

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI

1	Name of Syllabus	C.C. in Advance Digital Videography (413108)												
2	Max. Nos of Student	25 Students												
3	Duration	6 Months												
4	Type	Full Time												
5	Nos Of Days / Week	6 Days												
6	Nos Of Hours /Days	7 Hrs												
7	Space Required	Workshop = 1000 Sq feet Class Room = 200 Sq feet TOTAL = 1200 Sq feet												
8	Entry Qualification	S.S.C. + Any course pass in computer group of MSBVE												
9	Objective Of Syllabus/ introduction	1. Awareness of Safety precautions 2. Knowledge of Engineering skill, use of tools in computer Technology. 3. Awareness of Digital Video Graphy. 4. Awareness of Repair & Maintenance of Digital Video Graphy												
10	Employment Opportunity	The trainee will either to be able to take up jobs with agencies which Maintain, Develop, Repair in Digital Video Graphy. or with working experience will be in a position to start his own independent Business.												
11	Teacher's Qualification	Diploma/Certificate in concern subject												
12	Training System	Training System Per Week <table border="1"><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>12 Hours</td><td>30 Hours</td><td>42 Hours</td></tr></table>							Theory	Practical	Total	12 Hours	30 Hours	42 Hours
Theory	Practical	Total												
12 Hours	30 Hours	42 Hours												
13	Exam. System	Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks						
		1	41310811	Digital Videography	TH I	3 hrs	100	35						
		2	41310821	Basic Internet & Multimedia	PR I	3 hrs	100	50						
		3	41310822	Digital Videography	PR II	6 hrs	200	100						
				TOTAL			400	185						

Digital Videography

Sr. no	Theory	Practical
1	Audio Fundamentals : Sound wave characteristics, room, acoustics, decibel, B.H. Curve, A.C., D.C. Bias, P.A. System, Amplifiers, various microphones, speakers and their selection. Radio Fundamentals: Modulation, Demodulation, Introduction to AM, FM, & PM SSBSC & DSBSC FM Generation & Detection: Different method FM	Plot frequency vs output characteristics of various types of Microphones and speakers, woofer/ tweeter, baffles, audio recording
2	Sensors used in cameras Image processing in cameras Image storage in cameras and storage medias Camera controls and set up Printing &	White Balance Exposure mode TV review Transferring images from camera to computer Raw format conversion
3	Analog video camera types Lens models & types Manipulating Zoom and wide angle lenses Working with diaphragms and f numbers Working with shutters speed Working with lights and shades	Identify different types of lenses and their Uses White balancing in analog cameras Work with zoom, wide and tele lenses Work using different shutters speed Manage light using f number and diaphragm Use filters
4	Difference between analog camera & digital camera Digital lens and its properties Difference between optical zoom and digital zoom White balancing Single CCD and three CCD digital cameras Managing pixel information and media	Identify difference between single CCD and three CCD cams Work with different types of digital media Digital camcorders, DV cams differences White balancing in digital cams Identify change between digital zoom & Optical Zoom
5	Creating new images Using layer options Modifying the old images to color photographs Creating Web Page Images	Working with different types of tools Working with Palettes Working with color options Working with filters Developing rollover effects Creating web based images
6	Creating vector graphics Using tools for publishing artwork on the web and in print	Setting up the work area Using the tools & Palettes, Drawing & Editing with Pencil tools Moving, copying and deleting objects Grouping & ungrouping objects Working with clipping masks Changing vector graphics into Bitmap Images
7	Capturing videos Editing & Mixing videos Adding special effects Burning the movie into CD	Downloading the photographs from digital & analog cameras Modifying the images Capturing the videos into computer Editing the clips Adding sound effects Adding Background music Applying the titles Rasterizing the movie Making the movie and burning into CDROM

HARDWARE REQUIRED:

1. Analog Video Camera, Analog SLR camera, Digital Camera, DV camera with memory stick support, both single CCD and three CCD
2. Different types of filters available for both digital & analog cameras
3. Two umbrellas light sources for still photography and indoor photography.
4. One PC's with latest configuration including capture device and video cards.
5. Two or three types of tripods.

