

JD-20 & 21 June, 2017 AC after Circulars

- 26 -

DR. BABASAHEB AMBEDKAR MARATHWADA UNIVERSITY



CIRCULAR NO.SU/Sci./B.Voc.Mult.& Ani./46/2017

It is hereby informed to all concerned that, the syllabus prepared by the Ad-hoc Board & recommended by the Dean, Faculty of Science & Technology, the Hon'ble Vice-Chancellor **has accepted the "Revised Syllabus of B.Voc. Multimedia and Animation IInd, IVth & Vith semester** under the Faculty of Science & Technology in his emergency powers under section 12(7) of the Maharashtra Public Universities Act, 2016 on behalf of the Academic Council as appended herewith.

This shall be effective from the Academic Year 2017-2018 and onwards.

All concerned are requested to note the contents of this circular and bring the notice to the students, teachers and staff for their information and necessary action.

University Campus,
Aurangabad-431 004.

REF.NO. SU/SCI/2017/6443-6450

Date:- 22.11.2017.

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[Signature]
**Deputy Registrar,
Syllabus Section.**

Copy forwarded with compliments to :-

- 1] **The Principals, affiliated concerned Colleges,
Dr. Babasaheb Ambedkar Marathwada University.**
- 2] **The Director, University Network & Information Centre, UNIC,
with a request to upload this Circular on University Website.**

Copy to :-

- 1] The Director, Board of Examinations-& Evaluation, Dr.BAMU,A'bad.
- 2] The Section Officer, [B.Sc.Unit] Examination Branch, Dr.BAMU,A'bad.
- 3] The Section officer, [Eligibility Unit], Dr.BAMU,A'bad.
- 4] The Programmer [Computer Unit-1] Examinations, Dr.BAMU,A'bad.
- 5] The Programmer [Computer Unit-2] Examinations, Dr.BAMU,A'bad.
- 6] The In-charge, [E-Suvidha Kendra], Rajarshi Shahu Maharaj Pariksha Bhavan, Dr. Babasaheb Ambekar Marathwada University.
- 7] The Public Relation Officer, Dr.BAMU,A'bad.
- 8] The Record Keeper. Dr.BAMU,A'bad.

**DR. BABASAHEB AMBEDKAR
MARATHWADA UNIVERSITY,
AURANGABAD.**



Bachelor of Vocation

(B.Voc.)

Curriculum of Multimedia and Animation

(Semester IInd, IVth & VIth)

Effective From 2017-18 & Onwards/-

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2017-18) – Revised Syllabus Second Semester (Effective from 2017-18)**

Semester-II

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Marks
Semester-II					UA	Pr	
General Education Component (12 credits)							
1	GCT201	Web Technology	2	2	50		2
2	GCT202	Data Base Management System(DBMS)	2	2	50		2
3	GCT203	Environmental Science	2	2	50		2
4	GCP201	Practical based on Web Technology	2	4		50	2
5	GCP202	Practical based on DBMS	2	4		50	2
6	GCP203	Assignments based on Environmental Science	2	4		50	2
Vocational Education Component (18 Credits)							
7	VCT204	Camera Operator	2	2	50		2
8	VCT205	3D Animation	2	2	50		2
9	VCT206	Stop Motion Animation	2	2	50		2
10	VCP204	Practical based on Camera Operator	4	8		100	3
11	VCP205	Practical based on 3D Animation	4	8		100	3
12	VCP206	Practical based on Stop Motion Animation	4	8		100	3
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2016-17) Revised Syllabus Fourth semester (effective from 2017-18)**

Fourth Semester

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Marks
Semester-IV					UA	Pr	
General Education Component (12 credits)							
1	GCT401	Action Script	2	2	50	2	50
2	GCT402	Video Editor	2	2	50	2	50
3	GCT403	Film Making	2	2	50	2	50
4	GCP401	Practical based on Action Script	2	4		50	50
5	GCT402	Practical based on Video Editor	2	4		50	50
6	GCT403	Practical based on Film Making	2	4		50	50
Vocational Education Component (18 Credits)							
7	VCT404	Designing of Character	2	2	50	2	50
8	VCT405	Sound Designer	2	2	50	2	50
9	VCT406	Art Director	2	2	50	2	50
10	VCP404	Practical based on Designing of Character	4	8		100	100
11	VCP405	Practical Based on Sound Designer	4	8		100	100
12	VCP406	Practical Based on Art Director	4	8		100	100
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2015-16) – Revised Syllabus Sixth Semester (effective from 2017-18)**

Sixth Semester

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Mark
Semester-VI					UA	Pr	
General Education Component (12 credits)							
1	GCT601	Concepts of Editor	2	2	50	2	50
2	GCT602	Layout Designer	2	2	50	2	50
3	GCT603	Script Editor	2	2	50	2	50
4	GCP601	Practical based on Concepts of Editor	2	4		50	50
5	GCP602	Practical based on Layout Designer	2	4		50	50
6	GCP603	Practical based on Script Editor	2	4		50	50
Vocational Education Component (18 Credits)							
7	VCT604	Concepts of Director - II	2	2	50	2	50
8	VCT605	Director of Photography - II	2	2	50	2	50
9	VCT606	Live Action Director - II	2	2	50	2	50
10	VCP604	Seminar	4	4		100	100
11	VCP605	Major Project	8	20		200	200
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

B.Voc.
(Multimedia and Animation)
Second Semester
Revised Syllabus Pattern 2017-18
(Effective from 2017-18)

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2017-18) – Revised Syllabus Second Semester (Effective from 2017-18)**
Semester-II

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Marks
Semester-II					UA	Pr	
General Education Component (12 credits)							
1	GCT201	Web Technology	2	2	50		2
2	GCT202	Data Base Management System(DBMS)	2	2	50		2
3	GCT203	Environmental Science	2	2	50		2
4	GCP201	Practical based on Web Technology	2	4		50	2
5	GCP202	Practical based on DBMS	2	4		50	2
6	GCP203	Assignments based on Environmental Science	2	4		50	2
Vocational Education Component (18 Credits)							
7	VCT204	Camera Operator	2	2	50		2
8	VCT205	3D Animation	2	2	50		2
9	VCT206	Stop Motion Animation	2	2	50		2
10	VCP204	Practical based on Camera Operator	4	8		100	3
11	VCP205	Practical based on 3D Animation	4	8		100	3
12	VCP206	Practical based on Stop Motion Animation	4	8		100	3
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

8. Question paper pattern for Semester End Exam

Note : 1. All questions carry equal marks

2. All questions are compulsory

Q. No.	Format	Marks
1 (Based on All Units)	Multiple Choice/Fill in the blank/Match the pair/ one line answer. 1) 2) . . 10)	1 x 10 = 10
2 (Based on Unit -I)	(a) (b) OR (c)	10
3 (Based on Unit-II)	(a) (b) OR (c)	10
4 (Based on Unit -III)	(a) (b) OR (c)	10
5 (Based on Unit -IV)	(a) (b) OR (c)	10
	Total	50

B.Voc.
(Multimedia and Animation)
Semester-II

Component: General
Paper Title: Web Technology

Paper No. GCT201
Max. Marks: 50

UNIT-I

Internet and WWW : What is Internet?, Introduction to internet and its applications, E-mail, telnet, FTP, e-commerce, video conferencing, e-business. Internet service providers, domain name server, internet address World Wide Web (WWW) : World Wide Web and its evolution, uniform resource locator (URL), browsers - internet explorer, netscape navigator, opera, firefox, chrome, mozilla. Search engine, web saver - apache, IIS, proxy server, HTTP protocol.

UNIT-II

HTML and Graphics : HTML Tag Reference, Global Attributes, Event Handlers, Document Structure Tags, Formatting Tags, Text Level formatting, Block Level formatting, List Tags, Hyperlink tags, Image and Image maps, Table tags, Form Tags, Frame Tags, Executable content tags.

Imagemaps : What are Imagemaps? Client-side Imagemaps, Server-side Imagemaps, Using Server-side and Client-side Imagemaps together, alternative text for Imagemaps

UNIT-III

Tables : Introduction to HTML tables and their structure, The table tags, Alignment, Aligning Entire Table, Alignment within a row, Alignment within a cell, Attributes, Content Summary, Background color, Adding a Caption, Setting the width, Adding a border, Spacing within a cell, Spacing between the cells, spanning multiple rows or columns, Elements that can be placed in a table, Table Sections and column properties, Tables as a design tool

UNIT-IV

Frames : Introduction to Frames, Applications, Frames document, The tag, Nesting tag, Placing content in frames with the tag, Targeting named frames, Creating floating frames, Using Hidden frames

Forms : Creating Forms, The '<FORM>' tag, Named Input fields, The '<INPUT>' tag, Multiple lines text windows, Drop down and list boxes, Hidden, Text, Text Area, Password, File Upload, Button, Submit, Reset, Radio, Checkbox, Select, Option, Forms and Scripting, Action Buttons, Labelling input files, Grouping related fields, Disabled and read-only fields, Form field event handlers, Passing form data

Style Sheets : What are style sheets?, Why are style sheets valuable? Different approaches to style sheets, Using Multiple approaches, Linking to style information in a separate file, Setting up style information, Using the '<LINK>' tag, embedded style information, Using '<STYLE>' tag, Inline style information.

Reference Books:

1. Web Design The complete Reference, Thomas Powell, Tata McGrawHill
2. HTML and XHTML The complete Reference, Thomas Powell, Tata McGrawHill

Component: General
Paper Title: Web Technology

Paper No. GCP201
Max. Marks: 50

List of Practical based on Web Technology:

1. Design a web page using different text formatting tags.
2. Design a web page with links to different pages and allow navigation between pages.
3. Design a web page with Imagemaps.
4. Design a web page with different tables.
5. Design a webpage using table so that the content appears well placed.
6. Design a webpage using frames.
7. Design a web page with a form that uses all types of controls.
8. Design a web page using style sheets.
9. Design minimum of two web pages that have uniform style.
10. Design a Static Website using required tags learned during practicals.

Component: General

Paper Title: Data Base Management System (DBMS)

Paper No. GCT202

Max. Marks: 50

UNIT-I

Basic Concept:

- Data Definition, Types of Data, Record and File, File based System & Processing
- Database System Application, Purpose of Database System
- Abstraction & Data Integration
- Three level Architecture proposal for a DBMS.
- Component of a DBMS: Users, Facilities & Structure.
- Advantageous & Disadvantageous of DBMS.

UNIT-II

Data Modeling & Design:

- Data Association – Entities , Attributes & Association, Relationship among Entities, Representation of Association & Relationships
- Data Model: Importance of Data Model, Types of Data Model: Relational, ER, Semi-structured, Object-Oriented, Network & Hierarchical Data Model. Advantageous & Disadvantageous of above model.

UNIT-III

Entity-Relationship Data Model:

- Entity , Entity Set, Types of Entities, Strong & Weak Entity, Representation
- Attribute, Types of Attributes , Representation
- Relationship : Binary & Ternary , Representation
- Mapping Cardinality, Entity-Relationship Design Issues

UNIT-IV

Relational Data Model:

- Basic Structure of Relational Data Model, Database Schema
- Constraints : Integrity Rule 1 & 2
- Normal Form: Anomalies, Functional Dependency, Dependency Diagram, First Normal Form, Second Normal Form, Third Normal Form, Conversion from Universal to 1 NF, 1NF to 2 NF and 2NF to 3NF.

Reference Books:

- 1) Database System Concepts (Sixth Edition) AviSilberschatz, Henry F. Korth, S. Sudarshan
- 2) An Introduction to Database Systems by Bipin C. Desai
- 3) Easy Oracle SQL: Get Started Fast Writing SQL Reports with SQL*Plus By John Garmany
- 4) Mastering Oracle SQL By Sanjay Mishra, Alan Beaulieu

Component: General

Paper Title: Data Base Management System (DBMS)

Paper No. GCP202

Max. Marks: 50

List of Practical based on Data Base Management System (DBMS):

- 1) Design five (5) schemas for any organization like: College, school, hospital, travel agency, company, bank etc.
- 2) Normalize the above five (5) selected schemas as per 1NF, 2NF and 3NF
- 3) Draw E-R Diagram for the same above five (5).

