

BU-COMMUNITY COLLEGE CONSULTANCY CENTRE

**REVISED SYLLABUS – 2021-22
FOR
DIPLOMA IN MULTIMEDIA & ANIMATION**



**BHARATHIAR UNIVERSITY
COIMBATORE-641046**

BHARATHIAR UNIVERSITY, COIMBATORE.
DIPLOMA IN MULTIMEDIA & ANIMATION
(Community College)

(for the candidates admitted from the Academic year 2021-22 onwards)

Minimum qualification for admission to Diploma Course in Multimedia & Animation is a pass in Standard X.

SCHEME OF EXAMINATIONS

S. No	Title of the Course	Credits	Maximum Marks
1	Computer Fundamentals	4	100
2	Graphic Designing	4	100
3	Multimedia	4	100
4	Animation	4	100
5	Practical - I	4	100
6	Practical- II	4	100
7	Practical- III	4	100
8	Internship/ Apprentice/ Teaching Practice/ Project	4	100
	Total	32	800

Question paper Pattern: Theory

Section A: (10 x 2=20 Marks)

Answer ALL the questions

Section B: (5 x 6 = 30 Marks)

Answer ALL the questions either (a) or (b)

Section C: (5 x 10 = 50)

Answer ALL the questions either (a) or (b)

Duration of examinations for all papers is three hours.

*Minimum Pass Mark: 40 Marks

PAPER I

FUNDAMENTALS OF COMPUTERS

Unit:1		
Introduction to computer – Definition-Characteristic of computer-Classification of computer- Computer generation-Advantages and disadvantage-Types of computer.		
Unit:2		
Basic computer organization-Input unit-output unit-Arithmetic logic unit-Control unit- Central Processing Unit-Software-Operating system-Hardware-Types of computer.		
Unit:3		
Input and output and storage devices-Storage unit- Primary storage devices-Secondary storage Devices-Numbering system-Binary numbering system-decimal numbering system- Hexa decimal numbering system-Octal numbering system-ASCII Codes.		
Unit:4		
Introduction to Networks - Network topologies- LAN,WAN, MAN- Networking models – OSI Reference model, TCP/IP model- Networking devices-Routers-Switches-Modem – Hubs-wired and wireless technology- Protocols-Types of internet connections – dialup , Broadband, leased line , Wi-Fi, Wi-Max, 2G, 3G, 4G.		
Unit:5		
Web applications- www- HTML- HTML structure- HTML elements- Text, List, Tables, Frames, Hyperlinks, Images and Multimedia.		
Reference Books		
1	Digital Computer Fundamentals, Thomas C. Bartee	
2	Computer networks, Andrew S. Tanenbaum, David J. Wetherall, Pearson Education.	
3	The complete Reference- HTML and CSS, Thomas A Powell, McGraw Hill	

PAPER II
COMPUTER GRAPHICS

Unit:1		
Introduction to Illustrator – Tool bar using and working methods-working area, Imageable area, non imageable area, art board, scratch board using, and context menu.		
Unit:2		
Working with illustrator document, tool bar using, how to using brushes, modifying Brush attributes.		
Unit:3		
Calligraphic brush-Scatter brush-Art brush- Pattern brush-Modify brush by drawing, Working with objects, rotating free transform, what is group and using, scale with the Bounding box.		
Unit:4		
Aligning object, distributes objects, unit intersect, exclude, path finder using Minus front, minus back using, divide trim using, merge crop, outline using.		
Unit:5		
Color palette using, fill and strokes, how to create gradient, strokes palette using, Manipulating type, setting type attributes, file formats, export format, save, save as Methods, students projects.		
Reference Books		
1	Adobe illustrator Aptech Publication 2007.	
2	Adobe illustrator User Guide 2007	

PAPER III

MULTIMEDIA

Unit:1		
Introduction to Sound forge – Working layout Panel – digitizing sound –sound editing concept – toolbar using - status bar, data window using, workspace working methods -view options. Importing sound clips and music –recording using, previous a file selecting data and positioning cursor basic editing – using markers – regions and commands, editing with playlist.		
Unit:2		
Introduction to flash-Working with Document working with templates, drawing tools, timelineeffectsusing,editingoptions,workingwithlayers,modifyingsymbols,modifying symbols, frames and key frames using. Drawing tool using-time line effect using – editing option , frames and key frames using, testing movies, animating movies symbols, using runtime bitmap caching option, working		
Unit:3		
Working with layers – frame and key frame different, working with sound, working with videos, exporting elements, testing flash movies, with scenes, Types of basic Animation Symbols, working with scene – Testing flash movies-principles of animation, using runtime bitmap, types of basic animation, managing symbol libraries.		
Unit:4		
Introduction to video editing-stages of video making-working with new projects-monitor panel-time line Panel using – importing and save file formats-video capturing method tool panel using, video terminology, video broadcast, stages of video mixing.		
Unit:5		
Working with monitor panel, using markers, Trimming and replace clipping using-what is story board, Using key frames –Audio and video mixing –changing opacity method, video editing method, working with transitions, animation key frames.		
Reference Books		
1	Adobe premiere pro cs3:adeledrabbles and Seth Greenberg	
2	Sound forge – Scott R. Garrigus Publish book for sound forge tips and tricks.	
3	Macromedia Flash Bible; Aptech Publisher 2008	
4	Macromedia Flash Reference Guide 2008	
5	Macromedia 2d Animation; Macromedia Publisher	

