

Syllabus for Introduction to Web Design (HTML & CSS)

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: Introduction to Web Designing(HTML & CSS)	
Course Code :	Semester: Third
Duration: 15 weeks	Maximum Marks: 100
Teaching Scheme :	Examination Scheme :
Theory : 3 contact hours/week.	Internal Examination : 30 Marks
Tutorial : 1 contact hour/week	Class Test : 20 Marks
Practical: Web Designing Lab	Teacher's Assessment: 10 Marks
Credit :3	End Semester Examination : 70Marks
Aim:	
1.	To develop the skill & knowledge of Web page design.
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and Web site development studio and other information technology sectors.
Objectives - The student will be able to	
1.	Define the principle of Web page design
2.	Define the basics in web design
3.	Visualize the basic concept of HTML.
4.	Recognize the elements of HTML.
5.	Introduce basics concept of CSS.
6.	Develop the concept of web publishing
Pre-Requisite -	
1.	Basic knowledge in HTML tags & skill of creating web pages should be known
2.	Knowledge of basic Computer hardware & software is also necessary.

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

Content (Name of Topic)		Periods	
Group - A			
Module 1	1.0 Web Design Principles		
	1.1 Basic principles involved in developing a web site 1.2 Planning process 1.3 Five Golden rules of web designing 1.4 Designing navigation bar 1.5 Page design 1.6 Home Page Layout 1.7 Design Concept.	3L+1T	
Module 2	2.0 Basics in Web Design		
	2.1 Brief History of Internet 2.2 What is World Wide Web 2.3 Why create a web site 2.4 Web Standards 2.5 Audience requirement.	9L+3T	
Group - B			

Module 3	3.0 Introduction to HTML		
	3.1 What is HTML 3.2 HTML Documents 3.3 Basic structure of an HTML document 3.4 Creating an HTML document 3.5 Mark up Tags 3.6 Heading-Paragraphs 3.7 Line Breaks 3.8 HTML Tags.	9L+3T	
Module 4	4.0 Elements of HTML		
	4.1 Introduction to elements of HTML 4.2 Working with Text 4.3 Working with Lists, Tables and Frames 4.4 Working with Hyperlinks, Images and Multimedia 4.5 Working with Forms and controls.	6L+2T	
Group - C			
Module 5	5.0 Introduction to Cascading Style Sheets		
	5.1 Concept of CSS 5.2 Creating Style Sheet 5.3 CSS Properties 5.4 CSS Styling(Background, Text Format, Controlling Fonts) 5.5 Working with block elements and objects 5.6 Working with Lists and Tables 5.7 CSS Id and Class 5.8 Box Model(Introduction, Border properties, Padding Properties, Margin properties) 5.9 CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align,Pseudo class, Navigation Bar, Image Sprites, Attribute sector) 5.10 CSS Color 5.11 Creating page Layout and Site Designs.	6L+2T	
Group - D			
Module 6	6.0 Introduction to Web Publishing or Hosting		
	6.1 Creating the Web Site 6.2 Saving the site 6.3 Working on the web site 6.4 Creating web site structure 6.5 Creating Titles for web pages 6.6 Themes-Publishing web sites.	6L+2T	
	Total	60	

EXAMINATION SCHEME

Internal Examination : Marks - 30			Marks on Class Test : 20		
Final Examination : Marks - 70			Teacher's Assessment : 10		
Group	Module	Objective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	6	Any Twenty	1	20×1=20
B	3,4	6			
C	5	4			
D	6	4			
Group	Module	Subjective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	3	Any Five taking at least One from each Group	10	5 ×10 =50
B	3,4	3			
C	5	2			
D	6	2			

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

Text Books		
Name of Authors	Title of the Book	Publisher
Kogent Learning Solutions Inc.	HTML 5 in simple steps	Dreamtech Press
	A beginner's guide to HTML	NCSA, 14 th May, 2003
Murray, Tom/Lynchburg	Creating a Web Page and Web Site	College, 2002
Murray, Tom/Lynchburg	Creating a Web Page and Web Site	College, 2002
Reference Books		
	Web Designing & Architecture-Educational Technology Centre	University of Buffalo
Steven M. Schafer	HTML, XHTML, and CSS Bible, 5ed	Wiley India
John Duckett	Beginning HTML, XHTML, CSS, and JavaScript	Wiley India
Ian Pouncey, Richard York	Beginning CSS: Cascading Style Sheets for Web Design	Wiley India
Kogent Learning	Web Technologies: HTML, Javascript	Wiley India