Component: General
Paper Title: Environmental Science

Paper No. GCT203
Max. Marks: 50

UNIT-I : Multidisciplinary nature of environmental studies:

Definition, scope and importance, need for public awareness.

Natural Resources : Renewable and non-renewable resources :

Natural resources and associated problems.

a) Forest resources : Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest 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, changes caused by agriculture and over-grazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.

e) Energy resources : Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. Case studies.

f) Land resources : Land as a resource, land degradation, man induced landslides, soil erosion and desertification.

• Role of an individual in conservation of natural resources.

• Equitable use of resources for sustainable lifestyles.

UNIT-II : Ecosystems:

• 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)

Biodiversity and its conservation : Introduction – Definition : genetic, species and ecosystem diversity, Biogeographical classification of India , Value of biodiversity : consumptive use, productive use, social, ethical, aesthetic and option values , Biodiversity at global, National and local levels, India as a 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.

Environmental Pollution : Definition, Cause, 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 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.

UNIT-III : Social Issues and the 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, Environment 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.

UNIT-IV: 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.

REFERENCE BOOKS:

- a) Agarwal, K.C. 2001 Environmental Biology, Nidi Publ. Ltd. Bikaner.
- b) Bharucha Erach, The Biodiversity of India, Mapin Publishing Pvt. Ltd., Ahmedabad –380 013, India, Email:mapin@icenet.net (R)
- c) Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc. 480p
- d) Clark R.S., Marine Pollution, Clanderson Press Oxford (TB)
- e) Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumabai, 1196p
- f) De A.K., Environmental Chemistry, Wiley Eastern Ltd.
- g) Down to Earth, Centre for Science and Environment (R)
- h) Gleick, H.P. 1993. Water in Crisis, Pacific Institute for Studies in Dev., Environment & Security. Stockholm Env. Institute Oxford Univ. Press. 473p
- i) Hawkins R.E., Encyclopedia of Indian Natural History, Bombay Natural History Society, Bombay (R)
- j) Heywood, V.H & Waston, R.T. 1995. Global Biodiversity Assessment. Cambridge Univ. Press 1140p.
- k) Jadhav, H & Bhosale, V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284 p.
- l) Mckinney, M.L. & School, R.M. 1996. Environmental Science Systems & Solutions, Web enhanced edition. 639p.

Component: General

Paper Title: Environmental Science

Paper No. GCP203

Max. Marks: 50

List of Assignments based on Environmental Science:

- 1) Agricultural Pollution
- 2) Biodynamic farming
- 3) Photochemical smog
- 4) Greenhouse effect
- 5) Coastal ecosystems
- 6) Geothermal energy
- 7) Tornadoes
- 8) Mercury poisoning
- 9) Fauna
- 10) Visit to a local area to document environmental assets river /forest/ grassland/ hill/ mountain (Field Work)

Component: Vocational
Paper Title: Camera Operator

Paper No. VCT204
Max. Marks: 50

UNIT-I

Study of Camera System:-

History of Cameras, Basic of Cameras, Types of Cameras, Important of safety instructions, Part of Camera, Display of Cameras, Battery Included, Activating Your Camera, Setting the Time and Date, Selecting a Shooting Mode, Choosing a Focus Mode, Selecting a Focus Point, Using the Built-in Flash.

UNIT-II

Understanding Exposure:-

Attaching the Strips, attaching a Lens, inserting the Battery & Memory Card, turning the Camera on and off, Choosing Display, Adjusting Display Brightness, LCD Panel Readouts, RAW conversion, erase, crop, resize, image rotate, red eyes removal, slide show.

UNIT-III

Basic Photography and Playback:-

Quality Settings, Release Shutter Without Card, Red-Eye Reduction, White Balance, Custom White Balance, Color Space, Grid Display, Playback 1 & 2 Menu Options, Creative Filters, Highlight Alert, Slide Show, Auto Rotate, Format, LCD Brightness, Zoom, Camera Angles Close-up, Wide-Shot, Master shot, High and low angle shot, long Shot, mid shot, Over the Shoulder.

UNIT-IV

Live View and Advanced Photography:-

Working with Live View, Activating Live View, Focusing in Live View, video shooting option, Capturing Video/Sound, ISO settings, Lens types, Focusing Options, Macro Photography, Portraiture Photography, Landscape Photography, Action Photography, Still Life Photography, Ground level Photography, Prospective Photography, Black & White Photography, Time Laps Photography using setting.

Reference Books:

1. The Camera Assistant's Manual (FIFTH EDITION) by David E. Elkins, S.O.C.
2. Digital SLR Cameras & Photography For Dummies®, 5th Edition Published by: John Wiley & Sons.
3. The Digital Photography Book by Scott Kelby
4. Digital Camera X-E1 FUJIFILM product Bible

Component: Vocational
Paper Title: Camera Operator

Paper No. VCP204
Max. Marks: 100

List of Practical based on Camera Operator:

- 1) Capture Close-up Shot Photography
- 2) Study the Initial Set-up
- 3) Mounting the Lens on camera
- 4) Adjusting Diopter Correction and Inserting a Memory Card
- 5) Setting the Time and Date
- 6) Study Camera Front View
- 7) Study Camera back Business End
- 8) Study Camera Topside
- 9) Capture Close-up Shot Photography
- 10) Capture Wide-Shot Photography
- 11) Capture still life Photography
- 12) Create zoom in and zoom out Photography (use lens)
- 13) Capture mid shot Photography
- 14) Capture landscape Photography
- 15) Capture Rule of third Photography
- 16) Capture Prospective Photography
- 17) Capture black & white Photography
- 18) Capture time laps Photography
- 19) Capture Low angle Photography
- 20) Create normal Video shooting

Component: Vocational
Paper Title: 3D Animation

Paper No. VCT205
Max. Marks: 50

UNIT-I

Getting Started with Max

- Definition of Computer-based Animation, Basic Types of Animation, Definition of Modeling, Creation of 3D objects. Exploring the Max Interface, Controlling & Configuring the Viewports, Customizing the Max Interface & Setting Preferences, Importing & Exporting, Selecting Objects & Setting Object Properties, Duplicating Objects, Creating & Editing Standard Primitive & extended Primitives objects, Transforming objects, Pivoting, aligning etc.

UNIT-II

2D Splines & Shapes & compound object

- Understanding 2D Splines & shape, Extrude & Bevel 2D object to 3D, Understanding Loft, Modeling simple objects with splines, Understanding morph, connect compound objects, Boolean .

3D Modeling

- Modeling with Polygons, Principles of 3D modeling, concepts like polygons, and sub surface modeling, scale and proportion of various models, Viewports, Command Panel, Lower Interface Bar Controls, Interacting with the Interface

UNIT-III

Keyframe Animation

- Creating Key frames, Auto Key frames, Move & Scale Keyframe on the timeline, animation Modifiers .

Lighting & Camera

- Configuring & Aiming Cameras, camera camera, , using basic lights & lighting Techniques,

UNIT-IV

Texturing with Max

- Using the material editor & the material explorer, creating & applying standard materials, adding material details with maps, creating compound materials & material modifiers, unwrapping UVs & mapping texture, using atmospheric & render effects etc.

Reference Book/Link:

- 1) 3Ds Max 6 Bible by Kelly L. Murdock
- 2) <https://www.autodesk.in/products/3ds-max/overview>

Component: Vocational
Paper Title: 3D Animation

Paper No. VCP205
Max. Marks: 100

List of Practical based on 3D Animation:

1. Creation of 3D objects using 3ds Max.
2. Creating & Editing Standard Primitive.
3. Make a Chair Using 2D splines.
4. Create a simple home using box and poly.
5. Make a table Using loft modifier.
6. Create object or home using compound Object (Boolean).
7. Create sofa modeling using
8. Create a Hand using 3ds Max.
9. Create a Realistic male face using 3ds Max.
10. Create a Realistic female face using 3ds Max.
11. Create Toonish character.
12. Bouncing ball using animation Principle.
13. Practical based on Mental Ray light
14. Walkthrough Using Camera.
15. Unwrap a Face using UVW unwrap.
16. Practical based On material editor.
17. Create a Wall Using Bump Map
18. Importing & Exporting .Obj object.
19. Render effect using Volume light
20. Creating and applying standard Materials.

Component: Vocational
Paper Title: Stop Motion Animation

Paper No. VCT206
Max. Marks: 50

Unit -I

History of Animation : - explore how animation works. Learn Stop Motion Animation , learn the basics for setting up your stage and camera learn image capture, editing and playback controls.while creating a simple movie of a blob moving.

Unit -II

Relevance of message and medium and a relationship, Art forms and orientation into time and performing.

Animation- Art of 21st century, History of Animation- Primitive Animation, Innovations and experiments in visual media, How to develop/portray the character in accordance to the script

Unit -III

Understand requirement include the way the character will act accordance to the storyboard , Move character and compose a shot in accordance to the script and storyboard as prototype, Animated stop motion character in accordance to the script and directors process, Contribute creative ideas during the animation process , Apply stop motion animation techniques include traditional frame by frame capture clay motion and cut out using computer generated , Tools

Unit -IV

Stop motion, Comparison to Computer generated image, How to observe and study human behavior and expressions to help visualize concepts Life drawing including human anatomy, emotions, actions and expressions, Assess the effort, duration and cost involved for each work activity

Reference Book/Link:

1. The Advanced Art of Stop-Motion Animation. "Ken A. Priebe"
2. <http://www.dragonframe.com/introduction-stop-motion-animation/>
3. <http://content.photojojo.com/tutorials/stop-motion-digital-camera/>
4. Secrets of Clay Animation Revealed 3 Paperback
5. Stop motion animation."Barry J C Purves"

Component: Vocational
Paper Title: Stop Motion Animation

Paper No. VCP206
Max. Marks: 100

List of Practical based on Stop Motion Animation:

1. Create a clay base with different shape.
2. Create a clay character basic shape.
3. Create bouncing ball using stop motion.
4. Create a tree (practices for different shape)
5. Create animal in basic shape.
6. Draw character shape .
7. Traditional drawing tools and techniques.
8. Create human body.
9. Creating a simple movie of a blob moving.
10. Stop motion animation photography.
11. Claymation basics – stop motion animation.
12. Missing Stickman.
13. Paper cut stop motion animation.
14. Paper animation.
15. Making box Hulk Play.
16. Make A Simple Stop Motion Puppet.
17. Animate stop motion character.
18. Animate Computer mouse using camera.
19. Use camera angle to stop motion character.
20. Create a movie using stop motion techniques.

B.Voc.
(Multimedia and Animation)
Fourth Semester

Revised Syllabus : Pattern 2016-17

(Effective from 2017-18)



Handwritten text, mostly illegible due to fading and bleed-through. The text is arranged in several lines, possibly forming a list or a series of notes. Some words are difficult to decipher but appear to include "Handwritten", "Notes", and "List".

Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2016-17) Revised Syllabus Fourth semester (effective from 2017-18)

Fourth Semester

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Marks
Semester-IV					UA	Pr	
General Education Component (12 credits)							
1	GCT401	Action Script	2	2	50	2	50
2	GCT402	Video Editor	2	2	50	2	50
3	GCT403	Film Making	2	2	50	2	50
4	GCP401	Practical based on Action Script	2	4		50	50
5	GCT402	Practical based on Video Editor	2	4		50	50
6	GCT403	Practical based on Film Making	2	4		50	50
Vocational Education Component (18 Credits)							
7	VCT404	Designing of Character	2	2	50	2	50
8	VCT405	Sound Designer	2	2	50	2	50
9	VCT406	Art Director	2	2	50	2	50
10	VCP404	Practical based on Designing of Character	4	8		100	100
11	VCP405	Practical Based on Sound Designer	4	8		100	100
12	VCP406	Practical Based on Art Director	4	8		100	100
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

Question paper pattern for Semester End Exam

Note : 1. All questions carry equal marks

2. All questions are compulsory

Q. No.	Format	Marks
1 (Based on All Units)	Multiple Choice/Fill in the blank/Match the pair/ one line answer. 1) 2) . . 10)	1 x 10 = 10
2 (Based on Unit –I)	(a) (b) OR (c)	10
3 (Based on Unit-II)	(a) (b) OR (c)	10
4 (Based on Unit –III)	(a) (b) OR (c)	10
5 (Based on Unit –IV)	(a) (b) OR (c)	10
	Total	50

B.Voc.
(Multimedia and Animation)
Semester-IV

20. 4. 2011
20. 4. 2011
20. 4. 2011

Component: General
Paper Title: Action Script

Paper No. GCT401
Max. Marks: 50

UNIT-I

Introduction To Action Script:

Introducing the Actions Panel, When to Use Action Script, Using the Reference Panel, Understanding Action Script Syntax,

Creating Action Script Movies: About Flash Symbol Types, Adding an Action to Your Script, Adding an Action to a Key frame, Adding an Action to an Object, Adding an Action to a Button.