PAPER IV
ANIMATION

Unit:1		
Introduction to Animation -History of Animation-Types of Animation - Basic Principles of Animation-Animator’s Drawing Tools - Rapid Sketching & Drawing - Developing Animation Character.		
Unit:2		
2D Animation: 2 D virtual drawing for animation- sequential movement drawing- Developing characters with computer animation - drawing for motion - Introduction to the flash and Flash interface- working with panels, panel layouts - drawing tools.		
Unit:3		
Shaping Objects –Drawing & Modifying Shapes – Text- Bitmap Images & Sounds- Animation - Frame by frame animation-tweening Building a Movie- Symbol, Libraries, Structure & Exporting Movie		
Unit:4		
3D Animation- Essentials & qualities of good animation characters- Three dimensional drawings of characters- Types of 3D Animation – Skeleton & Kinetic3D Animation – Texturing & Lighting of 3D Animation – 3D Camera Tracking.		
Unit:5		
Motion Caption – Formats – Methods – Usages – Expression — Script Animation Usage – Concept Development –Story Developing –Audio & Video – Color Model – 3D Animated Movies.		
Reference Books		
1	Frank Thomas and Odie Johnson, The Illusion of Life: Disney Animation, Disney Editions; Rev Sub edition, 2014	
2	Williams, R. The Animator's Survival Kit. Revised Edition, Faber & Faber, 2011	
3	The Complete Animation course by Chris Patmore, By – Barons Educational Series Anatomy of the Artist – Thompson & Thompson	
4	Flash CS4 Professional Bible Published by Wiley Publishing (Robert R & Snow D.)	
5	FLASH MX For PC/Mac Published by – Firewall Media – Laxmi Publications	
6	3ds Max- Bible 2011 By – Kelly L. Murdock Wiley Publications	

PAPER V

PRACTICAL-I

Photoshop	
1	Crop the image using Photoshop.
2	To make a nose surgery in Photoshop.
3	Combine two picture in a single window.
4	Convert black & white photo into a color photo.
5	Create a webpage types Photoshop file.
6	Draw the ellipse and insert a picture in inside.
7	Create Boucher.
Coral Draw	
1	Create a coral draw document using versions shapes
2	Creating spiral shapes
3	Create two pictures one another based on mirror function
4	Fill the color existing image
5	Create a pie model diagram
6	Create an envelop
7	Write a text in different paths
8	Create an outline on exiting image
Text & Reference Books	
1	Corel Draw in Simple Steps – Shalini Gupta
2	Corel Draw Bible- Deborah Miller 2007.
3	Teach yourself Adobe Photoshop–Rose Carla.
4	Adobe Photoshop CS classroom in a book by adobe press 2007.
5	Corel DRAW X5 The Official Guide (August 27, 2010) - McGraw-Hill Osborne Media.
6	Corel DRAW SuiteX5: Home and Student.

PAPER VI

PRACTICAL-II

Premier Practical	
1	Editing video and images.
2	Adding for video effects.
3	Importing and exporting videos and audio files.
4	Composite video and audio tracks.
5	Output rendering.
6	Adding audio effects to the clips to sync with the video files.
Sound Forge Practical	
1	Recording audio formats.
2	Working methods in audio tracks.
3	Import and export audio files.
4	Song and voice mixing.
5	Working with effects plug-in.
6	Save formats and output audio file.
7	Editing recorded audio using audio editing software
8	Creating an audio sync using audio transitions method.
Reference Books	
1	Adobe premiere pro cs3:adeledrabblesandSeth Greenberg
2	Sound forge-Scott R. garages Publish book for sound forge tips and tricks.

PAPER VII

PRACTICAL-III

1	Ball animation.
2	Create mask and shape effects.
3	Walk cycle animation.
4	Image tracing.
5	Create cartoon drawing with flash.
6	Create a remix of a song by editing the existing video.
7	Create motion tweening of a ball
8	Create a flower blooming animation.
9	Create a 2D animation story and add sound to it.
10	Create a paper presentation with buttons of your choice and make it interactive
Reference Books	
1	Macromedia Flash Bible ;AptechPublisher2008
2	Timing for Animation –Harold Whitaker and John Halas
	Macromedia2d Animation; Macromedia Publisher