

1	Name of Syllabus	<b>C.C. in Graphic Multimedia Animation (101124)</b>																																									
2	Max.Nos of Student	25 Students																																									
3	Duration	6 Months																																									
4	Type	Part Time																																									
5	Nos Of Days / Week	6 Days																																									
6	Nos Of Hours /Days	4 Hrs																																									
7	Space Required	Practical Lab = 300 Sq feet <u>Class Room = 200 Sq feet</u> TOTAL = 500 Sq feet																																									
8	Entry Qualification	S.S.C. appeared																																									
9	Objective Of Syllabus/ introduction	a) To create Animation for learning purposes and training material.  b) To be able to design animation in interactive learning systems for online and electronic media like CDs.																																									
10	Employment Opportunity	Interface Designer, Animator, Interactive Content Designer, Instructional designer.																																									
11	Teacher’s Qualification	Diploma/Degree in Related Subject.																																									
12	Training System	<b>Training System Per Week</b> <table><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>6 Hours</td><td>18 Hours</td><td>24 Hours</td></tr></table>							Theory	Practical	Total	6 Hours	18 Hours	24 Hours																													
Theory	Practical	Total																																									
6 Hours	18 Hours	24 Hours																																									
13	Exam. System	<table><tr><td>Sr. No.</td><td>Paper Code</td><td>Name of Subject</td><td>TH/PR</td><td>Hours</td><td>Max. Marks</td><td>Min. Marks</td></tr><tr><td>1</td><td><b>10112411</b></td><td>Graphic Fundamentals</td><td>TH-I</td><td>3 hrs.</td><td>100</td><td>35</td></tr><tr><td>2</td><td><b>10112421</b></td><td>Concept of Animation (Flash)</td><td>PR-I</td><td>3 hrs.</td><td>100</td><td>50</td></tr><tr><td>3</td><td><b>10112422</b></td><td>Web Development &amp; Photoshop</td><td>PR-II</td><td>6 hrs.</td><td>200</td><td>100</td></tr><tr><td></td><td></td><td>Total</td><td></td><td></td><td><b>400</b></td><td><b>185</b></td></tr></table>							Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks	1	<b>10112411</b>	Graphic Fundamentals	TH-I	3 hrs.	100	35	2	<b>10112421</b>	Concept of Animation (Flash)	PR-I	3 hrs.	100	50	3	<b>10112422</b>	Web Development & Photoshop	PR-II	6 hrs.	200	100			Total			<b>400</b>	<b>185</b>
Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks																																					
1	<b>10112411</b>	Graphic Fundamentals	TH-I	3 hrs.	100	35																																					
2	<b>10112421</b>	Concept of Animation (Flash)	PR-I	3 hrs.	100	50																																					
3	<b>10112422</b>	Web Development & Photoshop	PR-II	6 hrs.	200	100																																					
		Total			<b>400</b>	<b>185</b>																																					

## **Syllabus**

### **Theory – I - Graphic Fundamentals (Photoshop)**

#### **Basics of Photoshop**

1. What is Pixel?
2. What is Resolution?
3. Introduction to Vector & Raster Graphic
4. Different types of Color Mode (RGB, CMYK, GRAYSCALE)
5. Scanning Image
6. Image Input Devices (Graphic tablets, light pens, touch panels and image scanners. )
7. What is Graphics Software? Types of Graphic Software
8. Image Size
9. Graphics File Formats (JPEG, GIF, TIFF, and PNG)
10. Introduction to Photoshop
11. Uses of Photoshop
12. File Menu (New, Open, Browse, Save, Save As)

#### **Tool Box**

1. Move Tool
2. Option Panel
3. Introduction to Layer
4. Making Layers, Deleting Layers, Visibility of Layers, Opacity of layers, & Merge Layers
5. Foreground & Background Colors, Setting Colors Default, Swapping Foreground & Background Colors
6. Zoom Tool & Hand Tool
7. Navigator & Info Panel

#### **Color, Edit, View & Brush**

1. Introduction to color picker color dialog box.
2. Edit-Fill
3. View Menu-Rulers, Grid, Guides.
4. Brush Tool –Soft Edge & Hard Edge, View of Brushes, Opacity & Flow properties.
5. Shape Dynamics
6. Scattering
7. Texture
8. Dual Brush
9. Color Dynamics
10. Other Dynamics
11. AirBrush option of Brush Tool
12. Pencil tool

#### **Tool Box & Select Menu**

1. Marquee Tool, Add Selection, Subtract Selection, Intersect from selection.
2. Select Menu- Deselect & Inverse Selection
3. Select Menu- Feather, Modify, Color Range.
4. Making Square & Perfect Circular Selection
5. Feather & Anti-alias Option.
6. Style(Normal, Fixed Aspect Ratio, Fixed Size)
7. Transforming Selection
8. Creating your own Brush

## Menus

1. Layer Menu – New –Layer via Cut- Layer via Copy
2. Edit- Free Transforms, Skew, Scale, Distort, Perspective.
3. Creating Patterns.

