



**Rayat Shikshan Sanstha's**  
**Yashwantrao Chavan Institute of Science,**  
Satara

**SYLLABUS**

**FOR**

**B.Sc. Animation Science (Entire)**

**First Year SEMESTER I / II**

**With effect from JUNE 2018**

**Year 2018-19 onwards**

## **Syllabus for Bachelor of Science Part I: Animation Science (Entire)**

### **1. TITLE: Animation Science (Entire)**

**2. YEAR OF IMPLEMENTATION:** Syllabus will be implemented from June, 2018 onwards.

### **3. PREAMBLE:**

Animation is a lead Course in today's world. It has very good Prospects and it gives a broad platform to student creativity. The Course has wide scope. By considering the need of different Industries and present scenario in animation industry the syllabus is designed. While designing the syllabus intellectual level of UG Students have been considered. The students who don't know ABC of Animation will be able to understand and work independently in the Industrial world after completion of his graduate degree.

Animation is not only creation of cartoons but also it plays an important role in Automobile industry, Mechanical industry, Web development, different coding, Vfx, Graphics designing, Film industry and etc. Bachelor of Animation course is one among the most demanded courses in today's world, In the very recent trend India is emerging in the field of "Animation" and this would create a very huge employment in India, there are many big giant companies who are outsourcing their animation work in India like Disney. Animation as a Profession can be the best decision for those who are computer lovers, who can think differently, innovative and keep the capacity of presenting what they think. While designing the syllabus, industrial training and latest software's like Adobe Photoshop, Corel Draw, Adobe Flash, Dream viewer, Autodesk 3D Max, Autodesk 3D Maya, After Effects, Mud box are considered.

This syllabus is based on basic and applied approach with vigor and depth. At the same time precaution is taken to make the syllabus comparable to the syllabi of other universities and the needs of industries and research. The units of the syllabus are well defined, taking into consideration the level and capacity of students.

### **4. GENERAL OBJECTIVES OF THE COURSE:**

- Computer Animation and Game Development graduates will have an understanding of critical and aesthetic issues in computer graphics and mixed-media.
- They will know basic aesthetic principles and concepts, and the production process.
- They will be able to effectively use technical, conceptual and critical abilities, and appropriate technology tools.
- They will be effective written and oral communicators with the ability to function as effective members of collaborative multi-disciplinary teams in the production process.
- They will be able to critically evaluate computer graphics and the mixed media.
- They will have an appreciation for the professional code of ethics for the creative process.

### **5. ELIGIBILITY:**

HSC or std. 12<sup>th</sup> Science of Maharashtra State Board or any other equivalent with Science

### **6. DURATION:**

The course shall be a full time of 3 years duration with 2 semesters per year

### **7. EXAMINATION PATTERN:**

Theory – Semester Wise

Practical – Semester Wise

**8 .MEDIUM OF INSTRUCTION:**

The medium of instruction shall be in English

**9. PASSING MARKS FOR B. SC.ANIMATION SCIENCE:**

Aminimum of 40% marks in both theory and practical is required for passing.

**10 .Program Structure of B.Sc-I Semester – I**

<b>B. Sc. I SEMESTER- I (Duration – 6 Months)</b>									
<b>Sr.</b>	<b>SUBJECT</b>	<b>PAPER NO AND TITEL</b>	<b>TEACHING SCHEME</b>						
<b>No</b>	<b>TITLE</b>		<b>Theory</b>			<b>Practical</b>			
			<b>No. of lectu res</b>	<b>Hours</b>	<b>Credit s</b>	<b>Subject</b>	<b>No. of lecture s</b>	<b>Hours</b>	<b>Credit s</b>
1	BASE--101 T	Fundamentals Of Computer	3	2.4	2	BASE -110: LAB-1	4	3.2	2
2	BASE--102 T	Drawing and Sketching	3	2.4	2				
3	BASE--103 T	Color Theory	3	2.4	2	BASE -111: LAB-2	4	3.2	2
4	BASE--104 T	Multimedia and computer graphics	3	2.4	2				
5	BASE--105 T	Computer Graphics-I(Corel)	3	2.4	2	BASE -112: LAB-3	4	3.2	2
6	BASE--106 T	Classical Animation-I	3	2.4	2				
7	BASE--107 T	Computational Mathematics	3	2.4	2	BASE -113: LAB-4	4	3.2	2
8	BASE--108 T	Programing -I(C-Language)	3	2.4	2				
9	BASE-AECC-1 T	English for communication I	3	2.4	2				
	<b>Total of SEM I</b>		<b>27</b>	<b>21.6</b>	<b>18</b>		<b>16</b>	<b>12.8</b>	<b>8</b>

**Semester - II**

<b>B. Sc. I SEMESTER- II (Duration - 6 Months)</b>									
<b>S r. N o.</b>	<b>SUBJECT TITLE</b>	<b>PAPER NO AND TITEL</b>	<b>TEACHING SCHEME</b>						
			<b>Theory</b>			<b>Practical</b>			
			<b>No. of lectur es</b>	<b>Hours</b>	<b>Credits</b>	<b>Subject</b>	<b>No. of lectur es</b>	<b>Hours</b>	<b>Credit s</b>
1	BASE-- 201 T	Computer Graphics II (Photoshop)	3	2.4	2	BASE 210: LAB-1	4	3.2	2
2	BASE-- 202 T	Computer Graphics- III (adobe Illustrator)	3	2.4	2				
3	BASE-- 203 T	Sound Editing (sound forge, Adobe Audition )	3	2.4	2	BASE 211: LAB- 2	4	3.2	2
4	BASE-- 204 T	Animation Process And Visual Form	3	2.4	2				
5	BASE-- 205 T	Introduction of Mass Communication & Media Literacy	3	2.4	2	BASE 212: LAB- 3	4	3.2	2
6	BASE-- 206 T	Database Management system	3	2.4	2				
7	BASE-- 207 T	Web Development - I (HTML)	3	2.4	2	BASE 213: LAB - 4	4	3.2	2
8	BASE-- 208 T	Programming-II (PHP and using dreamweaver cc)	3	2.4	2				
9	BASE- AECC 2 T	English for communication II	3	2.4	2				
	<b>Total of SEM I</b>		<b>27</b>	<b>21.6</b>	<b>18</b>		<b>16</b>	<b>12.8</b>	<b>8</b>

<b>B. Sc. II SEMESTER- III (Duration - 6 Months)</b>									
<b>S r. N o.</b>	<b>SUBJECT TITLE</b>	<b>PAPER NO AND TITEL</b>	<b>TEACHING SCHEME</b>						
			<b>Theory</b>			<b>Practical</b>			
			<b>No. of lectures</b>	<b>Hour s</b>	<b>Credits</b>	<b>Subject</b>	<b>No. of lectures</b>	<b>Hours</b>	<b>Credits</b>
1	BASE-- 301 T	Cinematography	3	2.4	2	BASE--308 P:	8	6.4	4
2	BASE-- 302 T	Digital Animation - I (ToonBoom)	3	2.4	2				
3	BASE-- 303 T	Digital Animation-II (Flash)	3	2.4	2	BASE--309 P:	8	6.4	4
4	BASE-- 304 T	Video Editing (Adobe premier pro cc, Edius)	3	2.4	2				
5	BASE-- 305 T	Introduction of 3D - I (mudbox)	3	2.4	2	BASE--310 P:	8	6.4	4
6	BASE-- 306 T	Software Analysis and Design	3	2.4	2				
7	BASE- AECC 3 T	Environment	3	2.4	2				
	<b>Total of SEMI</b>		<b>21</b>	<b>16.8</b>	<b>14</b>		<b>24</b>	<b>19.2</b>	<b>12</b>