UNIT-II

Controlling The Timeline & Movie Content With Action Script:

Starting and Stopping the Movie, Navigating to URLs, Working with Flash Levels, Using the Load Movie and Unload Movie Action

Creating Action Script Loops:

About Loops, Looping Between Frames, Creating a For Loop, Creating a While Loop, Creating a Do While Loop.

UNIT-III

Working With Variables And Arrays: About Variables and Arrays, Understanding Variable Data Types, Variable and Array Naming Conventions, Declaring a Variable, Creating an Array, Working with Arrays.

Modifying An Object With Action Script: Creating a Movie Clip & Movie Clip Instances.
Using Action Script with Text: Creating Input Text Blocks, Creating Dynamic Text Blocks

UNIT-IV

Flash UI Components:

Push Button, Check Box, Radio Button, Message Box, Combo Box, List Box, Scrollbars Component.

Reference Books:

1. Adobe® flash® professional, help & tutorial
2. Adobe *flash* professional CS6 Bible

Component: General
Paper Title: Action Script

Paper No. GCP401
Max. Marks: 50

Any 10 from following list of Practical based on Action Script:

1. Write your ' Biodata ' with the help of "trace" function.
2. Create a character and give it movement in x & y direction.
3. Create 3 character and move it with different speeds
4. Create 3 character & move it with the help if else statement.
5. Create a character and give it mouse movement in x & y direction.
6. Create one dangers character and give it " hit event" to hit other character & stop.
7. Create a button & give it function of random number
8. Create a button & give it function with the help of it else statements to the random no.
9. Create input text box.
10. Create dynamic text box.
11. Write a program for 'if' statement.
12. Write a program for 'if-else' statement .
13. Write a program for ' switch ' statement
14. Write a program for ' while ' statement.
15. Create check box – button with help of Action Script.
16. Create Radio button with help of Action Script.
17. Create list button button with help of Action Script.
18. Create combo button with help of Action Script.
19. Write a program for scenes navigation.
20. Write a program for URL-Browser window.

Component: General
Paper Title: Video Editor

Paper No. GCT402
Max. Marks: 50

UNIT-I

Role and responsibility of sound editor:

Understand the Directors vision, creative and technical requirements and expectations in terms of quality of deliverables and timelines,

Gather raw footage/material (e.g. raw camera footage, dialogue, sound effects, graphics, special effects) ,Ready for the post-production process Ensure software/equipment is ready for editing ,In appropriate file formats (e.g. mp4, avi, wmv, mpg and mov) and appropriate medium (e.g. DVD, film, tape and digital) compatible .

UNIT-II

Introduction of Adobe Premier :

Uses of Premier Pro, Basics of digital video and movie editing, Creating and changing sequences, Importing and Capturing Footage, Importing layered Photoshop and Illustrator files, Timeline, Sequence and Clip Management,

UNIT-III

Effects :

About effects, Applying, removing, finding, Viewing and adjusting, Effects and key frames, Applying effects to audio, working with audio transitions, Effect presets, Creating common results, Motion: position, scale, and rotate a clip, working with markers.

UNIT-IV

Titling and the Titler :

Creating and editing titles, creating and formatting text in titles, Drawing shapes in titles, Add images to titles, Working with text and objects in titles, Fills, strokes, and shadows in titles, Titler text styles, Rolling and crawling titles, Rough cut. Rendering & Final output.

Reference Book:

1. Using ADOBE® PREMIERE® PRO CS6

Component: General
Paper Title: Video Editor

Paper No. GCP402
Max. Marks: 50

Any 10 from following list of Practical based on Video Editor:

1. Creating New Sequence
2. Importing New footages and video.
3. Basic Editing using Cut, Paste tool.
4. Animate PNG image (Scale , Rotation and position)
5. Unlink audio and video
6. Green and blue chroma Remove
7. Applying video transition
8. Applying Audio transition
9. Applying Title
10. Importing Audio formats
11. Apply texture on text.
12. How to make and animate a Title.
13. Apply fast Forward effect.
14. Make video in slow motion using speed control.
15. Color correction.
16. Stable video using warp stabilizer
17. Using Deep to black and deep to white dissolve.
18. Page peel and page turn effect.
19. Rendering file in PNG sequence.
20. Rendering final Output in H.264.

Component: General
Paper Title: Film Making

Paper No. GCT403
Max. Marks: 50

Unit I :History of Cinema

Development of Classical Indian & Hollywood Cinema, Origin of Classical Narrative Cinema-Soundless film, Students will study various films (World Cinemas) and try to understand and analyze the essence of filmmaking, Films from Director's, key member ,

Research

Finding and Collecting materials and facts related story, Where and How to find the materials related story, Things to consider before sketching down story.

Script

Scriptwriting Process and it's various phases, Film Grammar for Scriptwriting, Story(includes Shot, scene, sequence), Outline, Treatment, First Draft, Polishes, Second Draft, Additional Drafts / Final Draft,

Unit II – Development and Pre-Production

Come up with idea, Story, article Get a writer to write it up, Cover all legal obligations - option, purchase the rights, Start attaching elements - cast, director, DP, Prod Designer, Production manager • Assistant directors • Production Designer • Costume Designer • Make Up and Hair Stylists • Director of Photography • Crew • Editor • Location Manager • Casting Director • Production Accountant

Unit III – Production

Shot, ready to shot to related story, introduction camera and camera equipment, makeup and practices .introduction about blocking and acting block, data management, multi-location and multi camera shot. camera lighting and sound, Acting, Special physical effects, Digital Video Cinematography, operate HD video cameras, use lights, determine set and lighting, Lenses and Cameras,

Unit IV – Post Production and Distribution

Introduction about post production and distribution, Data analyze, system setup, post scheduling, shot review, introduction editing, Editing Video, Rough cuts and Final cuts Editing Audio, Sound Effects, Scoring, Pre-mix and Final mix, Dubbing, Editing final cut Sound mixing, Color correction introduction about vfx, RE recording.

Distribution

Film distribution, Digital distribution, Various ways of distribution

Reference

Fundamental of Indian cinema.

Film Direction Fundamentals “Milos Forman” Third Edition.

Component: General
Paper Title: Film Making

Paper No. GCP403
Max. Marks: 50

Any 10 from following list of Practical based on Film Making:

1. Create your idea related story
2. Write a rough story
3. Write a story properly using story script and story board.
4. Manage team member and different work with key member
5. Introduction camera and camera lance
6. Introduction lighting
7. Create blocking
8. Shot at location
9. Analyzing shot/ film
10. Add vfx and color correction depending short film
11. Create a audio track
12. Add suitable audio for film
13. Rough editing
14. Dubbing
15. Final editing

Component: Vocational
Paper Title: Designing of Character

Paper No. VCT404
Max. Marks: 50

UNIT-I

Introduction to Animation Artist:-

Skills required for an animation artist, Terms used in Animation, Introduction to equipment required for animation: Animator's Drawing Tools, 2 D virtual drawing for Animation, Rapid Sketching & Drawing

UNIT-II

Animator's Art Skills: -

Basic Drawing, Perspective, Light & shade, Cloth, Facial expressions, Introduction to pose to pose sketching, basic concepts in Drawing scenes and background Character Anatomy: Basic Shape, Basic Proportions, Key Lines, Heads, Hands & Legs, Muscles.

UNIT-III

Character Design and Development:

Basic Shape Character Design, Other objects, Body Shape, Detail Designing a Character

UNIT-IV

Developing the character on Model Sheet Paper: -

Research, Skeleton, Construction, Sketching, Different views, Tracing, Body Language, Shape, Shading, Adding Colors, Three dimensional drawings of characters

Reference Books:

1. Figure Study Made Easy By- Aditya Chari -- Grace Publication
2. Perspective- By Milind Mulik -- Jyotsna Prakashan
3. Anatomy for the Artist by Daniel Carter and Michael Courtney
4. An Afternoon - with David Colman
5. Character Design from the Ground Up
6. Artwork by Victor Navone the animation archive :Character model & expression sheets

Component: Vocational
Paper Title: Designing of Character

Paper No. VCP404
Max. Marks: 100

List of Practical based on Designing of Character:

1. Introduction Animator drawing tools
2. Basic skill required for animation
3. Basic drawing shape
4. Basic Drawing concept
5. Create a basic character
6. Create a Male/ Female character Model sheet
7. Character front view in detail
8. Character Side view in detail
9. Character Back view in detail
10. Character One third view in detail
11. Shading
12. Lighting
13. Adding Colors
14. Object drawings
15. Two dimensional drawings of characters
16. Three dimensional drawings of characters
17. Animal model character sheet
18. Image/ Character Tracing Techniques
19. Cleanup model sheet
20. Final work

Component: Vocational
Paper Title: Sound Designer

Paper No. VCT405
Max. Marks: 50

UNIT-I

Audio interface:

Identify/align/ organize unedited sound materials, and check sound equipment/editing facilities in preparation for editing, Basic of sound editing, Audition Interface Basics, The Audition Workspace, Introduction to tools, Extract Audio from a Video File, using Adobe Audition CS6.

UNIT-II

Basic Audio Editing:

Opening a file for editing, selecting region for editing and changing its level, Copying, Mixing cutting, deleting and pasting audio regions, repeating part of a wave from to create a loop, Auditions dual personality

UNIT-III

The Basics of Sound:

Technique of Editing and Mixing equipment, Remove Background Noise In Adobe Audition,

The Audition Environment:

Navigation using external interface(importing footages), Testing Inputs and outputs with auditions.

UNIT-IV

Signal Processing:

Effects basics, Using the effects rack, Amplitude and compression Effects, Delay and eco effects, Filter and EQ Effects, Time and pitch effects, Using effects menu. Final Output and Export mp3.

Reference Book:

1. Adobe Audition CS6

Component: Vocational
Paper Title: Sound Designer

Paper No. VCP405
Max. Marks: 100

List of Practical based on Sound Designer (Using Adobe Audition or Sound Forge or any other sound editing software as per market need):

1. Opening a file for editing
2. Cutting, Deleting & Pasting
3. Repeating part of Wave from.
4. Fading Region to Reduce artifacts
5. Amplitude & compression effects
6. Channel mixer
7. Using De-Esser effect
8. Delay and echo effects
9. Analog delay
10. Echo
11. Time & pitch effect
12. Reverb effects
13. Studio Reverb
14. Noise reduction
15. Removing, editing, Replacing & Moving an Effect
16. Reducing hiss
17. Filter and EQ
18. Graphic Equalizer
19. FFT Filter
20. Notch Filter

Component: Vocational
Paper Title: Art Director

Paper No. VCT406
Max. Marks: 50

UNIT-I

Understanding Designing & Art Colours:

Look and feel, character design, costume design, layout design, lighting keys, colour scheme, colour palette, texturing, art Colours information- Primary, Secondary and Tertiary colours, Warm and cool colours, Type of Colour Wheels.

UNIT-II

Working in Design:

Colour concept, Basic study of Visual Arts, Principles and Elements of Design, basic Sketching, Colour Theory and Practicals, camera angles, Composition, Perspective

UNIT-III

Understanding Drawing :

Life drawing including human anatomy, emotions, actions, expressions, scaling and proportion, Perspective drawings and architectural drawings, The fundamentals of colour theory, dimension, Character line-up is the portrayal of characters side-by-side

UNIT-IV

The principles of composition, the principles of visual design, Basics of Indian art and crafts.

