

FACULTY OF VISUAL ARTS & PERFORMING ARTS

SYLLABUS

FOR

**BACHELOR OF MULTIMEDIA
(SEMESTER: I – VIII)**

Examination: 2013-14



**GURU NANAK DEV UNIVERSITY
AMRITSAR**

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*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***Eligibility:**

(a) The candidate must have passed Senior Secondary Part-II (12th Class) Examination of Punjab School Education Board with a minimum of 45% marks in aggregate.

OR

(b) Any other examination with 45% marks in aggregate recognized as equivalent to (a) above by the G.N.D.U.

WORKING SCHEDULE

8	SEMESTERS PER COURSE
2	SEMESTERS PER SESSION
19	WEEKS PER SEMESTER
30	HOURS PER WEEK
570	HOURS PER SEMESTER

SEMESTER – I		
SUBJECTS		
1.	DRAWING – I	PRACTICAL
2.	COLOUR – I	THEORY & PRACTICAL
3.	ART APPRECIATION	THEORY
4.	WORKSHOP – I	PRACTICAL
5.	COMPUTER – I	THEORY & PRACTICAL
6.	COMMUNICATION SKILL IN ENGLISH	THEORY
7.	PUNJABI COMPULSORY / BASIC PUNJABI (MUDHLI PUNJABI)	THEORY

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – I**

Sr. No.	Course	Total Marks	External Assessment	Time Allowed for exams	Time Allocation
1.	Drawing-I Paper A- Object Drawing Paper-B Prespective	Practical 200	200	3 Hrs. each	200 Hrs.
2.	Colour-I	Practical 150 Theory 50	150 50	6 Hrs. 3 Hrs.	90 Hrs.
3.	Art Appreciation	Theory 100	100	3 Hrs.	30 Hrs.
4.	Workshop-I	Practical 200	200	6 Hrs.	90 Hrs.
5.	Computer-I	Theory 100 Practical 50	100 50	3 Hrs. 3 Hrs.	110 Hrs.
6.	Communication Skill in English	Theory 35 Practical 15		3 Hrs.	15 Hrs.
7.	Punjabi Compulsory/ Basic Punjabi (Mudhli Punjabi)	Theory	50	3 Hrs.	35Hrs.

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – II**

SUBJECTS		
1.	DRAWING – II	PRACTICAL
2.	COLOUR – II	THEORY & PRACTICAL
3.	TECHNICAL THEORY OF MEDIA– I (Print)	THEORY
4.	WORKSHOP – II	PRACTICAL
5.	ADOBE ILLUSTRATOR	THEORY & PRACTICAL
6.	COMMUNICATION SKILL IN ENGLISH	THEORY
7.	PUNJABI COMPULSORY/ BASIC PUNJABI (MUDHLI PUNJABI)	THEORY

SEMESTER – II

Sr. No.	Course	Total Marks	External Assessment	Time Allowed for exams	Time Allocation
1.	Drawing-II Life Drawing	Practical 200	200	6 Hrs.	200 Hrs.
2.	Colour-II	Practical 150 Theory 50	150 50	6 Hrs. 3 Hrs.	100 Hrs.
3.	Technical Theory of Media-I (Print)	Theory 100	100	3 Hrs.	30 Hrs.
4.	Workshop-II	Practical 150	150	6 Hrs.	60 Hrs.
5.	Adobe Illustrator	Practical 100 Theory 50	100 50	3 Hrs. 3 Hrs.	100 Hrs.
6.	Communication Skill in English	Theory 35 Practical 15		3 Hrs.	15 Hrs.
7.	Punjabi Compulsory/ Basic Punjabi (Mudhli Punjabi)	Theory 50	50	3 Hrs.	35Hrs.

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – III**

	Subject	
1	Film Appreciation-I	Theory
2	Drawing-III	Practical
3	Adobe Photoshop	Practical
4	HTML	Theory &Practical
5	Corel Draw	Practical
6	Project-I	Practical
7	Environmental Studies (Compulsory)	

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – III**

Sr. No.	Course	Total Marks	External Assessment	Internal Assessment	Time Allowed for exams	Time Allocation
1.	Film Appreciation-I	Theory 50	50	-	3 Hrs.	30 Hrs.
2.	Drawing-III	Practical 100	60	40	6 Hrs.	140 Hrs.
3.	Adobe Photoshop	Practical 150	90	60	6 Hrs.	140 Hrs.
4.	HTML	Practical 100 Theory 100	60 100	40 -	3 Hrs. 3 Hrs	30 Hrs. 30 Hrs.
5	Corel Draw	Practical 100	60	40	6 Hrs.	140 Hrs.
6	Project-I	Practical 100	60	40	3 Hrs.	120 Hrs.
7.	Environmental Studies-I (Compulsory)	50 Marks				

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – IV**

	Course	
1	Flash	Practical
2	ASP	Practical
3	Dream Weaver	Practical
4	Film Appreciation-II	Theory & Practical
5	Project- II	Practical

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – IV**

Sr. No.	Course	Total Marks	External Assessment	Internal Assessment	Time Allowed for exams	Time Allocation
1.	Flash	Practical 150	90	60	6 Hrs.	200 Hrs.
2.	ASP	Practical 100	60	40	3 Hrs.	60 Hrs.
3.	Dream weaver	Practical 100	60	40	6 Hrs.	150 Hrs.
4	Film Appreciation-II	Theory 50 Practical 50	50 30	- 20	3 Hrs.	30 Hrs.
5	Project- II	Practical 100	60	40	6 Hrs.	100 Hrs.
6	Environmental Studies-I (Compulsory)	50 Marks				

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – V**

	Course	
1.	Adobe Audition	Practical
2.	Adobe Premiere	Theory & Practical
3.	Adobe After Effects	Practical
4.	Workshop III	Practical
5.	Project III	Practical

Bachelor of Multimedia (5th Semester)

	Course	Total Marks	Theory	Practical		Time allowed for exam	Time allocation
				External	Internal Assessment		
1.	Adobe Audition	100	-	60	40	3hrs.	100 hrs.
2.	Adobe Premiere	300	100	120	80	3hrs. (Th) 6hrs. (Pr)	100 hrs.
3.	Adobe After Effects	150	-	90	60	6hrs.	150 hrs.
4.	Workshop III	50		30	20	2hrs. (Pr.)	120 hrs.
5.	Project III	200	-	120	80	6hrs.	100 hrs.
	Total	800	100			24Hrs.	570 hrs.

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER – VI****Syllabus of BMM VI semester by the Board of Studies in Fine Arts**

Sr. No.	Subject	Theory	Practical			Time Allocation (Hrs)	
			Internal	External	Total	(For Course)	(For Practical Examination)
1	3D Max with Character Studio	-	120	180	300	360	6
2	Drawing & Illustration	-	40	60	100	80	6
3	Workshop-IV: Stop Motion	-	40	60	100	80	6
4	Discreet Combustion		40	60	100	90	6
5	Project - IV	-	80	120	200	50	6
	Total				800	660	30

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER –VII**

Course	
Maya	Practical
Deep Paint	Practical
Project V	Practical

Course	Total Marks	Theory	Practical		Time allowed for exam	Time allocation
			Internal Assessment	External		
Maya	400		160	240	6hrs. (Pr.)	130hrs.
Deep Paint	100		40	60	3hrs (pr)	100hrs.
Project V	200		80	120	6hrs (pr)	200hrs.
Total	700				13hrs	430hrs.

*BACHELOR OF MULTIMEDIA (SEMESTER SYSTEM)***SEMESTER –VIII**

Course	Total Marks	Theory	Practical		Time Allocation
			Internal Assessment	External Assessment	
Z Brush	100		40	60	90 Hrs
Project:- Film: -1) Advertisement 2) Animation Film OR Print Campaign	350			Examiner 350	150 Hrs
Industrial Training	Industrial Training: Now certificate remarks have to be submitted (Satisfactory/Unsatisfactory) Ref Letter no 5736-45 dated 1.9.08				90 Days
Total:	450				

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***1. DRAWING-I****Practical****Time: 03.00 Hours****Max. Marks: 200****OBJECT DRAWING:**

- Study of various objects with different grades of Pencils/Charcoal/Dry Pastels/Oil Pastels- only in line.
- Study of metallic objects / glass / wooden objects etc. in various medium-showing proportion / volume / shape & Forms / light shade / fore shortening / Perspective.
- Water Colour / Poster Colours / Oil Colour / Mixed medium and collage.
- Objects (Two/Three) with vegetables / flowers with drapery- in monochrome / halftone / solid.

PERSPECTIVE:

- Element of Perspective.
- Knowledge of Perspective / Foreshortening / Proportion foreground / middle ground and back ground / light / shade / shadow etc.,
- Cone vision, one point perspective / two point perspective and three point perspective / ground line / vanishing point / Perspective of Shadows / Perspective of Reflection / Perspective of Circles / cylinders / foreshortening / lines / Aerial perspective / colour.
- View Point: 2 Dimension views and 3 Dimensional views
- Exercise with the instrument/free hand.
- Using different mediums in outdoor (landscape).

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***2. COLOUR-I****Theory****Time: 03.00 Hours****Max. Marks: 50****Practical****Time: 06.00 Hours****Max. Marks: 150****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Short answer type questions of one or two paragraph of length, 10 marks each.

(8 questions to be set & 5 to be attempted out of 8).

- Introduction to 'Colour' & the 'Colour Wheel'.
- Primary, Secondary & tertiary colours.
- Understanding, HUE, VALUE, TINT & SHADE
- Meaning & understanding of colour intensity by making a chart.

Reference Book: COLOUR HARMONY (Cailin Boyle)

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***3. ART APPRECIATION****Theory****Time: 3 Hrs.****Max. Marks: 100****Note: Instructions for the Paper-Setters / Examiners:**

Paper setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication. Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay type questions of 20 marks each. (8 questions to be set 5 to be attempted out of 8 questions)

- 1. Elements of Art**
- 2. Objectives of Art**
- 3. Nature of Beauty**
 - i) Subjective and Objective Approach
 - ii) Indian and Western Approach
- 4. Intuition and Expression**
- 5. Content and Form**
- 6. Art and Nature**
- 7. Art and Society**
- 8. What is Abstraction?**

BACHELOR OF MULTIMEDIA (SEMESTER – I)

4. WORKSHOP-I

Practical

Time: 06.00 Hours

Max. Marks: 200

- Demonstration and practical classes to be conducted on the following mediums in 2D/3D.
- Clay modeling, Plaster of Paris, tin foils, thermo coal, fabrics, waste materials, papiemache, tempera, oil color, acrylic colours.
- Experimenting/Innovating with different mediums, materials of choice and submit five project on 3D at the end of the semester.

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***5. COMPUTER-I**

Time: 3 Hours	Theory	Max. Marks: 100
Time: 03.00 Hours	Practical	Max. Marks: 50

Note: Instructions for the Paper-Setters / Examiners:

Paper-Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

The question paper will consist of two sections.

Section-A: (20 Marks): It will consist of 20 very short answer type questions. Each question carrying one mark. All questions are compulsory.

Section-B: (80 Marks): It will consist of seven essay type questions. Candidates will be required to attempt four questions, each question carrying 20 marks.