<b>B. Sc. II SEMESTER- IV (Duration - 6 Months)</b>									
<b>S</b>	<b>SUBJECT</b>	<b>PAPER NO AND TITEL</b>	<b>TEACHING SCHEME</b>						
<b>N</b>	<b>TITLE</b>		<b>Theory</b>			<b>Practical</b>			
<b>O.</b>			<b>No. of lectures</b>	<b>Hours</b>	<b>Credits</b>	<b>Subject</b>	<b>No. of lectures</b>	<b>Hours</b>	<b>Credits</b>
1	BASE--401 T	3D MAX-I	3	2.4	2	BASE--408 P:	8	6.4	4
2	BASE--402 T	3D MAX-II	3	2.4	2				
3	BASE--403 T	3D Maya - I	3	2.4	2	BASE--409 P:	8	6.4	4
4	BASE--404 T	V.F.X-I (After effects)	3	2.4	2				
5	BASE--405 T	IPR and Cyber Security	3	2.4	2	BASE--410 P:	8	6.4	4
6	BASE--406 T	Game design -I	3	2.4	2				
7	BASE-AECC 4T	Environment	3	2.4	2				
	<b>Total of SEM I</b>		<b>21</b>	<b>16.8</b>	<b>14</b>		<b>24</b>	<b>19.2</b>	<b>12</b>

**B.Sc.-III**

<b>B. Sc. III SEMESTER- V (Duration - 6 Months)</b>									
<b>S r. N o.</b>	<b>SUBJE CT TITL E</b>	<b>PAPER NO AND TITEL</b>	<b>TEACHING SCHEME</b>						
			<b>Theory</b>			<b>Practical</b>			
			<b>No. of lectur es</b>	<b>Hours</b>	<b>Credits</b>	<b>Subject</b>	<b>No. of lectur es</b>	<b>Hours</b>	<b>Credit s</b>
1	BASE-- 501 T	3D Maya - II	3	2.4	2	BASE--506 P:	8	6.4	4
2	BASE-- 502 T	3D Blender-I	3	2.4	2				
3	BASE-- 503 T	3D Blender-II	3	2.4	2	BASE--507 P:	8	6.4	4
4	BASE-- 504 T	V.F.X-II	3	2.4	2				
5	BASE- AECC- 5T	AECC-5T	3	2.4	2	BASE-SEC- 1 Project	8	6.4	4
	<b>Total of SEM I</b>		<b>15</b>	<b>12</b>	<b>10</b>		<b>24</b>	<b>19.2</b>	<b>12</b>

<b>B. Sc. III SEMESTER- VI (Duration - 6 Months)</b>										
<b>S</b>	<b>SUBJECT</b>	<b>PAPER NO AND TITEL</b>		<b>TEACHING SCHEME</b>						
<b>N</b>	<b>TITLE</b>			<b>Theory</b>			<b>Practical</b>			
<b>O.</b>				<b>No. of lectur es</b>	<b>Hours</b>	<b>Credits</b>	<b>Subject</b>	<b>No. of lectur es</b>	<b>Hours</b>	<b>Credit s</b>
1	BASE--601 T	Game design -II	3	2.4	2	BASE--606 P:	8	6.4	4	
2	BASE--602 T	3D-MAYA-III	3	2.4	2					
3	BASE--603 T	3D Blender-III	3	2.4	2	BASE--607 P:	8	6.4	4	
4	BASE--604 T	Research Methodology	3	2.4	2					
5	BASE-AECC-6T	BASE-AECC-6T	3	2.4	2	BASE-SEC-1 Project	8	6.4	4	
	<b>Total of SEM I</b>		<b>15</b>	<b>12</b>	<b>10</b>		<b>24</b>	<b>19.2</b>	<b>12</b>	



## SYLLABUS

### B. Sc. Part – I Animation (Entire)

#### Semester - I

Title of the Paper: **Fundamentals of computer (BASE -101)**

Topics	Lectures 36
<b>Unit-I</b> <b>Introduction to Computer –</b>  -Evaluation of computer and its generations, -Classification of Computer -Computer Software's ( System and Application) -Introduction to Microsoft Office.( Word, Excel, Power point, Access, PDF). -Input and output devices, Secondary storage devices - Memory and its types, File Management	9
<b>Unit-II</b> <b>Number System-</b> -Operating system's introduction (Installation and un installation) -Number system and its conversions -Boolean Algebra and its laws -Computer Codes and combinational circuits	9
<b>Unit-III</b> <b>Computer Languages-</b> - Introduction to Microcontrollers -Algorithms and flowchart -Computer Languages( High , Middle and Low level languages) - Introduction to Internet, its History and applications.	9
<b>Unit-IV</b> <b>Internet and Multimedia-</b> - Basic services of Internet( ELECTRONIC MAIL, TELNET, INTRANET, EXTRANET) - Protocols (FTP, SMTP, TCP/IP, PPP etc.) - Introduction to World wide web and Browsers - What is Multimedia? Multimedia Components and its applications	9

#### Reference Books:

1. Digital Electronics circuits and systems by V.K. Puri, TMH- Unit-I ,II
2. Computer Fundamentals by P.K. Sinha ( Unit-I ,III , IV)

## **Animation Lab I (BASE 110)**

### **Group -I**

1. Microsoft Word, Excel (Taking 5 examples on each).
2. Microsoft PowerPoint (Taking 5 examples on it).
3. Microsoft Access (Taking 5 examples on it).
4. Using Microsoft Access create database and apply primary key (Taking 5 examples on it).
5. Command Prompt – MD, DATE, MKDIR, CD etc
6. Convert Binary and Decimal numbers to other number systems (Taking 5 examples on each).
7. Convert Octal and Hexadecimal numbers to other number systems (Taking 5 examples on each).
8. Identifying components and Interfacing, Identifying different Hardware's Elements.
9. Installing System and application software and Working with anti-virus software.
10. Understanding control panel settings.
11. Working with Internet connectivity.
12. Working with Internet connectivity and creating account on any three servers.
13. Creating Account and Upload , Download files.
14. Downloading video , Software, Audio, Documents etc
15. Online Shopping .