Syllabus for Image & Graphics in Multimedia

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: Image & Graphics in Multimedia	
Course Code :	Semester: Third
Duration: 15 weeks	Maximum Marks: 100
Teaching Scheme :	Examination Scheme :
Theory : 3 contact hours/week.	Internal Examination : 30 Marks
Tutorial : 1 contact hour/week	Class Test : 20 Marks
Practical: Image & Graphics Lab	Teacher's Assessment: 10 Marks
Credit :3	End Semester Examination : 70Marks
Aim:	
1.	To develop the skill & knowledge of Image & Graphics in Multimedia.
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia industry, photography & video studios, edit set-up, graphic arts industry and other audio visual sectors.
Objectives - The student will be able to	
1.	Define the importance of Image & Graphics in Multimedia Development
2.	Define the role of eye and vision
3.	Visualize the basic concept of Image and Graphics with various aspects.
4.	Recognize different image file formats
5.	Introduce basics of image compression and its utility.
6.	Develop the concept of Image Capture and Graphic Acquisition
7.	Introduce output device for Image and Graphics under human-computer interface
Pre-Requisite -	
1.	Basic idea of layout& composition in the area of Multimedia should be known.
2.	Skill of Camera & Computer operation is also necessary.

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

Content (Name of Topic)		Periods	
Group - A			
Module 1	1.0 Introduction to Image & Graphics		
	1.1 Why are image & graphics important in Multimedia 1.2 Integrating image & graphics in Multimedia 1.3 Understanding kinds of Graphics 1.4 Concept of Graphics-2D & 3D Graphics.	3L+1T	
Module 2	2.0 The Eye as an Image Sensor		
	2.1 Eye and Vision 2.2 Image generation 2.3 Sight-Colour Sight 2.4 The term Colour 2.5 Dimension of Colour 2.6 Perception.	9L+3T	
Group - B			
Module 3	3.0 Aspects of Image & Graphics		
	3.1 Image	9L+3T	

	3.2 Image Types: Method of storing & reproducing images viz, Raster Graphics and Vector Graphics 3.3 Digital Image Representation: Resolution, Pixel Aspect Ratio, Pixel Depth, Dynamic Range of colours, 3.4 Basic colour theory 3.5 Colour Characteristics-Hue, Saturation, Value, 3.6 Colour Palette and Colour lookup table, 3.7 Indexing and Dithering, 3.7 Image Size.		
Group - C			
Module 4	4.0 Image File Formats		
	4.1 File Format 4.2 Choice of file formats and the portability factors 4.3 Bitmap file formats 4.4 Vector file formats – Metafiles – WMF-CGM-PICT.	6L+2T	
Module 5	5.0 Image Compression		
	5.1 Image Compression 5.2 Compression Algorithm 5.3 Types of Compression –Lossy& Non-Lossy, 5.4 Dif. compression file formats viz.Lossy-RLE,LZW, Huffman Encoding & Non-Lossy-JPEG,GIF,PNG,	6L+2T	
Group - D			
Module 6	6.0 Graphic Acquisition and Sources		
	6.1 Sources of Graphics 6.2 Graphic Acquisition Methods:Paint & Drawing Application - Scanning Basics -Digital Cameras –Video and Image Digitizers for multimedia use.	6L+2T	
Module 7	7.0 Human Computer Interface		
	7.1 Monitors 7.2 Traditional Monitors 7.3 Alternative Monitors 7.4 Criteria for Monitors, 7.5 Graphic Adapter-Its Criteria 7.6 Graphic Standard-Anatomy of Graphic Adapter	6L+2T	
	Total	60	

EXAMINATION SCHEME

Internal Examination : Marks - 30		Marks on Class Test : 20			
Final Examination : Marks - 70		Teacher's Assessment : 10			
Group	Module	Objective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	6	Any Twenty	1	20×1=20
B	3,	6			

