

DIPLOMA IN MULTIMEDIA

PAPER NO.	TITLE OF THE PAPER	MARKS
I	Fundamental English & Basic Computers	100
II	Graphic Designing	100
III	Multimedia	100
IV	Practical - I	100
V	Practical- II	100
	TOTAL	500

DIPLOMA IN MULTIMEDIA**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- Rhoda Doctor & Aspi Doctor
2. Communication Media- Angela Wadia
3. Business English- Bal & Nagamiah
4. Business Communication- Rhoda Doctor & Aspi Doctor
5. Communication Media- Angela Wadia
6. Business English- Bal & Nagamiah

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 Aptech Publication 2007.
2. Adobe illustrator User Guide 2007

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 cs3:adele drabbles and Seth Greenberg
2. Sound forge-Scott R. Garrigus Publish book for sound forge tips and tricks.
3. Macromedia Flash Bible ; Aptech Publisher 2008
4. Macromedia Flash Reference Guide 2008
5. Macromedia 2d Animation ; Macromedia Publisher

PAPER – IV

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 cs3:adele drabbles and Seth Greenberg
2. Sound forge-Scott R. garages Publish book for sound forge tips and tricks.
3. Macromedia Flash Bible ; Aptech Publisher 2008
4. Timing for Animation – Harold Whitaker and John Halas
5. Macromedia 2d Animation ; Macromedia Publisher

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. CorelDraw in Simple Steps – Shalini Gupta
2. Corel Draw Bible - Deborah Miller 2007.
3. Teach yourself Adobe Photoshop – Rose Carla.
4. Adobe Photoshop CS classroom in a book by adobe press 2007.
5. Corel DRAW X5 The Official Guide (August 27, 2010) - McGraw-Hill Osborne Media.
6. Corel DRAW Suite X5: Home and Student.