### **Learning outcomes-**

The student should be able to explain the Fundamentals of Computer as -

#### **Unit I**

- Known evaluation of computer
- Classification of Computer

#### **Unit II**

- Computer Software's ( System and Application)
- Operating system's

#### **Unit III**

- Computer Codes
- Computer Languages

#### **Unit IV**

- Basic services of Internet
- Protocols
- What is Multimedia? Multimedia

Title of the Paper: **Drawing and Sketching- (BASE - 102)**

<b>Topics</b>	<b>Lectures 36</b>
<p><b>Unit- I</b> Introduction to Drawing and sketching, History of drawing and sketching Various categories of drawing and sketching History of pencil, types of a Pencil, Instruments used in Drawing</p> <p><b>Unit-II</b> Visual and creative development of an artist, How to draw gestures, Basic Proportions , Heads ,Rotation in Arcs ,Key Lines ,Perspective and its types , Introduction of Calligraphy, types of calligraphy, History of logo and how to design a Logo ,</p> <p><b>Unit-III</b> Mannequin ,Volume Construction ,Balance ,Muscles ,Light &amp; shade ,Shape and Action Hands &amp; Legs ,Foreshortening ,Facial expressions .Introduction to pose to pose sketching (Action analysis).</p> <p><b>Unit-III</b> Introduction to Acting, Modelling, Sketching from Acting, Sketching from live models ,Introduction to Rapid Sketching Techniques, Sketching from Memory, live action.</p>	<p>9</p> <p>9</p> <p>9</p> <p>9</p>

**Reference Books:-**

1. The Animator Survival Kit by Richards Williams Unit-IV
2. Basic Drawing Techniques by Richards Box(Unit-I,II)
3. Drawing and Anatomy by Victor Petard (Unit-I,II)
4. Cartoon Animation by Preston Blair
5. Timing for Animation by Harold Whitaker
6. Animation the Mechanics of Motion by Chris Webster
7. Animation from Pencils to Pixels: Classical Technique by Tony White.

## **Animation Lab-I(BASE 110)**

### **Group-II**

1. Free hand sketching from real objects:
2. Building, vehicles, chair, table, trees etc.
3. , Sketching from live models
4. How to draw gestures, Basic Proportions , Heads ,Rotation in Arcs
5. Facial expressions
6. Basic Head Drawings male, female, children, old person
7. Draws Text, letters, logos.
8. Draw BG (Backgrounds) Layouts for Animation.
9. Realistic Human Drawings, Anatomy. Animal Drawings
11. Cartoons and Comic Drawings.

### **Learning outcomes-**

- 1) Prepare with equipments
- 2) Developing models
- 3) Object drawing
- 4) Organic character drawing
- 5) Inorganic objects
- 6) Perspective
- 7) Basic Logos
- 8) Scientific anatomical drawings
- 9) Creating landscape
- 10) Adding light and other essential sources

Title of the Paper: **Color Theory (BASE -103)**

<b>Topics</b>	<b>Lectures</b>
<b>Unit -I</b> Introduction of color science, History of Color, Introduction of materials, History of Printing Media, Range of visible spectrum, Color Terminology, Physics, Colorimetry, and Psychophysics, Computational Theories of Color Vision	9
<b>Unit -II</b> Comparative Color Vision and Evolution, Dispositions, Dispositional Theories of Color , Color Eliminativism , Functionalist Primary Quality Theories of Color , Spectrum Inversions ,Color Ontology, Color psychology.	9
<b>Unit -III</b> Color Vision , Color Gamma, Interactions of Gradation and contrast, Warm and cool Colour, Mixing of primary, Secondary, Tertiary Colors, Tints, Tones and Shades, Making Color Wheel ,Making composition with colors, Color Journal.	9
<b>Unit -IV</b> Color Harmony, Aesthetic response to Harmonious color, Phenomenon of after images, After images and attributes of color, Albert Munsell's theory of balanced color, Definition of balanced color, Creating Harmony in color, Effects of light, Color Constancy, Simultaneous Contrast, Color symbolism, Attaching noses to colors, Using Colors to express meaning, Symbolic meaning of colors,	9

**Reference Books:-**

1. Color Theory(Watson- Guptil's Artist Library) by Jose Parammom
2. Byrne and Hilbert volume 2, "Introduction"; Hardin, Color For Philosophers(Unit-I)
3. Nassau, "The Causes of Color"; MacAdam, "The Physical Basis of Color Specification"; Hurvich, Color Vision(Unit-I)
4. Land, "Recent Advances in Retinex Theory"; Wandell, "Color Constancy and the Natural Image"(Unit-II)
5. Shepard, "The Perceptual Organization of Colors: An Adaptation to Regularities of the Terrestrial World?"; Thompson et al., "Ways of Coloring"(Unit-III)
6. Color by Betty Edwards(Unit-IV)
7. Color by MilindMulik
8. Color Theory by Ron Petrosky

## **Animation Lab II (BASE 111)**

### **Group-I**

1. Primary, Secondary, Tertiary, Quarter Class Colour Scheme
2. Making 6, 12, 18 parts of Colour Wheel
3. Relationship between Different colour Schemes
4. Still life painting
5. Memory painting
6. Tints, Shades and Tones.
7. Monochromatic Composition.
8. Complementary and analogous color scheme.
9. Hue and Saturation.
10. How to Mix Paint.
11. Subjective color
12. Transforming color using complements and three attributes-Hue value and intensity.
13. Color of human emotions,
14. Color symbolism,
15. Mixing of color

### **Learning outcomes-**

The student should be able to explain the Color theory as –

#### **Unit I**

- student should be able to know what is color actually
- Describe the history of Color.
- Student knows about glass prism.
- color science and scientist
- various scientific procedures
- color rays and its different conditions

#### **Unit II**

- introduction of material and purpose for magnificent knowledge of color
- Student Describe the process of Color.
- Scientific Color wheel
- Student knows about analogous, triadic, and Complementary colors.
- Student knows the scientific reason of how to generate colors scientifically.

#### **Unit III**

- student should be able to describe the color vision.
- History of Printing Media
- Range of visible spectrum,
- Color Terminology

#### **Unit IV**

- Color Gamma Chart.
- Meaning of colors.
- Psychological color effects on human

Title of the Paper: **Multimedia and Computer Graphics (BASE -104)**

**(Lectures 36)**

**Unit-I Multimedia Communications 9**

Introduction, Multimedia information representation  
Multimedia networks, Application and networking terminology  
Multimedia information representation: Digitization, Principles , Text and Images, Audio and video.

**Unit-II Text and image compression 9**

Introduction, Compression principles, Text compression, Image compression  
Various methods of text and image compression.

**Unit-III Introduction to Computer Graphics 9**

Definition ,Application, Pixel and Frame Buffer,Raster and Random Scan display  
Display devices-CRT, Color CRT Monitors Scan,Conversion of line- DDA algorithm of line drawing, Scan conversion of circle- Bresenham's circle generating algorithm  
Polygon Filling- Scan line polygon filling algorithm.

**Unit-IV ( 2D and 3D ) 9**

2-Dimensional transformation, Translation, Rotation, Scaling,  
Homogeneous Coordinates, Reflection, Shear. 3-dimensional transformation,  
Translation, Rotation Scaling, Reflection, Shear.

**Reference Books:**

1. Multimedia Communications- Applications, Networks, Protocols & Standards By Fred Halsall., Pearson Publications
2. Computer Graphics – By Zhigang Xiang and Roy Plasock, Tata McGraw Hill
3. Multimedia Communication Systems - By K.R. Rao, Zoran S.B. & Dragorad A.M. – PHI Publications
4. Computer Graphics By- Rajesh Maurya – Wiley Publications
5. Computer Graphics – By- Donald D. Hearn & M. Pauline Baker PEARSON PUBLICATION

**Animation Lab II(BASE 111)**  
**Group-II**

- 1) Introduction to Multimedia
- 2) Implementing text- images and audios -videos
- 3) Implementing various methods of text and image compression
- 4) Implementing DDA line drawing algorithm with example.
- 5) Implementing Bresenham's circle generating algorithm with example.
- 6) Implementing scan line polygon filling algorithm with example.
- 7) Introduction to 2D and 3D transformation.
- 8) Translation Rotation and scaling.
- 9) Write a program to draw a line.
- 10) Write a program to draw a circle.



