

Syllabus for Introduction to Web Design (HTML & CSS)

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| Name of the Course : MUTIMEDIA TECHNOLOGY | |
| Name of the Subject: Introduction to Web Designing(HTML & CSS) | |
| Course Code : | Semester: Third |
| Duration: 15 weeks | Maximum Marks: 100 |
| Teaching Scheme : | Examination Scheme : |
| Theory : 3 contact hours/week. | Internal Examination : 30 Marks |
| Tutorial : 1 contact hour/week | Class Test : 20 Marks |
| Practical: Web Designing Lab | Teacher's Assessment: 10 Marks |
| Credit :3 | End Semester Examination : 70Marks |
| Aim: | |
| 1. | To develop the skill & knowledge of Web page design. |
| 2. | Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and Web site development studio and other information technology sectors. |
| Objectives - The student will be able to | |
| 1. | Define the principle of Web page design |
| 2. | Define the basics in web design |
| 3. | Visualize the basic concept of HTML. |
| 4. | Recognize the elements of HTML. |
| 5. | Introduce basics concept of CSS. |
| 6. | Develop the concept of web publishing |
| Pre-Requisite - | |
| 1. | Basic knowledge in HTML tags & skill of creating web pages should be known |
| 2. | Knowledge of basic Computer hardware & software is also necessary. |

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

| Content (Name of Topic) | | Periods | |
|-------------------------|--|---------|--|
| Group - A | | | |
| Module 1 | 1.0 Web Design Principles | | |
| | 1.1 Basic principles involved in developing a web site 1.2 Planning process 1.3 Five Golden rules of web designing 1.4 Designing navigation bar 1.5 Page design 1.6 Home Page Layout 1.7 Design Concept. | 3L+1T | |
| Module 2 | 2.0 Basics in Web Design | | |
| | 2.1 Brief History of Internet 2.2 What is World Wide Web 2.3 Why create a web site 2.4 Web Standards 2.5 Audience requirement. | 9L+3T | |
| Group - B | | | |

| | | | |
|------------------|---|-------|--|
| Module 3 | 3.0 Introduction to HTML | | |
| | 3.1 What is HTML 3.2 HTML Documents 3.3 Basic structure of an HTML document 3.4 Creating an HTML document 3.5 Mark up Tags 3.6 Heading-Paragraphs 3.7 Line Breaks 3.8 HTML Tags. | 9L+3T | |
| Module 4 | 4.0 Elements of HTML | | |
| | 4.1 Introduction to elements of HTML 4.2 Working with Text 4.3 Working with Lists, Tables and Frames 4.4 Working with Hyperlinks, Images and Multimedia 4.5 Working with Forms and controls. | 6L+2T | |
| Group - C | | | |
| Module 5 | 5.0 Introduction to Cascading Style Sheets | | |
| | 5.1 Concept of CSS 5.2 Creating Style Sheet 5.3 CSS Properties 5.4 CSS Styling(Background, Text Format, Controlling Fonts) 5.5 Working with block elements and objects 5.6 Working with Lists and Tables 5.7 CSS Id and Class 5.8 Box Model(Introduction, Border properties, Padding Properties, Margin properties) 5.9 CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align,Pseudo class, Navigation Bar, Image Sprites, Attribute sector) 5.10 CSS Color 5.11 Creating page Layout and Site Designs. | 6L+2T | |
| Group - D | | | |
| Module 6 | 6.0 Introduction to Web Publishing or Hosting | | |
| | 6.1 Creating the Web Site 6.2 Saving the site 6.3 Working on the web site 6.4 Creating web site structure 6.5 Creating Titles for web pages 6.6 Themes-Publishing web sites. | 6L+2T | |
| | Total | 60 | |