C	4,5	4			
D	6,7	4			
Group	Module	Subjective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	2	Any Five taking at least One from each Group	5	5 × 10 = 50
B	3	2			
C	4,5	2			
D	6,7	2			

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

Text Books		
Name of Authors	Title of the Book	Publisher
Judith Jeffcoate	Multimedia in Practice - Technology & Applications	Prentice Hall, 1995
AndressHolzinsner	Multimedia Basics, Vol-I	
John Villamil-Casanova, Louis Molina	Multimedia – An Introduction	Prentice Hall, 1998
Norman Desmorais	Multimedia on the PC	McGraw Hill Inc, 1994
Reference Books		
Linda Tway	Multimedia in Actions	AP Professional, 1995
Douglas E. Wolfgram	Creating Multimedia Presentations	QUE Corporation, 1994
Jessica Keys	The McGraw-Hill Multimedia Handbook	McGraw-Hill Inc., 1994
Francis Botto	PC Multimedia – An Introduction to Authoring Application	BPB Publication
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	

Syllabus for Multimedia Design

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: Multimedia Design	
Course Code :	Semester: Third
Duration: 15 weeks	Maximum Marks: 100
Teaching Scheme :	Examination Scheme :
Theory : 3 contact hours/week.	Internal Examination : 30 Marks
Tutorial : 1 contact hour/week	Class Test : 20 Marks
Practical: Multimedia Design Lab	Teacher's Assessment: 10 Marks
Credit :3	End Semester Examination : 70Marks
Aim:	
1.	To develop the skill & knowledge of Graphic Designing in Multimedia.
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia industry, photography & video studios, edit set-up, graphic arts industry and other audio visual sectors.
Objectives - The student will be able to	
1.	Define the principles, characteristics and forms of Visual Design in Multimedia Development
2.	Define the role of Visual Reading Elements
3.	Visualize the basic concept and use of composition.
4.	Recognize Knowledge of colour and its application.
5.	Introduce basics of art & aesthetics.
6.	Develop the concept of preparation of advertising material
7.	Develop the concept of Interactive Design
Pre-Requisite -	
1.	Basic idea of composition & Graphic Design should be known.
2.	Knowledge of Computer operation & software is also necessary.

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

Content (Name of Topic)		Periods	
Group - A			
Module 1	1.0 Principles of Visual Design		
	1.1 Elements & Principle of Design 1.2 Characteristics of Effective Design 1.3 Visualisation 1.4 Method of Visualisation 1.5 Different forms of Visual Art 1.6 Layout procedure.	6L+2T	
Module 2	2.0 Visual Reading Elements		
	2.1 Meaning, definitions and use of common terms in visual communication, 2.2 Visual reading elements: Form – Line – Tone – Shape – Pattern – Colour-Dot-Size-Proportion-Scale-Spaces.	6L+2T	
Group - B			

Module 3	3.0 Composition		
	3.1 Meaning 3.2 Definitions and use of Composition (static & dynamic) 3.3 Harmony – Balance (symmetrical & asymmetrical) 3.4 Unity – Rhythm – Perspective. 3.5 Ratio, Pixel Depth, Dynamic Range of colours.	9L+3T	
Group - C			
Module 4	4.0 Study of Colour		
	4.1 Meaning, definitions and emotional appeal of colour, Primary Colour 4.2 Secondary Colour – Tertiary Colour – Intermediate Colour – Analogous Colour – Complementary Colour.	6L+2T	
Module 5	5.0 Art & Aesthetics		
	5.1 Aim, objective and role of art and aesthetics in Multimedia.	6L+2T	
Group - D			
Module 6	6.0 Preparation of Advertising Materials and Magazine		
	6.1 Concept of the major stages in the preparation of advertising materials. 6.2 Outline the structure of a Magazine Design-Cover Page, Back Cover.	6L+2T	
Module 7	7.0 Concept of Interactive Design		
	7.1 Computers and Interactive Design 7.2 The Internet and Interactive Design 7.3 Advertising and Interactive Design 7.4 Interactive New Media Art.	6L+2T	
	Total	60	

EXAMINATION SCHEME

Internal Examination : Marks - 30		Marks on Class Test : 20			
Final Examination : Marks - 70		Teacher's Assessment : 10			
Group	Module	Objective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	6	Any Twenty	1	20×1=20
B	3,	4			
C	4,5	5			
D	6,7	5			
Group	Module	Subjective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	

