, Frame rate and scanning
on board vtr, mechanics, operation, Formats, Image control, Shutter,
output, accessories.

Lenses:
Resolution, contrast, breathing, Focus, depth of field, filters
aperture.

Monitor: Introduction, Lining up with color bars, exposure meter, cabling
color balance: white/Black balance using grey cards, Nd filters,

Project:
Recording 1/2 hr movie (footage)

post production:
Off line / on line editing, Recording and editing
music voice over for movie. Mixing.

5. PROJECT-III:

Project should be completed on the basis all the software covered during the semester
1. **3D Studio Max**

Introducing 3d Max- 6
- What Is 3d
- About 3ds Max
- How’s Max Developed
- System Requirements
- About 3-D Graphics
- How 3-D Graphics Are Used
- Finding A Career In 3d
- Simulating Three Dimension

Exploring View Ports
- Understanding 3d Space
- Orthographic Views
- Perspective View
- View port Controls
- View port Rendering Levels
- View port Configuration

Meeting The Max Interface
- Command Panels
  - The Create Panels
  - The Modify Panels
  - The Hierarchy Panel
  - The Motion Panel
  - The Display Panel
  - The Utility Panel
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- The Main Toolbar Options
  - Learning The Toolbar Contents
  - Selection Tool
  - Transform Tool
  - Other Toolbar Options

Using Primitives & Splines
- 3d Primitives
- Extended Primitives
- 2d Primitives

Selection & Transform Tools
- Selection Methods
- Groups
- Transform Tools
  - Using Transform Buttons
  - Working With The Transform Gizmo
  - Using Transform Type-Ins
  - Constructing The Transform
  - Understanding A Coordinate System

- Pivot Points
  - Temporary Pivot Points
  - Temporary Pivot Points And Sub Object
  - True Pivot Point
  - Positioning And Aligning Pivot Point
  - Transform Adjustments

- Using The Align Command

- Using Grids
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Cloning Objects And Object Arrays
  o Cloning Basics
  o Shift Clone Method
  o Array Tool
    ▪ Linear Array
    ▪ Circular Array
    ▪ Spiral Array

Grouping And Linking Objects
  o Grouping Objects
    ▪ Ungrouping Objects
    ▪ Attaching And De-Attaching Objects
  o Relationship Between Parent, Chills & Root Relationships
    ▪ Linking & Unlinking Objects
    ▪ Links & Hierarchies
  o Displaying Links In The View Port
  o Viewing Hierarchies
  o Working With Linked Objects
    ▪ Selecting Hierarchies
    ▪ Linking To Dummies
  o Using Schematic View Window
    ▪ Schematic View Window
    ▪ Schematic View Interface
  o Working With Schematic View Nodes
    ▪ Creating A Hierarchy
    ▪ Rearranging Nodes
    ▪ Deleting Nodes
    ▪ Node Colors
    ▪ Changing The Object Color
    ▪ Copying & Recording Modifiers
Modeling With Modifiers

- Modifiers & The Modifier Stack
- Basic Axial Modifier
  - Bend
  - Taper
  - Twist
  - Stretch
  - Squeeze
  - Push
  - Mirror
  - Skew
- Noise
- Relax
- Ripple & Wave
- Slice & Cap Holes
- Spherify & Lattice
- Mesh Optimization
- The Displace Modifiers
- Free Form Deformations
- Spline Based Modifiers
  - Extrude
  - Bevel
  - Lathe & Fillet/ Champher
  - Using Spline Boolean Operations
Mesh Level Modeling
- Choosing A Modeling Method
- Mesh Basics
- Polygonal Mesh Modeling
- Modeling With Primitives
- Modeling Using Modifiers
  - Modeling A Display Case With Lattice Modifier
  - Modeling A Landscape With The Displace Modifier
- Modeling Meshes From Lazier Splines
- Modeling With Compound Object
- Editable Poly Modeling
- Mesh Sub Object Editing
- The Vertex Sub Object Level

Patch Modeling
- Introduction To Patch Grid
- Building & Editing Patch Surfaces
  - Creating Patches
  - Shaping Patches
  - Adding New Patches
  - Extruding Patches
  - Extrude Edge On Patches
  - Attaching & Welding Patch Surface
- Converting A Loft Object To Patch
- Compound Object
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Types Of Compound Object
  - Boolean Objects
  - Spline Boolean
  - Morphing Objects
  - Creating Conform Object
  - Shape Merge
  - Terrain Object
  - Loft Objects
  - Scatter
  - Mesher