EXAMINATION SCHEME

| Internal Examination : Marks - 30 | | | Marks on Class Test : 20 | | |
|-----------------------------------|--------|----------------------|---|--------------------|-------------|
| Final Examination : Marks - 70 | | | Teacher's Assessment : 10 | | |
| Group | Module | Objective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |
| A | 1,2 | 6 | Any Twenty | 1 | 20×1=20 |
| B | 3,4 | 6 | | | |
| C | 5 | 4 | | | |
| D | 6 | 4 | | | |
| Group | Module | Subjective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |
| A | 1,2 | 3 | Any Five taking at least One from each Group | 10 | 5 ×10 =50 |
| B | 3,4 | 3 | | | |
| C | 5 | 2 | | | |
| D | 6 | 2 | | | |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

| Text Books | | |
|--------------------------------|--|----------------------------------|
| Name of Authors | Title of the Book | Publisher |
| Kogent Learning Solutions Inc. | HTML 5 in simple steps | Dreamtech Press |
| | A beginner's guide to HTML | NCSA, 14 th May, 2003 |
| Murray, Tom/Lynchburg | Creating a Web Page and Web Site | College, 2002 |
| Murray, Tom/Lynchburg | Creating a Web Page and Web Site | College, 2002 |
| Reference Books | | |
| | Web Designing & Architecture-Educational Technology Centre | University of Buffalo |
| Steven M. Schafer | HTML, XHTML, and CSS Bible, 5ed | Wiley India |
| John Duckett | Beginning HTML, XHTML, CSS, and JavaScript | Wiley India |
| Ian Pouncey, Richard York | Beginning CSS: Cascading Style Sheets for Web Design | Wiley India |
| Kogent Learning | Web Technologies: HTML, Javascript | Wiley India |

Syllabus for Image & Graphics in Multimedia

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|---|---|
| Name of the Course : MUTIMEDIA TECHNOLOGY | |
| Name of the Subject: Image & Graphics in Multimedia | |
| Course Code : | Semester: Third |
| Duration: 15 weeks | Maximum Marks: 100 |
| Teaching Scheme : | Examination Scheme : |
| Theory : 3 contact hours/week. | Internal Examination : 30 Marks |
| Tutorial : 1 contact hour/week | Class Test : 20 Marks |
| Practical: Image & Graphics Lab | Teacher's Assessment: 10 Marks |
| Credit :3 | End Semester Examination : 70Marks |
| Aim: | |
| 1. | To develop the skill & knowledge of Image & Graphics in Multimedia. |
| 2. | Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia industry, photography & video studios, edit set-up, graphic arts industry and other audio visual sectors. |
| Objectives - The student will be able to | |
| 1. | Define the importance of Image & Graphics in Multimedia Development |
| 2. | Define the role of eye and vision |
| 3. | Visualize the basic concept of Image and Graphics with various aspects. |
| 4. | Recognize different image file formats |
| 5. | Introduce basics of image compression and its utility. |
| 6. | Develop the concept of Image Capture and Graphic Acquisition |
| 7. | Introduce output device for Image and Graphics under human-computer interface |
| Pre-Requisite - | |
| 1. | Basic idea of layout& composition in the area of Multimedia should be known. |
| 2. | Skill of Camera & Computer operation is also necessary. |

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

| Content (Name of Topic) | | Periods | |
|-------------------------|--|---------|--|
| Group - A | | | |
| Module 1 | 1.0 Introduction to Image & Graphics | | |
| | 1.1 Why are image & graphics important in Multimedia 1.2 Integrating image & graphics in Multimedia 1.3 Understanding kinds of Graphics 1.4 Concept of Graphics-2D & 3D Graphics. | 3L+1T | |
| Module 2 | 2.0 The Eye as an Image Sensor | | |
| | 2.1 Eye and Vision 2.2 Image generation 2.3 Sight-Colour Sight 2.4 The term Colour 2.5 Dimension of Colour 2.6 Perception. | 9L+3T | |
| Group - B | | | |
| Module 3 | 3.0 Aspects of Image & Graphics | | |
| | 3.1 Image | 9L+3T | |