1. INTRODUCTION TO COMPUTER SYSTEMS**i) Introduction to Computers**

- Definition of computer
- Basic component
- Various applications

ii) Introduction to Operating System

- Introduction to MS-DOS
- Introduction to Win'98/2000/NT
- Various features & difference between all Operating System

1.1 COMPONENT OF SYSTEM

- I/O
- RAM, ROM, HDD, CD ROM, FLOPPY DRIVE, PROCESSOR, MOTHERBOARD.
- CPU

1.2 OPERATING SYSTEMS AND ITS MAJOR FUNCTIONS

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***1.3 INTRODUCTION TO MULTIMEDIA****i) MEDIUM**

Perception Medium
 Representation Medium
 Presentation Medium
 Storage medium
 Information exchange medium
 Representation value
 Representation dimension

ii) MAIN PROPERTIES OF MULTIMEDIA SYSTEM

Multimedia System definition
 Combination of media
 Independence
 Computer-Supported integration
 Communication Systems

iii) MS-WORD

Various operations on a file
 Toolbars (Standard, Format)
 Page setup
 Boarder and Shading
 Mail merge

iv) MS-POWER POINT

Operations on a file
 Application
 Various view of slides

V) COMPUTER INTERNET APPLICATIONS AND ITS PRACTICAL

Services, Advantages and disadvantages
 Search Engines
 Net Surfing,
 Opening an e-mail account, receiving and sending mails, deleting mail, CC, BCC, Mail Attachment, Practical.

Reference Books:

1. Windows Based Computer Courses (Gurvinder Singh and Rashpal Singh)
2. Multimedia Computing Communication and Application (Klara Nahrstedt)

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***COMMUNICATION SKILL IN ENGLISH****Time: 3 Hours****Max. Marks: 50
Theory Marks: 35
Practical Marks: 15****Contents:**

1. Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for direct meanings; Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.

Activities:

- a) Active reading of passages on general topics
- b) Comprehension questions in multiple choice format
- c) Short comprehension questions based on content and development of ideas

2. Writing Skills: Guidelines for effective writing; writing styles for application, resume, personal letter, official/ business letter, memo, notices etc.; outline and revision.

Activities:

- a) Formatting personal and business letters.
- b) Organising the details in a sequential order
- c) Converting a biographical note into a sequenced resume or vice-versa
- d) Ordering and sub-dividing the contents while making notes.
- e) Writing notices for circulation/ boards

3. Listening Skills: Barriers to listening; effective listening skills; feedback skills. Attending telephone calls; note taking.

Activities:

- a) Listening exercises – Listening to conversation, News/TV
- b) Taking notes on a speech/lecture

a. **Speaking and Conversational Skills:** Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.

Activities:

- a) Making conversation and taking turns
- b) Oral description or explanation of a common object, situation or concept
- c) Giving interviews

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***Recommended Books:**

1. Oxford Guide to Effective Writing and Speaking by John Seely
2. A Course in Listening and Speaking–I by V. Sasikumar et. al., Foundation Books.
3. The Written Word by Vandana R Singh, Oxford University Press.

Suggested Books:

1. Developing Communication Skills by Krishna Menon and Meera Bannerjee. Macmillan.
2. Business Communication; Theory and Practice by Swati Samantray and R.D.Bhushan.
Sultan Chand
3. Business Communication: Techniques and Methods by Om Juneja and Aarti Majumdar.
Orient Blackswan
4. Handbook of Practical Communication Skills; Clarissa Wright (Ed). JAICO Books
5. Spoken English: A Foundation Course (Part I and II) by Kamlesh Sadanand and Sushila Punitha. Orient Blackswan (for recorded conversation)

Suggested Pattern of Question Paper:

The question paper will consist of seven skill-oriented questions from Reading and Writing Skills. Each question will carry 5 marks. The questions shall be phrased in a manner that students know clearly what is expected of them. There will be internal choice wherever possible.

- i) Multiple choice questions on the language and meanings of an unseen passage.
- ii) Comprehension questions with short answers on content, progression of ideas, purpose of writing etc. of an unseen passage.
- iii) Personal letter
- iv) Official/Business correspondence
- v) Making point-wise notes on a given speech/ technical report
- vi) Writing notices for public circulation on topics of professional interest
- vii) Do as directed (5x1=5 marks) (change of voice, narration, combination of 2 simple sentences into one, subject-verb agreement, using appropriate tense, forms of verbs. (7x5=35 marks)

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***Practical /Oral Testing****Marks: 15****Contents:**

1. Conversation with students or examiner.
2. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:

1. Students may be asked to engage in face-to-face conversation with other students or examiners on topics of general interest.
2. Students may be asked to prepare for one minute and then speak for one to two minutes on a simple topic with examiners as the audience
3. A teacher or examiner may read out a small passage and the students may be asked to answer a couple of comprehension questions. (recorded material may also be used)

Note: Oral test will be conducted by external examiner with the help of internal examiner. The oral test examiner will be appointed from those teachers who are actually teaching the subject.

BACHELOR OF MULTIMEDIA (SEMESTER – I)

ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

1. **ਗਿਆਨ ਮਾਲਾ** (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ-ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ)
(ਸੰਪ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ, 2007
ਲੇਖ : ਪਹੀਆ ਪ੍ਰਦੂਸ਼ਣ, ਭਰੂਣ ਹੱਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ, ਨਾਰੀ ਸ਼ਕਤੀ, ਵਾਤਾਵਰਣੀ ਪ੍ਰਦੂਸ਼ਣ ਅਤੇ ਮਨੁੱਖ, ਏਡਜ਼ : ਇਕ ਗੰਭੀਰ ਸੰਕਟ।
2. **ਪੰਜਾਬ ਦੇ ਮਹਾਨ ਕਲਾਕਾਰ** (ਬਲਵੰਤ ਗਾਰਗੀ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
ਲੇਖ : ਅੰਮ੍ਰਿਤਾ ਸ਼ੇਰਗਿਲ, ਕੇ.ਐਲ.ਸਹਿਗਲ, ਬੜੇ ਗੁਲਾਮ ਅਲੀ ਖਾਂ, ਸੋਭਾ ਸਿੰਘ, ਪ੍ਰਿਥਵੀਰਾਜ ਕਪੂਰ, ਭਾਈ ਸਮੁੰਦ ਸਿੰਘ
3. **ਪੈਰਾ ਰਚਨਾ**
4. **ਪੈਰਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ।**
5. (ੳ) **ਪੰਜਾਬੀ ਧੁਨੀ ਵਿਉਂਤ** : ਉਚਾਰਨ ਅੰਗ, ਉਚਾਰਨ ਸਥਾਨ ਤੇ ਵਿਧੀਆਂ, ਸਵਰ, ਵਿਅੰਜਨ, ਸੁਰ।
(ਅ) **ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ** : ਭਾਸ਼ਾ ਦਾ ਟਕਸਾਲੀ ਰੂਪ, ਭਾਸ਼ਾ ਅਤੇ ਉਪ-ਭਾਸ਼ਾ ਦਾ ਅੰਤਰ, ਪੰਜਾਬੀ ਉਪਭਾਸ਼ਾਵਾਂ ਦੇ ਪਛਾਣ-ਚਿੰਨ੍ਹ।
6. **ਮਾਤ ਭਾਸ਼ਾ ਦਾ ਅਧਿਆਪਨ**
(ੳ) ਪਹਿਲੀ ਭਾਸ਼ਾ ਦੇ ਤੌਰ ਉੱਤੇ
(ਅ) ਦੂਜੀ ਭਾਸ਼ਾ ਦੇ ਤੌਰ ਉੱਤੇ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਕਿਸੇ ਨਿਬੰਧ ਦਾ ਸਾਰ ਜਾਂ ਉਸਦਾ ਵਿਸ਼ਾ ਵਸਤੂ (ਦੋ ਵਿਚੋਂ ਇਕ) । 10 ਅੰਕ
2. ਵਾਰਤਕ ਰੂਪ : ਰੇਖਾ ਚਿਤਰ, ਨਾਇਕ ਬਿੰਬ, ਕਲਾਤਮਕ ਗੁਣ, ਰੇਖਾ ਚਿਤਰ ਸਾਹਿਤ ਨੂੰ ਦੇਣ 10 ਅੰਕ
3. ਪੈਰਾ ਰਚਨਾ : ਤਿੰਨ ਵਿਸ਼ਿਆਂ ਵਿਚੋਂ ਕਿਸੇ ਇਕ ਉਤੇ ਪੈਰਾ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇ । 5 ਅੰਕ
4. ਪੈਰਾ ਦੇ ਕੇ ਉਸ ਬਾਰੇ ਪੰਜ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ 5 ਅੰਕ
5. ਨੰਬਰ 5 ਉਤੇ ਦਿੱਤੀ ਵਿਆਕਰਣ ਦੇ ਆਧਾਰ ਤੇ ਵਰਣਨਾਤਮਕ ਪ੍ਰਸ਼ਨ 10 ਅੰਕ
6. ਨੰਬਰ 6 ਵਿਚ ਮਾਤ ਭਾਸ਼ਾ ਦੇ ਪਹਿਲੀ ਭਾਸ਼ਾ ਅਤੇ ਦੂਜੀ ਭਾਸ਼ਾ ਵਜੋਂ ਅਧਿਆਪਨ, ਮਹੱਤਵ ਅਤੇ ਸਮੱਸਿਆਵਾਂ ਬਾਰੇ ਚਾਰ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ, ਜਿਨ੍ਹਾਂ ਵਿਚੋਂ ਵਿਦਿਆਰਥੀ ਨੇ ਦੋ ਦਾ ਉੱਤਰ ਦੇਣਾ ਹੋਵੇਗਾ। 5×2=10 ਅੰਕ

BACHELOR OF MULTIMEDIA (SEMESTER – I)

ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Compulsory Punjabi)

ਪਾਠ-ਕ੍ਰਮ

ਸਮਾਂ : ਤਿੰਨ ਘੰਟੇ

ਕੁੱਲ ਅੰਕ : 50

- | | | |
|----|---|--------|
| 1. | ਪੰਜਾਬੀ ਭਾਸ਼ਾ
ਗੁਰਮੁਖੀ ਲਿਪੀ
ਗੁਰਮੁਖੀ ਲਿਪੀ : ਬਣਤਰ ਅਤੇ ਤਰਤੀਬ | 20 ਅੰਕ |
| 2. | ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ
ਸੂਰਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ
ਵਿਅੰਜਨਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ | 15 ਅੰਕ |
| 3. | ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਰਚਨਾ
ਸਾਧਾਰਨ ਸ਼ਬਦ
ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ | 15 ਅੰਕ |

ਯੂਨਿਟ ਅਤੇ ਥੀਮ:

1. ਪੰਜਾਬੀ ਭਾਸ਼ਾ : ਨਾਮਕਰਣ ਅਤੇ ਸੰਖੇਪ ਜਾਣ ਪਛਾਣ, ਗੁਰਮੁਖੀ ਲਿਪੀ : ਨਾਮਕਰਣ, ਗੁਰਮੁਖੀ ਵਰਣਮਾਲਾ; ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਸੂਰ ਵਾਹਕ (ੳ ਅ ਈ), ਲਗਾਂ ਮਾਤਰਾਂ, ਪੈਰ ਵਿਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ, ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ, ਬਿੰਦੀ, ਟਿੱਪੀ, ਅੱਧਕ।
2. ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ ਅਤੇ ਉਚਾਰਨ ; ਸੂਰਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ (ਲਘੂ-ਦੀਰਘ ਸੂਰ) ; ਸੂਰ ਅਤੇ ਲਗਾਂ ਮਾਤਰਾਂ ; ਵਿਅੰਜਨਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ ; ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣਾਂ (ਹ, ਰ, ਵ) ਦਾ ਉਚਾਰਨ ; ਲ ਅਤੇ ਲ ਦਾ ਉਚਾਰਨ ; ਭ,ਧ,ਢ,ਝ,ਞ ਦਾ ਉਚਾਰਨ; ਪੈਰ ਵਿਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣਾਂ ਦਾ ਉਚਾਰਨ।
3. ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਰਚਨਾ: ਸਾਧਾਰਨ ਸ਼ਬਦ; ਇਕੱਲਾ ਸੂਰ (ਜਿਵੇਂ ਆ) ; ਸੂਰ ਅਤੇ ਵਿਅੰਜਨ (ਜਿਵੇਂ ਆਰ) ; ਵਿਅੰਜਨ ਅਤੇ ਸੂਰ (ਜਿਵੇਂ ਪਾ) ; ਵਿਅੰਜਨ ਸੂਰ ਵਿਅੰਜਨ (ਜਿਵੇਂ ਪਾਰ) ; ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ; ਲਿੰਗ-ਪੁਲਿੰਗ, ਇਕ ਵਚਨ-ਬਹੁ ਵਚਨ; ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ; ਖਾਣ-ਪੀਣ ਅਤੇ ਸਾਕਾਦਾਰੀ ਨਾਲ ਸੰਬੰਧਿਤ।

