

**SCHEME OF B.Voc. MULTIMEDIA  
(GRAPHICS & ANIMATION)  
(SEMESTER SYSTEM)**

Semester I								
Paper Code	Title	Generic/Skill Component	Theory/Practical	Internal (Theory)	External (Theory)	Internal (Practical)	External (Practical)	Credit
GEN f f	Communication Skills	Generic	Theory					
GEN f	Fundamentals of Information Technology	Generic	Theory					
MGA f f	Understanding of Multimedia Animation	Generic	Theory					

MGA  
f

**\*Refer to Generic Components Common to all B.Voc. Courses**

**\*\* Non Credit**

**Job Role: Web Designer, 2D Animator, 3d Modeler & Architectural Designer.**



**\*Refer to Generic Components Common to all B.Voc. Courses**

**\*\* Non Credit**

**Job Role:**





## Practical based on Paper MGA-101 & MGA-102

### Paper Code: MGA-103

There will be a practical examination in this paper along with the semester examination. External examiner will evaluate the skills of the students in the field of Core Draw and Photos. External examiner will give on the spot assignments to the students. Besides this a viva voce oral examination of each student one by one will also be taken by the examiner for testing the knowledge of the students.

## Semester II

**Paper Title: Programming in C**

**Paper Code: GEN-104**

**Objective:** To expose the students to the concept of C language programming and to focus on the need and importance of creating an awareness of these resources and to maximize the same to enable the students meet the challenges of the modern world.

### Instructions:

- The syllabus of this paper has been divided into FOUR units.
- Examiner will set a total of **NINE** questions comprising two questions from each unit including Question No. 1 compulsory of short answer type covering the whole syllabus.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

### UNIT I

Fundamentals of C I/O statements assignment statements Constants variables and data types Operators and Expressions Standards and For loop statements Key word Data types and Identifiers

### UNIT II

Control structures Introduction Decision making with IF statement IF Else and Nested IF . else and do while for loop Jump statements break continue goto while statement Functions Introduction to functions Global and Local variables Function Declaration standard functions

### UNIT III

Preprocessor Directives Introduction and use Macros Conditional Preprocessors Header Files Arrays Introduction to Arrays Array Declaration and Initialization Array Arrays of characters Pointers Introduction to Pointers Address operator and pointers Declaration and Initialization of pointers

### UNIT IV

Structures and unions Declaration of structures Accessing structure members structure Initialization Arrays of structure nested structures structure with pointers unions unions Introduction Declaration and Initialization of strings variable declaration and writing strings strings and functions

### References:

- Byron Gottfried **99** Programming in C McGraw Hill's Publishers New York
- Barbara Est Your **99** Programming in C, Kanna Books Publishing Co. Pvt. Ltd, New Delhi
- Kanetkar Yaswantrao **99** Let us Explore C BPB Publications New Delhi
- Ba. aguruswami C Programming with C Language, Tata McGraw Hill, New Delhi
- Moosara M. Programming in C Prentice Hall of India

**Cinematography**  
**Paper Code: MGA-104**

**Course Object:** The subject also covers basic camera terms, Light and visual storytelling techniques including the use of television technology, camera and digital video editing equipment and software.

**Instructions:**

- The syllabus of this paper has been divided into FOUR units
- Examiner will set a total of **NINE** questions comprising two questions from each unit including Question No 1 compulsory of short answer type covering the whole syllabus
- The students are required to attempt one question from each unit and the entire Compulsory Question No 1
- All questions carry equal marks

**UNIT I**

Lighting with Motion Conceptual tools of Cinematography Frame, Lens, Light and Color texture

Technical Issues, Focusing on Practical Monitoring of the Post-Production Process, Directors' High-Speed Photography, Underwater Filming, Image Quality Effects, and Location with Compass, Transferring Film to Video, Formats

### References:

- Bain Brown, *Cinematography: Theory and Practice*, Focal Press
- Kriszta Mészáros, M. David Mullen, *Cinematography: Third Edition*, Routledge
- Joseph V. Mascella, *The Five C's of Cinematography*, Focal Press
- Robert Lovell, *Literature and Cinematography*, Da Capo Press

## Video and Audio Editing

Paper Code: MGA-105

### Course Objectives:-

- Prepare for and take a live using good live editing techniques
- Demonstrate understanding of the development process for a live broadcast
- Use a video camera to capture video
- Upload digital video to a computer
- Apply knowledge of Adobe Premier as a video editing and live editing software
- Apply knowledge of Sound Forge to add and edit audio
- Export a live and burn to a disc

### Instructions:

- The syllabus of this paper has been divided into FOUR units
- Examiner will set a total of **NINE** questions comprising two questions from each unit including Question No 1 compulsory of short answer type covering the whole syllabus
- The students are required to attempt one question from each unit and the entire Compulsory Question No 1
- All questions carry equal marks