Title of the Paper: **Computer graphics -I (BASE -105)**

<b>Topics</b>	<b>Lectures</b>
<b>Unit -I (Starting and setting up &amp; CorelDRAW basics)</b>	
<ul style="list-style-type: none"><li>• Starting and quitting CorelDraw X7</li><li>• Changing the language</li><li>• Changing start-up settings</li></ul> Understanding vector graphics and	
<ul style="list-style-type: none"><li>• bitmaps</li><li>• Starting and opening drawings</li><li>• Scanning images</li><li>• Working with multiple drawings</li><li>• Undoing, redoing, and repeating actions</li></ul>	9
Zooming, panning, and	
<ul style="list-style-type: none"><li>• scrolling</li></ul>	
<b>Unit -II (Lines, shapes, and outlines&amp; Objects, symbols, and layers)</b>	
<ul style="list-style-type: none"><li>• Working with lines, outlines, and brushstrokes</li><li>• Drawing shapes</li></ul> Shaping objects	
<ul style="list-style-type: none"><li>• Working with objects</li><li>• Inserting and editing QR codes</li><li>• Working with layers</li><li>• Working with symbols</li><li>• Linking and embedding objects</li></ul>	9
Managing projects	
<b>Unit -III(Color, fills, and transparencies &amp; Text)</b>	
<ul style="list-style-type: none"><li>• Working with color</li><li>• Filling objects</li><li>• Changing the transparency of objects</li></ul> Managing and sharing fills and	
<ul style="list-style-type: none"><li>• transparencies</li><li>• Using color management</li><li>• Adding and manipulating text</li><li>• Formatting text</li><li>• Working with text in different languages</li><li>• Managing fonts</li></ul> Using writing tools	9
<b>Unit -IV (Working with pages and layout tools, printing&amp; File format)</b>	9
<ul style="list-style-type: none"><li>• Specifying the page layout</li><li>• Choosing a page background</li></ul>	

- Adding, duplicating, renaming, and deleting pages

Inserting page

- numbers

Using the

- rulers

- Printing basics

Preparing files for print  
serviceproviders

Importing and exporting files

Supported file

- formats

### **Reference Books:-**

1. CorelDraw Training - Back to the Basics and Beyond
2. CorelDRAW X7 The Official Guide - Gary David Bouton
3. Computer Graphics, Prentice Hall of India. by Donald Hearn & M. Pauline Baker
4. Computer Graphics, Steven Harrington by Tata McGraw Hill.

### **Learning outcomes-**

Student should able to work on CorelDraw X7 Professional

#### **Unit I :**

Student should able to know about designing software and its types

Interface of various old and Versions new versions of software's

Similarities of tools and its purposes

Knowledge types of tool.

Knowledge types of software.

#### **Unit II :**

Software interface.

Understanding software generated graphics

Color cades

Printing issues and regarding satisfactions

#### **Unit III:**

Versions of software's.

Scientific designing.

#### **Unit IV :**

Scientific designing.

Work with industrial design & outputs.

## **Animation Lab III (BASE 112)**

### **Group I**

1. How to make 3d logo 4g in coreldraw X7
2. Easy way to draw Rainbow & Sky in Coreldraw X7
3. Bottle Shaped Text Wrap using Envelope tool – Coreldraw X7
4. Realistic 3D Bottle Design – CorelDRAW X7
5. 3D Flower Pot Designing Idea CorelDraw X7
6. Flex Design in Coreldraw X7
7. Professional Business Card in CorelDRAW X7
8. Typography Design Using CorelDraw X7
9. Dispersion Effect: CorelDRAW X7
10. How to make Hindu Wedding Card Design in CorelDraw || Invitation Card Design
11. 3 Fold Brochure Design in CorelDraw X7
12. Creating a Professional Certificate Design using Guides
13. How to draw simple scenery with coral draw X7
14. how to make gif image in CorelDraw X7
15. DVD cover design using CorelDraw X7

Title of the Paper: **Classical Animation – I (BASE -106)**

Topics	Lectures 36
<p><b>Unit-I</b></p> <ul style="list-style-type: none"> <li>- Animation 1, History of Animation, Character Design 1</li> <li>- Composition, Life Drawing, Perspective, Career Prep</li> <li>- Animation 2, Background Design, Character Design 2</li> <li>- Effects Animation 1, Storyboarding 1, Layout</li> </ul>	9
<p><b>Unit-II</b></p> <ul style="list-style-type: none"> <li>- Animation ,Assisting Animation , Colour Theory, Effects Animation ,Storyboarding ,Final Film Concept, DIP Prep</li> </ul>	9
<p><b>Unit-III</b></p> <ul style="list-style-type: none"> <li>- Art Direction, Animation ,Final Film Project, Layout Recap</li> <li>- Premiere, Sound Breakdown</li> </ul>	9
<p><b>Unit- IV</b></p> <ul style="list-style-type: none"> <li>- Digital Ink and Paint, 2D Digital Animation, Portfolio Preparation and Review, Sound, Art Direction, Photoshop, Adobe flash , Toon Boom</li> </ul>	9

**Reference Books:-**

1. The Animator Survival Kit by Richards Williams
2. Basic Drawing Techniques by Richards Box
3. Drawing and Anatomy by Victor Petard
4. Cartoon Animation by Preston Blair
5. Timing for Animation by Harold Whitaker
6. Animation the Mechanics of Motion by Chris Webster

**Animation Lab III (BASE 112)**

**Group II**

1. Create a basic shape forms , Basic Character Design and Composition
2. Life Drawing with Perspective, Create Layout with appropriate dimension
3. Create Background Design
4. Character Design with props
5. Various Effects Animation
6. Storyboarding with detailed Layout
7. Assisting Animation with Colour Theory
8. Effects Animation 2
9. Final Film Concept
10. Art Direction
11. Final Film Project

12. Layout Recap

13. Premiere

**Learning outcomes-**

The student should be able to work on CorelDraw X7 Professional

**Unit I :**

History and evolution of classical Animation

Basic terms used in study of classical Animation

**Unit II :**

2d classical animation trick and Techniques

Psychological and social impact of classical animation

**Unit III:**

Understanding relationship between 2d classical and 2d digital animation

Understand the functions of classical animation

**Unit IV :**

Unique and special opportunities

Title of the Paper : **Computational Mathematics – I (BASE -107)**

Topics	Lectures 36
<p><b>Unit-I</b> <b>Mathematical logic –</b></p> <ul style="list-style-type: none"> <li>-Introduction to Logic and Applications of logic</li> <li>-Logical Connectives , (statements and notations, connectives – negation, Conjunction, Disjunction, conditional, bi-conditional,)</li> <li>- Predicates ,Truth Tables and its Laws</li> <li>- Tautology, Contradiction and Logical Equivalence</li> </ul>	9
<p><b>Unit-II</b> <b>Set Theory-</b></p> <ul style="list-style-type: none"> <li>-Introduction to Set theory</li> <li>- Basic concepts in Set theory, Power set of a set, Product of two sets.</li> <li>-Applications of Set theory</li> <li>-Venn Diagram representation</li> </ul>	9
<p><b>Unit-III</b> <b>Matrix-I-</b></p> <ul style="list-style-type: none"> <li>-Introduction to Matrix and its Basic operations</li> <li>-Square matrix, types of matrix</li> <li>- Isomorphism, Adjacency and</li> <li>- Incidence matrix- Definition, Examples.</li> </ul>	9
<p><b>Unit-IV</b> <b>Graph-</b></p> <ul style="list-style-type: none"> <li>-Preliminary terms and definitions of graph, Applications of graph</li> <li>-Types of Graph</li> <li>- Matrix representation of Graphs,</li> <li>- Complement of Graph</li> <li>-Dijkshtra’s Algorithm</li> <li>-</li> </ul>	9