*BACHELOR OF MULTIMEDIA (SEMESTER – I)***ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ:**

1. ਪਹਿਲੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਅਤੇ ਗੁਰਮੁਖੀ ਲਿਪੀ ਦੀ ਬਣਤਰ ਅਤੇ ਤਰਤੀਬ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਚਾਰ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
2. ਦੂਜੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ ਅਤੇ ਉਚਾਰਨ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਤਿੰਨ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
3. ਤੀਜੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਦੋ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
4. ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ਨਾਲ ਸਬੰਧਿਤ ਇਕ-ਇਕ ਅੰਕ ਦੇ ਪੰਜ (ਆਬਜੈਕਟਿਵ) ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
5. ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਭਾਸ਼ਾ ਸਰਲ ਅਤੇ ਸਪਸ਼ਟ ਰੱਖੀ ਜਾਵੇ।

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***DRAWING-II****Practical****Time: 06.00 Hours****Max. Marks: 200**

Study of human skeleton (part by part and full) to know the inner structure of body maintaining the proportion from different angles. Only line drawing with pencil/charcoal/dry pastels and pen.

Detail study of human skeleton (full size) in any medium.

Study of human figure (male/ female), full figure, detail figure.

Detail study of different part of the body

Detail study of full human figure in different postures

Pencil/Oil pastels/Poster Colour/Water Colour/Oil Colour.

Quick sketches with brush, pen and ink

Knowledge of proportion/volume/mass/rhythm/foreshortening.

To develop the individual drawing skill in any medium.

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***2. COLOUR-II****Theory****Time: 03.00 Hours****Max. Marks: 50****Practical****Time: 06.00 Hours****Max. Marks: 150****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay answer type questions of 10 marks each.

(8 questions to be set & 5 to be attempted out of 8).

- Principles of colour in design
- Physical & emotional values of colour and balance of colours
- Percentage of colours/screen
 - (i) Yellow
 - (ii) Cyan
 - (iii) Magenta
 - (iv) Black
- 3 Dimensional effects of colours
- Expression, Mood and Seasons
- Colours schemes - Analogous, Complementary, Monochromatic, Achromatic, Adjacent colours.
- **Exercise showing the above through -**
 - (a) Story Board
 - (b) Illustration
 - (c) Animation
- **Lights and Shade effects on colours**
 - (a) Illusion
 - (b) Abstract
 - (c) Formative
 - (d) Realistic

Reference Books : COLOUR – MESSAGES & MEANINGS (Leatrice Eiseman)
 COLOUR – THEORY AND APPLICATION IN ART AND DESIGN
 (Berlin Springer)

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***3. TECHNICAL THEORY OF MEDIA -1 (PRINT)****Theory****Time: 03.00 Hours****Max. Marks: 100****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay type questions of 20 marks each.

(8 questions to be set & 5 to be attempted out of 8).

- i) Printing**
 - a) Engraving
 - b) Linoleum Block
 - c) Lithography
 - d) Monotype
 - e) Silkscreen Printing
 - f) Stencil
 - g) Wood engraving and wood cut
- ii) Types of Art Works**
 - a) Line Drawing
 - b) Line Drawing with line shading
 - c) Continuous Zone Art
- iii) Typography (Manual and computerized implementation is compulsory)**
 - a) Style
 - b) Arrangement
 - c) Appearance
 - d) Monograms
 - e) Levels
 - f) Logo designing
 - g) Letter head design
- iv) Types of Modern Printing**
 - a) Letterpress
 - b) Offset Lithography
 - c) Offset printing
 - d) Serigraphy
 - e) Gravure
 - f) Flexography
- v) Printing plates and processes
- vi) Printer : Type Writer, Electrographic, Laser printer, Image setter, Inkjet Printing and Dot Matrics Printers.
- vii) Print Media- Newspapers, Magazine, direct Mailer & Non-Standard etc.

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***4. WORKSHOP-II****Practical****Time: 06.00 Hours****Max. Marks: 150****Photography:**

Importance of Photography in relation to Design and Communication

- Handling the Camera, understanding different kinds of camera and exposures.
- Understanding different kinds of films
- Camera- Parts & Lenses
- Function- Aperture, Speed, Film
- Experiment with different light & angles
- Composition & layout
- Table top Photography
- Fashion photography
- Indoor and outdoor photography
- Art photography
- Developing Black and White film in the dark room

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***5. ADOBE ILLUSTRATOR****Theory****Time: 03.00 Hours****Max. Marks: 50****Practical****Time: 03.00 Hours****Max. Marks: 100****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

The question paper will consist of two sections.

Section-A (10 Marks): It will consist of 10 very short answer type questions. Each question carrying one mark. All questions are compulsory.

Section-B: (40 Marks): It will consist of seven essay type questions. Candidates will be required to attempt four questions, each question carrying 10 marks.

- Introduction to Illustrator
- Difference between Vector Graphics and Bitmap Graphics
- Creating, Opening, Closing & Saving a file
- Tool Bar
- Palettes
- Grid & Guideline
- Ruler Setting
- Paths-with all options
- Importing & Exporting
- Printing a document
- Filters
- Layers
- All Menus

Reference Book: Adobe Illustrator classroom in a Book (Adobe Publishing)

Note: The students should submit five Assignments. (i.e. Illustration, greeting cards etc.)

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***COMMUNICATION SKILL IN ENGLISH****Time: 3 Hours****Max. Marks: 50**
Theory Marks: 35
Practical Marks: 15**Contents:**

1. Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for information given and implied; Inferential reading, critical reading and interpretation; connotation and understanding tone; paraphrasing, gist and central idea;

Activities:

- a) Active reading of learned passages on academic and professional topics
- b) Short comprehension questions on implied meanings
- c) Reading outcome including paraphrasing and summary writing.

2. Writing Skills: Guidelines for effective writing; writing styles for paragraphs/ short essays of expository and argumentative nature; academic and technical reports, style, arrangement, variety of illustrations, diagrams, tables, charts etc., main section, appendices, conclusion, list of references; outline, synopsis, revision.

Activities:

- a) Writing of paragraph/ short essay on learned and professional topics
- b) Organising ideas/ arguments in a logical order
- c) Writing a brief report on the given data, diagram, chart etc.

3. Listening Skills: Barriers to listening; effective listening skills; feedback skills. Attending telephone interviews; transcoding and note taking.

Activities:

- a) Listening exercise – Listening to Conversation, News/TV, group discussion, long speech
- b) Making notes on conversation, group discussion and lectures.

4. Speaking and Discussion Skills: Components of an effective talk/ presentation; planning and organizing content for a talk/ presentation, use of visual aids, effective speaking skills, discussion skills.

Activities:

- a) Making presentation to a group on a given topic.
- b) Participating in a group discussion.
- c) Making slides for PowerPoint presentation or other audio-visual aids

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***Recommended Books:**

1. Oxford Guide to Effective Writing and Speaking by John Seely
2. A Course in Listening and Speaking–I by V. Sasikumar et. al., Foundation Books.
3. The Written Word by Vandana R Singh, Oxford University Press.

Suggested Books:

1. Developing Communication Skills by Krishna Menon and Meera Bannerjee. Macmillan.
2. Business Communication; Theory and Practice by Swati Samantray and R.D.Bhushan.
Sultan Chand
3. Business Communication: Techniques and Methods by Om Juneja and Aarti Majumdar.
Orient Blackswan
4. Handbook of Practical Communication Skills; Clarissa Wright (Ed). JAICO Books
5. Spoken English: A Foundation Course (Part I and II) by Kamlesh Sadanand and Sushila Punitha. Orient Blackswan (for recorded conversation)

Suggested Pattern of Question Paper:

The question paper will consist of seven skill-oriented questions from Reading and Writing Skills. Each question will carry 5 marks. The questions shall be phrased in a manner that students know clearly what is expected of them. There will be internal choice wherever possible.

- i) Short answer comprehension questions on an unseen passage on a learned topic
- ii) Making summary/ précis or paraphrasing of ideas of a given passage
- iii) Writing a paragraph of expository or argumentative nature on a given topic
- iv) Interpreting a given data, chart, diagram etc and making a brief report
- v) Transcoding (given dialogue to prose or given prose to dialogue)
- vi) Making given number of slides for a presentation on a given topic
- vii) Do as directed (5x1=5 marks) (change of voice, narration, combination of 2 simple sentences into one, subject-verb agreement, using appropriate tense, forms of verbs.
(7x5=35 marks)

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***Practical / Oral Testing****Marks: 15****Contents:**

1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:

1. Oral Presentation will be of 5 to 10 minutes duration. (Topic can be given in advance or it can be of student's own choice). Use of audio visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

Note: Oral test will be conducted by external examiner with the help of internal examiner. The oral test examiner will be appointed from those teachers who are actually teaching the subject.