Reference Books:

- 1) The Art of Film Acting: A Guide for Actors and Directors by Jeremiah Comey
- 2) Film Studies For Dummies® Published by: John Wiley & Sons

Component: Vocational
Paper Title: Art Director

Paper No. VCP406
Max. Marks: 100

Two practicals on each of the following list based on Art Director:

1. Understanding Designing
2. Art Colours wheels
3. Fundamental of art director
4. Use principles for art director
5. Use principles for designing
6. Graphics design technique
7. Perspective knowledge
8. Basic anatomy
9. Image composition
10. Architecture drawings

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B.Voc.
(Multimedia and Animation)
Sixth Semester

Revised Syllabus Pattern 2015-16

(Effect from 2017-18)



1. The first of the main points of the report is the fact that the Commission has received a large number of requests for information from the public. This is a reflection of the fact that the Commission is now more active than ever in its work. The Commission has received a large number of requests for information from the public. This is a reflection of the fact that the Commission is now more active than ever in its work.

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2015-16) – Revised Syllabus Sixth Semester (effective from 2017-18)**

Sixth Semester

S.N.	Paper No.	Paper Title	No. of Credits	Scheme of Teaching	Scheme of Evaluation		
		GCT= General Component Theory GCP = General Component Practical VCT= Vocational Component Theory VCP = Vocational Component Practical		Theory / Practical per week (in hours)		Univ. Exam duration (in hrs)	Total Mark
Semester-VI					UA	Pr	
General Education Component (12 credits)							
1	GCT601	Concepts of Editor	2	2	50	2	50
2	GCT602	Layout Designer	2	2	50	2	50
3	GCT603	Script Editor	2	2	50	2	50
4	GCP601	Practical based on Concepts of Editor	2	4		50	50
5	GCP602	Practical based on Layout Designer	2	4		50	50
6	GCP603	Practical based on Script Editor	2	4		50	50
Vocational Education Component (18 Credits)							
7	VCT604	Concepts of Director - II	2	2	50	2	50
8	VCT605	Director of Photography - II	2	2	50	2	50
9	VCT606	Live Action Director - II	2	2	50	2	50
10	VCP604	Seminar	4	4		100	100
11	VCP605	Major Project	8	20		200	200
Total			30	48			750

Note : Theory and practical exam should be conducted at the end of each semester

Question paper pattern for Semester End Exam

Note : 1. All questions carry equal marks

2. All questions are compulsory

Q. No.	Format	Marks
1 (Based on All Units)	Multiple Choice/Fill in the blank/Match the pair/ one line answer. 1) 2) . . 10)	1 x 10 = 10
2 (Based on Unit –I)	(a) (b) OR (c)	10
3 (Based on Unit-II)	(a) (b) OR (c)	10
4 (Based on Unit –III)	(a) (b) OR (c)	10
5 (Based on Unit –IV)	(a) (b) OR (c)	10
	Total	50

B.Voc.
(Multimedia and Animation)
Semester-VI

Component: General
Paper Title: Concepts of Editor

Paper No. GCT601
Max. Marks: 50

UNIT-I

Introduction Editing:-

Introduction to the history of film editing. The manipulation of editing; Lev Kuleshov's experiment; the language of cinema; introduction to the editor as storyteller and understanding the narrative structure. To take a shot(Analyse the purpose of taking a shot) , Continuity record clapperboard/slate.(To keep details records of continuity) , Documentary film

UNIT-II

Video Editing :-

Screening of Examples, The Premiere Pro interface features and functions how to import and organize footage basic editing techniques, The Project Panel, The Timeline Panel, The Editing workflow.

UNIT-III

Rigging

Audio basics, Titler Basics, Creating type and graphic effects, Advanced Tilting; Styles Creating Motion effect. Character Studio, Rigging, and Inverse Kinematics, Animation a snake, Previewing a Snake animation.

UNIT-IV

Rendering

The rendering menu, Rendering Basics, Understanding the Max Renderers, Previewing with Active Shade, Using the Rendered Frame Window, Using a background image, Adding effects to a scene, Using the Volume Fog effect, Using Render Elements, Adding Render Effects, Compositing with Photoshop, Video editing with Premiere, Video compositing with After Effects

Reference Book:-

- 1) Film Studies For Dummies® Published by: John Wiley & Sons

Component: General
Paper Title: Concepts of Editor

Paper No. GCP601
Max. Marks: 50

List of Practical based on Concepts of Editor:

1. Introduction a video editing software FCP and Premier
2. Setting up editing clips with .png sequence
3. Non liner editing
4. Working in the time line with Max
5. Applying filter
6. color correction rendered video
7. Color gridding
8. Audio editing with snake
9. Mental Ray rendering
10. Final review and project

Component: General
Paper Title: Layout Designer

Paper No. GCT602
Max. Marks: 50

UNIT-I

Advanced Photoshop:

Introduction to Blending Modes, Gradients, Working with Layer Styles, image editing, Design Concepts in Black and White, Design using Colour, Selections tools.

UNIT-II

Understanding of Design:

Basic Design, Color Theory, Collage, Sketching, Working Drawing, Plantation Drawing, Basic Drawing of Landscape, Elements of Landscape Design, Light and Shade, Modern Landscape Design.

UNIT-III

Different types of landscapes/Layout:

The design and develop designs consistent with the creative look on paper, water colour effect, Geographies and historical architecture, study & draw hotel, ground, home, Interior, Exterior layouts

UNIT-IV

Mixing and Composition:

The composition and differences in still and in moving images e.g. in textures, grass, surfaces, Creative Composition, the draw, paint and clean frame-by-frame layouts, represent perspective and three-dimensional spaces.

Reference Books:

- 1) Digital Landscape Technique in Photoshop by Johan wheley
- 2) Adobe Photoshop CS 6 Bible

Component: General
Paper Title: Layout Designer

Paper No. GCP602
Max. Marks: 50

List of Practical based on Layout Designer:

1. Principle of layout designing
2. Design rules
3. Basic gates layout
4. How to use Light and Shade in layout design
5. Interior layout
6. Exterior layout
7. Hotel layout
8. Ground Exterior layout
9. College structure layout
10. Final out put

Component: General
Paper Title: Script Editor

Paper No. GCT603
Max. Marks: 50

UNIT-I

Introducing the Art of Screenwriting:

Basic of Script, Process of Scripts, Thinking Visually, Developing the Writer's Mind, Approaching Screenwriting as a Craft, Finding Your Screenplay's Story, Working through the Writing Process, Rewriting Your Script

UNIT-II

Approaching Screenwriting as a Craft:

A Look at the Creative Process, Flexing the imagination, Putting the imagination to work, Identifying your writing voice, A Vehicle for Your Imagination, Technique,

UNIT-III

Breaking Down the Elements of a Story:

Documenting your interest in the idea, Elements of the backstory, Establishing Your Story's Time Clock, Deciding When to Start Your Story, Crafting your story's conclusion, Identify, research and understand key elements of the concept, including: Premise, Setting, Genre, Central themes, Primary mood/tone, Broad character arcs, Major narrative/plot points, Structure, Light and sound.

UNIT-IV

Character Building:

Your character's physical environment, Dreams, desires, and passions, Talents and expertise, Your character's argument, Balancing character dialogue with character action, Forcing your characters to choose.

Reference Book:

- 1) Screenwriting For Dummies®, 2nd Edition Published by Wiley Publishing, Inc

Component: General
Paper Title: Script Editor

Paper No. GCP603
Max. Marks: 50

List of Practical based on Script Editor:

1. Understand how audience respond to our script
2. Providing critical overview of the script editing process
3. Understanding the various script editing step
4. What does the script editor do
5. Script editors assess and support relationship between screen writer and procedure
6. Work character dialogue with character action
7. How to Put the imagination in work
8. Short out content of our script
9. Add needed location in script scene
10. Final out put

Component: Vocational
Paper Title: Concepts of Director – II

Paper No. GCT604
Max. Marks: 50

UNIT-I

Understand the necessity of a concept of story, the story and its cinematic transformation, the techniques of making non-fiction, techniques of target viewer, techniques of script writing, Understand the necessity of planning a production, of handling the video cameras and their accessories, Understand the techniques of shooting etc.

UNIT-II

Elements of composition, image size, camera and subject movements, creative use of light and colour, cinematography (camera angles, continuity, cutting, close - ups & composition), Principles of videography, video recording systems, colour coding systems, TV broadcast systems, difference between studio cameras and camcorders, types of video cameras, video recording formats, camera operations, single camera and multi camera shoots

UNIT-III

PRE-PRODUCTION & PRODUCTION

Conceiving the idea; Theme and story; Screen Play; Dialogue; Essentials of a good script-structure, clarity, coherence; Script development; From script to story board; Objectives and structure of story board; story board styles; Story board exercises. Schedule and Location planning; Casting and scheduling; Role of production crew - Assistant Director, Shot composition.

UNIT-IV

Post production

Postproduction, Editing, Music and Sound, Locking Picture, An Audience and a Big Screen, Development of Screenplay, Director's Preparation for Directing an Action Scene,

Reference Books:

- 1) S. Eisenstein "Film sense"
- 2) Arthur Night "The liveliest art"
- 3) Peter Word "Picture composition"

Component: Vocational
Paper Title: Director of Photography - II

Paper No.: VCT605
Max. Marks: 50

UNIT-I

Anatomy of the EOS 60D's Menus ,Shooting 1, 2, 3, & 4 Menu Options,175 Quality Settings, Beep , Release Shutter Without Card, Image Review , Peripheral Illumination Correction ,Red-Eye Reduction , Flash Control , Exposure Compensation/Automatic Exposure Bracketing, Auto Lighting Optimizer, Picture Style , White Balance, Custom White Balance ,White Balance Shift and Bracketing ,Color Space.

UNIT-II

Dust Delete Data, ISO Auto, Live View Shooting Settings , AF Mode, Grid ,Aspect Ratio , 218 Exposure Simulation, Silent Shooting , Metering Timer, Playback 1 & 2 Menu Options, Protect Images, Rotate, Erase Images, Print Order ,Creative Filters , Resize ,RAW Image ,Highlight Alert ,Autofocus Points Display , Histogram, Slide Show , Image Jump with Main Dial , Rating, Ctrl over HDMI

UNIT-III

But Don't Forget the Crop Factor, Your First Lens, Buy Now, Expand Later, What Lenses Can You Use?, EF vs. EF-S, Ingredients of Canon's Alphanumeric Soup, Your Second (and Third...) Lens, What Lenses Can Do for You, Zoom or Prime?, Categories of Lenses, Using Wide-Angle and Wide-Zoom Lenses, Avoiding Potential Wide-Angle Problems, Using Telephoto and Tele-Zoom Lenses, Avoiding Telephoto Lens Problems, Telephotos and Bokeh, Add-ons and Special Features, Lens Hoods, Telephoto Extenders, Macro Focusing, Image Stabilization.

UNIT-IV

Daylight ,Incandescent/Tungsten Light, Fluorescent Light/Other Light ,Adjusting White Balance, Electronic Flash Basics , How Electronic Flash Works, Determining Exposure, Getting Started with the Built-In Flash , Basic Zone Flash, Creative Zone Flash ,Flash Range ,Red-Eye Reduction and Autofocus Assist ,Using FE Lock and Flash Exposure Compensation , More on Flash Control Settings , Flash Firing, Built-in Flash Function Setting , Using Flash Mode, External Flash Function Setting, External Flash Custom Function Setting , Clear External Flash Custom Function Setting, Downloading, Editing, and Printing Your Images.