A	1,2	2	Any Five taking at least One from each Group	10	5 × 10 = 50
B	3	2			
C	4,5	2			
D	6,7	2			

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

Text Books		
Name of Authors	Title of the Book	Publisher
J. Nath	Advertising Art & Production	
Richard M. Schlemmer	Applied Art Handbook	
Thomsom Learning	Pocket Guide to color with digital applications	Schildgen, T, 1998
Picture this	Media Representation of Visual Arts and artists	University of Luton Press
Reference Books		
Palmer, Frederic	Visual Elements of Art and Design	1989, Longman
Palmer. Frederic	Visual Awareness	Batsford, 1972
	Graphic Designers, and Artists, 1982	Astragal Books. London
Porter, Tom and GoodmanSue	Manual of Graphic Technique 2For Architects	
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	

Syllabus for Digital Photography

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: Digital Photography	
Course Code :	Semester: Third
Duration: 15 weeks	Maximum Marks: 50
Teaching Scheme :	Examination Scheme :
Theory:2 contact hours/week.	Internal Examination : 15 Marks
Tutorial : 1 contact hour/week	Class Test : 10 Marks
Practical : Digital Photography Lab	Teacher's Assessment: 5 Marks
Credit :2	End Semester Examination : 35Marks
Aim:	
1.	To develop the skill & knowledge of Digital Photography.
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in Photography & video studios, edit set-up, graphic arts industry and other audio visual sectors.
3.	
Objectives - The student will be able to	
1.	Define the process,uses,principles and advantages of digital photography
2.	Develop the concept of the basics of digital photography, Camera ,Lens, Light, Memory card etc.
3.	Visualize the concept of digital platform and various methods of image capture.
4.	Develop the method of basic image editing techniques.
5.	Introduce various methods of post-production and retouching techniques.
6.	Develop the concept of digital output and producing the final product
Pre-Requisite -	
1.	Basic idea of frame & composition in the area of still images should be known.
2.	Knowledge of Camera & Computer operation is also necessary.

CONTACT PERIODS: 45(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS, TOTAL PERIODS: 45

Content (Name of Topic)		Periods	
Group - A			
Module 1	1.0 Introduction to Digital Photography		
	1.1 Photography-Definition and its uses. 1.2 How Photography works – (i) The Chemical Route,(ii) The Digital Route 1.3 Basic Principle of Digital Photography 1.4 Advantages of Digital over Conventional image 1.5 Taking vs. Making	4L+2T	
Module 2	2.0 Basics of Digital Photography		
	2.1 Digital Camera - Basic features, types and how does Digital camera work? 2.2 Lens - Image formation, Focus, Exposure, Depth of Field, Prime and Zoom lens.	8L+2T	

	2.3 Lights - Studio and Flash lights, White Balance. 2.4 Concept of Imaging Sensors: CCD, CMOS etc.Megapixel & Memory 2.5 Image size, Quality, Resolution, File Size and File Types 2.6 Concept of frame, composition & perspective		
Group - B			
Module 3	3.0 Digital Platform & Image Capture		
	3.1 The Hardware - Computer, Peripherals & Software necessary for Digital Imaging 3.2 Digital Capture: Digital camera – Scanner – Frame Grabber 3.3 Scanner – Working of a scanner, procedure and its resolution. 3.4 Method of capturing images from a video sequence by frame grabber	6L+2T	
Module 4	4.0 Basic Image Editing		
	4.1 Image Editing: Introduction to Adobe Photoshop – Histogram study, Crop, Rotate 4.2 Adjustment of Brightness and Contrast 4.3 Adjustment of Image size, Resolution	4L+2T	
Group - C			
Module 5	5.0 Post Production		
	5.1 Tonal and Color Values – Experimenting with Level and Curve. 5.2 Selection tools and techniques – History – Retouching tools – Layers 5.3 Photo mounting techniques – Incorporation of text into picture. 5.4 Digital Manipulation: Applying selective effects to images and filters with masks and different digital darkroom effects.	6L+3T	
Module 6	6.0 Digital Output		
	6.1 Placing photos in other documents – Using photos on the web. 6.2 Printers as output devices – Different types of Print, Proofing, Photo quality printing. 6.3 How can a digital image be printed?	4L+2T	
	Total	45	