SOFTWARE REQUIRED:

1. Adobe Publisher suite comprising of Adobe Photoshop, Image Ready, Illustrator
2. Pinnacle Studio.

Topic	Practical
Basic Internet & Multimedia	<p>Accessories Practice on paint, entertainment & games</p> <p>Internet Open web pages using URL and domain name. Save web pages. Store web pages as favorites. Use search engines to find sites offering free Email services. Create Email account. Send Email. Copy received Email. Copy/Print received mail. Send Email with attachment. Open/Download attachments. Set-up for Chat. Practice chatting. Practice chatting with Video. Join News group. Getting connected using FTP. Down loading software's. Upgrading Browser versions. Using Telnet to get connected to remote computer.</p> <p>MS Outlook Express Using features of OUTLOOK Express for sending and receiving Emails. Setting multiple accounts in outlook express to send/receive mails. Maintaining Address book.</p> <p>Connecting to Internet Installing modem in computer. Installing Web Browsers. Setup internet connection using ISP. Setup browser settings.</p>
	<p>HTML Working with HTML tags. Working with Fonts, colors, Working with Hyper text Links. Develop Unordered Lists, Develop Ordered Lists. Develop Definition Lists , Write different types of Marquee effects. Develop HTML Pages using Tables. Develop User registration forms. Develop Web pages using Forms (2 pages, 3 pages, Multi pages). Open pages in parent windows. Use Embed tag to insert Media. Insert flash file safe mode. Auto play Videos and Audio files. Play Audio and Video files from specific time. Hide controls on web page. Set different colors to different Headings. Change paragraph font size and color using styles. Print "Hello World" on web page using Jscript. Validate Password given by the user. Validate User input date. Validate E Mail Address. Register free website and upload pages Setting up the work area.</p>
	<p>Adobe Photoshop Practice use of Photoshop tools. Practice use of palettes. Draw & edit with the pencil tools. Smoothen the path with smooth tool. Draw with the Paint tool. Draw curve segments. Use reshape tool. Draw & edit brushed paths. Practice managing brushes. Create brushes. Create a pattern brush. Practice using the brush libraries. Use rulers, guides & grids. Practice use of selection tools. Practice moving, copying and deleting objects. Practice grouping & ungrouping objects. Practice transforming selected objects. Practice distorting with free transform tool. Practice Pinking & Bloating. Create blends. Practice using the pathfinder palette. Practice working with clipping masks. Practice changing vector Graphics into Bitmap images. Practice linking objects to URLS for Internet packages.</p>

	<p>MULTIMEDIA –Audio</p> <p>Practice sound Recording in different channels – Mono-stereo. Practice sound editing and giving special effects. Use various formats of sound files. Carryout conversion of analog audio to digital audio. Practice Frequency management. Practice distorting recorded audio using Effects.</p> <p>Multimedia –Video</p> <p>Get acquainted with the arrangement of different Tool Bars, Panels, Tools and View Ports. Draw and visualize simple objects in terms of Top View, Front View and Side View. Create simple objects. Practice Moving, Rotating and Scaling objects. Practice changing dimensions of objects using modifiers, Create different objects using Standard Primitives and Extended Primitives. Make shapes renderable and create splines, Practice manipulation of the shape of the model using Compound Objects. Practice application of Lathe Option for creating symmetrical objects.</p> <p>Apply animation to the models created so far. Practice modeling of real world objects through LPM using Editable Mesh and Editable Poly. Convert a model to an editable mesh and working with Extrude and bevel options.</p>
--	--

TOOLS, MACHINERY, EQUIPMENTS

Sl. No.	Name of Item	Quantity (Nos.)
Hardware		
1	Intel Pentium IV @ 2.0 GHz or higher, 512 MB RAM, Intel Motherboard, 40 GB Hard Disk, 17" Monitor, Keyboard, Mouse, 52-X CD ROM Drive, 1.44 MB FDD, Multimedia kit, Network Interface Card or latest configuration	10
2	Inkjet printer	01
3	Laser printer (B & W)	02
4	Scanner	01
5	8/16 port Hub	02
6	ISDN Line (For Internet)/ cable broadband connection	01
7	UPS 500 VA for each Computer	10
8	Vacuum cleaner	01
9	Computer Tool kit	02
Software		
10	Microsoft Window	As required
11	Adobe Photoshop	As required
12	3D STUDIO Max	As required
13	Anti virus latest version	As required