Reference Books:

- 1) The Digital Photography "Scott Kelby"
- 2) DAVID BUSCH'S CANON EOS 60D GUIDE TO DIGITAL SLR PHOTOGRAPHY

Component: Vocational
Paper Title: Live Action Director - II

Paper No.: VCT606
Max. Marks: 50

UNIT-I

Introduction:

Introduction to Film Language and Grammar, The Film World , Film Language , Shots, Film Grammar, Screen Direction 8 Film-Time, Compression, Elaboration, Familiar Image, Introduction to the Dramatic Elements Embedded in the Screenplay ,Character, Circumstance, Dynamic Relationship, Wants , Expectations, Actions, Activity, Acting Beats, Dramatic Blocks, Narrative Beats

UNIT-II

Camera:

The Camera as Narrator, Reveal, Entrances, Objective Camera, Subjective Camera, Visual Design, Camera Height, Lenses, Composition, Looking for Order, Dramatic Blocks and Camera, Shot Lists, Storyboards, and Setups, The Prose Storyboard, Camera in Notorious Patio Scene, Dramatic block.

UNIT-III

MAKING YOUR FILM:

Detective Work on Scripts, Reading Your Screenplay, Screenplay, Character Circumstance, Dynamic Relationships, Wants, Actions, Acting Beats, Activity, staging, camera, marking shooting script with camera setup. Working with Actors, Casting, and Auditions, Directing during Rehearsals, Directing Actors on the set.

UNIT-IV

Managerial Responsibilities of the Director, Delegating Authority While Accepting Responsibility, The Producer, The Assistant Director, A Realistic Shooting Schedule, Working with the Crew, Working with the Director of Photography Postproduction, Editing, Music and Sound, Locking Picture, or, An Audience and a Big Screen

Reference Books:

- 1) Film Directing Fundamentals "Nicholas T. Proferes"
- 2) Writing, Directing, and Producing Documentary Films and Videos Third Edition "Alan Rosenthal"
- 3) Film Making Learn Basics to Becoming a Film Maker

Component: Vocational
Paper Title: SEMINAR

Paper No.: VCP604
Max. Marks: 100

1. Review1:	10 Marks
Topic and Abstract	
2. Review2:	40 Marks
Details of Topic	10 Marks
PPT Presentation	15 Marks
Report Submission	15 Marks
1. University Examination	50 Marks
Presentation	20 Marks
Viva	10 Marks
Final Report	20 Marks

Component: Vocational
Paper Title: MAJOR PROJECT

Paper No.:VCP605
Max. Marks: 200

- | | |
|--|---|
| 1. Review1:
PRE-PRODUCTION | 50 Marks |
| 2. Review2:
PRODUCTION | 50 Marks |
| 3. Review3:
POST-PRODUCTION | 50 Marks |
| 2. University Examination
Presentation
Viva
Final Report | 50 Marks
20 Marks
10 Marks
20 Marks |



**B.Voc.
(Multimedia and Animation)
Semester-II**

11-12-1941
11-12-1941
11-12-1941

Component: General
Paper Title: Web Technology

Paper No. GCT201
Max. Marks: 50

UNIT-I

Internet and WWW : What is Internet?, Introduction to internet and its applications, E-mail, telnet, FTP, e-commerce, video conferencing, e-business. Internet service providers, domain name server, internet address World Wide Web (WWW) : World Wide Web and its evolution, uniform resource locator (URL), browsers - internet explorer, netscape navigator, opera, firefox, chrome, mozilla. Search engine, web saver - apache, IIS, proxy server, HTTP protocol.

UNIT-II

HTML and Graphics : HTML Tag Reference, Global Attributes, Event Handlers, Document Structure Tags, Formatting Tags, Text Level formatting, Block Level formatting, List Tags, Hyperlink tags, Image and Image maps, Table tags, Form Tags, Frame Tags, Executable content tags.

Imagemaps : What are Imagemaps? Client-side Imagemaps, Server-side Imagemaps, Using Server-side and Client-side Imagemaps together, alternative text for Imagemaps

UNIT-III

Tables : Introduction to HTML tables and their structure, The table tags, Alignment, Aligning Entire Table, Alignment within a row, Alignment within a cell, Attributes, Content Summary, Background color, Adding a Caption, Setting the width, Adding a border, Spacing within a cell, Spacing between the cells, spanning multiple rows or columns, Elements that can be placed in a table, Table Sections and column properties, Tables as a design tool

UNIT-IV

Frames : Introduction to Frames, Applications, Frames document, The tag, Nesting tag, Placing content in frames with the tag, Targeting named frames, Creating floating frames, Using Hidden frames

Forms : Creating Forms, The '<FORM>' tag, Named Input fields, The '<INPUT>' tag, Multiple lines text windows, Drop down and list boxes, Hidden, Text, Text Area, Password, File Upload, Button, Submit, Reset, Radio, Checkbox, Select, Option, Forms and Scripting, Action Buttons, Labelling input files, Grouping related fields, Disabled and read-only fields, Form field event handlers, Passing form data

Style Sheets : What are style sheets?, Why are style sheets valuable? Different approaches to style sheets, Using Multiple approaches, Linking to style information in a separate file, Setting up style information, Using the '<LINK>' tag, embedded style information, Using '<STYLE>' tag, Inline style information.

Reference Books:

1. Web Design The complete Reference, Thomas Powell, Tata McGrawHill
2. HTML and XHTML The complete Reference, Thomas Powell, Tata McGrawHill

Component: General
Paper Title: Web Technology

Paper No. GCP201
Max. Marks: 50

List of Practical based on Web Technology:

1. Design a web page using different text formatting tags.
2. Design a web page with links to different pages and allow navigation between pages.
3. Design a web page with Imagemaps.
4. Design a web page with different tables.
5. Design a webpage using table so that the content appears well placed.
6. Design a webpage using frames.
7. Design a web page with a form that uses all types of controls.
8. Design a web page using style sheets.
9. Design minimum of two web pages that have uniform style.
10. Design a Static Website using required tags learned during practicals.

Component: General

Paper Title: Data Base Management System (DBMS)

Paper No. GCT202

Max. Marks: 50

UNIT-I

Basic Concept:

- Data Definition, Types of Data, Record and File, File based System & Processing
- Database System Application, Purpose of Database System
- Abstraction & Data Integration
- Three level Architecture proposal for a DBMS.
- Component of a DBMS: Users, Facilities & Structure.
- Advantageous & Disadvantageous of DBMS.

UNIT-II

Data Modeling & Design:

- Data Association – Entities , Attributes & Association, Relationship among Entities, Representation of Association & Relationships
- Data Model: Importance of Data Model, Types of Data Model: Relational, ER, Semi-structured, Object-Oriented, Network & Hierarchical Data Model. Advantageous & Disadvantageous of above model.

UNIT-III

Entity-Relationship Data Model:

- Entity , Entity Set, Types of Entities, Strong & Weak Entity, Representation
- Attribute, Types of Attributes , Representation
- Relationship : Binary & Ternary , Representation
- Mapping Cardinality, Entity-Relationship Design Issues

UNIT-IV

Relational Data Model:

- Basic Structure of Relational Data Model, Database Schema
- Constraints : Integrity Rule 1 & 2
- Normal Form: Anomalies, Functional Dependency, Dependency Diagram, First Normal Form, Second Normal Form, Third Normal Form, Conversion from Universal to 1 NF, 1NF to 2 NF and 2NF to 3NF.

Reference Books:

- 1) Database System Concepts (Sixth Edition) AviSilberschatz, Henry F. Korth,S. Sudarshan
- 2) An Introduction to Database Systems byBipin C. Desai
- 3) Easy Oracle SQL: Get Started Fast Writing SQL Reports with SQL*Plus By John Garmany
- 4) Mastering Oracle SQL By Sanjay Mishra, Alan Beaulieu

Component: General

Paper Title: Data Base Management System (DBMS)

Paper No. GCP202

Max. Marks: 50

List of Practical based on Data Base Management System (DBMS):

- 1) Design five (5) schemas for any organization like: College, school, hospital, travel agency, company, bank etc.
- 2) Normalize the above five (5) selected schemas as per 1NF, 2NF and 3NF
- 3) Draw E-R Diagram for the same above five (5).

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Component: General
Paper Title: Environmental Science

Paper No. GCT203
Max. Marks: 50

UNIT-I : Multidisciplinary nature of environmental studies:

Definition, scope and importance, need for public awareness.

Natural Resources : Renewable and non-renewable resources :

Natural resources and associated problems.

- a) Forest resources : Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest 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, changes caused by agriculture and over-grazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.
 - e) Energy resources : Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. Case studies.
 - f) Land resources : Land as a resource, land degradation, man induced landslides, soil erosion and desertification.
- Role of an individual in conservation of natural resources.
 - Equitable use of resources for sustainable lifestyles.

UNIT-II : Ecosystems:

• 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)

Biodiversity and its conservation : Introduction – Definition : genetic, species and ecosystem diversity, Biogeographical classification of India , Value of biodiversity : consumptive use, productive use, social, ethical, aesthetic and option values , Biodiversity at global, National and local levels, India as a 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.

Environmental Pollution : Definition, Cause, 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 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.

UNIT-III : Social Issues and the 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, Environment 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.

UNIT-IV: 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.

REFERENCE BOOKS:

- a) Agarwal, K.C. 2001 Environmental Biology, Nidi Publ. Ltd. Bikaner.
- b) Bharucha Erach, The Biodiversity of India, Mapin Publishing Pvt. Ltd., Ahmedabad –380 013, India, Email:mapin@icenet.net (R)
- c) Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc. 480p
- d) Clark R.S., Marine Pollution, Clanderson Press Oxford (TB)
- e) Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumabai, 1196p
- f) De A.K., Environmental Chemistry, Wiley Eastern Ltd.
- g) Down to Earth, Centre for Science and Environment (R)
- h) Gleick, H.P. 1993. Water in Crisis, Pacific Institute for Studies in Dev., Environment & Security. Stockholm Env. Institute Oxford Univ. Press. 473p
- i) Hawkins R.E., Encyclopedia of Indian Natural History, Bombay Natural History Society, Bombay (R)
- j) Heywood, V.H & Waston, R.T. 1995. Global Biodiversity Assessment. Cambridge Univ. Press 1140p.
- k) Jadhav, H & Bhosale, V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284 p.
- l) Mckinney, M.L. & School, R.M. 1996. Environmental Science Systems & Solutions, Web enhanced edition. 639p.

Component: General

Paper Title: Environmental Science

Paper No. GCP203

Max. Marks: 50

List of Assignments based on Environmental Science:

- 1) Agricultural Pollution
- 2) Biodynamic farming
- 3) Photochemical smog
- 4) Greenhouse effect
- 5) Coastal ecosystems
- 6) Geothermal energy
- 7) Tornadoes
- 8) Mercury poisoning
- 9) Fauna
- 10) Visit to a local area to document environmental assets river /forest/ grassland/ hill/ mountain (Field Work)

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Component: Vocational
Paper Title: Camera Operator

Paper No. VCT204
Max. Marks: 50

UNIT-I

Study of Camera System:-

History of Cameras, Basic of Cameras, Types of Cameras, Important of safety instructions, Part of Camera, Display of Cameras, Battery Included, Activating Your Camera, Setting the Time and Date, Selecting a Shooting Mode, Choosing a Focus Mode , Selecting a Focus Point, Using the Built-in Flash.

UNIT-II

Understanding Exposure:-

Attaching the Strips, attaching a Lens, inserting the Battery & Memory Card, turning the Camera on and off, Choosing Display, Adjusting Display Brightness, LCD Panel Readouts, RAW conversion, erase, crop, resize, image rotate, red eyes removal, slide show.

UNIT-III

Basic Photography and Playback:-

Quality Settings, Release Shutter Without Card, Red-Eye Reduction, White Balance, Custom White Balance, Color Space, Grid Display, Playback 1 & 2 Menu Options, Creative Filters, Highlight Alert, Slide Show, Auto Rotate, Format, LCD Brightness, Zoom, Camera Angles Close-up, Wide-Shot, Master shot, High and low angle shot, long Shot, mid shot, Over the Shoulder.

UNIT-IV

Live View and Advanced Photography:-

Working with Live View, Activating Live View, Focusing in Live View, video shooting option, Capturing Video/Sound, ISO settings , Lens types, Focusing Options , Macro Photography, Portraiture Photography, Landscape Photography, Action Photography, Still Life Photography. Ground level Photography, Prospective Photography, Black & White Photography, Time Laps Photography using setting.

