

**BHARATHIAR UNIVERSEITY, COIMBATORE.**  
**DIPLOMA IN MULTIMEDIA AND ANIMATION**  
**(for Community College)**  
**(for the CCCC candidates admitted form the academic year 2017-18 onwards)**

**SCHEME OF EXAMINATIONS**

S.NO	SUBJECT	Examinations	
		Duration Hrs.	MARKS
1	Paper I - Fundamental English & Basic Computers	3	100
2	Paper II - Graphic Designing	3	100
3	Paper III - Multimedia	3	100
4	Paper IV - Practical I	3	100
5	Paper V - Practical II	3	100
	TOTAL		500

**COURSE DURATION - ONE YEAR**

## **PAPER I - Fundamental English & Basic Computers**

### **UNIT-I**

Basic names of family member and their relation, Vegetables, fruits, animals, birds, trees, plants, house hold articles, jeweler, occupation, profession, stationary, spices, utensils ,flowers etc.- Self Introduction and Vowels- Phonetic and sound drill-Eight Parts of Speech-Elaborate each and every part of speech-Introducing the questioning words and forming question with :’Wh’ and auxiliary verbs-Basic sentence formation-Subject Verb Object.

### **UNIT-II**

Starting of tenses: Present simple tense ,Past simple tense, Future Simple tense ,Past participle etc-Verbal Presentation, debating –group conversation-dialogue-telephone-etiquette-Situational-Conversation to talk on a theme- soft skills-letter writing-report writing-notice and circulars –Bio-data for interview- application for a job description-letters of application and resignation-Active voice and Passive voice.

### **UNIT-III**

Introduction to computer – Definition-Characteristic of computer-Classification of computer-Computer generation-Advantages and disadvantage-Types of computer

### **UNIT-IV**

Basic computer organization-Input unit-output unit-Arithmetic logic unit-Control unit-Central Processing Unit-Software-Operating system-Hardware-Types of computer

### **UNIT-V**

Input and output and storage devices-Storage unit- Primary storage devices- Secondary storage Devices-Numbering system-Binary numbering system-decimal numbering system-Hexa decimal numbering system-Octal numbering system-ASCII Codes.

### **Reference Books**

1. Business Communication- KathiresanRadha
2. Communication Media- P Madhan
3. Business English- RajendraKorlahalli Pal

## **PAPER II – GRAPHIC DESIGNING**

### **UNIT-I**

Introduction to Illustrator-Tool bar using and working methods-working area, Image able area, non image able area, art board, scratchboard using, and context menu.

### **UNIT-II**

Working with illustrator document, tool bar using, how to using brushes, modifying Brush attributes.

### **UNIT-III**

Calligraphic brush-Scatter brush-Art brush- Pattern brush-Modify brush by drawing, Working with objects, rotating free transform, what is group and using, scale with the Bounding box.

### **UNIT-IV**

Aligning object, distributes objects, unit intersect, exclude, path finder using Minus front, minus back using, divide trim using, merge crop, outline using.

### **UNIT-V**

Color palette using, fill and strokes, how to create gradient, strokes palette using, Manipulating type, setting type attributes, file formats, export format, save, save as Methods, students projects.

### **Reference Book**

1. Adobe illustrator CS – David Karlins
2. Adobe illustrator User Guide

## **PAPER III - MULTIMEDIA**

### **UNIT-I**

Introduction to Sound forge-Working layout Panel- digitizing sound -sound editing concept- tool bar using-status bar, data window using, work space working methods- view options. Importing sound clips and music - recording using, previous a file selecting data and positioning cursor basic editing - using markers - regions and commands, editing with playlist.

### **UNIT-II**

Introduction to flash-Working with Document working with templates, drawing tools, time line effects using, editing options, working with layers, modifying symbols, modifying symbols, frames and key frames using. Drawing tool using-time line effect using –editing option ,frames and key frames using, testing movies, animating movies symbols, using run time bitmap caching option, working

### **UNIT-III**

Working with layers-frame and key frame different, working with sound, working with videos, exporting elements, testing flash movies. with scenes, Types of basic Animation Symbols, working with scene – Testing flash movies-principles of animation ,using runtime bit map, types of basic animation, managing symbol libraries.

### **UNIT-IV**

Introduction to video editing-stages of video making-working with new projects-monitor panel-time line Panel using – importing and save file formats-video capturing method tool panel using, video terminology, video broadcast, stages of video mixing.

### **UNIT-V**

Working with monitor panel, using markers ,Trimming and replace clipping using-what is storyboard ,Using key frames –Audio and video mixing –changing opacity method, video editing method, working with transitions, animation key frames.

### **Reference Books**

1. Adobe premiere pro User Guide
2. Sound forge User Guide
3. Macromedia Flash Bible
4. Macromedia Flash Reference Guide

## **PAPER – IV**

### **PRACTICAL-I**

#### Premier Practical

1. Editing video and images.
2. Adding for video effects.
3. Importing and exporting videos and audio files.
4. Composite video and audio tracks.
5. Output rendering.

#### Sound Forge Practical

6. Working methods in audio tracks.
7. Import and export audio files.
8. Song and voice mixing.
9. Working with effects plug-in.
10. Save formats and output audio file.

#### Flash Practical

11. Ball animation.
12. Create mask and shape effects.
13. Walk cycle animation.
14. Image tracing.
15. Create cartoon drawing with flash.

#### **Reference Books**

1. Adobe premiere pro – User Guide
2. Sound forge User Guide
3. Macromedia Flash Bible

## **PAPER –V**

### **PRACTICAL-II**

#### **Photoshop**

1. Crop the image using Photoshop.
2. To make a nose surgery I n Photoshop.
3. Combine two picture in a single window.
4. Convert black & white photo into a color photo.
5. Create a webpage types Photoshop file.
6. Draw the ellipse and insert a picture in inside.
7. Create Boucher.

#### **Coral Draw**

8. Create a coral draw document using versions shapes
9. Creating spiral shapes
10. Create two pictures one another based on mirror function
11. Fill the color existing image
12. Create a pie model diagram
13. Create an envelop
14. Write a text in different paths
15. Create an outline on exiting image

#### **Text & Reference Books:**

1. Working with Coreldraw
2. Photoshop CS4 Simple Steps
3. Photshop CS
4. CorelDraw User Guide