**Reference Books:**

1. Discrete Mathematics; Kenneth Rosen- Tata McGraw Hill. **(Unit-I & II)**
2. Matrices: Shanti Narayan; S.Chand & Co. N.Delhi**(Unit-III)**
3. Discrete Mathematical Structures with applications to Computer Science by Tremblay and Manohar **(Unit-IV)**
4. Graph Theory, Ron Clark and Derek Holton- Narosa **(Unit-IV)**

## **Animation Lab IV (BASE 113)**

### **Group I**

- 1) Introduction to Logic and Applications of logic
- 2) Logical Connectives, (statements and notations, connectives – negation, Conjunction, Disjunction, conditional, bi-conditional,)
- 3) Predicates, Truth Tables and its Laws
- 4) Tautology, Contradiction and Logical Equivalence
- 5) Introduction to Set theory
- 6) Basic concepts in Set theory ,
- 7) Power set of a set, Product of two sets.
- 8) Applications of Set theory
- 9) Venn Diagram representation of **A Union B**
- 10) Venn Diagram representation **A Intersection B**
- 11) Introduction to Matrix and its Basic operations
- 12) Square matrix, types of matrix
- 13) Isomorphism, Adjacency
- 14) Incidence matrix- Definition, Examples.
- 15) Graph Theory

### **Learning outcomes-**

1. Demonstrate algebraic facility with algebraic topics including linear, quadratic, exponential, logarithmic, and trigonometric functions,
2. Produce and interpret graphs of basic functions of these types,
3. Solve equations and inequalities, both algebraically and graphically, and
4. Solving and model applied problems.

**Title of the Paper: Programming –I (C and Object Oriented language) (BASE-108)**

<b>Topics</b>	<b>Lectures</b>
<b>Unit-I</b> <b>Introduction to C Language –</b>	<b>36</b>
-Fundamentals of C Language - Constants, Variables, -Data Types, Storage classes, - Operators	9
<b>Unit-II</b> <b>Control Structures-</b>	
-Decision Control Structures - Loop Control Structures - Case Control Structures - Functions, Array and String - Structure, Enumeration, Union	9
<b>Unit-III</b> <b>Object Oriented Concepts-</b>	9
-OOP's Language -Applications of OOPs -What is C++ and its Structure? -Expressions and Control Structures	
<b>Unit-IV</b> <b>Introduction to Class and Objects -</b>	9
-Class and Objects -Constructor and Destructor -Inheritance -Types of Inheritance -Polymorphism and its Types -Exception Handling	

**Reference Books:**

- 1) Let us C by Y. Kanetkar BPB publication 12<sup>th</sup>Edition(Unit-I-IV)
- 2) C The Complete Reference, 4th Edition by Herbert Schildt
- 4) Object Oriented Programming C++,By E.Balguruswami(Unit-III- IV)
- 5) C++ The Complete Reference, 4th Edition by Herbert Schildt



## **Animation Lab IV (BASE 113)**

### **Group II**

1. Calculating Area and Circumference of triangle and Circle resp.
2. If-Else, Do-While (5 examples on each).
3. For, switch (5 examples on each).
4. Display Patterns using FOR (5 examples on each).
5. Structure and ENUM (5 examples on each).
6. Function (5 examples on each).
7. Function (5 examples on each).
8. Array (5 examples on each).
9. Class and object (2 examples on each).
10. Constructor (2 examples on each).
11. Single Inheritance (2 examples on each).
12. Multiple Inheritance (2 examples on each).
13. Multilevel Inheritance (2 examples on each).
14. Polymorphism (2 examples on each).
15. Exception handling (2 examples on each).

### **Learning Outcomes**

The learning objectives of this course are:

#### **Unit I**

- Develop conditional and iterative statements to write C programs
- Exercise user defined functions to solve real time problems
- Inscribe C programs that use Pointers to access arrays, strings and functions.
- Exercise user defined data types including structures and unions to solve problems

#### **Unit II**

- Inscribe C programs using pointers and to allocate memory using dynamic memory management functions.
- Exercise files concept to show input and output of files in C
- To understand how C++ improves C with object-oriented features.
- To learn how to write inline functions for efficiency and performance.
- To learn the syntax and semantics of the C++ programming language.

#### **Unit III**

- To learn how to design C++ classes for code reuse.
- To learn how to implement copy constructors and class member functions.
- To understand the concept of data abstraction and encapsulation.

#### **Unit IV**

- To learn how to overload functions and operators in C++.
- To learn how containment and inheritance promote code reuse in C++.
- To learn how inheritance and virtual functions implement dynamic binding with polymorphism.
- To learn how to design and implement generic classes with C++ templates.  
To learn how to use exception handling in C++ programs.

## Semester-II

Title of the Paper: **Computer Graphics-II (Adobe Photoshop) (BASE 201)**

### Topics

#### **Unit I (Workspace basics & Tool box)**

9

Workspace basics, Panels and menus, Tools, Positioning elements with snapping, Position with the Ruler tool, Rulers, Grid and guides, Pixel - Pixel - Resolution - Image Resolution - Printing Resolution - Monitor Resolution

About drawing, Drawing shapes, Painting tools, Brush presets, Creating and modifying brushes, Painting with a pattern, Creating patterns, Drawing with the Pen tools, Editing paths, Adding color to paths. Gradients

Creating type, Editing text, Creating type effects, Formatting Characters, Line and character spacing, Formatting paragraphs

#### **Unit II (Image and color basics)**

9

Image essentials, Image size and resolution, Creating, opening, and importing images, Choosing colors in the Color and Swatches panels, Viewing multiple images, Convert an image to Bitmap mode, Customizing indexed color tables, About color, Choosing colors, High dynamic range images, Blending modes, Color modes, Converting between color modes, Customizing color pickers and swatches, Understanding color management

#### **Unit III (Layers & Selecting)**

9

Layer basics, Managing layers, Selecting, grouping, and linking layers, Moving, stacking, and locking layers, Editing layer masks, Masking layers with vector masks, Combining multiple images into a group portrait, Revealing layers with clipping masks, Aligning layers, Create Smart Objects, Layer opacity and blending, Blending modes, Layer effects and styles

Making selections, Moving, copying, and deleting selected pixels, Making quick selections, Selecting with the lasso tools, Selecting with the marquee tools

#### **Unit IV (Filters / effects & Saving, exporting, Printing)**

9

Filter basics, Oil Paint filter, Add Lighting Effects, Applying specific filters, Layer effects and styles

Saving images, File formats Supported file formats in Photoshop CS6, Saving files in graphics formats

Printing from Photoshop CS6, Printing with color management

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#### **Reference Books:-**

- 1) Photoshop CS6 The Missing Manual - by Lesa Snider
- 2) 3D in Photoshop CS6 The Ultimate Guide for Creative Professionals - by Zorana Gee Pete Falco
- 3) Adobe Photoshop CS6 On Demand- Steve Johnson Perspection, Inc.
- 4) Photoshop® CS6 Bible

