Title of Skill Course: Multimedia Artist and Animator

1. **Department:** Department of Computer Science Optional

2. **Title:** Multimedia Artist and Animator

3. **Sector:** Information Technology

4. **Eligibility:** B.Sc.II

5. **Year of implementation:**2020

Course Structure

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
5	15	30	45	02	30

Syllabus

Course Objectives:

1. To learn multimedia components and their requirements.
2. To understand how to apply multimedia on web page.

Theory Syllabus (Contact Hrs: 15, Credits: 01)

Unit I: Introduction to Multimedia

Introduction to multimedia, Components, Uses of multimedia. Stages of a multimedia project, Requirements to make good multimedia, Multimedia Hardware - Macintosh and Windows production Platforms. Hardware peripherals - Connections, Memory and storage devices, Multimedia software and Authoring tools.

Unit II: Working with Multimedia

Images**:** Still Images – Bitmaps, Vector Drawing, 2D Drawing & rendering, Natural Light &Colors, Computerized Colors, Color Palates, Image File Formats.Sound**:** Digital Audio, MIDI Audio, MIDI vs Digital Audio, AudioFileFormats.Video**:** How Video Works, Analog Video, Digital Video, Video File Formats, Video Shooting andEditing.Animation**:** Principle of Animations. Animation Techniques, AnimationFileFormats.

Practical Syllabus (Contact Hrs: 30, Credits: 01)
List of Experiments ----------------------------------- 30 hrs

1. Draw an animation to show a bouncing ball.
2. Draw an animation to show a moving stick man.
3. Draw an animation to show a fainting banana.
4. Draw an animation to show sunrise and sunset.
5. Draw an animation to show a disappearing house.
6. Draw an animation to show two boats sailing in river
7. Draw an animation to help teach a poem or a song
8. Draw an animation to show cartoon with a message
9. Make a movie showing Shape & motion Tweening.
10. Add sound and button to the movie.

Course Outcomes:

Students will be able to,
1. Understand hardware and software in multimedia and apply it.
2. Learn Embedding audio/video on the web page.

Reference Books:
1) Jessica Keyes, Ultimate Multimedia Handbook (USA: McGraw-Hill Inc, 1997), 1248 pages.
2) Prabhat K. Andleigh and Kiran Thakkar, Multimedia System Design (Prentice Hall PTR, 1996), 654 pages.

BOS Sub Committee:

Sr. No.	Name of Member	Designation	Address
1.	Ms. V.N.Pawar	Chairman	YCIS, Satara
2.	Ms. R.U. Atar	Member	YCIS Satara
3.	Mr.SiddhantWadmare	Academic Expert	D.Y. Patil college Pune
4.	Mr Jaidip Kumar	Industrial Expert	Symbiosis College, Pune