EXAMINATION SCHEME

Internal Examination : Marks - 15		Marks on Class Test: 10			
Final Examination : Marks - 35		Teacher's Assessment : 05			
Group	Module	Objective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	

A	1,2	5	Any Ten	1	10×1=10
B	3,4	3			
C	5,6	5			
Group	Module	Subjective Questions			Total Marks
		To be Set	To be Answered	Marks per Question	
A	1,2	3	Any Five taking at least One from each Group	5	5 ×5 =25
B	3,4	2			
C	5,6	3			

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

Text Books		
Name of Authors	Title of the Book	Publisher
Phillip Krejcarek	Digital Photography-A hands on Introduction	Delmer Publishers
Adrian Davies and PhillFennessy	Digital for photographers	Focal Press
Jon Tarrant	Understanding Digital Cameras	Focal Press
Carla Rose	Teach Yourself Digital Photography in 14 Days	Techmedia, 1997
Reference Books		
Agfa	An Introduction to Digital Photo Imaging	Agfa, 1994
Agfa	An Introduction to Digital Scanning	Agfa, 1994
Lisa DaNaeDayley, Brad Dayley	Adobe Photoshop CS6 Bible	Wiley India
Kogent Learning	Photoshop CS5 in Simple Steps	Wiley India
Dayley	Photoshop CS5 Bible	Wiley India

Syllabus for: Web Design (HTML & CSS)Lab

Name of the Course: Diploma in Multimedia Technology.

Course Code:	Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester)
Duration: Seventeen weeks/Semester	Full Marks:100
Teaching Scheme:	Examination Scheme:
Theory : Nil hrs./week	Continuous Internal Assessment Marks:50
Tutorial : Nil hrs./week	Attendance-10,Lab Notebook-15,Regular Performance-25
Practical: 4 hrs./week	External Assessment Marks:50
Credit :3	Sessional -20,On spot Job-20,Viva Voce-10

Aim: To impart practical knowledge in Web Design (HTML & CSS)related with the study of Multimedia Technology.

Objective: Student will able to

Sl. No	
1	Be acquainted with elements, Tags and basic structure of HTML files.
2	Develop the concept of basic and advanced text formatting.
3	Practice the use of multimedia components in HTML documents.
4	Designing of webpage-Document Layout, Working with List, Working with Tables.
5	Practice Hyper linking, Designing of webpage-Working with Frames,Forms and Controls.
6	Prepare creating style sheet, CSS properties, Background, Text,Font and styling etc.
7	Working with List, HTML elements box, Positioning and Block properties in CSS.
8	Designing with cascading style sheet-Internal and External style sheet.

Pre-Requisite: Nil

Sl.No	
1	Basic knowledge in HTML tags & skill of creating web pages should be known
2	Knowledge of basic Computer hardware & software is also necessary.

Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks)		Hrs./Unit	Marks
Module : 1	Acquaintance with elements, Tags and basic structure of HTML files.	02 periods	
Module :2	Practicing basic and advanced text formatting.	02 periods	
Module : 3	Practicing use of multimedia components (Image, Video & Sound) in HTML document.	04 periods	
Module : 4	Designing of webpage-Document Layout.	04 periods	
Module : 5	Designing of webpage-Working with List.	04 periods	
Module : 6	Designing of webpage-Working with Tables.	04 periods	
Module : 7	Practicing Hyper linking of webpages.	04 periods	
Module : 8	Designing of webpage-Working with Frames.	04 periods	
Module : 9	Designing of webpage-Working with Forms and Controls.	04 periods	
Module : 10	Acquaintance with creating style sheet, CSS properties and styling.	04 periods	
Module : 11	Working with Background, Text and Font properties.	04 periods	
Module : 12	Working with List properties	04 periods	

Module : 13	Working with HTML elements box properties in CSS	04 periods	
Module : 14	Working with Positioning and Block properties in CSS	04 periods	
Module : 15	Designing with cascading style sheet-Internal style sheet	04 periods	
Module : 16	Designing with cascading style sheet-External style sheet	04 periods	
Total		60 periods	