## **Animation Lab I (BASE 210)**

### **Group-I**

- Background Change and Photo/Face Retouch
- How to Blur Background and Retouching a Photo
- Insert any Damage image & clear this image using various Healing tools.
- How to Make Water color Photo Effect
- 3D silver text effect
- How to Make 3D Icon
- logo design - A letter logo design
- Movie poster editing | Photoshop portrait effect
- Make a Movie Poster With Texture Background
- How to Create Black and White Photo to Colour Photo
- Business card design
- Simple webpage template design
- How to create banner design
- Tri Fold Brochure Design
- Advertising Design
- How to Create Animation ( gif ) in Photoshop

### **Learning Outcomes**

- 1) Understand the elements that make up the Illustrator workspace
- 2) Learn the basic and essential techniques to work with objects
- 3) Understand how to set up a new document
- 4) Draw basic shapes using the shape tools
- 5) Understand colour and apply colour to object fills and strokes
- 6) Transform and distort objects using the Transform and Liquefy tools on the Tools panel
- 7) Understand how to apply and edit gradients and patterns using available tools
- 8) Arrange objects and use layers to manage artwork
- 9) Insert and import text and apply character and paragraph formatting and effects to text
- 10) Place and edit an image
- 11) Draw objects using the Pen tool
- 12) Apply a range of Illustrator effects
- 13) Understand how to save and export in a variety of file formats to suit different purposes, and to print an Illustrator document.

## Title of the Paper: **Computer Graphics-III (ADOBE ILLUSTRATOR) (BASE 202)**

### **Unit I (Interface)**

Workspace basics ,Customizing the workspace, Tools ,Tool galleries, Improved user interface, Art board overview,Rulers, grids, guides, and crop marks,Using multiple art boards Viewing artwork,Drawing basics,About Perspective Grid, Perspective drawing

### **Unit II (Color & Painting)**

About color , Selecting colors, Using and creating swatches ,Color groups, Adjusting colors, About painting, Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes ,Gradient panel and Gradient tool overview, Meshes, Patterns ,Selecting objects, Grouping and expanding objects, Moving, aligning, and distributing objects,Rotating and reflecting objects

### **Unit III (Layers)**

About layers, Locking, hiding, and deleting objects, Duplicating objects, Transforming objects, Scaling, shearing, and distorting objects, Reshape using envelopes, Combining objects ,Cutting and dividing objects, Clipping masks ,Blending objects

### **Unit IV (Effects & output)**

Creating special effects, Appearance attributes,Working with effects,Create a drop shadow,Drop shadows, glows, and feathering,Creating sketches and mosaics, Graphic styles,Creating animations

Setting up documents for printing ,Change the page size and orientation,Printing with color management, Print presets

### **Learning Outcomes**

- 1) Understand the elements that make up the Illustrator workspace
- 2) Learn the basic and essential techniques to work with objects
- 3) Understand how to set up a new document
- 4) Draw basic shapes using the shape tools
- 5) Understand colour and apply colour to object fills and strokes
- 6) Transform and distort objects using the Transform and Liquefy tools on the Tools panel
- 7) Understand how to apply and edit gradients and patterns using available tools
- 8) Arrange objects and use layers to manage artwork
- 9) Insert and import text and apply character and paragraph formatting and effects to text
- 10)Place and edit an image
- 11)Draw objects using the Pen tool
- 12)Apply a range of Illustrator effects
- 13)Understand how to save and export in a variety of file formats to suit different purposes, and to print an Illustrator document.

## **Animation Lab I (BASE 210)**

### **Group-II**

- 1) Gradient Mesh Bell Pepper and create a Television Icon, Create A Wood Grain Texture and Illustrator ring shape via overlapping crescents effect
- 2) Working with 3D Objects and Transparencies to Make a Vector Cola Bottle Design
- 3) Create a Multicolored Splashed Text Effect in Adobe Illustrator and Illustrate a Malevolent Skull in 8 Steps
- 4) Illustrate a Brain Icon for OSX and Vista and Create a Realistic Candy Bar in Illustrator
- 5) How to Create a Vector Smiley Icon and How to Create a Radial Mesh in Illustrator and Make a Vector CD
- 6) Illustrator full spectrum spirograph and Make a Cartoon Style Cereal Box Logo in Adobe Illustrator CS3
- 7) Create a Gearbox Settings Icon Using Simple Shapes and 3D Effect Extrude and Revolve
- 8) Create a Realistic Orange and Create Semi-Realistic Scissors in Illustrator
- 9) Create a Hippy Van Vector in Illustrator and Illustrator Quick Tips #1 - Complex Symbols with Pathfinder
- 9) Make a Vector Diamond Ring in Illustrator and Create Fun, Eye-catching Text with Adobe Illustrator
- 10) Create A Realistic Pendrive in Adobe Illustrator and Create a Rainy Window Vector Background
- 11) Draw a Cute Purse Using Simple Shapes and Make a Christmas Light Bulb in Illustrator
- 12) Create Shiny, Vector Dice in Illustrator , Create A Realistic Vector Light Bulb From Scratch
- 13) Create a Character Mascot with Adobe Illustrator , Make an Icy Cocktail

**Title of the Paper: Sound Editing ( BASE—203)**

<b>Topics</b>	<b>Lectures</b>
<b>Unit-I</b> <b>Introduction to Sound forge pro –</b>  -Workspace, Main Window, Docking and Floating Window, Data Window, Toolbars, Metadata Windows, ACID properties Window, -Extracting Audio from CD, Working with Projects, Editing Audio -Navigating, Selecting, And Zooming. -Changing File Property and Format, Editing Multichannel Audio. -Using Markers, Regions, Commands, Recording. Editing, Repairing, Synthesizing Audio. Use of Event Tool. Pre-processing Audio. Working With Effects. Use of Acoustic Mirror And Wave, working with video.	36  09
<b>Unit-II</b> <b>Introduction of ADOBE SOUNDBOOTH CS5-</b>  -Introduction, Digital audio fundamentals, Workspace, Importing, recording, and playing audio, -Editing and repairing audio files, Effects, Multi-track mixing and editing, -Working with Adobe Flash and video, -Saving audio and video files,	09
<b>Unit-III</b> <b>Introduction of Adobe Audition</b>  - Digital audio fundamentals, Workspace. - Viewing, zooming, and navigating audio , Customizing and saving application settings, Extracting audio from CDs, Recording audio, Editing audio files, Displaying audio in the Waveform Editor, Copying, cutting, pasting, and deleting audio, Working with markers, Inverting, reversing, and silencing audio,	09  09
<b>Unit-IV</b> Applying effects - Effects controls, Applying effects in the Multitrack Editor, Effects reference, Multitrack Editor overview, Basic multitrack controls, Arranging and editing multitrack clips, Clip volume matching, fading, and mixing, Video and surround sound, Importing video and working with video clips, surround sound, Saving and exporting files.	