BACHELOR OF MULTIMEDIA (SEMESTER – II)

ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

1. **ਗਿਆਨ ਮਾਲਾ** (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ-ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ)
(ਸੰਪ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ, 2007
ਲੇਖ : ਸਾਹਿਤ ਤੇ ਲੋਕ ਸਾਹਿਤ, ਅੱਖਾਂ, ਅਚੇਤਨ ਦਾ ਗੁਣ ਤੇ ਸੁਭਾਅ, ਕੰਪਿਊਟਰ ਅਤੇ ਇੰਟਰਨੈੱਟ, ਮਨੁੱਖੀ ਅਧਿਕਾਰ।
2. **ਪੰਜਾਬ ਦੇ ਮਹਾਨ ਕਲਾਕਾਰ** (ਬਲਵੰਤ ਗਾਰਗੀ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
ਲੇਖ : ਸਤੀਸ਼ ਗੁਜਰਾਲ, ਗੁਰਚਰਨ ਸਿੰਘ, ਠਾਕੁਰ ਸਿੰਘ, ਬਲਰਾਜ ਸਾਹਨੀ, ਸੁਰਿੰਦਰ ਕੌਰ।
3. **ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ** : ਪਰਿਭਾਸ਼ਾ, ਮੁੱਢਲੇ ਸੰਕਲਪ
4. **ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ**
5. **ਪੈਰ੍ਹਾ ਰਚਨਾ**
6. **ਪੈਰ੍ਹਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ**
7. **ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ**

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

- | | |
|--|-------------|
| 1. ਕਿਸੇ ਨਿਬੰਧ ਦਾ ਸਾਰ ਜਾਂ ਉਸਦਾ ਵਿਸ਼ਾ ਵਸਤੂ (ਦੋ ਵਿਚੋਂ ਇਕ) । | 10 ਅੰਕ |
| 2. ਵਾਰਤਕ ਰੂਪ : ਰੇਖਾ ਚਿਤਰ, ਨਾਇਕ ਬਿੰਬ, ਕਲਾਤਮਕ ਗੁਣ, ਰੇਖਾ ਚਿਤਰ ਸਾਹਿਤ ਨੂੰ ਦੇਣ | 10 ਅੰਕ |
| 3-4. 3-4 ਨੰਬਰ ਉੱਤੇ ਦਿੱਤੀ ਵਿਆਕਰਣ ਦੇ ਆਧਾਰ ਤੇ ਵਰਣਨਾਤਮਕ ਪ੍ਰਸ਼ਨ। | 10 ਅੰਕ |
| 5. ਪੈਰ੍ਹਾ ਰਚਨਾ : ਤਿੰਨ ਵਿਸ਼ਿਆਂ ਵਿਚੋਂ ਕਿਸੇ ਇਕ ਉੱਤੇ ਪੈਰ੍ਹਾ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇ । | 5 ਅੰਕ |
| 6. ਪੈਰ੍ਹਾ ਦੇ ਕੇ ਉਸ ਬਾਰੇ ਪੰਜ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ | 5 ਅੰਕ |
| 7. ਨੰਬਰ 7 ਵਿਚ ਅੱਠ ਅਖਾਣ ਅਤੇ ਅੱਠ ਮੁਹਾਵਰੇ ਪੁੱਛੇ ਜਾਣਗੇ, ਜਿਨ੍ਹਾਂ ਵਿਚੋਂ ਵਿਦਿਆਰਥੀ ਨੇ ਪੰਜ-ਪੰਜ ਨੂੰ ਵਾਕਾਂ ਵਿਚ ਵਰਤ ਕੇ ਅਰਥ ਸਪੱਸ਼ਟ ਕਰਨੇ ਹੋਣਗੇ । | 5+5= 10 ਅੰਕ |

BACHELOR OF MULTIMEDIA (SEMESTER – II)

ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Compulsory Punjabi)

ਪਾਠ-ਕ੍ਰਮ

ਸਮਾਂ : ਤਿੰਨ ਘੰਟੇ

ਕੁੱਲ ਅੰਕ : 50

1. ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ
ਸੰਯੁਕਤ ਅਤੇ ਮਿਸ਼ਰਤ ਸ਼ਬਦ
ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ 20 ਅੰਕ
2. ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ
ਸਾਧਾਰਨ ਵਾਕ : ਕਿਸਮਾਂ
ਸੰਯੁਕਤ ਵਾਕ : ਕਿਸਮਾਂ
ਮਿਸ਼ਰਤ ਵਾਕ : ਕਿਸਮਾਂ
ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਰਤੋਂ ਦੇ ਵਿਭਿੰਨ ਸਮਾਜਿਕ ਪ੍ਰਸੰਗ 15 ਅੰਕ
3. ਪ੍ਰਕਾਰਜੀ ਪੰਜਾਬੀ
ਚਿੱਠੀ ਪੱਤਰ
ਪੈਰਾ ਰਚਨਾ
ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰੇ 15 ਅੰਕ

ਯੂਨਿਟ ਅਤੇ ਥੀਮ:

1. ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ: ਸੰਯੁਕਤ ਸ਼ਬਦ ; ਸਮਾਸੀ ਸ਼ਬਦ (ਜਿਵੇਂ ਲੋਕ ਸਭਾ) ; ਦੋਹਰੇ ਸ਼ਬਦ/ਦੁਹਰੁਕਤੀ (ਜਿਵੇਂ ਪੂੜ ਧਾੜ/ਭਰ ਭਰ), ਮਿਸ਼ਰਤ ਸ਼ਬਦਾਂ ਦੀ ਬਣਤਰ/ਸਿਰਜਨਾ; ਅਗੇਤਰਾਂ ਰਾਹੀਂ (ਜਿਵੇਂ ਉਪ-ਭਾਸ਼ਾ), ਪਿਛੇਤਰਾਂ ਰਾਹੀਂ (ਜਿਵੇਂ ਰੰਗਲਾ), ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ; ਪੜਨਾਵੀਂ ਰੂਪ, ਕਿਰਿਆ/ਸਹਾਇਕ ਕਿਰਿਆ ਦੇ ਰੂਪ ; ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ; ਰੁੱਤਾਂ, ਮਹੀਨਿਆਂ, ਮੌਸਮਾਂ, ਗਿਣਤੀ ਨਾਲ ਸਬੰਧਿਤ।
2. ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ : ਕਰਤਾ ਕਰਮ ਕਿਰਿਆ; ਸਾਧਾਰਨ ਵਾਕ, ਬਿਆਨੀਆ, ਪ੍ਰਸ਼ਨਵਾਚਕ, ਆਗਿਆਵਾਚਕ; ਸੰਯੁਕਤ ਅਤੇ ਮਿਸ਼ਰਤ ਵਾਕਾਂ ਦੀਆਂ ਕਿਸਮਾਂ ; ਸੁਤੰਤਰ ਅਤੇ ਅਧੀਨ ਉਪਵਾਕ ; ਸਮਾਨ (ਤੇ/ਅਤੇ) ਅਤੇ ਅਧੀਨ (ਜੋ/ਕਿ) ਯੋਜਕਾਂ ਦੀ ਵਰਤੋਂ ; ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਰਤੋਂ ਦੇ ਵਿਭਿੰਨ ਸਮਾਜਕ/ਸਭਿਆਚਾਰਕ ਪ੍ਰਸੰਗ ; ਘਰ ਵਿਚ, ਬਾਜ਼ਾਰ ਵਿਚ, ਮੇਲੇ ਵਿਚ, ਸ਼ੌਪਿੰਗ ਮਾਲ/ਸਿਨੇਮੇ ਵਿਚ, ਵਿਆਹ ਵਿਚ, ਧਾਰਮਿਕ ਸਥਾਨਾਂ ਵਿਚ, ਦੋਸਤਾਂ ਨਾਲ ਆਦਿ।
3. ਇਸ ਯੂਨਿਟ ਵਿਚ ਚਿੱਠੀ ਪੱਤਰ (ਨਿੱਜੀ/ਦਫ਼ਤਰੀ), ਪੈਰਾ ਰਚਨਾ ਅਤੇ ਅਖਾਣ ਮੁਹਾਵਰਿਆਂ ਦੀ ਵਰਤੋਂ ਰਾਹੀਂ ਵਿਦਿਆਰਥੀ ਦੀ ਭਾਸ਼ਾਈ ਯੋਗਤਾ ਨੂੰ ਪਰਖਿਆ ਜਾਵੇਗਾ।

*BACHELOR OF MULTIMEDIA (SEMESTER – II)***ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ:**

1. ਪਹਿਲੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਤਿੰਨ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
2. ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਸ਼ਬਦਾਵਲੀ ਨਾਲ ਸਬੰਧਿਤ ਇਕ-ਇਕ ਅੰਕ ਦੇ ਪੰਜ (ਆਬਜੈਕਟਿਵ) ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
3. ਦੂਜੇ ਯੂਨਿਟ ਵਿੱਚ ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਦੋ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
4. ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਿਹਾਰਕ ਵਰਤੋਂ ਨਾਲ ਸਬੰਧਿਤ 5 ਅੰਕਾਂ ਦਾ ਇਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛਿਆ ਜਾਵੇਗਾ ਜਿਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਕਿਸੇ ਸਮਾਜਿਕ/ਸਭਿਆਚਾਰਕ ਪ੍ਰਸੰਗ ਵਿਚ ਵਰਤੇ ਜਾਂਦੇ ਪੰਜ ਵਾਕ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇਗਾ।
5. ਵਿਦਿਆਰਥੀ ਨੂੰ ਕਿਸੇ ਇਕ ਵਿਸ਼ੇ 'ਤੇ ਨਿੱਜੀ ਜਾਂ ਦਫਤਰੀ ਚਿੱਠੀ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇਗਾ।
6. ਵਿਦਿਆਰਥੀ ਨੂੰ ਕਿਸੇ ਇਕ ਵਿਸ਼ੇ 'ਤੇ ਪੈਰਾ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇਗਾ।
7. ਵਿਦਿਆਰਥੀ ਨੂੰ ਇਕ-ਇਕ ਅੰਕ ਦੇ ਪੰਜ ਅਖਾਣਾਂ ਜਾਂ ਮੁਹਾਵਰਿਆਂ ਨੂੰ ਵਾਕਾਂ ਵਿਚ ਵਰਤ ਕੇ ਅਰਥ ਸਪਸ਼ਟ ਕਰਨ ਲਈ ਕਿਹਾ ਜਾਵੇਗਾ।
8. ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਭਾਸ਼ਾ ਸਰਲ ਅਤੇ ਸਪਸ਼ਟ ਰੱਖੀ ਜਾਵੇ।

*BACHELOR OF MULTIMEDIA (SEMESTER – III)***1. FILM APPRECIATION-I****Time: 3 Hours****Max. Marks: 50****Note : Instructions for the Paper-Setters / Examiners :**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay answer type questions of 10 marks each.

(8 questions to be set & 5 to be attempted out of 8).

1. Brief introduction to Performing Art

a) Dance & Drama

Classical Sanskrit plays, Techniques, Vernacular, form, Ballet, Skit, Fold

b) Music

Vedic, Traditional, Classical, devotional, Ghazal, Traditional instruments.

2. History of Indian Cinema

a) Introduction, extent of industry

b) A Multilanguage industry

c) Hindi Film, The Bengal Art Film

3. Types of Films

a) War Films, Horror Films, Detective, Thriller and Spy Films, Science Fiction, Social Fictions.

b) Documentary Films

c) Ad Films

*BACHELOR OF MULTIMEDIA (SEMESTER – III)***2. DRAWING III**

1. Story Board

2. Character Designing

- Study of Proportion, Shapes, clothing
- Study of Nose, ears, hands, fingers, legs, feet, face & lips synchronization
- Fast line sketching/simplified

3. Impressions & expressions

- Cel Animation (action using short cycles)
- Basic Animation
 - Normal animation
 - Swang animation
 - Dejected animation
 - Different gestures of body

4. Different reaction of characters

- Study of Inertia, Momentum and anticipation

5. Different facial expressions

- Jealousy, hate, aggression, envy, surprise, determination

6. Environments & back Ground

- Different scenes & landscapes
- Collage

Material to be used in Drawing III:

Pencil, charcoal, colour pencil, pastel colours, water colours, Dry pastels, Pen & Ink, Brush & Ink, Poster colour etc.

3. ADOBE PHOTOSHOP

- 1) Introduction to graphics, vector graphics & bitmaps
- 2) Understanding image size & resolution
- 3) Relation between resolution, File sizes & output
- 4) Using Menu & Colour palettes
- 5) Concept of Path (Segment, Anchor, Curved, Closed, Open, Subpath)
- 6) Working with Photoshop Tools
- 7) Working with Masks & Histogram
- 8) Importing & Exporting images
- 9) Working with Layers, Channels & paths, Actions, History
- 10) Using navigator & Photoshop plugins.
- 11) Integrating with Web pages
- 12) Understanding Digital Images

Five assignment should be submitted by the student (Magazine ad., Posters, Image editing, Motion graphics, product ad. Etc.)