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|------------------|--|-------|--|
| | 3.2 Image Types: Method of storing & reproducing images viz, Raster Graphics and Vector Graphics 3.3 Digital Image Representation: Resolution, Pixel Aspect Ratio, Pixel Depth, Dynamic Range of colours, 3.4 Basic colour theory 3.5 Colour Characteristics-Hue, Saturation, Value, 3.6 Colour Palette and Colour lookup table, 3.7 Indexing and Dithering, 3.7 Image Size. | | |
| Group - C | | | |
| Module 4 | 4.0 Image File Formats | | |
| | 4.1 File Format 4.2 Choice of file formats and the portability factors 4.3 Bitmap file formats 4.4 Vector file formats – Metafiles – WMF-CGM-PICT. | 6L+2T | |
| Module 5 | 5.0 Image Compression | | |
| | 5.1 Image Compression 5.2 Compression Algorithm 5.3 Types of Compression –Lossy& Non-Lossy, 5.4 Dif. compression file formats viz.Lossy-RLE,LZW, Huffman Encoding & Non-Lossy-JPEG,GIF,PNG, | 6L+2T | |
| Group - D | | | |
| Module 6 | 6.0 Graphic Acquisition and Sources | | |
| | 6.1 Sources of Graphics 6.2 Graphic Acquisition Methods:Paint & Drawing Application - Scanning Basics -Digital Cameras –Video and Image Digitizers for multimedia use. | 6L+2T | |
| Module 7 | 7.0 Human Computer Interface | | |
| | 7.1 Monitors 7.2 Traditional Monitors 7.3 Alternative Monitors 7.4 Criteria for Monitors, 7.5 Graphic Adapter-Its Criteria 7.6 Graphic Standard-Anatomy of Graphic Adapter | 6L+2T | |
| | Total | 60 | |

EXAMINATION SCHEME

| Internal Examination : Marks - 30 | | Marks on Class Test : 20 | | |
|-----------------------------------|--------|---------------------------|----------------|--------------------|
| Final Examination : Marks - 70 | | Teacher's Assessment : 10 | | |
| Group | Module | Objective Questions | | Total Marks |
| | | To be Set | To be Answered | Marks per Question |
| A | 1,2 | 6 | Any Twenty | 1 |
| B | 3, | 6 | | |
| | | | | 20×1=20 |

| C | 4,5 | 4 | | | |
|-------|--------|----------------------|---|--------------------|-------------|
| D | 6,7 | 4 | | | |
| Group | Module | Subjective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |
| A | 1,2 | 2 | Any Five taking at least One from each Group | 5 | 5 × 10 = 50 |
| B | 3 | 2 | | | |
| C | 4,5 | 2 | | | |
| D | 6,7 | 2 | | | |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.
Note 2: Assignments may be given on all the topics covered on the syllabus.

| Text Books | | |
|---|--|------------------------|
| Name of Authors | Title of the Book | Publisher |
| Judith Jeffcoate | Multimedia in Practice - Technology & Applications | Prentice Hall, 1995 |
| AndressHolzinsner | Multimedia Basics, Vol-I | |
| John Villamil-Casanova, Louis Molina | Multimedia – An Introduction | Prentice Hall, 1998 |
| Norman Desmorais | Multimedia on the PC | McGraw Hill Inc, 1994 |
| Reference Books | | |
| Linda Tway | Multimedia in Actions | AP Professional, 1995 |
| Douglas E. Wolfgram | Creating Multimedia Presentations | QUE Corporation, 1994 |
| Jessica Keys | The McGraw-Hill Multimedia Handbook | McGraw-Hill Inc., 1994 |
| Francis Botto | PC Multimedia – An Introduction to Authoring Application | BPB Publication |
| Gokul. S | Multimedia Magic | BPB Publication, 1995 |
| Sinclair | Multimedia on the PC | |