Name of Authors	Title of the Book	Name of the Publishers
Kogent Learning Solutions Inc.	HTML 5 in simple steps	Dreamtech Press
	A beginner's guide to HTML	NCSA, 14 th May, 2003
Murray, Tom/Lynchburg	Creating a Web Page and Web Site	College, 2002
Murray, Tom/Lynchburg	Creating a Web Page and Web Site	College, 2002
Reference Books		
	Web Designing & Architecture-Educational Technology Centre	University of Buffalo
Steven M. Schafer	HTML, XHTML, and CSS Bible, 5ed	Wiley India
John Duckett	Beginning HTML, XHTML, CSS, and JavaScript	Wiley India
Ian Pouncey, Richard York	Beginning CSS: Cascading Style Sheets for Web Design	Wiley India
Kogent Learning	Web Technologies: HTML, Javascript	Wiley India
Kogent Learning Solutions Inc.	HTML 5 in simple steps	Dreamtech Press
SI. No. Question Paper setting tips		

Syllabus for: Image & Graphics Lab

Name of the Course: Diploma in Multimedia Technology.

Course Code:	Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester)
Duration: Seventeen weeks/Semester	Full Marks:100
Teaching Scheme:	Examination Scheme:
Theory : Nil hrs./week	Continuous Internal Assessment Marks:50
Tutorial : Nil hrs./week	Attendance-10,Lab Notebook-15,Regular Performance-25
Practical: 4 hrs./week	External Assessment Marks:50
Credit :3	Sessional Works -20,On spot Job-20,Viva Voce-10

Aim: To impart practical knowledge in Image & Graphics related with the study of Multimedia Technology.

Objective: Student will able to

Sl. No	
1	Be acquainted with hardware & software required for image editing.
2	Develop the concept of capturing images by digital still camera.
3	Be acquainted with flatbed scanner & video frame grabber to capture images.
4	Editing images by Adobe Photoshop including adjustment of image size, resolution etc.
5	Practicing Corel DRAW -setting page size, background etc.
6	Practicing Adobe Illustrator -page set up: Ruler, Grid Outline- illustrator's design tools-Setting preferences-working with Illustrator's Tools.
7	Generate print after editing and place photos into other documents.

Pre-Requisite: Nil

Sl.No		Hrs./Unit	Marks
1	Knowledge of layout, composition in the field of multimedia is necessary.		
2	Basic Skill of Camera,Scanner& Computer operation is also necessary.		
Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks)			
Module : 1	Acquaintance with PC operation, Application Software and Windows environment for working with digital imaging - Raster & Vector Graphics.	04 periods	
Module :2	To capture images by digital still camera : Learning work-around for camera setting – Focussing – Shooting by using built in flash light / Studio light.	08 periods	
Module : 3	To scan images by flatbed scanners through the scanning software like Adobe Photoshop and others to import or to open the scanned images as a Photoshop file.	04 periods	
Module : 4	To capture single frames through Video Frame Grabber by Pinnacle Studio video editing software.	04 periods	
Module : 5	To edit images by Adobe Photoshop (Editing image will include adjustment of image size,resolution, brightness/contrast, colour and tonal correction by level and curve).	04 periods	
Module : 6	Practicing Photoshop-Familiar with Photoshop Tools-Creating New Document-Working with Images-Working with Selection Tools-Working with Painting Tools-Layer Basics-Using Filters- incorporation of text with picture.	08 periods	

Module : 7	Practicing Corel DRAW -setting page size, background, saving the file-working with Multipage Documents-working with Text-Drawing Basic Shapes-Drawing Lines, Curves & Irregular Shapes-Shaping Objects-Filling & Outlining Objects-Creating Special Effects-Applying Sp. Effects to Bitmaps etc.	08 periods	
Module : 8	Practicing Adobe Illustrator -page set up: Ruler, Grid Outline- illustrator's design tools- Setting preferences-working with Illustrator's Tools-Transforming Objects-Layers, Colour, Type & Appearance-Live paint & Live Trace-Clipart,3D,Special effects and working with images -Blends, Meshes, Masks & Libraries etc.	08periods	
Module : 9	To save and transport the captured pictures. (Image transportation will include getting images from the camera to the computer through floppy, CD, zip and Internet)	04 periods	
Module : 10	To save and transport the captured pictures. (Image transportation will include getting images from the camera to the computer through Pen drive, CD, zip and Internet)	04 periods	
Module : 11	To place images or graphics into various multimedia applications and other documents.	04 periods	
Total		60 periods	

