

BU-COMMUNITY COLLEGE CONSULTANCY CENTRE

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



**BHARATHIAR UNIVERSITY
COIMBATORE-641046**

BHARATHIAR UNIVERSITY, COIMBATORE.

**DIPLOMA IN MULTIMEDIA
(Community College)**

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

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

SCHEME OF EXAMINATIONS

S. No	Title of the Course	Credits	Maximum Marks
1	Fundamentals of Computers	4	100
2	Graphic Designing	4	100
3	Multimedia	4	100
4	Audio Video Editing	4	100
5	Practical - I	4	100
6	Practical- II	4	100
7	Practical- III	4	100
8	Internship/Apprentice/ 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	
Introduction to computer – Definition-Characteristic of computer-Classification of computer- Computer generation-Advantages and disadvantage-Types of computer.		
Unit:2	Basic computer organization	
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	
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	Networking concepts	
Networking concepts – 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	
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, Mc Graw Hill	

PAPER II
GRAPHIC DESIGNING

Unit:1	Introduction to Illustrator	
Introduction to Illustrator -Tool bar using and working methods-working area, Image able area, non image able area, art board, scratchboard using, and context menu.		
Unit:2	Working with illustrator document	
Working with illustrator document , tool bar using, how to using brushes, modifying Brush attributes.		
Unit:3	Calligraphic brush	
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	
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	
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-tool bar using-status bar, data window using, work space 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, time line effects using, editing options, working with layers, modifying symbols, 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 run time 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 bit map, 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 storyboard, 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:adele drabbles 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
AUDIO-VIDEO EDITING

Unit:1		
Understanding Digital Data, digital audio, audio channels – Audio Mixer Panel – Unlinking and Editing Audio – Working with Tracks – Panning and Balancing Audio – Automation and Recording during Playback – Break out Audio Clips – Audio Transitions – Audio Effects.		
Unit:2		
Introduction to Audio Editing Tool- The Main Screen, The Data Window and its Basics, Standard and Transport Toolbar, Common Edit Operations, Status Format, Advanced Editing and Navigation, Editing Sound Formats, Recording, Applying sound processing functions, Operations available under File, Edit, Process, Effects and Tools menu. Introduction to MIDI - MIDI standards, working with MIDI-setting up, recording and editing of MIDI music files.		
Unit:3		
Video Editing – Video Broadcast standards – Stages of video Making– Basic Editing – Video Compositing –Video Broad cast – Video Editing – Project Panel, Media Browser – Monitor Panel – Resource Central – Metadata Panel, Timeline Panel – Importing Files -Video Capturing – DV and HDV Capturing, capturing clips with and without device control – Clip properties and Data rate – metadata .		
Unit:4		
Characteristics of video-Interlacing and progressive scanning, Digital video-sampling, Luminance and Chrominance, Colour Models, Colour Depth-Post Production Concepts-Editing, Mixing, Resizing video, Adding Special effects, sound & Animation, Title making, Audio Mixing, making video footage into final video - exporting video and still images.		
Unit:5		
Introduction to Animation - Types of Animation Developing Animation Character- Animation: 2 D virtual drawing for animation- sequential movement drawing - Developing characters with computer animation - Three dimensional drawings of characters- Types of 3D Animation Story Developing.		
Reference Books		
1	Andrew Faulkner, “Adobe Premiere Pro CC Classroom”, 1st edition, Adobe Press, 2017.	
2	Aaron Goold, “The Video Editing Handbook”,1st edition, Independently published, 2017.	
3	Williams, R. The Animator's Survival Kit. Revised Edition, Faber & Faber, 2011	
4	The Complete Animation course by Chris Patmore, By – Barons Educational Series Anatomy of the Artist – Thompson & Thompson	

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	CorelDraw 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 OsborneMedia.
6	Corel DRAW Suite X5: 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:adele drabbles and Seth 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 ; Aptech Publisher 2008
2	Timing for Animation – Harold Whitaker and John Halas
3	Macromedia 2D Animation; Macromedia Publisher