Theory Paper

Part A Introduction				
Program: Degree		Class :	Year: III	Session: 2023-24
Subject: BCA				
1	Course Code	S3-BCAC1G		
2	Course Title	Multimedia and Animation (Theory)		
3	Course Type (Core Course/ Discipline Specific Elective/Elective/Generic Elective/Vocational/.....)	Elective		
4	Pre-requisite (if any)	Open for all		
5	Course Learning outcomes (CLO)	On successful completion of this course, the students will be able to: 1. Gain knowledge about basics of Multimedia tools and its applications 2. Understand fundamentals of Multimedia and animation 3. Explore various applications of coral draw. 4. Gain knowledge of designing using coral draw 5. Apply the acquired knowledge in development of animation using Photoshop and CorelDraw		
6	Credit Value	4		
7	Total Marks	Max. Marks: 30 + 70	Min. Passing Marks:35	

Part B- Content of the Course

Total No. of Lectures =60 (3 hours/ lecture per week)

Unit	Topics	No. of Lectures (1 Hour Each)
I	Multimedia System, Multimedia elements, Multimedia applications, Global structure, Evolving Technologies for Multimedia systems	12
II	Multimedia: Media & Data Streams Medium, Main properties of a multimedia system, Traditional data stream characteristics, Data stream characteristics for continuous media, Information units, Image And Graphics Image File Formats, Sound / Audio Basic sound concepts, Video & Animation Basic concepts.	12
III	Coral Draw - Drawing –lines, shapes .inserting-pictures, objects, tables, templates, Use of various tools such as Pick tools, Zoom tools, Free hand tool, square tool, rectangle tool, Text tool, Fill tool etc. and all fonts used in designing of monograms, logos, posters, stickers, greeting cards, wedding cards, visiting cards, etc	12
IV	Introduction to PhotoShop , the file menu, the tools, Drawing lines & shapes. Photo editing /inserting starting with Setting Up, introduction of layers Understanding Design principles and color theory Basic Image Manipulation in Photoshop Scanning images, editing their resolution and size, learning	12

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	about bitmap and vector images, creating new images colour modes, colour management, colour mode conversion, colour picker functions	
V	Photoshop Painting Tools , Brush Settings, Locking layers, linking and stacking layers, creating layer sets, Video editing Animating GIF Images for the Web.	12

Keywords/Tags:

Part C-Learning Resources

Text Books, Reference Books, Other resources

Suggested Readings:

1. P. K. Andleigh, Kiran Thakrar Multimedia System Design
2. Ralf Steinmetz, & Klara Nashtedt Multimedia Computing Communication & Application
3. Corel draw the Official Guide By Gray David Bouton , Corel Press.
4. Adobe Photoshop CS2 Classroom In A Book (2020) ,Adobe Press
5. मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें।

2. Suggestive digital platforms/ web links

1. https://onlinecourses.swayam2.ac.in/cec20_cs08/preview
2. https://www.youtube.com/watch?v=LhNnEibdrpk
3. https://www.youtube.com/watch?v=FJYgNUYUvZc
4. https://www.youtube.com/watch?v=DvZ0le8SUN0
5. https://www.youtube.com/watch?v=ymQJbN5M1Y8

Suggested equivalent online courses:

1. **https://www.aonlinetraining.com/multimedia_courses_elearning_training_school.html**
2. **https://www.udemy.com/topic/animation/**
3. **https://www.coursera.org/courses?query=animation**
4. **https://www.udemy.com/topic/photoshop/**
5. **https://www.coreldraw.com/en/learn/**

Part D-Assessment and Evaluation

Suggested Continuous Evaluation Methods:

Maximum Marks : 100

Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE):70 Marks

Internal Assessment : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
External Assessment : University Exam Section Time : 03.00 Hours	**Section(A)** : Very Short Questions **Section (B) :** Short Questions **Section (C) :**Long Questions	70

Any remarks/ suggestions:

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14.	Edit video using Photoshop
15.	Create animated stories in Photoshop

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3. https://www.youtube.com/watch?v=FJYgNUYUvZc
4. https://www.youtube.com/watch?v=DvZ0le8SUN0
5. https://www.youtube.com/watch?v=ymQJbN5M1Y8

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2. **https://www.udemy.com/topic/animation/**
3. **https://www.coursera.org/courses?query=animation**
4. **https://www.udemy.com/topic/photoshop/**
5. **https://www.coreldraw.com/en/learn/**

Part D-Assessment and Evaluation

Suggested Continuous Evaluation Methods:

Internal Assessment	Marks	External Assessment	Marks
Class Interaction /Quiz	30	Viva Voce on Practical	70
Attendance		Practical Record File	
Assignments (Charts/ Model Seminar / Rural Service/ Technology Dissemination/ Report of Excursion/ Lab Visits/ Survey / Industrial visit)		Table work / Experiments	
	Total Marks : 100		

Any remarks/ suggestions:

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