Name of Authors	Title of the Book	Name of the Publishers
Judith Jeffcoate	Multimedia in Practice - Technology & Applications	Prentice Hall, 1995
AndressHolzinsner	Multimedia Basics, Vol-I	
John Villamil-Casanova, Louis Molina	Multimedia – An Introduction	Prentice Hall, 1998
Norman Desmorais	Multimedia on the PC	McGraw Hill Inc, 1994
Reference Books		
Linda Tway	Multimedia in Actions	AP Professional, 1995
Douglas E. Wolfram	Creating Multimedia Presentations	QUE Corporation, 1994
Jessica Keys	The McGraw-Hill Multimedia Handbook	McGraw-Hill Inc., 1994
Francis Botto	PC Multimedia – An Introduction to Authoring Application	BPB Publication
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	
SI. No.	Question Paper setting tips	

Syllabus for: Multimedia Design Lab

Name of the Course: Diploma in Multimedia Technology.

Course Code:	Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester)
Duration: Seventeen weeks/Semester	Full Marks:100
Teaching Scheme:	Examination Scheme:
Theory : Nil hrs./week	Continuous Internal Assessment Marks:50
Tutorial : Nil hrs./week	Attendance-10,Lab Notebook-15,Regular Performance-25
Practical: 4 hrs./week	External Assessment Marks:50
Credit :3	Digital Port Folio -20,On spot Job-20,Viva Voce-10

Aim: To impart practical knowledge in Multimedia Design related with the study of Multimedia Technology.

Objective: Student will able to

Sl. No	
1	Be acquainted with handling of brush & mixing of pigments.
2	Develop the concept of still life drawing and freehand lettering.
3	Be acquainted with sketching of human figure, focusing.
4	Develop skill of drawing figures, human face, nose, mouth, hair, eyes, teeth and ears.
5	Prepare colour scheme.
6	Prepare Corporate Profiles, public interest posters, press Add, media layout etc.
7	Prepare interactive application design, Web Page and Multimedia Application.

Pre-Requisite: Nil

Sl.No			
1	Basic idea of composition & Graphic Design should be known.		
2	Knowledge of Computer operation & software is also necessary.		
Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks)		Hrs./Unit	Marks
Module : 1	Handling of brush, mixing of pigments and application of pigment & brush.	04 periods	
Module :2	Practicing still life drawing and freehand lettering scripts – Proportionate magnification.	08 periods	
Module : 3	Practicing standard sketching of human figure, focusing on proportion and angles.	04 periods	
Module : 4	Techniques of drawing figures, human face, forehead, nose, mouth, hair, eyes, teeth and ears.	04 periods	
Module : 5	Preparation of colour scheme.	04 periods	
Module : 6	Preparation of Corporate Profiles (Ex. Logo, Letter Head, Visiting Card, Envelope, Brochure) using Adobe InDesign/ Illustrator/CorelDraw.	08 periods	
Module : 7	Preparation of public interest posters (Ex. World Peace Day/Child Labour Day/Anti-Ragging or Drug Addiction or Smoking) in Corel DRAW.	08 periods	
Module : 8	Preparation of Press Add of any product digitally.	08 periods	
Module : 9	Preparation of media layout (Ex. Banner) and selection of art materials related with Multimedia.	04 periods	

Module : 10	Preparation of visual design on particular advertising media, publicity using digital platform.	04 periods	
Module : 11	Preparation of interactive application design: Design of Web Page and Multimedia Application.	04 periods	
Total		60 periods	

Name of Authors	Title of the Book	Name of the Publishers
J. Nath	Advertising Art & Production	
Richard M. Schlemmer	Applied Art Handbook	
Thomsom Learning	Pocket Guide to color with digital applications	Schildgen,T,1998
Picture this	Media Representation of Visual Arts and artists	University of Luton Press
Reference Books		
Palmer, Frederic	Visual Elements of Art and Design	1989, Longman
Palmer. Frederic	Visual Awareness	Batsford, 1972
	Graphic Designers, and Artists,1982	Astragal Books. London
Porter, Tom and Goodman Sue	Manual of Graphic Technique 2 For Architects	
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	
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Syllabus for: Professional Practice I (Electronic Imaging)

Name of the Course: Diploma in Multimedia Technology.