**Reference Books:**

1. soundforgepro11\_manual (Unit I)
2. soundbooth\_cs5\_help (Unit II)
3. PremierePro-TutorialCC2015(Unit III & IV)

## **Animation Lab-II:-( BASE 211)**

### **Group-I**

1. Changing File Property and format
2. Editing Multi – Chanel Audio
3. Recording Audio
4. Extracting Audio
5. Editing Audio
6. Creating Sound Effects
7. Creating Various Types of Sound Output
8. Recording Audio in Adobe audition
9. Extracting Audio in Adobe audition
10. Editing Audio in Adobe audition
11. Editing Video in Adobe audition
12. Editing and Repairing Audio files in Adobe audition
13. Applying Effects in Adobe audition
14. Multi track mixing and editing in Adobe audition

### **Learning outcomes-**

Students should demonstrate their ability to:

#### **Unit I**

Create digital composite motion graphic products that incorporate elements of multimediadesign, typography and layout

#### **Unit II**

Digital imaging/photography, digital video and audio editing, and 3D animation.

#### **Unit III**

Optimize motion graphic projects for multiple delivery options.

#### **Unit IV**

Evaluate motion graphic projects, identify items for improvement, and implement changes.

## **Title of the Paper: Animation Process and Visual Form (BASE-204)**

### **Unit-I Preproduction**

9

Overview of the Process Preproduction, Production, Post Production ,Story to script, Whether adapted or original, taking the story from a verbal or spatial medium like a book or graphic novel to a form suitable for making a film. What makes a good story? Plot & Character: Action Plots & Mind Plots. Analysis of different types of plots Archetypes v/s stereotypes - understanding of archetypes and a brief introduction to the mono myth (hero's journey). Why Animation? (instead of live action) Animation as a story telling (narrative) medium Animation as an artistic medium Visual Concepts, Character exploration & storyboards Animatics Character design & Model sheets, Layouts & scene Planning

### **Unit-II Production**

9

Animation Acting - Animation is not about moving images but moving people traditional 2d anim a. Line tests - Key frames & timing (breakdowns & in betweens) also brief introduction to thumb nailing (for quick exploration of alternative methods of animating a scene) study comparisons between different rhythms of animation executing straight ahead and inbetweened planned animation, limited animation full animation drawing key frames, breakdowns, in between, animation cycles Cleanups

### **Unit-III Post Production**

9

Voice, Music & effects, understanding the dynamics of sound design and use of sound as a key component of animation designing a sound track for animation including music, dialogue, voice overs, lip synch and fX recording and mixing multiple tracks Post processing sound Compositing & editing Work in Progress. Development of a film from Animatic to edit with different scenes at different stages. Coming together of the various elements of the scene. final Mixing of sound & final edit understanding the dynamics of camera moves and magnifications experimenting with camera techniques and working directly under camera using registration fields, table moves and peg movements screening & feedback Pitching a Project, financing, Production & distribution

### **Unit-IV Visual Form**

9

exploring the look and feel for animation through concept art Planning character design, layout design, illustration style, composition, staging, backgrounds A study of indigenous design and painting, both contemporary and traditional to understand and analyze a variety of styles and visual language

### **References for processes**

- 1) Shamus Culhane, Animation from script to screen, st.Martin's Griffin Press, Ny, 1990
- 2) Richard William, the Animators survival Kit, Faber and faber, New york, London, 2002
- 3) Kit Laybourne, the Animation Book, Crown trade Paperbacks, Ny, 1998
- 4) Tony White, the Animator's Workbook- step by step technique of drawn Animation, Watson-Guptill Pulications, 1988
- 5) Mascelli Joseph V, the five C's of Cinematography: Motion Pictures filming techniques, silman-James Press, 1998
- 6) Daniel Arijon, film technique, silman-James Press, 1991
- 7) David sonnensch, sound design: the expressive Power of Music, Voice and sound effects in
- 8) Cinema, Michael Wiese Productions, 2001



## **Animation Lab-II(BASE-211)**

### **Group-I**

- 1) Create a own script.
- 2) Create Archetypes and stereotypes.
- 3) Layouts & scene Planning
- 4) Storyboards Animatics with basic character design
- 5) Character design & Model sheets
- 6) Create character animation thumb nailing with various objects.
- 7) Create Character animation in between key frames with line test
- 8) Create and combine own Voice, Music & effects.
- 9) Create music, dialogue, voice over's, lip synch and fx recording and mixing multiple tracks
- 10) Trace and compositing all animation and rendered .

### **Learning outcomes-**

1. Recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media. (Issues)
2. Apply aesthetic judgments and critical thinking skills to art and graphics related issues. (Aesthetics)
3. Demonstrate mastery of specific technical, conceptual and critical abilities within computer graphics and the mixed media. (Abilities)
4. Demonstrate proficiency with industrial applications to visual communication related technologies. (Proficiency)
5. Communicate effectively in written format on research and creative issues. (Written)
6. Communicate effectively in oral format on research and creative issues. (Oral)
7. Apply critical thinking and aesthetic judgments in critiquing mixed media and computer graphics productions. (Critiquing)
8. Function on multi-disciplinary teams. (Teams)
9. Work collaboratively and individually with an understanding of the production process utilized in industry-standard studios. (Process)
10. Demonstrate professionalism through creative and intellectual independence. (Professionalism)

## **Title of the Paper: Mass Communication, culture & Media literacy (BASE-205)**

### **Unit 1- Mass Communication**

Introduction to Mass Communication, culture & Media literacy

The Evolving Mass Communication Process , A historical perspective of Media Literacy  
Media, Media Industries & Media Audiences( Books , Newspapers , Magazines , Films ,  
Radio & Recording , Television & Mobile Video , Video Games , The internet & Web ,  
Supporting Industries, Public Relations, Advertising , Theories & Effect of Mass  
Communication, Media Freedom, Regulations and ethics ,Global Media )

### **Unit 2- Online Journalism [10]**

What is online journalism? : Earlier websites of newspapers, E-books and E-publishing  
Introduction to content management system, Hyper-textuality, Multi-mediality and  
interactivity, Use of various online tools to manage text, links, photos, maps, audio, video,  
etc., Status of online journalism today

### **Unit 3- Digital storytelling**

Digital storytelling: Tools of multimedia journalists;

Learn to report, write and produce in a manner that is appropriate for online media

Feature writing for online media: Story idea, development and news updates

Podcast and Webcast

### **Unit 4- Open source journalism**

Open source journalism:

Responding to the audience, Annotative reporting

Citizen Journalists

Problem of verification, accuracy and fairness

Use of blogs, tweets, etc. for story generation and development

Protecting copyright

Exploring Cyberspace

### **Reference Books :**

1. Nath, Shyam. Assessing the State of Web Journalism. Authors Press, New Delhi, 2002
2. Chakravarthy, Jagdish. Net, Media and the Mass Communication. Authors press, New Delhi, 2004
3. Bhargava, Gopal. Mass Media and Information Revolution. Isha Books, New Delhi, 2004
4. Menon, Narayana. The Communication Revolution. National Book Trust.
5. Pavlik J.V. Media in the Digital Age. Columbia University Press.
6. Newspaper and magazine articles about New Media.

### **Learning Outcomes:**

The aim of teaching media literacy is to help children and teenagers develop skills to analyze the information presented, understand its intent, and evaluate its application. While producing their own media messages and products, students gain insight into how media messages can be constructed and delivered.

1. A critical thinking skill that enables audiences to develop independent judgments about media content.
2. An understanding of the process of mass communication
3. An awareness of the impact of the media on the individual and society
4. The development of strategies with which to analyze and discuss media messages.
5. An awareness of media content as a “text” providing insight into our contemporary culture and ourselves
6. The cultivation of an enhanced enjoyment, understanding, and appreciation of media content
7. In the case of media communicators: the ability to produce effective and responsible media messages.