*BACHELOR OF MULTIMEDIA (SEMESTER – III)***4. HTML****Time: 3 Hours****Max. Marks: 100****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay type questions of 20 marks each.

(8 questions to be set & 5 to be attempted out of 8).

- Web Page Text
- Text Alignment
- HTML Forms
- Web Page Graphics
- Backgrounds
- Colours
- Animated Graphics
- Page Design & Layout with Links
- Advanced Layout with Tables
- Style Sheets
- Dynamic Web Pages

Reference Book : Web Enabled Commercial Application Development HTML (Ivan *Bayross*)

*BACHELOR OF MULTIMEDIA (SEMESTER – III)***5. Corel Draw**

- Using menus, Standard toolbar, Property Bar and Dialog Boxes
 - Drawing Rectangles, Ellipses, Polygons, Stars, Spirals & Graph paper
 - Drawing lines of all shapes & Sizes
 - Creating & Manipulating Text
 - Selecting and Transforming Objects
 - Shaping Objects, Filling Objects, Outlining Objects
 - Object Ordering, Layers & the object Manager
 - Combining, Breaking Apart, Grouping, Ungrouping, Separating & Converting to Curves
 - Weld, Intersection & Trim
 - Aligning, Distributing, Copying, Pasting & Cloning
 - Enveloping & perspective, Extruding, Blending & Countering
 - Lens, Transparency & Power-clip
 - .-Colour-Management, Scanning and Auto Tracing
 - Importing & Opening Files, Exporting & Saving Files.
 - Page Setup, Printing, Styles, Templates & Scrapbooks
 - Creating Custom Arrowheads, Patterns, Symbols & Line Styles
- Project: Five assignments should be submitted by the student (i.e. Ad design, Poster, Folders, Pamphlet, Press Ad, Calendar etc)

BACHELOR OF MULTIMEDIA (SEMESTER – III)

6. PROJECT-I:

Project should be completed on the basis all the software covered during the semester

*BACHELOR OF MULTIMEDIA (SEMESTER – III)***ESL-221: ENVIRONMENTAL STUDIES-I****Theory Lectures: 1.5 Hours/ Week****Max. Marks: 50****Time of Examination: 3 Hours**

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks): It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. The multidisciplinary nature of environmental studies:

Definition, scope & its importance.

Need for public awareness.

2. Natural resources:

Natural resources and associated problems:

- a) **Forest resources:** Use of over exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
- b) **Water resources:** Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.
- c) **Mineral resources:** Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
- d) **Food resources:** World food problems, change caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problem, salinity, case studies.
- e) **Energy resources:** Growing of energy needs, renewable and non-renewable energy resources, use of alternate energy sources, case studies.
- f) **Land resources:** Land as a resource, land degradation, soil erosion and desertification.
Role of an individual in conservation of natural resources.
Equitable use of resources for sustainable lifestyles.

3. Ecosystem:

Concept of an ecosystem.

Structure and function of an ecosystem.

Producers, consumers and decomposers.

Energy flow in the ecosystem.

Ecological succession.

Food chains, food webs and ecological pyramids.

BACHELOR OF MULTIMEDIA (SEMESTER – III)

Introduction, types, characteristic features, structure and function of the following ecosystems:

- a. Forest ecosystem
- b. Grassland ecosystem
- c. Desert ecosystem
- d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

4. Social Issues and Environment:

From unsustainable to sustainable development.

Urban problems related to energy.

Water conservation, rain water harvesting, watershed management.

Resettlement and rehabilitation of people; its problems and concerns. Case studies.

Environmental ethics: Issues and possible solutions.

Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.

Wasteland reclamation.

Consumerism and waste products.

Environmental Protection Act:

- Air (prevention and Control of Pollution) Act.
- Water (prevention and Control of Pollution) Act.
- Wildlife Protection Act.
- Forest Conservation Act.

Issues involved in enforcement of environmental legislation.

Public awareness.

References/Books:

1. Agarwal, K. C. 2001. Environmental Biology, Nidhi Publications Ltd. Bikaner.
2. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
3. Down to Earth, Centre for Science and Environment, New Delhi.
4. Jadhav, H. & Bhosale, V. M. 1995. Environmental Protection and Laws. Himalaya Pub.
5. Joseph, K. and Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
6. Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
7. Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co.
8. Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
10. Kanta, S., 2012. Essentials of Environmental Studies, ABS Publications, Jalandhar.

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***1.FLASH**

- 1) Animation Fundamentals: -
 - Introduction, History, Systems, Techniques, managing windows & panels, Toolbox, Document window
 - 2) Drawing in Flash: -
 - Working with objects Using Primary drawing tools Working with selection tools Creating lines, choosing line styles Drawing panels Symbols & instances
 - 3) Working with colors & text
 - Color basics Color panels, Color mixer panels Text field types
 - Text tool
 - Font Export & Display
 - Font symbols Modifying text
 - 4) Basic Interactivity to flash movies
 - Actions & Event handlers
 - Making Actions happen with Event handlers
 - 5) Graphics & 2D Animation
 - Working with Graphics
 - Animation software
 - Flash symbols
 - Working with Libraries! Inspection
 - Basic methods of Flash Animation
 - Frame-by-Frame Animation
 - Modifying multiframe sequences
 - Tweening
 - Integrating multiple Animation systems
 - 6) Character Animation Techniques
 - Storyboard
 - Cartoon Animation basics
 - Animation keys & in betweening
 - Coloring the art
 - Flashed Tweening
 - Backgrounds & scenery
-
- 1) Integrating media files with Flash
 - Adding sound
 - Importing sounds to flash
 - Synchronizing Audio to animations
 - Stopping sounds, Editing Audio in Flash

BACHELOR OF MULTIMEDIA (SEMESTER - IV)

2) Embedding video

- Preparing a video file
- Importing the video
- Publishing Flash movies with video

- Using Sorenson Squeeze for Flash video

3) Integrating Flash contents with HTML

- Writing Markup for Flash movies
- Detecting Flash player
- Using Flash movies with JavaScript & DHTML

4) Action Script

- Breaking down interactive process
- Basic context for Programming in Flash
- Action script variables
- Declaring variables in Action script
- Creating expression in Action script
- Make a login sequences with variables

5) Controlling Movie clips

- Movie clips overview Properties & methods
- Working with Movie Clip Properties
- Creating Draggable Movie Clips

6) Using Function and Arrays

- What are Data Types?
- Overview of Functions as procedures
- Managing related Data: The Array object
- Creating Dynamic Reusable Flash Menu
- Functions as Methods of Objects
- Functions as Constructors of Object

7) Interacting with Movie Clips

- Movie Clip Collision Detection
- Using Mouse Object
- Manipulating Colour Attributes
- Enabling Sound with Action Script
- Printing with action Script

BACHELOR OF MULTIMEDIA (SEMESTER - IV)

8) Sharing & Loading Assets

- Managing Smooth Movie Download & Display
- Pre Loading a Flash Movie
- Loading Flash Movie
- Loading JPEG Images in to Flash Movie
- Loading MP3 Audio into Flash Movie
- Assessing Items in Shared Libraries

9) Optimizing and Trouble Shooting Flash Movies

- Dealing with Problematic Elements
- Flash Deployment and Data Types
- Optimizing and Pre Loading
- Vector Art Work
- Bitmap Graphics
- Sound Files
- Using the Load Movie Action
- Preloading Techniques
- Using Shared Libraries
- Optimization Tips
- Advanced Techniques

10) Solving Problems in Your Movies

- Defining Streaming Media
- Using the output Window:
- Knowing the Flash MX Debugger Panel
- Assigning Breakpoints
- Debugging a Flash Movie Remotely
- Troubleshooting Guidelines

2. ASP

-Active Server Pages, Objects

Building ASP

ASP & HTTP Protocol

Working with HTML forms

Working with ASP pages

Working with Sessions

Interacting Clients, ASP & Internet Explorer

-ASP Pages Installable Components

General Dynamic Content From the Server

Tracking page View

Working with e-mail

Working with Active Director Server Interface

-Using ASP with Data Base

Connection & Data forces Record Sets

Communication Objects Index Server & Full Text Search

-Creating On-line Store Website (Case Study)

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***3. DREAM WEAVER****Introduction to Dream weaver**

- Introduction, Overview, Work area, Window Menu, Floating Palettes, Document, Window, Customizing Launcher, Status Bar Preferences, Property Inspector, Object Palette, Invisible Elements, History Palette, Context Menu

Sites & Documents

- Site Planning, Planning Templates & Library Use, Local Site Creation, Editing & updating a Web site, Viewing Sites, Working with Site Files, Adding Text & objects, Formatting Text Overview, Special Character, Selecting Elements, Invisible Elements, Choosing Colours, Web Safe Colours, Automatic Task, Recording Commands, Head Content, Meta Properties, Description Properties

Linking & Navigation

- Linking & Navigation View, Document Location & Paths, About Absolute Paths
- Post Relative Paths, Linking to a Document, Creating an E-Mail Link, Creating Jump Menus, Editing Jump Menus, Creating Navigation Bars, Viewing Site Structure, Managing Links, Testing Links

Site Management

- Overview, Setting Up Remote Site, Determining the Remote Sites Root Directory, Site Window, FTP Preferences, Getting & Putting Files, Getting Files from The Remote Server, Synchronizing the Files, HTML source searches, Saving Search Patterns, Sites for Multiple Browser, Previewing in Browser, Design Notes.

Formatting Text

Formatting Text, Applying Paragraphs & Heading Tags, Changing Font, Characteristics, Changing color of Text, Alignment Text & Documents, Text Properties, Creating Lists, List Properties, Using HTML Style Sheets, CSS Style Sheets, Checking Spellings

Images

Images, Inserting An Image, Image Properties, Aligning Elements, Resizing. Imaging & Other Elements, External Image Editor, Creating Rollover, Working with Fire Works, Creating Image Maps, Setting Hotspot Properties

Tables

Tables Overview, Inserting Tables, Adding Content to a Table Cell, Importing Data, Selecting Table Elements, Preset Design in Table Elements, Copying & Pasting Cells, Resizing Tables & Cells, Changing Column Widths, Sorting Tables, Exporting Table Data

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***Layers**

- Creating Layers, Layer Preferences, Layer Properties, Setting Properties for, Multiple Layers, Manipulating Layers, Changing Layer Visibility, About Timelines, Frame Numbers, Playback Options, Creating Timeline Animations, Using Multiple Timelines, Copying & Pasting Animations

Frames

- Frames Overview, Creating Frames, Creating Frameset, Deleting Frames, Flame Inspector, Saving Frame & Frameset Files, Frameset Properties, Naming a Frameset Documents, Borders, Creating NOFRAMES Content

Inserting Media

- Media Overview, External Media Editor, Inserting Shockwave Movies, Inserting Flash Movies, Flash Movies Properties, Inserting & editing after shock objects, Inserting Generator object, Navigator plug in properties, Playing Plug ins, ActiveX Properties, Inserting Java Applets

Behavior

- Behavior Inspector, About Events, Attaching Behavior to Timeline, Creating New Actions, Call Java Script, Change Property, Check Browser, Check Plug In, Control Shock wave or Flash, Drag layer, Jump Menu, Pre load images, Swap image

Editing HTML

- Inserting HTML mode, Editing Tag Mode, Rap Tag Mode, The Hints Menu, Quick Tag Editor Preferences, HTML format Preferences, HTML Rewriting Preferences, HTML color Preferences, Cleaning up HTML, Using External HTML editor, Inserting Scripts, Inserting Comments

Forms

Creating Forms, Adding Objects to Form, Text field properties, Button properties, Image Fields, Check Box, List Menu, Radio Buttons, File Fields, Generic Fields, Processing Forms

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***4. FILM APPRECIATION –II & ADVANCED PHOTOGRAPHY PRACTICAL****Time : 3 Hours****Max. Marks : 50****Note : Instructions for the Paper-Setters / Examiners :**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Essay answer type questions of 10 marks each.