Working With Nurbs
- Nurbs Curves & Surfaces
- Non Uniform Rational B-Spline (Nurbs)
- Adaptive Tessellation
- Using Nurbs For Organic Modeling
- Working With Nurbs Curves
- Working With Nurbs Surfaces
- Nurbs Modeling Technique
- Converting A Mesh Primitive To Nurbs
- Understanding Isoparms
- Using Nurb Tools
  - Making A U Loft Surface From Curve
  - Capping A Surface
  - Drawing A Curve On Surface
  - Trimming A Surface
  - Modeling A Character’s Head With Nurbs
  - Lathing A Nurbs Surface
  - Lofting Surfaces
Basic Mapping & Material

- What Is Material
- Material In 3d Computer Graphics
- Understanding The Structure Of Materials
  - Understanding Color Models
  - Components Of Surface Shading
  - Shading Types
  - Basic Shading Parameters
- Understanding Materials & Maps
  - Material & Map Browser
  - Material Tree
  - Material Type
- Material Channels
- Map Type
  - Bitmap
  - 2d Procedural Maps
  - 3d Procedural Maps
  - Color Modifying Maps
  - Special Maps
  - Reflection & Refraction Maps
- Mapping Coordinates
  - Adjusting Mapping Coordinates In Coordinate Rollout
  - The Uvw Map Modifiers
  - Using Unwrap Uvw To Change Mapping
- Exploring The Material Editor Interface
- Map Rollout
- Advanced Materials
- Advanced Material Setting
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Supes Sampling Rollout
- Dynamics Properties Rollout
- Output Curver For Maps
  - Ray Tracing
  - Applying A Mattel Shadow Material
  - Applying A Double Sided Material
  - Applying Top/ Bottom Material
  - Applying A Shellc Material
  - Applying Map To Material Channel

Working With Lights
- Art Of Lighting
- Basics Of Lighting
- Simulation And Color In 2d
- Types Of Light & Their Parameters
- Lightning In Computer Graphics
  - Diffuse Reflection
  - Ambient Light
  - Shadow Casting
  - Indusion & Exclusion Of Objects

- Designing Your Lighting
  - A Three Point Lightning Setup
  - Applying Three Point Lighting
  - Adding Volume Light Atmospheric
  - Zone Lighting
  - Mood Lighting
  - Applying Mood Lighting
  - Accent Lighting
  - Lighting Free Camera
  - Using Vertex Color To Replace Lighting
Using Camera

- Understanding camera & Camera types
- Using free camera
- Using target camera
- Camera parameters
- Controlling camera
- Dollying the camera
- Roiling the camera
- Trucking the camera
- Orbiting the camera
- Panning the camera
- Adding multi-pass effect
- Depth of field
- Motion blur

Animation

- Using keys
- Managing keys in track view
- Using animation button
- Setting frame rate
- Setting speed & direction
- Track bars
- Track view modes
  - Edit key mode
  - Edit time mode
  - Edit range mode
  - Position ranges mode
  - Function curves mode
- Motion panel
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Animation Parameters
  - Animating a single parameters
  - Animating a modifiers parameters
  - Animating light parameters
  - Animating material parameter
  - Animating modifier parameter
- Animating with space warps
- Animating particles
  - Making the particles follow a path
  - Adding a deflector space warp
- Morphing

Using controllers
- Assigning controllers
- Assigning controllers in motion panel & track view
- Setting default controllers

Using particles
- Creating particles
- Types of particles
- Particles basic parameters
- Particles generation rollout

Using space warps
- Creating space warps
- Binding space warp to an object
- Types of space warp
  - Forces
  - Deflectors
  - Geometrical / deformable
  - Modifier based
  - Using video post
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Understanding video post
Editing video post
Video post queue
Video post events
Video post panels

Composting
- Composting in mase
- Composting render element in combustion
- Composting with RPF channels in combustion

Dynamic simulation
- Understanding dynamic
- Using dynamic space warps
- Using dynamic rollout
- Editing simulation objects
- Using flex modifier
- Adding forces & deflectors

Adding collision

Rendering
- Rendering animation
- Output size & other options
- Rendering few part of the scene
- Motion blur
- Antialiasing
- Render type
- Common parameters
- Render preview
- Action spade
- Render a file for combustion
Environment & render effects
  o Render effects
  o Lens effect
  o Glow, ring, blur etc.
  o Creating an environment
  o Adding atmospheric effect
  o Fog, cloud, fire etc.

