

Syllabus for Multimedia Fundamentals Laboratory

Name of the Course : MUTIMEDIA TECHNOLOGY, Name of the Subject: Multimedia Fundamentals Laboratory	
Course Code:	Semester: Second
Duration: 15 weeks	Maximum Marks:
Teaching Scheme	Examination Scheme
Theory & Tutorial: NIL	Attendance & Teacher Assessment: 50% of Maximum marks
Pre-requisite Knowledge: Required	End semester examination: 50% of Maximum marks
Practical: 2hrs./week	Credit: 1
Aim:	
	To acquaint students with basic skills in drawing with the help of Graphic designing tools.
	To make ready the students for creating Professional Design.
Outcome:	
	Identify different tools to design basic Graphic Arts .
	Create Graphic Arts for layout design.
	Categorize different designs made by raster & vector graphics tools.
	Create Professional layout design for office , Print media & Website.
Pre-Requisite -	
	Knowledge of basic Computer hardware & software is expected.

Content Details		Hours/Unit
Unit 1	Painting with Adobe Photoshop	
	<ul style="list-style-type: none"> • Painting with Brush tool, Pencil tool, Color replacement tool, Mixer brush tool. • Blur tool, Sharpen tool, Smudge tool • Dodge tool, Burn tool & Sponge tool 	4
Unit 2	Photography with Adobe Photoshop	
	<ul style="list-style-type: none"> • Spot Healing Brush tool, Healing Brush tool, Patch tool, Content aware move tool, Red eye tool • History Brush tool, Art History Brush tool, Eraser tool , Background eraser tool & Magic Eraser tool. 	4
Unit 3	Drawing with Adobe Illustrator	
	<ul style="list-style-type: none"> • Drawing with Pen tool, Anchor Point tool & Curvature tool • Drawing with Pen brush tool, Block Brush tool & Pencil tool 	4
Unit 4	Single & Multi page design with Adobe Illustrator	
	<ul style="list-style-type: none"> • Office stationary design in Adobe Illustrator • Flyers design in Adobe Illustrator 	4

	<ul style="list-style-type: none"> • Brochure design in Adobe Illustrator 	
Unit 5	All tools & their uses in Corel Draw	
	<ul style="list-style-type: none"> • Rectangle and Ellipse Tools, • Common Shapes, Text Tool, Dimensions and Connector Tools • Drop Shadow and Contour Tools, Blending and Distort Tools • Envelop and Block Shadow Tools, Transparency, Eyedropper • Tools, Interactive fill Tool, Smart fill Tool, Mesh fill tool 	4
Unit 6	Logo making & Layout design in Corel darw	
	<ul style="list-style-type: none"> • Making of Vertical Business card , Banner , T- shirt design • Logo Design • Greetings card design 	4
Unit 7	Professional Design Making	
	<ul style="list-style-type: none"> • New logo with office stationary • Three-fold Brochure design • Social media post design • Print media advertisement design 	6

Suggested Books:

1. Adobe Illustrator Classroom in a Book.
2. Adobe illustrator cc for graphics designers to vectorize everything.
3. Adobe Photoshop Classroom In A Book (2020)
4. Adobe Photoshop CC Classroom in a Book
5. The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks, and Techniques .
6. Corel draw 2020 - Training Book with many Exercises
7. Corel Draw Training Guide, Satish Jain
8. Getting Started Multimedia Design, Adams Media;
9. Introduction to Graphic Design, Aaris Sherin