## Tool Box & Menus

13. Lasso Tool, Polygonal Lasso Tool, Magnetic Lasso Tool, Magic Wand
14. Edit- Stroke

## Channels

1. Introduction to Channel
2. Creating New Channel, Save selection as New Channel, Load selection as a New Channel

## Tool Box

3. Gradient Tool, Different Types of gradients
4. What is Dither?
5. Paint Bucket Tool
6. Assignment: Making Pen using gradient tool.
7. Making CD using gradient tool.
8. Eraser, Background Eraser, Magic Eraser Tool
9. Text Tool, Character Palette, Text wrap options
10. Assignment: Making Magazine Cover

## Masking

1. Introduction to Masking, Add Mask to Layer, Delete Mask, Quick Mask.
2. Layer Menu- Group with Previous Layer

## Pen Tool

1. Pen Tool & its uses, add & Edit anchor points.
2. Creating a Vector Mask, Make a Selection, Fill Path, Stroke Path
3. Path & Direct selection Tool
4. Custom Shape.

## Layer Styles

1. Drop & Inner Shadow
2. Outer & Inner Glow
3. Bevel & Emboss
4. Satin
5. Color Overlay
6. Gradient Overlay
7. Pattern Overlay\
8. Stroke
9. Blending Options

## Tools & Menus

1. Dodge Tool, Burn tool & Sponge Tool
2. Tool Box
3. Clone Stamp, Pattern Stamp, Healing Brush & Patch Tool.
4. Tool Box & Menus
5. History Brush, Art History Brush, History Pallate.
6. Crop Tool.
7. Image Menu- Rotate Canvas
8. Layer Menu- matting

## Color Theory

1. What are Primary colors, Secondary colors, Complementary colors?
2. What is Tint & Shade?
3. What are Warm & Cool colors?
4. What is Natural gray
5. What is hue & Saturation
6. What is Brightness, Contrast, & Gamma?
7. What is Black Point, White Point, & Gray Point?

## Tool Box

1. What is Color Model?
2. What is Color Space?
3. What is Device Independent Color Mode?
4. Different Types of Color Modes: (RGB, CMYK, LAB, INDEXED etc...)
5. What is Gammut?

## Image Menu

1. Adjustments,
2. Hue/Saturation,
3. Desaturate,
4. Variations,
5. Postarize,
6. Threshold,
7. Invert,
8. Equalize
9. Adjustment Levels- Curves, Color Balance, Brightness/Contrast, Replace Color, Selective Color, Channel Mixer & Gradient Map

## Filter Menu

1. Artistic, Blue, Noise, Render
2. Brush Stroke, Pixelate, Distort.
3. Extract, Liquify, Pattern Maker

## Actions

1. Actions
2. Image Menu- Image Size & Canvas Size
3. File – Automate
4. Tool Box
5. Slice Tool
6. Eye Dropper Tool
7. Notes Tool

## Tool Box

1. Different File Format
2. What are ICC Profiles?
3. File Menu- Save for Web

## Projects

1. Making a scene
2. Making a CD Cover
3. Designing a Web Page

**Practical – I**  
**Concept of Animation (Flash)**

**Flash**

**Flash workflow & Workspace**

1. Introduction to flash
2. Workspace overview
3. Customize the workshop
4. Using the Stage and Tools panel
5. About the Timeline
6. Using Flash panels
  - a) Property inspector
  - b) Library panel
  - c) Movie Explorer
  - d) History panel
  - e) Colour panel

**Working with Flash documents**

1. About Flash files
2. Create or open a document and set its properties
3. View a document when multiple documents are open
4. Working with project
5. Importing artwork into Flash (Working with Photoshop PSD files (PSD file import preferences))
6. Adding media to the library
7. Work with libraries & its items
8. Working with timeline
9. Working with scenes
- 10 Find and replace command
11. About templates