(8 questions to be set & 5 to be attempted out of 8 question).

The Motion Picture Industry (Indian)

a) Production & Distribution

b) Censorship

c) Art and Technique of Motion pictures

1. Production Manipulation

i) Script

ii) Actors

iii) Sets

iv) Costumes

v) Aspect Ratio

vi) Film Stock

2. Manipulation During Filming

i) Lenses

ii) Camera Distance & Position

iii) Composition

iv) Camera Movement

v) Lighting

vi) Sound

3. Postproduction Manipulation

i) Processing and Printing

ii) Editing

iii) Special effects

iv) Music

v) Sound Effects

vi) Post Synchronization or dubbing

5. PROJECT-II:

Project should be completed on the basis all the software covered during the semester

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***ESL-222: ENVIRONMENTAL STUDIES-II****Theory Lectures: 1.5 Hours/ Week****Max. Marks: 50****Time of Examination: 3 Hours**

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks) : It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section. C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. Biodiversity and its Conservation:

Definition: Genetic, species and ecosystem diversity.

Biogeographical classification of India.

Value of Biodiversity: Consumptive use; productive use, social, ethical, aesthetic and option values.

Biodiversity of global, National and local levels.

India as mega-diversity nation.

Hot-spots of biodiversity.

Threats to Biodiversity: Habitat loss, poaching of wild life, man wildlife conflicts.

Endangered and endemic species of India.

Conservation of Biodiversity: In situ and Ex-situ conservation of biodiversity.

2. Environmental Pollution:

Definition, causes, effects and control measures of:

- a) Air Pollution
- b) Water Pollution
- c) Soil Pollution
- d) Marine Pollution
- e) Noise Pollution
- f) Thermal Pollution
- g) Nuclear Hazards
- h) Electronic Waste

Solid Waste Management: Causes, effects and control measures of urban and industrial wastes.

Role of an individual in prevention of pollution.

Pollution case studies.

Disaster Management: Floods, Earthquake, Cyclone and Landslides.

*BACHELOR OF MULTIMEDIA (SEMESTER - IV)***3. Human population and the environment**

Population growth, variation among nations.

Population explosion-Family welfare programme.

Environment and human health.

Human rights.

Value education.

HIV/AIDS.

Women and child welfare.

Role of information technology in environment and human health.

Case studies.

Road Safety Rules & Regulations: Use of Safety Devices while Driving, Do's and Don'ts while Driving, Role of Citizens or Public Participation, Responsibilities of Public under Motor Vehicle Act, 1988, General Traffic Signs.

Accident & First Aid: First Aid to Road Accident Victims, Calling Patrolling Police & Ambulance.

4. Field Visits:

Visit to a local area to document environmental assets—river/forest/grassland/hill/mountain.

Visit to a local polluted site—Urban/Rural/Industrial/Agricultural.

Study of common plants, insects, birds.

Study of simple ecosystems—pond, river, hill slopes etc.

Note: In this section the students will be required to visit and write on the environment of an area/ ecosystem/village industry/disaster/mine/dam/agriculture field/waste management/hospital etc. with its salient features, limitations, their implications and suggestion for improvement.

References/Books:

1. Agarwal, K. C. 2001. Environmental Biology, Nidhi Publications Ltd. Bikaner.
2. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
3. Down to Earth, Centre for Science and Environment, New Delhi.
4. Jadhav, H. & Bhosale, V. M. 1995. Environmental Protection and Laws. Himalaya Pub.
5. Joseph, K. and Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
6. Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
7. Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co.
8. Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
10. Kanta, S., 2012. Essentials of Environmental Studies, ABS Publications, Jalandhar.

1. Adobe Audition

Audio Basics

- Amplitude
- Wavelength
- Digital Audio
- Bit Depth

Introduction to Adobe Audition

- Multitrack Arrangement
- Opening Audio Files
- Saving Files
- Mixer Window

The Edit View

- To open Files
- To Create a New Files
- To Select the wave
- Wave Display
- Recording in Edit view
- Transport compose area
- Cut
- Copy
- Paste
- Paste mix
- Trim
- Insert in multi track
- Sound effects
- Invert
- Reverse
- Amplitude
- Delay Effects
- Noise reduction
- Special
- Time Pitch

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- The Multi track View
- Importing Files
- Moving Files
- Multitrack Toolbars
- Tracks Control

Equalizers

Bus & Effects

- Bus
- Realtime Non-Destructive Effects
- Chorus
- Echo
- Graphic Equalizer
- Noise reduction

Recording Audio

- Recording
- Recording New Audio into Your Session
- Recording Device
- Monitor Record Level
- Time Record
- Maximum Recording Time
- Start Recording
- Video
- Video from Files
- Show Video Window

*BACHELOR OF MULTIMEDIA (SEMESTER - V)***Adobe Premiere****TIME: 3 HOURS****MAX. MARKS: 100****Note: Instructions for the Paper-Setters / Examiners:**

Paper Setter is requested to study the syllabus thoroughly in order to avoid any confusion or complication.

Kindly Ensure the Paper Contents should be according to the Specified Syllabus.

Questions will be in three categories :

1. Compulsory objective type questions of 2 marks each (10 questions of 20 marks total)
2. Short Answer type questions of 5 marks each (any 8 to be attempted out of 10)
3. Long Essay type questions of 20 marks each (any 2 questions out of 4)

Reference Books : Adobe Premiere 6.5 classroom in a Book (Adobe Publishing)

2. Adobe Premiere

Introduction to Adobe Premiere

- Hardware technology & premiere
- About premiere
- Application of video editing
- Editing strategy: offline & online editing

Starting a project

- Selecting an initial workspace
- Setting the startup screen
- Specifying project setting
- Choosing in-built presets
- Using suggested settings for multimedia

Setting source clip

- Monitor window
- Modifying monitor window
- Video safe zone
- Importing clips
- Importing projects
- Opening clip

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Setting in & out point
- Cueing to edit marks
- Using markers

Creating a program

- Comparing editing methods
- Choosing sources & target track
- Using drag & drop editing
- Three point editing
- Four point editing
- Lift & extract
- Creating a counting leaders
- Creating color bars & 1KHz tone

Creating black video Video capture process

- Introduction
- Understanding capture
- Preparing for capture
- Using the movie capture window
- Choosing a scratch disk
- Choosing capture setting
- Optional setting
- Creating a batch list
- Using batch capture
- Capturing digital video

Working with timeline

- Time line & editing workspace
- Customizing the timeline
- Using shy tracks
- Opening clips in timeline window
- Enabling & disabling clips
- Using linked clips
- Setting the sync option
- Using snap to edges
- Splitting clips
- Cutting, pasting & copying clips
- Changing speed of a clips
- Locking & unlocking clips
- Trimming clips in the timeline
- Using edge viewing

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Using ripple & rolling edits
- Using slip & slide edit
- Using trim mode
- Using split edit

Transitions

- Using transition palette
- A/B roil vs. roll transition
- Using a default transition
- Modifying transition setting
- Adjusting transition setting
- Creating special transitions
- Using virtual Clip
- Replacing a transition

Audio mixing

- Adjusting gain
- Adjusting audio levels in the timeline
- Fading & panning
- Using audio pan & fade control
- Creating cross faders
- Cross fading audio linked to video
- Using audio mixer
- Setting the workspace for audio mixing
- Customizing audio mixer
- Audio effects

BACHELOR OF MULTIMEDIA (SEMESTER - V)

Adding effects

- Using the effects workspace
- Applying static & animated effects
- Working with effects
- Adjusting effect setting
- Removing & disabling effects
- Using multiple effects
- Ordering effects
- Viewing key frames
- Key framing effects
- Modifying effect key frames
- Removing key frames
- Copying & pasting effects

Creating titles

- Creating & setting up a new title
- Viewing video safe zone
- Viewing video in the background
- Adjusting values
- Creating path text
- Setting text properties
- Creating rolls & crawls
- Creating shape objects
- Understanding control point & segments
- Using the pen tool
- Reshaping a bezier
- Specifying line & path properties

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Setting fill option
- Setting gradient option
- Setting sheen options
- Applying a texture
- Setting stroke option
- Adding drop shadows
- Transforming object
- Aligning object
- Distributing objects
- Adding title to project

Superimposing clips

- About transparency
- Using video opacity rubber band
- Fading & keying
- Keying control
- Using luminance based keys
- Using multiply & screen keys
- Chrominance based key
- Alpha keys
- Using the alpha channel keys
- Using black & white alpha matte keys
- Matte keys
- Using image matte key
- Creating garbage mattes
- Using track matte key
- Difference matte key

BACHELOR OF MULTIMEDIA (SEMESTER - V)

Motion setting

- Applying motion
- Rotation, zooming, delaying & distortion
- Specifying exact time for motion
- Setting key frames
- Selecting & deleting key frames
- Setting key frames properties
- Setting position
- Setting distortion
- Resetting attributes
- Smoothing motion
- Acceleration & deceleration
- Setting fill order
- Setting alpha channel options
- Saving loading & deleting motion settings

Creating output

- Exporting file type
- Considering output goals
- Exporting programs & clips
- Choosing export options & settings
- Specifying the general export setting
- Exporting still image sequences
- Exporting single still image
- Exporting a film strip file for editing in Photoshop

BACHELOR OF MULTIMEDIA (SEMESTER - V)

Audio & video setting

- Time base
- Frame rate
- Drop frame & non drop frame time code
- Time display
- Interlaced & progressive scan video
- Solving interlacing problems
- Safe color
- Frame size
- Image aspect ratio
- Pixel aspect ratio
- Image bit depth
- Compression
- Codecs
- Data rate
- Audio bit depth & channels
- Audio interleave
- Audio fades
- Audio compressions

Project

*BACHELOR OF MULTIMEDIA (SEMESTER - V)***3. Adobe After Effects**

Introduction to After Effects

- Setting up a project
- Creating a project
- Importing footage Item
- Opening & closing a project
- Saving a project

Importing media

- File formats supported for import in After Effects
- Preparing still image file for import into After Effects
- Using interpretation rules
- Importing image containing alpha channel
- Importing layered adobe Photoshop files
- Importing layered Adobe illustrator files

Working with imported footage

- Introducing the switch columns
- Seeing & hearing A/V panel
- Global composition switches
- Flipping switches in the switches panel
- Finding the hidden panel
- Knowing the time graph
- Changing position
- Changing scale
- Changing degree of rotation
- Adjusting the anchor point
- Fading opacity
- Modifying motion path
- Understanding key frame
- Setting key frames
- Moving & copying key frames

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- Setting & animating a layer property in timeline window
- Setting & animating anchor point
- Setting & animating mask property
- Modifying mask
- Putting mask in motion
- Using mask with effects

Composition setting

- Setting general preferences
- Setting import preferences
- Setting output preferences
- Setting grid & guides preferences
- Setting label colors & label defaults preferences
- Replacing & substituting footage
- Nesting a composition

Creating mattes

- Understanding transparency
- Working with tracks matte
- Using layer's alpha channel as a track matte
- Using layer's luminance as a track matte
- Inverting mattes
- Using the preserve transparency switch

Transform modes

- Using add
- Using multiply
- Using Screen
- Using overlay
- Using soft light
- Using hard light
- Using color dodge & color burn
- Using darken & lighten
- Using exclusion & difference
- Using hue, saturation, color & luminosity

BACHELOR OF MULTIMEDIA (SEMESTER - V)

- What is interpolation
- Controlling change through interpolation
- Interpolation method
- Changing speed of a layer
- Using time reverse key frame assistant
- Time stretching a layer
- About time remapping
- Reversing the playback direction of a layer

Working with render queue

- About rendering
- Using the render queue window
- Changing render settings
- Saving a RAM preview as a rendered movie
- Choosing compression option

Using effects

- Using all standard effect (adjust, audio, blur, sharpen, channel etc.)
- Particles
- What is particle
- Understanding the particle playground effect

Working with text

- Working with text filter
- Using basic text
- Using the number filters
- Using path text effect
- Working with mask in text layer

BACHELOR OF MULTIMEDIA (SEMESTER - V)

Working with 3D composition

- Introduction to 3D
- Adjusting 3D layer's position & rotation
- Animating in 3D
- Adding camera & light to 3D
- Working with virtual camera
- Understanding 3D auto orientation
- 3D rendering

Expression

- Introduction to expression
- Expression icon
- Converting expression to key frame
- Creating & editing expression
- Working with layer & time in expression
- Controlling expression by using effect controls

Working with audio

- Editing audio levels
- Using standard audio effects (backward, bass, treble, delay, flange, chorus, reverb etc)

Project

*BACHELOR OF MULTIMEDIA (SEMESTER - V)***4. Workshop-III****Pre Production:**

Script writing, Storyboard, Budgeting, Location, staffing
Planning Film stock, Frame rate, Equipment etc.