Reference Books:

1. The Camera Assistant's Manual (FIFTH EDITION) by David E. Elkins, S.O.C.
2. Digital SLR Cameras & Photography For Dummies®, 5th Edition Published by: John Wiley & Sons.
3. The Digital Photography Book by Scott Kelby
4. Digital Camera X-E1 FUJIFILM product Bible

Component: Vocational
Paper Title: Camera Operator

Paper No. VCP204
Max. Marks: 100

List of Practical based on Camera Operator:

- 1) Capture Close-up Shot Photography
- 2) Study the Initial Set-up
- 3) Mounting the Lens on camera
- 4) Adjusting Diopter Correction and Inserting a Memory Card
- 5) Setting the Time and Date
- 6) Study Camera Front View
- 7) Study Camera back Business End
- 8) Study Camera Topside
- 9) Capture Close-up Shot Photography
- 10) Capture Wide-Shot Photography
- 11) Capture still life Photography
- 12) Create zoom in and zoom out Photography (use lens)
- 13) Capture mid shot Photography
- 14) Capture landscape Photography
- 15) Capture Rule of third Photography
- 16) Capture Prospective Photography
- 17) Capture black & white Photography
- 18) Capture time laps Photography
- 19) Capture Low angle Photography
- 20) Create normal Video shooting

Component: Vocational
Paper Title: 3D Animation

Paper No. VCT205
Max. Marks: 50

UNIT-I

Getting Started with Max

- Definition of Computer-based Animation, Basic Types of Animation, Definition of Modeling, Creation of 3D objects. Exploring the Max Interface, Controlling & Configuring the Viewports, Customizing the Max Interface & Setting Preferences, Importing & Exporting, Selecting Objects & Setting Object Properties, Duplicating Objects, Creating & Editing Standard Primitive & extended Primitives objects, Transforming objects, Pivoting, aligning etc.

UNIT-II

2D Splines & Shapes& compound object

- Understanding 2D Splines & shape, Extrude & Bevel 2D object to 3D, Understanding Loft, Modeling simple objects with splines, Understanding morph, connect compound objects, Boolean .

3D Modeling

- Modeling with Polygons, Principles of 3D modeling, concepts like polygons, and sub surface modeling, scale and proportion of various models, Viewports, Command Panel, Lower Interface Bar Controls, Interacting with the Interface

UNIT-III

Keyframe Animation

- Creating Key frames, Auto Key frames, Move & Scale Keyframe on the timeline, animation Modifiers .

Lighting & Camera

- Configuring & Aiming Cameras, camera camera, , using basic lights & lighting Techniques,

UNIT-IV

Texturing with Max

- Using the material editor & the material explorer, creating & applying standard materials, adding material details with maps, creating compound materials & material modifiers, unwrapping UVs & mapping texture, using atmospheric & render effects etc.

Reference Book/Link:

- 1) 3Ds Max 6 Bible by Kelly L. Murdock
- 2) <https://www.autodesk.in/products/3ds-max/overview>

Component: Vocational
Paper Title: 3D Animation

Paper No. VCP205
Max. Marks: 100

List of Practical based on 3D Animation:

1. Creation of 3D objects using 3ds Max.
2. Creating & Editing Standard Primitive.
3. Make a Chair Using 2D splines.
4. Create a simple home using box and poly.
5. Make a table Using loft modifier.
6. Create object or home using compound Object (Boolean).
7. Create sofa modeling using
8. Create a Hand using 3ds Max.
9. Create a Realistic male face using 3ds Max.
10. Create a Realistic female face using 3ds Max.
11. Create Toonish character.
12. Bouncing ball using animation Principle.
13. Practical based on Mental Ray light
14. Walkthrough Using Camera.
15. Unwrap a Face using UVW unwrap.
16. Practical based On material editor.
17. Create a Wall Using Bump Map
18. Importing & Exporting .Obj object.
19. Render effect using Volume light
20. Creating and applying standard Materials.

Component: Vocational
Paper Title: Stop Motion Animation

Paper No. VCT206
Max. Marks: 50

Unit -I

History of Animation : - explore how animation works. Learn Stop Motion Animation , learn the basics for setting up your stage and camera learn image capture, editing and playback controls.while creating a simple movie of a blob moving.

Unit -II

Relevance of message and medium and a relationship, Art forms and orientation into time and performing.

Animation- Art of 21st century, History of Animation- Primitive Animation, Innovations and experiments in visual media, How to develop/portray the character in accordance to the script

Unit -III

Understand requirement include the way the character will act accordance to the storyboard , Move character and compose a shot in accordance to the script and storyboard as prototype, Animated stop motion character in accordance to the script and directors process, Contribute creative ideas during the animation process , Apply stop motion animation techniques include traditional frame by frame capture clay motion and cut out using computer generated , Tools

Unit -IV

Stop motion, Comparison to Computer generated image, How to observe and study human behavior and expressions to help visualize concepts Life drawing including human anatomy, emotions, actions and expressions, Assess the effort, duration and cost involved for each work activity

Reference Book/Link:

1. The Advanced Art of Stop-Motion Animation. "Ken A. Priebe"
2. <http://www.dragonframe.com/introduction-stop-motion-animation/>
3. <http://content.photojojo.com/tutorials/stop-motion-digital-camera/>
4. Secrets of Clay Animation Revealed 3 Paperback
5. Stop motion animation."Barry J C Purves"

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Component: Vocational
Paper Title: Stop Motion Animation

Paper No. VCP206
Max. Marks: 100

List of Practical based on Stop Motion Animation:

1. Create a clay base with different shape.
2. Create a clay character basic shape.
3. Create bouncing ball using stop motion.
4. Create a tree (practices for different shape)
5. Create animal in basic shape.
6. Draw character shape .
7. Traditional drawing tools and techniques.
8. Create human body.
9. Creating a simple movie of a blob moving.
10. Stop motion animation photography.
11. Claymation basics – stop motion animation.
12. Missing Stickman.
13. Paper cut stop motion animation.
14. Paper animation.
15. Making box Hulk Play.
16. Make A Simple Stop Motion Puppet.
17. Animate stop motion character.
18. Animate Computer mouse using camera.
19. Use camera angle to stop motion character.
20. Create a movie using stop motion techniques.

B.Voc.
(Multimedia and Animation)
Fourth Semester

Revised Syllabus : Pattern 2016-17

(Effective from 2017-18)

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

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**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2016-17) Revised Syllabus Fourth semester (effective from 2017-18)**

Fourth Semester

| S.N. | Paper No. | Paper Title | No. of Credits | Scheme of Teaching | Scheme of Evaluation | | |
|---|-----------|--|----------------|--|----------------------|------------------------------|-------------|
| | | GCT= General Component Theory
GCP = General Component Practical
VCT= Vocational Component Theory
VCP = Vocational Component Practical | | Theory / Practical per week (in hours) | | Univ. Exam duration (in hrs) | Total Marks |
| Semester-IV | | | | | UA | Pr | |
| General Education Component (12 credits) | | | | | | | |
| 1 | GCT401 | Action Script | 2 | 2 | 50 | 2 | 50 |
| 2 | GCT402 | Video Editor | 2 | 2 | 50 | 2 | 50 |
| 3 | GCT403 | Film Making | 2 | 2 | 50 | 2 | 50 |
| 4 | GCP401 | Practical based on Action Script | 2 | 4 | | 50 | 50 |
| 5 | GCT402 | Practical based on Video Editor | 2 | 4 | | 50 | 50 |
| 6 | GCT403 | Practical based on Film Making | 2 | 4 | | 50 | 50 |
| Vocational Education Component (18 Credits) | | | | | | | |
| 7 | VCT404 | Designing of Character | 2 | 2 | 50 | 2 | 50 |
| 8 | VCT405 | Sound Designer | 2 | 2 | 50 | 2 | 50 |
| 9 | VCT406 | Art Director | 2 | 2 | 50 | 2 | 50 |
| 10 | VCP404 | Practical based on Designing of Character | 4 | 8 | | 100 | 100 |
| 11 | VCP405 | Practical Based on Sound Designer | 4 | 8 | | 100 | 100 |
| 12 | VCP406 | Practical Based on Art Director | 4 | 8 | | 100 | 100 |
| Total | | | 30 | 48 | | | 750 |

Note : Theory and practical exam should be conducted at the end of each semester

Question paper pattern for Semester End Exam

Note : 1. All questions carry equal marks

2. All questions are compulsory

| Q. No. | Format | Marks |
|---------------------------|---|-------------|
| 1
(Based on All Units) | Multiple Choice/Fill in the blank/Match the pair/ one line answer.
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10) | 1 x 10 = 10 |
| 2
(Based on Unit –I) | (a)
(b)

OR
(c) | 10 |
| 3
(Based on Unit-II) | (a)
(b)

OR
(c) | 10 |
| 4
(Based on Unit –III) | (a)
(b)

OR
(c) | 10 |
| 5
(Based on Unit –IV) | (a)
(b)

OR
(c) | 10 |
| | Total | 50 |

B.Voc.
(Multimedia and Animation)
Semester-IV

Component: General
Paper Title: Action Script

Paper No. GCT401
Max. Marks: 50

UNIT-I

Introduction To Action Script:

Introducing the Actions Panel, When to Use Action Script, Using the Reference Panel, Understanding Action Script Syntax,

Creating Action Script Movies: About Flash Symbol Types, Adding an Action to Your Script, Adding an Action to a Key frame, Adding an Action to an Object, Adding an Action to a Button.

UNIT-II

Controlling The Timeline & Movie Content With Action Script:

Starting and Stopping the Movie, Navigating to URLs, Working with Flash Levels, Using the Load Movie and Unload Movie Action

Creating Action Script Loops:

About Loops, Looping Between Frames, Creating a For Loop, Creating a While Loop, Creating a Do While Loop.

UNIT-III

Working With Variables And Arrays: About Variables and Arrays, Understanding Variable Data Types, Variable and Array Naming Conventions, Declaring a Variable, Creating an Array, Working with Arrays.

Modifying An Object With Action Script: Creating a Movie Clip & Movie Clip Instances.

Using Action Script with Text: Creating Input Text Blocks, Creating Dynamic Text Blocks

UNIT-IV

Flash UI Components:

Push Button, Check Box, Radio Button, Message Box, Combo Box, List Box, Scrollbars Component.

Reference Books:

1. Adobe® flash® professional, help & tutorial
2. Adobe *flash* professional CS6 Bible

Component: General
Paper Title: Action Script

Paper No. GCP401
Max. Marks: 50

Any 10 from following list of Practical based on Action Script:

1. Write your ' Biodata ' with the help of "trace" function.
2. Create a character and give it movement in x & y direction.
3. Create 3 character and move it with different speeds
4. Create 3 character & move it with the help if else statement.
5. Create a character and give it mouse movement in x & y direction.
6. Create one dangers character and give it " hit event" to hit other character & stop.
7. Create a button & give it function of random number
8. Create a button & give it function with the help of it else statements to the random no.
9. Create input text box.
10. Create dynamic text box.
11. Write a program for 'if' statement.
12. Write a program for 'if-else' statement .
13. Write a program for ' switch ' statement
14. Write a program for ' while ' statement.
15. Create check box – button with help of Action Script.
16. Create Radio button with help of Action Script.
17. Create list button button with help of Action Script.
18. Create combo button with help of Action Script.
19. Write a program for scenes navigation.
20. Write a program for URL-Browser window.

Component: General
Paper Title: Video Editor

Paper No. GCT402
Max. Marks: 50

UNIT-I

Role and responsibility of sound editor:

Understand the Directors vision, creative and technical requirements and expectations in terms of quality of deliverables and timelines,

Gather raw footage/material (e.g. raw camera footage, dialogue, sound effects, graphics, special effects) ,Ready for the post-production process Ensure software/equipment is ready for editing ,In appropriate file formats (e.g. mp4, avi, wmv, mpg and mov) and appropriate medium (e.g. DVD, film, tape and digital) compatible .