**Drawing Basis**

1. about vector and bitmap graphics
2. Flash drawing mode
3. About overlapping shapes
4. Using Flash drawing and painting tools
  - a. Draw with the pencil tolls
  - b. Draw straight lines
5. Reshaping lines and shape outlines
6. Snapping (object snapping, pixel snapping, snap alignment)
7. Working with colour, strokes and fills

## **Working with graphic objects**

1. Selection objects
2. Moving, copying and deleting objects
3. Arranging object (Stack, Align, Group, Break apart groups and object)
4. Transforming object

## Using symbols, instances and library assets

1. Symbols overview
2. Types of symbols
3. Create symbols
4. Convert animation on the Stage into a movie clip
5. Duplicate symbols
6. Edit symbols
7. Working with symbol instances

## Creating animation

1. Animation basics
  - a) Creating motion
  - b) Creating key frames
  - c) Representations of animation in the Timeline
  - d) Frame rates
  - e) Frame-by-frame animation
  - f) Onion skinning
  - g) Extend still images
  - h) Mask layers
2. Using Timeline effects
3. Twinned animation
4. Special effects
  - a) Filter
  - b) Animation Filters
  - c) Create preset filter libraries
5. Blend modes in Flash
6. Working with text
7. Working with sound
8. Working with video

**Practical – II**  
**Web Development & Photoshop**  
(Macromedia Dreamweaver 8, HTML, PHOTOSHOP 7)

**Dreamweaver**

**Basics of Internet**

1. About Internet
2. Network and Connections
3. Browsers
4. Types Of Websites
5. Search Engines
6. About email and Email Client
7. Internet Services and Applications

**Fundamentals of Website Layout**

1. Content
2. Navigation
3. Graphical Layout
4. Accessibility

**The working place**

1. Welcome Screen
2. Menu Bar
3. Document Window
4. Status Bar
5. Panels
6. Property Inspector

**Basics of HTML**

1. HTML
2. HTML Tags
3. Writing a Page
4. Lists
5. Text
6. Links
7. Images
8. Tables
9. Frames
10. Forms
11. Commenting Your File
12. Background Color
13. External Images
14. Common File types and their Extensions
15. XHTML



## **Meeting the Client**

1. Client Brief
2. Content and Graphics
3. Marketing Plan
4. Visual Mind Map
5. Storyboard
6. Look and feel

## **Starting with the website**

1. Managing your Site
2. Blank HTML Page
3. Customize your workspace

## **Inserting Text and Graphics**

1. Managing your Site
2. Formatting
3. Horizontal Rules
4. Images

## **Working with Tables**

1. Elements of a table
2. Modes of Tables
3. Adding Content to the Table
4. Rows and Columns in the Table
5. Cells in the Table
6. Table Properties
7. Nested Table
8. Slicing the Web Layout

## **Linking Web Pages**

1. Types of Links
2. Types of Paths
3. Linking
4. Hotspots
5. Modifying Links
6. Using CSS

## **Introduction**

1. Ways to Apply Styles
2. Types of Styles
3. CSS Styles Application
4. Editing CSS Styles
5. Working with CSS Rules
6. Apply CSS to our web page
7. AP Elements

## Using Frames

1. Introduction to Frames
2. Working with Frames
3. Validating Web pages
4. Modifying Frames
5. Using the Properties panel
6. Frame Links
7. Creating frames in the website

## Using sound, flash and video

1. Inserting Sound
2. Types of Flash Files
3. Inserting a Flash File
4. Inserting a Flash Video
5. Inserting Plug-in Content

## Using Behaviors

1. Introduction to Behaviors
2. Applying Behaviors
3. Working with Behaviors

## Creating forms

1. Introduction to Forms
2. Creation of a Form
3. Use the Properties panel
4. Using Form Object groups
5. Validating a Form

## Search Engine Optimization

1. What is Search Engine Optimization
2. Basics of Search Engine Optimization
3. Using Google Analytics

## Testing the Website

1. Testing your website in the browser
2. Finding and Fixing Broken Links
3. Validating Web pages
4. Adding Accessibility
5. Run, View and Save Reports
6. Uploading the Website
7. How to upload your website?
8. Testing the Website

## Introduction to Templates

1. Working with a Template
2. Updating a Template

\*\*\*\*\*