Working with bones
  o Building bones system
  o Assigning an IK solver
  o Setting bone parameter
  o Using skin modifiers
  o Editing envelops
  o Using deformers

Using inverse kinematics
  o Creating IK system
  o Building & linking a system
  o Defining joint constraints
  o Copying, pasting & mirroring joints
  o Binding objects
  o IK limb solver
  o IK methods
  o IK script
Character Animation

Introduction to Character Studio Max
  - Working with biped
  - Creating a biped
  - Animating biped

Using freeform animation
  - About freeform animation
  - Creating free form animation
  - Freeform walking animation

Using IK constraints
  - Transforming links
  - Copy & paste postures

Editing biped in figure mode
  - Posing a biped
  - Saving & loading biped figure file
  - Linking object with biped
  - Rubber banding arms & legs

Working with footsteps
  - About footsteps
  - Creating footsteps
  - Editing footsteps
  - Creating multiple & individual footsteps
  - Editing footsteps in track view
  - Sliding footsteps
  - Adjusting vertical dynamics
  - Running, hopping & jumping with biped
  - Adopting biped key to footprint
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Splicing biped motion
- Retargeting biped motion
- Loading & saving biped step files

Understanding biped anatomy

- IK key frame parameters
- Freeform walking animation using IK constraints
- Pivots
- Mirroring motion
- Bending center of mass track & trajectory key editing

Working with physique

- Envelops
- Bulges & tendons
- Adjusting biped arms, legs & torso
- Adjusting default envelope shape
- Fine tuning the envelops

Adjusting skin with biped

- Working with deformable envelopes
- Adjusting link parameters
- Creating bulge
- Setting bulge
- Shaping the bulge
- Fine tuning in the bulge editor
- Adding more poses to your character
- Creating tendons
- Rigid envelops
- Deformable envelops
- Vertex sub-object to override envelops & blending
- Shaded display of vertex weight values
Crowd animation

- Crowd object
- Crowd delegates
- Creating crowd system
- Understanding behavior
- Attaching an object instance to a crowd system
- Biped with crowd delegates

**Project:** One project should be completed based on character animation.

- **Assignment 1** - Modeling
- **Assignment 2** - Animation (i.e. Walkthrough, Camera animation etc.)
- **Assignment 3** - Animated Movie (i.e. 3D Character animated short film).
2. Drawing & Illustration

   a. Drawing

      i. Study of Furniture, Buildings, and Automobiles etc.

      ii. Study of objects in wood, Glass, Metal, Fabric etc.

      iii. Drawing of 3D objects from 4 different views (Top, Front, Side view & Perspective)

      iv. All above assignments to be done in any one medium.

   b. Illustration

      i. Introduction to Illustration

      ii. Different styles of Illustration

      iii. Exaggerated, Flat, Stylish & Realistic etc.

      iv. Story Narration through Illustration
3. Stop Motion

   Camera Capturing Techniques
   Camera Angle
   Frame by frame shoot

   Editing
   - Sequence Edit and Composite in Video and Composting softwares

   Render
4. Discreet Combustion

Introduction to Combustion
- What is combustion?
- System Requirements?
- About Compositing?

Working with Project
- Choosing file settings
- Importing footage
- Replacing footage
- Working with quick time
- Editing composite setting
- Changing footage source setting
- Changing footage output setting
- Creating proxy footage
- Changing footage start & end point
- Saving a file

Working with layers
- What is layer?
- Creating a new layer
- Adding markers to layers
- Transforming layer objects
- Parenting layer
- Hinging layers
- Targeting layers
- Creating a Null object
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Aligning layers
- Duplicating & moving layers
- Splitting & trimming layers in timeline
- Working with nested composite
- Transforming nested layers

Working with surface property
- Working with surface control
- Working with setting control
- Working with layer control
- Using transfer modes for layers
- Working with alpha channel
- Creating double sided layer
- Creating shadows
- Using specular level & glow signs
- Using reflectivity