Production:

Camera preparation (frame rate, shutter speed, shutter angle,
white/black balance, Monitor, Back focus, cables, accessories.
asa speed, tonal range, lighting ratio, Lighting according to
monitor. Highlights, shadows and exposure.

Understanding camera:

Camera head, Body, Frame rate and scanning
on board vtr, mechanics, operation, Formats, Image control, Shutter,
output, accessories.

Lenses:

Resolution, contrast, breathing, Focus, depth of field, filters
aperture.

Monitor: Introduction, Lining up with color bars, exposure meter, cabling

color balance: white/Black balance using grey cards, Nd filters,

Project:

Recording 1/2 hr movie (footage)

post production:

Off line / on line editing, Recording and editing
music voice over for movie. Mixing.

5. PROJECT-III:

Project should be completed on the basis all the software covered during the semester

*BACHELOR OF MULTIMEDIA (SEMESTER - VI)***1. 3D Studio Max****Theory & Practical**

Introducing 3d Max- 6

- What Is 3d
- About 3ds Max
- How's Max Developed
- System Requirements
- About 3-D Graphics
- How 3-D Graphics Are Used
- Finding A Career In 3d
- Simulating Three Dimension

Exploring View Ports

- Understanding 3d Space
- Orthographic Views
- Perspective View
- View port Controls
- View port Rendering Levels
- View port Configuration

Meeting The Max Interface

- Command Panels
 - The Create Panels
 - The Modify Panels
 - The Hierarchy Panel
 - The Motion Panel
 - The Display Panel
 - The Utility Panel

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- The Main Toolbar Options
 - Learning The Toolbar Contents
 - Selection Tool
 - Transform Tool
 - Other Toolbar Options

Using Primitives & Splines

- 3d Primitives
- Extended Primitives
- 2d Primitives

Selection & Transform Tools

- Selection Methods
- Groups
- Transform Tools
 - Using Transform Buttons
 - Working With The Transform Gizmo
 - Using Transform Type-Ins
 - Constructing The Transform
 - Understanding A Coordinate System
- Pivot Points
 - Temporary Pivot Points
 - Temporary Pivot Points And Sub Object
 - True Pivot Point
 - Positioning And Aligning Pivot Point
 - Transform Adjustments
- Using The Align Command
- Using Grids

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Cloning Objects And Object Arrays

- Cloning Basics
- Shift Clone Method
- Array Tool
 - Linear Array
 - Circular Array
 - Spiral Array

Grouping And Linking Objects

- Grouping Objects
 - Ungrouping Objects
 - Attaching And De-Attaching Objects
- Relationship Between Parent, Chills & Root Relationships
 - Linking & Unlinking Objects
 - Links & Hierarchies
- Displaying Links In The View Port
- Viewing Hierarchies
- Working With Linked Objects
 - Selecting Hierarchies
 - Linking To Dummies
- Using Schematic View Window
 - Schematic View Window
 - Schematic View Interface
- Working With Schematic View Nodes
 - Creating A Hierarchy
 - Rearranging Nodes
 - Deleting Nodes
 - Node Colors
 - Changing The Object Color
 - Copying & Recording Modifiers

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Modeling With Modifiers

- Modifiers & The Modifier Stack
- Basic Axial Modifier
 - Bend
 - Taper
 - Twist
 - Stretch
 - Squeeze
 - Push
 - Mirror
 - Skew
- Noise
- Relax
- Ripple & Wave
- Slice & Cap Holes
- Spherify & Lattice
- Mesh Optimization
- The Displace Modifiers
- Free Form Deformations
- Spline Based Modifiers
 - Extrude
 - Bevel
 - Lathe & Fillet/ Champher
 - Using Spline Boolean Operations

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Mesh Level Modeling

- Choosing A Modeling Method
- Mesh Basics
- Polygonal Mesh Modeling
- Modeling With Primitives
- Modeling Using Modifiers
 - Modeling A Display Case With Lattice Modifier
 - Modeling A Landscape With The Displace Modifier
- Modeling Meshes From Lazier Splines
- Modeling With Compound Object
- Editable Poly Modeling
- Mesh Sub Object Editing
- The Vertex Sub Object Level

Patch Modeling

- Introduction To Patch Grid
- Building & Editing Patch Surfaces
 - Creating Patches
 - Shaping Patches
 - Adding New Patches
 - Extruding Patches
 - Extrude Edge On Patches
 - Attaching & Welding Patch Surface
- Converting A Loft Object To Patch
- Compound Object

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Types Of Compound Object
 - Boolean Objects
 - Spline Boolean
 - Morphing Objects
 - Creating Conform Object
 - Shape Merge
 - Terrain Object
 - Loft Objects
 - Scatter
 - Mesher

Working With Nurbs

- Nurbs Curves & Surfaces
- Non Uniform Rational B-Spline (Nurbs)
- Adaptive Tessellation
- Using Nurbs For Organic Modeling
- Working With Nurbs Curves
- Working With Nurbs Surfaces
- Nurbs Modeling Technique
- Converting A Mesh Primitive To Nurbs
- Understanding Isoparms
- Using Nurb Tools
 - Making A U Loft Surface From Curve
 - Capping A Surface
 - Drawing A Curve On Surface
 - Trimming A Surface
 - Modeling A Character's Head With Nurbs
 - Lathing A Nurbs Surface
 - Lofting Surfaces

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Radiocity

Basic Mapping & Material

- What Is Material
- Material In 3d Computer Graphics
- Understanding The Structure Of Materials
 - Understanding Color Models
 - Components Of Surface Shading
 - Shading Types
 - Basic Shading Parameters
- Understanding Materials & Maps
 - Material & Map Browser
 - Material Tree
 - Material Type
- Material Channels
- Map Type
 - Bitmap
 - 2d Procedural Maps
 - 3d Procedural Maps
 - Color Modifying Maps
 - Special Maps
 - Reflection & Refraction Maps
- Mapping Coordinates
 - Adjusting Mapping Coordinates In Coordinate Rollout
 - The Uvw Map Modifiers
 - Using Unwrap Uvw To Change Mapping
- Exploring The Material Editor Interface
- Map Rollout
- Advanced Materials
- Advanced Material Setting

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Supes Sampling Rollout
- Dynamics Properties Rollout
- Output Curver For Maps
 - Ray Tracing
 - Applying A Mattel Shadow Material
 - Applying A Double Sided Material
 - Applying Top/ Bottom Material
 - Applying A Shellec Material
 - Applying Map To Material Channel

Working With Lights

- Art Of Lighting
- Basics Of Lightning
- Simulation And Color In 2d
- Types Of Light & Their Parameters
- Lightning In Computer Graphics
 - Diffuse Reflection
 - Ambient Light
 - Shadow Casting
 - Indusion & Exclusion Of Objects
- Designing Your Lighting
 - A Three Point Lightning Setup
 - Applying Three Point Lighting
 - Adding Volume Light Atmospheric
 - Zone Lighting
 - Mood Lighting
 - Applying Mood Lighting
 - Accent Lighting
 - Lighting Free Camera
 - Using Vertex Color To Replace Lighting

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Using Camera

- Understanding camera & Camera types
- Using free camera
- Using target camera
- Camera parameters
- Controlling camera
- Dollying the camera
- Rooling the camera
- Trucking the camera
- Orbiting the camera
- Panning the camera
- Adding multi-pass effect
- Depth of field
- Motion blur

Animation

- Using keys
- Managing keys in track view
- Using animation button
- Setting frame rate
- Setting speed & direction
- Track bars
- Track view modes
 - Edit key mode
 - Edit time mode
 - Edit range mode
 - Position ranges mode
 - Function curves mode
- Motion panel

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Animation Parameters
 - Animating a single parameters
 - Animating a modifiers parameters
 - Animating light parameters
 - Animating material parameter
 - Animating modifier parameter
- Animating with space warps
- Animating particles
- Making the particles follow a path
- Adding a deflector space warp
- Morphing

Using controllers

- Assigning controllers
- Assigning controllers in motion panel & track view
- Setting default controllers

Using particles

- Creating particles
- Types of particles
- Particles basic parameters
- Particles generation rollout

Using space warps

- Creating space warps
- Binding space warp to an object
- Types of space warp
 - Forces
 - Deflectors
 - Geometrical / deformable
 - Modifier based
 - Using video post

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Understanding video post

Editing video post

Video post queue

Video post events

Video post panels

Compositing

- Compositing in mase
- Compositing render element in combustion
- Compositing with RPF channels in combustion

Dynamic simulation

- Understanding dynamic
- Using dynamic space warps
- Using dynamic rollout
- Editing simulation objects
- Using flex modifier
- Adding forces & deflectors

Adding collision

Rendering

- Rendering animation
- Output size & other options
- Rendering few part of the scene
- Motion blur
- Antialiasing
- Render type
- Common parameters
- Render preview
- Action spade
- Render a file for combustion

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Environment & render effects

- Render effects
- Lens effect
- Glow, ring, blur etc.
- Creating an environment
- Adding atmospheric effect
- Fog, cloud, fire etc.