### **Animation Lab III (BASE 212)**

Group-I:-

1. Case study on earlier websites of newspapers, E-books and E-publishing
2. Design Newspaper lay out with help of any Newspaper
3. Design Creative Magazines Cover Page and Book Cover Page
4. Design any Creative Title of Movie
5. Design Video Game Poster
6. Design Web-Page
7. Digital storytelling: Tools of multimedia journalists;
8. Case study on Use of various online tools to manage text, links, photos, maps, audio, video,
9. Case study on Status of online journalism today
10. Case study on Blogs.

Title of the Paper: **Database Management System (BASE-206)**

<b>Topics</b>	<b>Lectures 36</b>
<b>Unit-I</b>	
<b>Introduction to DBMS –</b> -What is Database? -What is DBMS and its Benefits -What is RDBMS(Codd’s Rule) - Difference between RDBMS and DBMS	9
<b>Unit-II</b>	
<b>Data Models-</b> -Introduction to Data Models -Normalization, -ERD Model, Introduction to SQL - Types of Commands - Introduction to DDL, DML,DCL Commands	9
<b>Unit-III</b>	
<b>Introduction to database supporting Software-</b> -Introduction to Database supporting software’s -Microsoft Access, SQL server 2000/2005/2008 -MySQL, PLSQL -ORACLE	9
<b>Unit-IV</b>	
<b>Relational Algebra-</b> -Introduction to Relational algebra -Relational algebra operations -SQL Statements - Accessing Database using SQL query	9

**Reference Books:**

- 1) Database concepts by Korth - Tata McGraw Hill Publications -5th Edition (Unit-I, II,III,IV)
- 2) Database systems by Ramkrishna and Gherke - Tata McGraw Hill Publications 3rd edition.
- 3) An introduction to database Systems By Bipin C. Dasai – Revised EditionGalgotia Publications ltd.
- 4) An Introduction to DBMS by C.J. Date, Pearson Publication 7th Edition (LPE)
- 5) Oracle SQL,PL/SQL programming by Prof. Rajendra Salokhe (Unit- III &IV)

## **Animation Lab III (BASE-212)**

### **Group II:**

- 1) Creating Database using Microsoft Access .
- 2) Creating Database, Table using Microsoft Access and Insert Values in it.
- 3) Creating Table and apply primary key, Foreign key on it.
- 4) Write down SQL query on **CREATE** commands (taking 5 Examples).
- 5) Write down SQL query on **INSERT, WHERE** commands (taking 5 Examples).
- 6) Write down SQL query on **UPDATE** commands (taking 5 Examples).
- 7) Write down SQL query on **GROUP BY** commands (taking 5 Examples).
- 8) Write down SQL query on **ORDER BY** commands (taking 5 Examples).
- 9) Write down SQL query on **DELET** commands (taking 5 Examples).
- 10) Write down SQL query on **DROP** commands (taking 5 Examples).
- 11) Write down SQL query on **ALTER** commands (taking 5 Examples).
- 12) Creating Relational Algebra Query.
- 13) Creating Database using SQL server 2000/2005/2008.
- 14) Creating Student Table using SQL server 2000/2005/2008.

## Title of the Paper: Web Development-I (HTML) (BASE-207)

### Topics

Lectures36

#### Unit-I Introduction to HTML –

9

- Introduction to HTML Editors ,
- Applications of HTML
- Difference between HTML and XML
- BasicHTML Elements , Headings , HTML
- ParagraphsHTML Styles

#### Unit-II Commands in HTML

- Table, Hyperlink creation in HTML
- Cascade Style Sheet , CSS Links
- Web Page Designing using HTML.
- Comments in HTML

9

#### Unit-III HTML Form Design-

- HTML Forms
- Form Elements in HTML
- Input TypesHTML, Input Attributes

9

#### Unit-IV Introduction to Dream viewer software -

- Interface of Dream viewer
- Toolbox Workspace,
- Web Page designing using Dream viewer
- Applications, Advantages and Disadvantages of Dream viewer

9

#### Ref Books :-

- The Complete Reference HTML and XHTML 4/e Thomas A. Powell – TMH
- HTML beginners guide – by Wendy Willard – TMH
- HTML black book by Steven Holzner – Dream-tech press
- Server Database and Application Development by Prof. DepaliR.Dhainje
- Programming PHP O'Reilly(SPD)-By RasmusLerdorf& Kevin Tatroe.

## **Animation Lab IV (BASE 213)**

Group-I:-

- 1) Create HTML pages using basic HTML tags,
- 2) Create HTML page and display FRAME and TABLE
- 3) Design page using CSS.
- 4) Insert images and clip art using HTML.
- 5) Working with Hyperlinks and Tabular information of Students bio data using HTML.
- 6) Create a form design with controls using HTML.
- 7) Design a simple Web site template and themes using HTML.
- 8) Design a simple Login form and Registration form using HTML.
- 9) Design a simple Website with site map, search facility using Dream viewer.
- 10) Design a simple Login form and Registration form using Dream viewer.
- 11) Design a simple College Website using Dream viewer.

### **Learning Outcomes:**

#### **Unit I**

- About background coding in modern web sites with HTML and CSS

#### **Unit II**

- About best practice in tagging text and other content
- About theories and conventions in web design, e.g. Balance, colour, lines

#### **Unit II**

- About famous web designers

#### **Unit II**

- About different ways to convey a given content to specific user groups

## **Title of the Paper: Web Development-I (HTML) (BASE-208)**

1. **Introduction to PHP** **9**  
Introduction, XAMPP, PHP Syntax, Variables, Strings, Constants, Operators, Echo / Print statements.
2. **Decision making and looping** **9**  
If...Else..... Else if, Switch, Loops, For, Foreach, While, Functions, string functions, user defined functions, Date and Timefunction, Arrays.
3. **Introduction to MySQL.** **9**  
Basic introduction of database management system and its commands, SQL commands, MySQL Interface, MySQL toolbar, MySQL Commands, Data Types,
4. **ADVANCE PHP** **9**  
Opening and closing a file, Coping ,renaming and deleting a file, File Uploading & Downloading, Object Terminology - Creating objects, Class, Methods, Properties, Inheritance and Constructor,

### **Reference Books :-**

1. PHP: The Complete Reference - McGraw-Hill Education
2. Learning PHP, MySQL & JavaScript: With JQuery, CSS & HTML5 - by Robin Nixon

### **LEARNING OUTCOMES**

- 1 Create PHP scripts that:
- 2 Demonstrate the basics of PHP programming
- 3 Use object-oriented PHP,
- 4 Experiment with database design
- 5 Create and deploy a portable web-based system.
- 6 Test and debug PHP scripts.

### **Animation Lab IV (BASE 213)**

#### **Group-II:-**

- 1) Write a program by using If-Else control structure in PHP.
- 2) Write a program by using Do-While control structure in PHP.
- 3) Write a program by using For, For each Switch control structure in PHP.
- 4) Write a program by using Array in PHP.
- 5) Write a program for creating Web page and its database connectivity using PHP.
- 6) Write a program to Insert employee details in employee table.
- 7) Write a program to Select and Delete employee details.
- 8) Write a program to show current date, time and convert a string to a date,
- 9) Write a program for Create, Read, Write File using PHP.
- 10) Create College Website using PHP
- 11) Create Website for Animation science department using PHP