Working with paint
- Introduction to tools
  - Drawing tools
  - Selection tools
  - Miscellaneous tools
  - Mask tools
  - Tool option
  - Flash mode
- Menu bar
  - Selection menu
  - Object menu
  - Effects menu
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Movie menu
- Window menu

- Understanding Paint Control
  - Modes control
  - Transform control
  - Brush control
  - Gradient control
  - Shadow control
  - Text control
  - Setting control
  - Reveal source
  - Clone tool
  - Rotoscoping

Working with Mask
  - What is Mask
  - Using Mask tool
  - Creating Mask
  - Editing Mask
  - Keying Mask
  - Animating Mask

Working with animation
  - Using Motion path
  - Editing motion path
  - Working with timeline
  - Creating key frames
  - Editing key frames
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Working with camera
  o Understanding camera control
    ▪ Field of view
    ▪ Focal length
    ▪ Aperture width
    ▪ Stock lenses
    ▪ RPF transform layer
  o Animating camera
  o Targeting camera
  o Modifying the camera lens

Using lightning effect
  o Types of light
  o Distant light
  o Point light
  o Spot light
  o Selecting light
  o Creating & deleting light
  o Animating light
  o Targeting a light
  o Modifying lights

Using Particles
  o Working with particle operator tools
  o Emitters

Particle types
  o Deflectors
  o Working with Particle shape
  o Animating particles
  o Modifying particles
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Working with text
  o Creating text to a new layer
  o Text tool bar
  o Numeric generator
  o Time code generator
  o Aligning text
  o Changing text attributes
  o Advanced text features
  o Path & variation
  o Modes control
  o Working with text control point

Color Correction technique
  o About color correction
  o Basic control
  o Color control
  o Curve control
  o Histogram control
  o Range control

Using Keying technique
  o Introduction to keying
  o Discreet Keyer
  o Understanding matte control
  o Using selection
  o Tracking
  o About tracking
  o Using tracker
  o Tracking multiple points
BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Stabilizing

Combustion with 3Ds MAX
- Creating material in combustion for 3Ds Max
- Using Rich Pixel Rendering
- Importing rich pixel rendering in combustion
- Casting shadow or 3D object
- Using camera animation in 3Ds Max RPF & RLA files

Working with Audio
- Loading Audio
- Scrubbing Audio
- Setting Audio Region
- Audio Rendering

Rendering

Rendering interface

5. Project: IV

Project should be completed on the basis all the software covered during the semester
1. MAYA

**User Interfaces of Maya.**
- Introduction Of Maya
- Modeling Tools
- Abt. View Ports
- Abt. Opening File, Saving And Closing

**Modelling Tools**
- Nurbs Modeling
- Poly Modeling
- Subdivision Modeling

**Advance Modeling Technique**
- Product Modeling
- Character Modeling
- Low poly Modeling
- High Poly Modeling

**Texturing**
- About Texturing
- Mapping
- Uv Tex editor

**Materials**
- Anisotropic.
- Blinn.
- Lambert.
- Layered Shades.
- Ocean Shades.
- Phong.
- Phong E.
- Ramp Shades.
- Shading Map.
- Surface Shades.
- Use Backgrounds.

**Animation**
- About Animation.
- About Key Frames.
BACHELOR OF MULTIMEDIA (SEMESTER - VII)

Animation Editors
Graph Editor.
Trax Editor.
Dope Sheet.
Blend Shape.
Expression Editor.
Device Editor.

Set Key
Set Breakdown.
Hold Current Keys.
Set Driver Key.
Set Transform Keys.
Ik/Fk Keys.
Create Clip.
Create Pose.

Ghost Selected
Unghost Selected.
Unghost All.
Create Motion Trail.
Create Animation SnapShot.
Update Motion Trail/Snapshot.
Create Animated Sweep.
Motion Paths.

Skin
Bind Skin.
Detach Skin.
Go To Bind Pose.
Edit Smooth Skin.
Edit Rigid Skin.