### UNIT I

Introduction to Video Editing Non Linear Editing Meaning and Process Hardware requirements for NLE Connecting Editing Equipment Creating the Line Cut Fade Mix and Tape Introduction to Editing Aesthetics

### Unit II

Main uses of Editing effect on range effect on editing color Handling Cross Fade In Point Zoom effects transitions timing and Graphics rendering and Authoring Generating Effects Mix digital editing on tape Hard Disks

### Unit III

Nature of Digital Sound Meaning of Mono stereo and surround sound Various Formats of Digital sound Editing uses Cut Cross Fade Mix Zero Crossing Edits Multiple track Editing Process of Equalization Applying Effects to sound

### Unit IV

Introduction to Audio Console Audio Mixing Deleting unwanted Audio Getting Output Fades and Cross Fades Generating Audio Effects Editing sound on tape Hard Disks Introduction to sound Aesthetics Introduction to Sound Forge Nuendo

### References:

- 1. Jonnce and Brian Mcernan *Editing Digital Video* McGraw Hill Companies
- Ken Dancyger *The Technique of Film and Video Editing History Theory and Practice* Foca Press
- [on Langford](#) *Digital Audio Editing* Foca Press
- Ma McGuire David Lban *The Video Editor's Guide to Soundtrack Pro Workflow Tools and Techniques* Foca Press
- 5. Dave D Pec *Video Editing with Adobe Premiere* Cengage Learning
- cott Garrus *Sound Forge Power Frewa* Media

## Art Foundation: Drawing

### Paper Code: MGA-106

**Course Objective:-** This course is an introduction to basic drawing after a series of practices and concepts. The class will focus on the process of perception in particular as a means to achieve a successful drawing. Various techniques of using graphic drawing and the use of line, value, shading and composition will be constantly emphasized and practiced using assorted classroom and outdoor arrangements as a basis for study.

### UNIT I

Free Hand drawing From real Objects Building exercises Caricatures etc  
Preparing Colour Charts  
Kind of Design 2D 3D Design

### UNIT II

Designing Letter Heads and Stationery Cards Designing Book Covers and Folders

### UNIT III

Landscape on the spot Landscape From Memory Houses Hut etc Layout Designing of Newspapers Magazines Print Advertisements

### UNIT IV

Poster Making on various themes and Designing of Hoarding Making

**Note:-** There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of drawing. Examiner will give on the spot assignments to the students. Besides this a viva voce oral examination of each student one by one will also be taken by the examiner for testing the knowledge of the students.

**Semester III**

**Internet Technology & Web Designing**

**Paper Code: GFC-202**

**Course Object:**

## Flash

### Paper Code: MGA-201

**Course Objective** This subject delegates will be able to develop efficient compact Flash drives  
Create report and work with graphics Import graphics from other applications. work with text  
Use layers and frames Use assets Create and use symbols, brushes and instances Build frame by frame  
animations Motion tween shape tween. work with motion guides

## **Dreamweaver**

**Paper Code: MGA-202**

### **Course Objectives:**

- Have hands on knowledge in developing static and comprehensive Internet websites
- Be able to plan design and develop websites
- Acquire creative skills in design layout and interactivity of web pages
- Integrate varied software applications such as web editor graphic and multimedia software
- Create a portfolio of websites that demonstrate competency

**Practical Based on MGA-201 & MGA-202**

**Paper Code: MGA-203**

## Semester IV

### Animation Theory

**Paper Code: GFC-204**

**Course Objective** To understand the complex technical and aesthetic components of the design of an animation

#### UNIT-I

Development Idea Creation Evolving a story line script writing

Character Design Evolution of 2D and Evolution of 3D Character design Animation type Concept and Environment Design

Project Financing Animation Markets production and Budgeting Investment

**3ds Max: Modeling**  
**Paper Code: MGA-204**

**Course Objective:**

### 3ds Max: Texturing, Lighting & Rendering

Paper Code: MGA-205

**Course Objective:** Introduce students to the principles and basic techniques of texturing, Lighting and rendering

#### UNIT-I

Applying textures, Understanding Material Properties, Working with Material Editor, Specular types, Specularized Material types, Creating Compound Materials

## **Practical Based on Paper MGA-204 & MGA-205**

### **Paper Code: MGA-206**

There will be a practical examination in this paper along with the semester examination. External examiner will evaluate the skills of the students in the field of analysis using the Maximum Examiner will give on the spot assignments to the students. Besides this a viva voce oral examination of each student one by one will also be taken by the examiner for testing the knowledge of the students.







**PRE PRODUCTION (THEORY)**  
**Paper Code: MGA-303**

**Course Description:**

Pre production refers to the tasks that must be completed or executed before filming or shooting begins. It includes tasks such as hiring actors or models, budgeting,