UNIT-II

Introduction of Adobe Premier :

Uses of Premier Pro, Basics of digital video and movie editing, Creating and changing sequences, Importing and Capturing Footage, Importing layered Photoshop and Illustrator files, Timeline, Sequence and Clip Management,

UNIT-III

Effects :

About effects, Applying, removing, finding, Viewing and adjusting, Effects and key frames, Applying effects to audio, working with audio transitions, Effect presets, Creating common results, Motion: position, scale, and rotate a clip, working with markers.

UNIT-IV

Titling and the Titler :

Creating and editing titles, creating and formatting text in titles, Drawing shapes in titles, Add images to titles, Working with text and objects in titles, Fills, strokes, and shadows in titles, Titler text styles, Rolling and crawling titles, Rough cut. Rendering & Final output.

Reference Book:

1. Using ADOBE® PREMIERE® PRO CS6

Component: General
Paper Title: Video Editor

Paper No. GCP402
Max. Marks: 50

Any 10 from following list of Practical based on Video Editor:

1. Creating New Sequence
2. Importing New footages and video.
3. Basic Editing using Cut, Paste tool.
4. Animate PNG image (Scale , Rotation and position)
5. Unlink audio and video
6. Green and blue chroma Remove
7. Applying video transition
8. Applying Audio transition
9. Applying Title
10. Importing Audio formats
11. Apply texture on text.
12. How to make and animate a Title.
13. Apply fast Forward effect.
14. Make video in slow motion using speed control.
15. Color correction.
16. Stable video using warp stabilizer
17. Using Deep to black and deep to white dissolve.
18. Page peel and page turn effect.
19. Rendering file in PNG sequence.
20. Rendering final Output in H.264.

Component: General
Paper Title: Film Making

Paper No. GCT403
Max. Marks: 50

Unit I :History of Cinema

Development of Classical Indian & Hollywood Cinema, Origin of Classical Narrative Cinema-Soundless film, Students will study various films (World Cinemas) and try to understand and analyze the essence of filmmaking, Films from Director's, key member ,

Research

Finding and Collecting materials and facts related story, Where and How to find the materials related story, Things to consider before sketching down story.

Script

Scriptwriting Process and it's various phases, Film Grammar for Scriptwriting, Story(includes Shot, scene, sequence), Outline, Treatment, First Draft, Polishes, Second Draft, Additional Drafts / Final Draft,

Unit II – Development and Pre-Production

Come up with idea, Story, article Get a writer to write it up, Cover all legal obligations - option, purchase the rights, Start attaching elements - cast, director, DP, Prod Designer, Production manager • Assistant directors • Production Designer • Costume Designer • Make Up and Hair Stylists • Director of Photography • Crew • Editor • Location Manager • Casting Director • Production Accountant

Unit III – Production

Shot, ready to shot to related story, introduction camera and camera equipment, makeup and practices .introduction about blocking and acting block, data management, multi-location and multi camera shot. camera lighting and sound, Acting, Special physical effects, Digital Video Cinematography, operate HD video cameras, use lights, determine set and lighting, Lenses and Cameras,

Unit IV – Post Production and Distribution

Introduction about post production and distribution, Data analyze, system setup, post scheduling, shot review, introduction editing, Editing Video, Rough cuts and Final cuts Editing Audio, Sound Effects, Scoring, Pre-mix and Final mix, Dubbing, Editing final cut Sound mixing, Color correction introduction about vfx, RE recording.

Distribution

Film distribution, Digital distribution, Various ways of distribution

Reference

Fundamental of Indian cinema.

Film Direction Fundamentals “Milos Forman” Third Edition.

Component: General
Paper Title: Film Making

Paper No. GCP403
Max. Marks: 50

Any 10 from following list of Practical based on Film Making:

1. Create your idea related story
2. Write a rough story
3. Write a story properly using story script and story board.
4. Manage team member and different work with key member
5. Introduction camera and camera lance
6. Introduction lighting
7. Create blocking
8. Shot at location
9. Analyzing shot/ film
10. Add vfx and color correction depending short film
11. Create a audio track
12. Add suitable audio for film
13. Rough editing
14. Dubbing
15. Final editing

Component: Vocational
Paper Title: Designing of Character

Paper No. VCT404
Max. Marks: 50

UNIT-I

Introduction to Animation Artist:-

Skills required for an animation artist, Terms used in Animation, Introduction to equipment required for animation: Animator's Drawing Tools, 2 D virtual drawing for Animation, Rapid Sketching & Drawing

UNIT-II

Animator's Art Skills: -

Basic Drawing, Perspective, Light & shade, Cloth, Facial expressions, Introduction to pose to pose sketching, basic concepts in Drawing scenes and background Character Anatomy: Basic Shape, Basic Proportions, Key Lines, Heads, Hands & Legs, Muscles.

UNIT-III

Character Design and Development:

Basic Shape Character Design, Other objects, Body Shape, Detail Designing a Character

UNIT-IV

Developing the character on Model Sheet Paper: -

Research, Skeleton, Construction, Sketching, Different views, Tracing, Body Language, Shape, Shading, Adding Colors, Three dimensional drawings of characters

Reference Books:

1. Figure Study Made Easy By- Aditya Chari -- Grace Publication
2. Perspective- By Milind Mulik -- Jyotsna Prakashan
3. Anatomy for the Artist by Daniel Carter and Michael Courtney
4. An Afternoon - with David Colman
5. Character Design from the Ground Up
6. Artwork by Victor Navone the animation archive :Character model & expression sheets

Component: Vocational
Paper Title: Designing of Character

Paper No. VCP404
Max. Marks: 100

List of Practical based on Designing of Character:

1. Introduction Animator drawing tools
2. Basic skill required for animation
3. Basic drawing shape
4. Basic Drawing concept
5. Create a basic character
6. Create a Male/ Female character Model sheet
7. Character front view in detail
8. Character Side view in detail
9. Character Back view in detail
10. Character One third view in detail
11. Shading
12. Lighting
13. Adding Colors
14. Object drawings
15. Two dimensional drawings of characters
16. Three dimensional drawings of characters
17. Animal model character sheet
18. Image/ Character Tracing Techniques
19. Cleanup model sheet
20. Final work

Component: Vocational
Paper Title: Sound Designer

Paper No. VCT405
Max. Marks: 50

UNIT-I

Audio interface:

Identify/align/ organize unedited sound materials, and check sound equipment/editing facilities in preparation for editing, Basic of sound editing, Audition Interface Basics, The Audition Workspace, Introduction to tools, Extract Audio from a Video File, using Adobe Audition CS6.

UNIT-II

Basic Audio Editing:

Opening a file for editing, selecting region for editing and changing its level, Copying, Mixing cutting, deleting and pasting audio regions, repeating part of a wave from to create a loop, Auditions dual personality

UNIT-III

The Basics of Sound:

Technique of Editing and Mixing equipment, Remove Background Noise In Adobe Audition,

The Audition Environment:

Navigation using external interface(importing footages), Testing Inputs and outputs with auditions.

UNIT-IV

Signal Processing:

Effects basics, Using the effects rack, Amplitude and compression Effects, Delay and eco effects, Filter and EQ Effects, Time and pitch effects, Using effects menu. Final Output and Export mp3.

Reference Book:

1. Adobe Audition CS6

Component: Vocational
Paper Title: Sound Designer

Paper No. VCP405
Max. Marks: 100

List of Practical based on Sound Designer (Using Adobe Audition or Sound Forge or any other sound editing software as per market need):

1. Opening a file for editing
2. Cutting, Deleting & Pasting
3. Repeating part of Wave from.
4. Fading Region to Reduce artifacts
5. Amplitude & compression effects
6. Channel mixer
7. Using De-Esser effect
8. Delay and echo effects
9. Analog delay
10. Echo
11. Time & pitch effect
12. Reverb effects
13. Studio Reverb
14. Noise reduction
15. Removing, editing, Replacing & Moving an Effect
16. Reducing hiss
17. Filter and EQ
18. Graphic Equalizer
19. FFT Filter
20. Notch Filter

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Component: Vocational
Paper Title: Art Director

Paper No. VCT406
Max. Marks: 50

UNIT-I

Understanding Designing & Art Colours:

Look and feel, character design, costume design, layout design, lighting keys, colour scheme, colour palette, texturing, art Colours information- Primary, Secondary and Tertiary colours, Warm and cool colours, Type of Colour Wheels.

UNIT-II

Working in Design:

Colour concept, Basic study of Visual Arts, Principles and Elements of Design, basic Sketching , Colour Theory and Practicals, camera angles, Composition, Perspective

UNIT-III

Understanding Drawing :

Life drawing including human anatomy, emotions, actions, expressions, scaling and proportion, Perspective drawings and architectural drawings, The fundamentals of colour theory, dimension, Character line-up is the portrayal of characters side-by-side

UNIT-IV

The principles of composition, the principles of visual design, Basics of Indian art and crafts.

Reference Books:

- 1) The Art of Film Acting: A Guide for Actors and Directors by Jeremiah Comey
- 2) Film Studies For Dummies® Published by: John Wiley & Sons

Component: Vocational
Paper Title: Art Director

Paper No. VCP406
Max. Marks: 100

Two practicals on each of the following list based on Art Director:

1. Understanding Designing
2. Art Colours wheels
3. Fundamental of art director
4. Use principles for art director
5. Use principles for designing
6. Graphics design technique
7. Perspective knowledge
8. Basic anatomy
9. Image composition
10. Architecture drawings



B.Voc.
(Multimedia and Animation)
Sixth Semester

Revised Syllabus Pattern 2015-16

(Effect from 2017-18)

**Curriculum Structure and Scheme of Evaluation: B.Voc.(Multimedia and Animation)
(Pattern-2015-16) – Revised Syllabus Sixth Semester (effective from 2017-18)**

Sixth Semester

| S.N. | Paper No. | Paper Title | No. of Credits | Scheme of Teaching | Scheme of Evaluation | | |
|---|-----------|--|----------------|--|----------------------|------------------------------|------------|
| | | GCT= General Component Theory
GCP = General Component Practical
VCT= Vocational Component Theory
VCP = Vocational Component Practical | | Theory / Practical per week (in hours) | | Univ. Exam duration (in hrs) | Total Mark |
| Semester-VI | | | | | UA | Pr | |
| General Education Component (12 credits) | | | | | | | |
| 1 | GCT601 | Concepts of Editor | 2 | 2 | 50 | 2 | 50 |
| 2 | GCT602 | Layout Designer | 2 | 2 | 50 | 2 | 50 |
| 3 | GCT603 | Script Editor | 2 | 2 | 50 | 2 | 50 |
| 4 | GCP601 | Practical based on Concepts of Editor | 2 | 4 | | 50 | 50 |
| 5 | GCP602 | Practical based on Layout Designer | 2 | 4 | | 50 | 50 |
| 6 | GCP603 | Practical based on Script Editor | 2 | 4 | | 50 | 50 |
| Vocational Education Component (18 Credits) | | | | | | | |
| 7 | VCT604 | Concepts of Director - II | 2 | 2 | 50 | 2 | 50 |
| 8 | VCT605 | Director of Photography - II | 2 | 2 | 50 | 2 | 50 |
| 9 | VCT606 | Live Action Director - II | 2 | 2 | 50 | 2 | 50 |
| 10 | VCP604 | Seminar | 4 | 4 | | 100 | 100 |
| 11 | VCP605 | Major Project | 8 | 20 | | 200 | 200 |
| Total | | | 30 | 48 | | | 750 |

Note : Theory and practical exam should be conducted at the end of each semester

75

2

Question paper pattern for Semester End Exam

Note : 1. All questions carry equal marks

2. All questions are compulsory

| Q. No. | Format | Marks |
|---------------------------|---|-------------|
| 1
(Based on All Units) | Multiple Choice/Fill in the blank/Match the pair/ one line answer.
1)
2)
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10) | 1 x 10 = 10 |
| 2
(Based on Unit –I) | (a)
(b)
OR
(c) | 10 |
| 3
(Based on Unit-II) | (a)
(b)
OR
(c) | 10 |
| 4
(Based on Unit –III) | (a)
(b)
OR
(c) | 10 |
| 5
(Based on Unit –IV) | (a)
(b)
OR
(c) | 10 |
| | Total | 50 |

B.Voc.
(Multimedia and Animation)
Semester-VI

Component: General
Paper Title: Concepts of Editor

Paper No. GCT601
Max. Marks: 50

UNIT-I

Introduction Editing:-

Introduction to the history of film editing. The manipulation of editing; Lev Kuleshov's experiment; the language of cinema; introduction to the editor as storyteller and understanding the narrative structure. To take a shot(Analyse the purpose of taking a shot) , Continuity record clapperboard/slate.(To keep details records of continuity) , Documentary film

UNIT-II

Video Editing :-

Screening of Examples, The Premiere Pro interface features and functions how to import and organize footage basic editing techniques, The Project Panel, The Timeline Panel, The Editing workflow.