Skeleton
Joint Tool.
Ik Handle Tool.
Ik Spline Handle Tool.
Insert Joint Tool.
Reroot Skeleton.
Remove Joint.
Connect Joint.
Mirror Joint.
Orient Joint.
Set Preferred Angle.
Assume Preferred Angle.
Enable Ik Handle Snap.
Enable Ik Fk Control.
Enable Selected Ik Handle.
Disable Selected Ik Handle.

**Lighting**
- Ambient Light.
- Directional Light.
- Point Light.
- Spot Light.
- Area Light.
- Volume Light.
- Camera.

**Cloth**
- Create Panel.
- Create Garment.
- Create Seam
- Create Collision Object

**Hypergraph**

**Paint Effects**

**Play blast**

**Live**
2. Deep Paint

Introduction to Deep Paint

Interfaces Overview

- Paint Interface
- Clone Interface
- Print Interface & Applying Borders
- Main Menus and Tabs
- Spinners, Triangles and Context Menus
- Tools & Palettes
- Command Panel

Using the Main menu bar
- File menu options
- Edit menu options
- Selection menu options
- Filter menu options
- View menu options
- Window menu options

Using Tools and Their Options
- Tool palette & Color Controls
- Color Bump and Shine Channels
- Select a Canvas
- Spline Tools & Selection Options
- Working with Splines
- Clone Options & Image Stamp
- Cloning Effects
- Shapes Palette

Using the Command Panel
- Presets Tab Overview
- Brush & Paint Settings Tab Overview
- Layers Tab Overview
- Lighting Tab Overview
BACHELOR OF MULTIMEDIA (SEMESTER - VII)

Using Texture Paints

- Texture Paint Presets
- Advanced behavior rollout
- Textures & Texture channels rollout
- Dab Rand settings
- Texture Paint -Rocks Example

Using Color Pickers & Swatches

- Color Swathes
- Create Your Own Color Swatch
- Color Picker
3. **Project:** - 3D Animated Short movie in 3Ds max software with characterstudio.

1. Concept (Social or comedy etc…)
2. Character Development
3. Story Board
4. Scripting (Dialogs Narration)
5. Background (Craft)
6. Background Score
7. Music
8. Lighting
9. Camera
10. Special Effects
1. Z Brush

Interface of Z Brush

Introduction of Z Brush

Introduction of Texturing

Advance tool of Texturing

Introduction of Modeling

Advance tool of Modeling Modification of Model
2. Project

Animation Film

Short Animated Film in MAYA

1. Concept (Social or comedy etc…)
2. Character Development
3. Story Board
4. Scripting (Dialogs Narration)
5. Background (Craft)
6. Background Score
7. Music
8. Lighting
9. Camera
10. Special Effect

3. Industrial Training

Industrial Training: Now Certificate remarks have to be submitted. (Satisfactory/Unsatisfactory)
Print Campaign

(Campaign in Print Media)

Selection of Topic

Product

Service

Social

Justification of the Topic

Research on the chosen topic and related topics

Research on the case studies

Questionnaire

Problem Statement

Pinpoint Target Audience

(For Guidance)

Idea Generation

Mind Making (1st Stage)
(Activities and Emotions that relates to the topic)
That’s that first thing that strike one’s mind like-love, hate, fear, flort, happiness etc.
Mind Making (2\textsuperscript{nd} Stage)
Generate stories from these words like love, hate etc. without the topics involvement.
Give reference of previously made good ads that relate to idea based add.

\textbf{Campaign (Thesis)- Idea Generation Execution)}

Students have to pick up (Synopsis)
- Topics under the categories of Product, Corporate, Service, Social etc.

Research- Do research on the chosen subject or the similar item or subject.
Next do around 5 case studies.
Next make questionnaire. Get it filled up by possible target audience.
Next determine Problem Statement and Target audience

Start working on the concept. Give Design solution.

Do media planning

Workout the possible campaign

Submit the Thesis i.e. Research and the campaign, the Research (Thesis) should contain all the research material from any source, case studies questionnaire, Problem Statement, Target Audience, Concept making scribbles, Design Solution Scribbles and Final, finished design with headline, punch line, body copy, visual etc. Last page should have the bibliography reference. 2\textsuperscript{nd} page should contain the different topic; student’s name, name of the guide etc.

Submit at least five medias.

\textbf{Advertisement: -Camera shooting based Ad film.}

\textbf{Note: The mentioned project during the semester should be completed in the college under the guidance of the concern faculty.}