Course Code:	Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester)
Duration: Seventeen weeks/Semester	Full Marks:50
Teaching Scheme:	Examination Scheme:
Theory : Nil hrs./week	Continuous Internal Assessment Marks:25
Tutorial : Nil hrs./week	Attendance-05, Lab Notebook-10, Regular Performance-10
Practical: 2hrs./week	External Assessment Marks:50
Credit :2	Digital Port Folio -10, On spot Job-10, Viva Voce-05

Aim: To impart practical knowledge in Professional Practice –I(Electronic Imaging)related with the study of Multimedia Technology.

Objective: Student will able to

Sl. No	
1	Be acquainted with Digital Studio-Camera, lights & other accessories.
2	Be acquainted with Digital Darkroom-Computer, OS & other application Software.
3	Develop the concept of capturing images by digital still camera.
4	Practicing indoor subjects like People, Portrait with varying shooting condition.
5	Practicing panning, blurred motion, camera movement etc.
6	Practicing post production work like editing images, using retouching tools and filters by Adobe Photoshop
7	Generate print after editing and place photos into other documents.

Pre-Requisite: Nil

Sl.No		Hrs./Unit	Marks
1	Knowledge of basic frame, composition in the field of electronic imaging is necessary.		
2	Basic concept of Camera & Computer operations should be known.		
Contents: Total Periods: 60(15Weeks)+2Weeks (Internal Assessment) =60(17 Weeks)			
Module : 1	Two people in a Relationship To capture a relationship between two people in the same photograph and to experience working with both candid and posed situations.	04 periods	
Module :2	Asymmetrical Balance To learn to form a composition from both 2-D planes and 3-D space and to experience the design possibilities of asymmetrical balance.	04 periods	
Module : 3	Light as the Subject To experience making exposures in low-light situations and to become sensitive to the effects of available lighting.	08 periods	
Module : 4	Short Depth of Field To learn to manipulate camera settings and camera distances so that only a short distance is in focus. To learn to control the placement of the depth of field.	08 periods	
Module : 5	Long Depth of Field To learn to manipulate camera settings and camera distances so that only a long distance is in focus.	04 periods	

	To understand better the use of a long the depth of field as a philosophical approach to photography.		
Module : 6	Portrait To strive for a variety of portions of one person that depart from the standard studio (head and shoulder) portrait.	04 periods	
Module : 7	Self Portrait To experience the tradition of self – portrait in the history of art. To gain insight into your own character, personality and appearance.	08 periods	
Module : 8	Blurred Motion To create a sense of motion within a static plane. To understand the effects of motion during a slow shutter speed.	04 periods	
Module : 9	Panning To create a sense of motion within a static plane. To understand the effects of moving the camera to follow a moving object or person.	04 periods	
Module : 10	Free Camera Movement To create a sense of motion within a static plane. To understand the effects of moving the camera slightly to enhance the movement of an object or person.	04 periods	
Module : 11	Stop Action To create a sense of motion within a static plane. To understand the effects of a fast shutter speed on a moving object or person.	04 periods	
Module : 12	Artificial Light To become acquainted with the uses of artificial light in a studio situation. To understand the rule of natural lighting.	04 periods	
Total		60 periods	

Name of Authors	Title of the Book	Name of the Publishers
Phillip Krejcarek	Digital Photography-A hands on Introduction	Delmer Publishers
Adrian Davies and PhillFennessy	Digital for photographers	Focal Press
Jon Torrant	Understanding Digital Cameras	Focal Press
Carla Rose	Teach Yourself Digital Photography in 14 Days	Techmedia, 1997
Reference Books		
Agfa	An Introduction to Digital Scanning	Agfa, 1994
Agfa	An Introduction to Digital Photo Imaging	Agfa, 1994
Lisa DaNaeDayley, Brad Dayley	Adobe Photoshop CS6 Bible	Wiley India
Kogent Learning	Photoshop CS5 in Simple Steps	Wiley India
Dayley	Photoshop CS5 Bible	Wiley India

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