UNIT-III

Rigging

Audio basics, Titler Basics, Creating type and graphic effects, Advanced Tilting; Styles Creating Motion effect. Character Studio, Rigging, and Inverse Kinematics, Animation a snake, Previewing a Snake animation.

UNIT-IV

Rendering

The rendering menu, Rendering Basics, Understanding the Max Renderers, Previewing with Active Shade, Using the Rendered Frame Window, Using a background image, Adding effects to a scene, Using the Volume Fog effect, Using Render Elements, Adding Render Effects, Compositing with Photoshop, Video editing with Premiere, Video compositing with After Effects

Reference Book:-

- 1) Film Studies For Dummies® Published by: John Wiley & Sons

Component: General
Paper Title: Concepts of Editor

Paper No. GCP601
Max. Marks: 50

List of Practical based on Concepts of Editor:

1. Introduction a video editing software FCP and Premier
2. Setting up editing clips with .png sequence
3. Non liner editing
4. Working in the time line with Max
5. Applying filter
6. color correction rendered video
7. Color gridding
8. Audio editing with snake
9. Mental Ray rendering
10. Final review and project

Component: General
Paper Title: Layout Designer

Paper No. GCT602
Max. Marks: 50

UNIT-I

Advanced Photoshop:

Introduction to Blending Modes, Gradients, Working with Layer Styles, image editing, Design Concepts in Black and White, Design using Colour, Selections tools.

UNIT-II

Understanding of Design:

Basic Design, Color Theory, Collage, Sketching, Working Drawing, Plantation Drawing, Basic Drawing of Landscape, Elements of Landscape Design, Light and Shade, Modern Landscape Design.

UNIT-III

Different types of landscapes/Layout:

The design and develop designs consistent with the creative look on paper, water colour effect, Geographies and historical architecture, study & draw hotel, ground, home, Interior, Exterior layouts

UNIT-IV

Mixing and Composition:

The composition and differences in still and in moving images e.g. in textures, grass, surfaces, Creative Composition, the draw, paint and clean frame-by-frame layouts, represent perspective and three-dimensional spaces.

Reference Books:

- 1) Digital Landscape Technique in Photoshop by Johan wheley
- 2) Adobe Photoshop CS 6 Bible

Component: General
Paper Title: Layout Designer

Paper No. GCP602
Max. Marks: 50

List of Practical based on Layout Designer:

1. Principle of layout designing
2. Design rules
3. Basic gates layout
4. How to use Light and Shade in layout design
5. Interior layout
6. Exterior layout
7. Hotel layout
8. Ground Exterior layout
9. College structure layout
10. Final out put

Component: General
Paper Title: Script Editor

Paper No. GCT603
Max. Marks: 50

UNIT-I

Introducing the Art of Screenwriting:

Basic of Script, Process of Scripts, Thinking Visually, Developing the Writer's Mind, Approaching Screenwriting as a Craft, Finding Your Screenplay's Story, Working through the Writing Process, Rewriting Your Script

UNIT-II

Approaching Screenwriting as a Craft:

A Look at the Creative Process, Flexing the imagination, Putting the imagination to work, Identifying your writing voice, A Vehicle for Your Imagination, Technique,

UNIT-III

Breaking Down the Elements of a Story:

Documenting your interest in the idea, Elements of the backstory, Establishing Your Story's Time Clock, Deciding When to Start Your Story, Crafting your story's conclusion, Identify, research and understand key elements of the concept, including: Premise, Setting, Genre, Central themes, Primary mood/tone, Broad character arcs, Major narrative/plot points, Structure, Light and sound.

UNIT-IV

Character Building:

Your character's physical environment, Dreams, desires, and passions, Talents and expertise, Your character's argument, Balancing character dialogue with character action, Forcing your characters to choose.

Reference Book:

1) Screenwriting For Dummies®, 2nd Edition Published by Wiley Publishing, Inc

Component: General
Paper Title: Script Editor

Paper No. GCP603
Max. Marks: 50

List of Practical based on Script Editor:

1. Understand how audience respond to our script
2. Providing critical overview of the script editing process
3. Understanding the various script editing step
4. What does the script editor do
5. Script editors assess and support relationship between screen writer and procedure
6. Work character dialogue with character action
7. How to Put the imagination in work
8. Short out content of our script
9. Add needed location in script scene
10. Final out put

Component: Vocational
Paper Title: Concepts of Director – II

Paper No. GCT604
Max. Marks: 50

UNIT-I

Understand the necessity of a concept of story, the story and its cinematic transformation, the techniques of making non-fiction, techniques of target viewer, techniques of script writing, Understand the necessity of planning a production, of handling the video cameras and their accessories, Understand the techniques of shooting etc.

UNIT-II

Elements of composition, image size, camera and subject movements, creative use of light and colour, cinematography (camera angles, continuity, cutting, close - ups & composition), Principles of videography, video recording systems, colour coding systems, TV broadcast systems, difference between studio cameras and camcorders, types of video cameras, video recording formats, camera operations, single camera and multi camera shoots

UNIT-III

PRE-PRODUCTION & PRODUCTION

Conceiving the idea; Theme and story; Screen Play; Dialogue; Essentials of a good script-structure, clarity, coherence; Script development; From script to story board; Objectives and structure of story board; story board styles; Story board exercises. Schedule and Location planning; Casting and scheduling; Role of production crew - Assistant Director, Shot composition.

UNIT-IV

Post production

Postproduction, Editing, Music and Sound, Locking Picture, An Audience and a Big Screen, Development of Screenplay, Director's Preparation for Directing an Action Scene,

Reference Books:

- 1) S. Eisenstein "Film sense"
- 2) Arthur Night "The liveliest art"
- 3) Peter Word "Picture composition"

Component: Vocational
Paper Title: Director of Photography - II

Paper No.:VCT605
Max. Marks: 50

UNIT-I

Anatomy of the EOS 60D's Menus ,Shooting 1, 2, 3, & 4 Menu Options,175 Quality Settings, Beep , Release Shutter Without Card, Image Review , Peripheral Illumination Correction ,Red-Eye Reduction , Flash Control , Exposure Compensation/Automatic Exposure Bracketing, Auto Lighting Optimizer, Picture Style , White Balance, Custom White Balance ,White Balance Shift and Bracketing ,Color Space.

UNIT-II

Dust Delete Data, ISO Auto, Live View Shooting Settings , AF Mode, Grid ,Aspect Ratio , 218 Exposure Simulation, Silent Shooting , Metering Timer, Playback 1 & 2 Menu Options, Protect Images, Rotate, Erase Images, Print Order ,Creative Filters , Resize ,RAW Image ,Highlight Alert ,Autofocus Points Display , Histogram, Slide Show , Image Jump with Main Dial , Rating, Ctrl over HDMI

UNIT-III

But Don't Forget the Crop Factor, Your First Lens, Buy Now, Expand Later, What Lenses Can You Use?, EF vs. EF-S, Ingredients of Canon's Alphanumeric Soup, Your Second (and Third...) Lens, What Lenses Can Do for You, Zoom or Prime?, Categories of Lenses, Using Wide-Angle and Wide-Zoom Lenses, Avoiding Potential Wide-Angle Problems, Using Telephoto and Tele-Zoom Lenses, Avoiding Telephoto Lens Problems, Telephotos and Bokeh, Add-ons and Special Features, Lens Hoods, Telephoto Extenders, Macro Focusing, Image Stabilization.

UNIT-IV

Daylight ,Incandescent/Tungsten Light, Fluorescent Light/Other Light ,Adjusting White Balance, Electronic Flash Basics , How Electronic Flash Works, Determining Exposure, Getting Started with the Built-In Flash , Basic Zone Flash, Creative Zone Flash ,Flash Range ,Red-Eye Reduction and Autofocus Assist ,Using FE Lock and Flash Exposure Compensation , More on Flash Control Settings , Flash Firing, Built-in Flash Function Setting , Using Flash Mode, External Flash Function Setting, External Flash Custom Function Setting , Clear External Flash Custom Function Setting, Downloading, Editing, and Printing Your Images.

Reference Books:

- 1) The Digital Photography "Scott Kelby"
- 2) DAVID BUSCH'S CANON EOS 60D GUIDE TO DIGITAL SLR PHOTOGRAPHY

Component: Vocational
Paper Title: Live Action Director - II

Paper No.: VCT606
Max. Marks: 50

UNIT-I

Introduction:

Introduction to Film Language and Grammar, The Film World , Film Language , Shots, Film Grammar, Screen Direction 8 Film-Time, Compression, Elaboration, Familiar Image, Introduction to the Dramatic Elements Embedded in the Screenplay ,Character, Circumstance, Dynamic Relationship, Wants , Expectations, Actions, Activity, Acting Beats, Dramatic Blocks, Narrative Beats

UNIT-II

Camera:

The Camera as Narrator, Reveal, Entrances, Objective Camera, Subjective Camera, Visual Design, Camera Height, Lenses, Composition, Looking for Order, Dramatic Blocks and Camera, Shot Lists, Storyboards, and Setups, The Prose Storyboard, Camera in Notorious Patio Scene, Dramatic block.

UNIT-III

MAKING YOUR FILM:

Detective Work on Scripts, Reading Your Screenplay, Screenplay, Character Circumstance, Dynamic Relationships, Wants, Actions, Acting Beats, Activity, staging, camera, marking shooting script with camera setup.
Working with Actors, Casting, and Auditions, Directing during Rehearsals, Directing Actors on the set.

UNIT-IV

Managerial Responsibilities of the Director, Delegating Authority While Accepting Responsibility, The Producer, The Assistant Director, A Realistic Shooting Schedule, Working with the Crew, Working with the Director of Photography Postproduction, Editing, Music and Sound, Locking Picture, or, An Audience and a Big Screen

Reference Books:

- 1) Film Directing Fundamentals "Nicholas T. Proferes"
- 2) Writing, Directing, and Producing Documentary Films and Videos Third Edition "Alan Rosenthal"
- 3) Film Making Learn Basics to Becoming a Film Maker

Figure 10: 10/10/10

Figure 11: 10/10/10

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Figure 13: 10/10/10

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Figure 15: 10/10/10

Figure 16: 10/10/10

Figure 17: 10/10/10

Figure 18: 10/10/10

Figure 19: 10/10/10

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Component: Vocational
Paper Title: SEMINAR

Paper No.:VCP604
Max. Marks: 100

| | |
|----------------------------------|-----------------|
| 1. Review1: | 10 Marks |
| Topic and Abstract | |
| 2. Review2: | 40 Marks |
| Details of Topic | 10 Marks |
| PPT Presentation | 15 Marks |
| Report Submission | 15 Marks |
| 1. University Examination | 50 Marks |
| Presentation | 20 Marks |
| Viva | 10 Marks |
| Final Report | 20 Marks |

Component: Vocational
Paper Title: MAJOR PROJECT

Paper No.:VCP605
Max. Marks: 200

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|--|---|
| 1. Review1:
PRE-PRODUCTION | 50 Marks |
| 2. Review2:
PRODUCTION | 50 Marks |
| 3. Review3:
POST-PRODUCTION | 50 Marks |
| 2. University Examination
Presentation
Viva
Final Report | 50 Marks
20 Marks
10 Marks
20 Marks |