Working with bones

- Building bones system
- Assigning an IK solver
- Setting bone parameter
- Using skin modifiers
- Editing envelopes
- Using deformers

Using inverse kinematics

- Creating IK system
- Building & linking a system
- Defining joint constraints
- Copying, pasting & mirroring joints
- Binding objects
- IK limb solver
- IK methods
- IK script

*BACHELOR OF MULTIMEDIA (SEMESTER - VI)***Character Animation**

Introduction to Character Studio Max

- Working with biped
- Creating a biped
- Animating biped

Using freeform animation

- About freeform animation
- Creating free form animation
- Freeform walking animation

Using IK constraints

- Transforming links
- Copy & paste postures

Editing biped in figure mode

- Posing a biped
- Saving & loading biped figure file
- Linking object with biped
- Rubber banding arms & legs

Working with footsteps

- About footsteps
- Creating footsteps
- Editing footsteps
- Creating multiple & individual footsteps
- Editing footsteps in track view
- Sliding footsteps
- Adjusting vertical dynamics
- Running, hopping & jumping with biped
- Adopting biped key to footstep

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Splicing biped motion
- Retargeting biped motion
- Loading & saving biped step files

Understanding biped anatomy

- IK key frame parameters
- Freeform walking animation using IK constraints
- Pivots
- Mirroring motion
- Bending center of mass track & trajectory key editing

Working with physique

- Envelops
- Bulges & tendons
- Adjusting biped arms, legs & torso
- Adjusting default envelope shape
- Fine tuning the envelops

Adjusting skin with biped

- Working with deformable envelopes
- Adjusting link parameters
- Creating bulge
- Setting bulge
- Shaping the bulge
- Fine tuning in the bulge editor
- Adding more poses to your character
- Creating tendons
- Rigid envelops
- Deformable envelops
- Vertex sub-object to override envelops & blending
- Shaded display of vertex weight values

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Crowd animation

- Crowd object
- Crowd delegates
- Creating crowd system
- Understanding behavior
- Attaching an object instance to a crowd system
- Biped with crowd delegates

Project: One project should be completed based on character animation.

- | | |
|--------------|---|
| Assignment 1 | - Modeling |
| Assignment 2 | - Animation (i.e. Walkthrough, Camera animation etc.) |
| Assignment 3 | - Animated Movie (i.e. 3D Character animated short film). |

*BACHELOR OF MULTIMEDIA (SEMESTER - VI)***2. Drawing & Illustration****Practical**

- a. Drawing
 - i. Study of Furniture, Buildings, and Automobiles etc.
 - ii. Study of objects in wood, Glass, Metal, Fabric etc.
 - iii. Drawing of 3D objects from 4 different views (Top, Front, Side view & Perspective)
 - iv. All above assignments to be done in any one medium.
- b. Illustration
 - i. Introduction to Illustration
 - ii. Different styles of Illustration
 - iii. Exaggerated, Flat, Stylish & Realistic etc.
 - iv. Story Narration through Illustration

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

3. Stop Motion

Camera Capturing Techniques

Camera Angle

Frame by frame shoot

Editing

- Sequence Edit and Composite in Video and Compositing softwares

Render

4. Discreet Combustion

Introduction to Combustion

- What is combustion?
- System Requirements?
- About Compositing?

Working with Project

- Choosing file settings
- Importing footage
- Replacing footage
- Working with quick time
- Editing composite setting
- Changing footage source setting
- Changing footage output setting
- Creating proxy footage
- Changing footage start & end point
- Saving a file

Working with layers

- What is layer?
- Creating a new layer
- Adding markers to layers
- Transforming layer objects
- Parenting layer
- Hinging layers
- Targeting layers
- Creating a Null object

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Aligning layers
- Duplicating & moving layers
- Splitting & trimming layers in timeline
- Working with nested composite
- Transforming nested layers

Working with surface property

- Working with surface control
- Working with setting control
- Working with layer control
- Using transfer modes for layers
- Working with alpha channel
- Creating double sided layer
- Creating shadows
- Using specular level & glow signs
- Using reflectivity

Working with paint

- Introduction to tools
 - Drawing tools
 - Selection tools
 - Miscellaneous tools
 - Mask tools
 - Tool option
 - Flash mode
- Menu bar
 - Selection menu
 - Object menu
 - Effects menu

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Movie menu
- Window menu
- Understanding Paint Control
 - Modes control
 - Transform control
 - Brush control
 - Gradient control
 - Shadow control
 - Text control
 - Setting control
 - Reveal source
 - Clone tool
 - Rotoscoping

Working with Mask

- What is Mask
- Using Mask tool
- Creating Mask
- Editing Mask
- Keying Mask
- Animating Mask

Working with animation

Using Motion path

- Editing motion path
- Working with timeline
- Creating key frames
- Editing key frames

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Working with camera

- Understanding camera control
 - Field of view
 - Focal length
 - Aperture width
 - Stock lenses
 - RPF transform layer
- Animating camera
- Targeting camera
- Modifying the camera lens

Using lightning effect

- Types of light
- Distant light
- Point light
- Spot light
- Selecting light
- Creating & deleting light
- Animating light
- Targeting a light
- Modifying lights

Using Particles

- Working with particle operator tools
- Emitters

Particle types

- Deflectors
- Working with Particle shape
- Animating particles
- Modifying particles

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

Working with text

- Creating text to a new layer
- Text tool bar
- Numeric generator
- Time code generator
- Aligning text
- Changing text attributes
- Advanced text features
- Path & variation
- Modes control
- Working with text control point

Color Correction technique

- About color correction
- Basic control
- Color control
- Curve control
- Histogram control
- Range control

Using Keying technique

- Introduction to keying
- Discreet Keyer
- Understanding matte control
- Using selection
- Tracking
- About tracking
- Using tracker
- Tracking multiple points

BACHELOR OF MULTIMEDIA (SEMESTER - VI)

- Stabilizing

Combustion with 3Ds MAX

- Creating material in combustion for 3Ds Max
- Using Rich Pixel Rendering
- Importing rich pixel rendering in combustion
- Casting shadow on 3D object
- Using camera animation in 3Ds Max RPF & RLA files

Working with Audio

- Loading Audio
- Scrubbing Audio
- Setting Audio Region
- Audio Rendering

Rendering

Rendering interface

5. Project: IV

Project should be completed on the basis all the software covered during the semester

*BACHELOR OF MULTIMEDIA (SEMESTER - VII)***1. MAYA****User Interfaces of Maya.**

Introduction Of Maya
Modeling Tools
Abt. View Ports
Abt. Opening File, Saving And Closing

Modelling Tools

Nurbs Modeling
Poly Modeling
Subdivision Modeling

Advance Modeling Technique

Product Modeling
Character Modeling
Low poly Modeling
High Poly Modeling

Texturing

About Texturing
Mapping
Uv Tex editor

Materials

Anisotropic.
Blinn.
Lambert.
Layered Shades.
Ocean Shades.
Phong.
Phong E.
Ramp Shades.
Shading Map.
Surface Shades.
Use Backgrounds.

Animation

About Animation.
About Key Frames.

*BACHELOR OF MULTIMEDIA (SEMESTER - VII)***Animation Editors**

Graph Editor.
Trax Editor.
Dope Sheet.
Blend Shape.
Expression Editor.
Device Editor.

Set Key

Set Breakdown.
Hold Current Keys.
Set Driver Key.
Set Transform Keys.
Ik/Fk Keys.
Create Clip.
Create Pose.

Ghost Selected

Unghost Selected.
Unghost All.
Create Motion Trail.
Create Animation SnapShot.
Update Motion Trail/Snapshot.
Create Animated Sweep.
Motion Paths.

Skin

Bind Skin.
Detach Skin.
Go To Bind Pose.
Edit Smooth Skin.
Edit Rigid Skin.

Skeleton

Joint Tool.
Ik Handle Tool.
Ik Spline Handle Tool.
Insert Joint Tool.
Reroot Skeleton.
Remove Joint.
Connect Joint.
Mirror Joint.
Orient Joint.

BACHELOR OF MULTIMEDIA (SEMESTER - VII)

Set Preferred Angle.
Assume Preferred Angle.
Enable Ik Handle Snap.
Enable Ik Fk Control.
Enable Selected Ik Handle.
Disable Selected Ik Handle.

Lighting

Ambient Light.
Directional Light.
Point Light.
Spot Light.
Area Light.
Volume Light.
Camera.
Camera
Rendering

Cloth

Create Panel.
Create Garment.
Create Seam
Create Collision Object

Hypergraph

Paint Effects

Playblast

Live

2. Deep Paint

Introduction to Deep Paint

Interfaces Overview

- Paint Interface
- Clone Interface
- Print Interface & Applying Borders
- Main Menus and Tabs
- Spinners, Triangles and Context Menus
- Tools & Palettes
- Command Panel

Using the Main menu bar

- File menu options
- Edit menu options
- Selection menu options
- Filter menu options
- View menu options
- Window menu options

Using Tools and Their Options

- Tool palette & Color Controls
- Color Bump and Shine Channels
- Select a Canvas
- Spline Tools & Selection Options
- Working with Splines
- Clone Options & Image Stamp
- Cloning Effects
- Shapes Palette

Using the Command Panel

- Presets Tab Overview
- Brush & Paint Settings Tab Overview
- Layers Tab Overview
- Lighting Tab Overview

*BACHELOR OF MULTIMEDIA (SEMESTER - VII)***Using Texture Paints**

Texture Paint Presets
Advanced behavior rollout
Textures & Texture channels rollout
Dab Rand settings
Texture Paint -Rocks Example

Using Color Pickers & Swatches

Color Swatches
Create Your Own Color Swatch
Color Picker

*BACHELOR OF MULTIMEDIA (SEMESTER - VII)***3. Project:** - 3D Animated Short movie in 3Ds max software with characterstudio.

1. Concept (Social or comedy etc...)
2. Character Development
3. Story Board
4. Scripting (Dialogs Narration)
5. Background (Craft)
6. Background Score
7. Music
8. Lighting
9. Camera
10. Special Effects

BACHELOR OF MULTIMEDIA (SEMESTER - VIII)

1. Z Brush

Interface of Z Brush

Introduction of Z Brush

Introduction of Texturing

Advance tool of Texturing

Introduction of Modeling

Advance tool of Modeling Modification of Model

*BACHELOR OF MULTIMEDIA (SEMESTER - VIII)***2. Project****Animation Film****Short Animated Film in MAYA**

1. Concept (Social or comedy etc...)
2. Character Development
3. Story Board
4. Scripting (Dialogs Narration)
5. Background (Craft)
6. Background Score
7. Music
8. Lighting
9. Camera
10. Special Effect

3. Industrial Training

Industrial Training: Now Certificate remarks have to be submitted.
(Satisfactory/Unsatisfactory)

BACHELOR OF MULTIMEDIA (SEMESTER - VIII)

Print Campaign

(Campaign in Print Media)

Selection of Topic

Product

Service

Social

Justification of the Topic

Research on the chosen topic and related topics

Research on the case studies

Questionnaire

Problem Statement

Pinpoint Target Audience

(For Guidance)

Idea Generation

Mind Making (1st Stage)

(Activities and Emotions that relates to the topic)

That's that first thing that strike one's mind like-love, hate, fear, flort, happiness etc.

BACHELOR OF MULTIMEDIA (SEMESTER - VIII)

Mind Making (2nd Stage)

Generate stories from these words like love, hate etc. without the topics involvement.

Give reference of previously made good ads that relate to idea based add.

Campaign (Thesis)- Idea Generation Execution)

Students have to pick up (Synopsis)

- Topics under the categories of Product, Corporate, Service, Social etc.

Research- Do research on the chosen subject or the similar item or subject.

Next do around 5 case studies.

Next make questionnaire. Get it filled up by possible target audience.

Next determine Problem Statement and Target audience

Start working on the concept. Give Design solution.

Do media planning

Workout the possible campaign

Submit the Thesis i.e. Research and the campaign, the Research (Thesis) should contain all the research material from any source, case studies questionnaire, Problem Statement, Target Audience, Concept making scribbles, Design Solution Scribbles and Final, finished design with headline, punch line, body copy, visual etc. Last page should have the bibliography reference. 2nd page should contain the different topic; student's name, name of the guide etc.

Submit at least five medias.

Advertisement: -Camera shooting based Ad film.

Note: The mentioned project during the semester should be completed in the college under the guidance of the concern faculty.