Syllabus for Multimedia Design

| | |
|---|---|
| Name of the Course : MUTIMEDIA TECHNOLOGY | |
| Name of the Subject: Multimedia Design | |
| Course Code : | Semester: Third |
| Duration: 15 weeks | Maximum Marks: 100 |
| Teaching Scheme : | Examination Scheme : |
| Theory : 3 contact hours/week. | Internal Examination : 30 Marks |
| Tutorial : 1 contact hour/week | Class Test : 20 Marks |
| Practical: Multimedia Design Lab | Teacher's Assessment: 10 Marks |
| Credit :3 | End Semester Examination : 70Marks |
| Aim: | |
| 1. | To develop the skill & knowledge of Graphic Designing in Multimedia. |
| 2. | Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia industry, photography & video studios, edit set-up, graphic arts industry and other audio visual sectors. |
| Objectives - The student will be able to | |
| 1. | Define the principles, characteristics and forms of Visual Design in Multimedia Development |
| 2. | Define the role of Visual Reading Elements |
| 3. | Visualize the basic concept and use of composition. |
| 4. | Recognize Knowledge of colour and its application. |
| 5. | Introduce basics of art & aesthetics. |
| 6. | Develop the concept of preparation of advertising material |
| 7. | Develop the concept of Interactive Design |
| Pre-Requisite - | |
| 1. | Basic idea of composition & Graphic Design should be known. |
| 2. | Knowledge of Computer operation & software is also necessary. |

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS,
TOTAL PERIODS: 60**

| Content (Name of Topic) | | Periods | |
|-------------------------|---|---------|--|
| Group - A | | | |
| Module 1 | 1.0 Principles of Visual Design | | |
| | 1.1 Elements & Principle of Design 1.2 Characteristics of Effective Design 1.3 Visualisation 1.4 Method of Visualisation 1.5 Different forms of Visual Art 1.6 Layout procedure. | 6L+2T | |
| Module 2 | 2.0 Visual Reading Elements | | |
| | 2.1 Meaning, definitions and use of common terms in visual communication, 2.2 Visual reading elements: Form – Line – Tone – Shape – Pattern – Colour-Dot-Size-Proportion-Scale-Spaces. | 6L+2T | |
| Group - B | | | |

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|------------------|--|-------|--|
| Module 3 | 3.0 Composition | | |
| | 3.1 Meaning 3.2 Definitions and use of Composition (static & dynamic) 3.3 Harmony – Balance (symmetrical & asymmetrical) 3.4 Unity – Rhythm – Perspective. 3.5 Ratio, Pixel Depth, Dynamic Range of colours. | 9L+3T | |
| Group - C | | | |
| Module 4 | 4.0 Study of Colour | | |
| | 4.1 Meaning, definitions and emotional appeal of colour, Primary Colour 4.2 Secondary Colour – Tertiary Colour – Intermediate Colour – Analogous Colour – Complementary Colour. | 6L+2T | |
| Module 5 | 5.0 Art & Aesthetics | | |
| | 5.1 Aim, objective and role of art and aesthetics in Multimedia. | 6L+2T | |
| Group - D | | | |
| Module 6 | 6.0 Preparation of Advertising Materials and Magazine | | |
| | 6.1 Concept of the major stages in the preparation of advertising materials. 6.2 Outline the structure of a Magazine Design-Cover Page, Back Cover. | 6L+2T | |
| Module 7 | 7.0 Concept of Interactive Design | | |
| | 7.1 Computers and Interactive Design 7.2 The Internet and Interactive Design 7.3 Advertising and Interactive Design 7.4 Interactive New Media Art. | 6L+2T | |
| | Total | 60 | |

EXAMINATION SCHEME

| Internal Examination : | | Marks - 30 | Marks on Class Test : 20 | | |
|------------------------|--------|----------------------|---------------------------|--------------------|-------------|
| Final Examination : | | Marks - 70 | Teacher's Assessment : 10 | | |
| Group | Module | Objective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |
| A | 1,2 | 6 | Any Twenty | 1 | 20×1=20 |
| B | 3, | 4 | | | |
| C | 4,5 | 5 | | | |
| D | 6,7 | 5 | | | |
| Group | Module | Subjective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |

| | | | | | |
|---|-----|---|---|----|-------------|
| A | 1,2 | 2 | Any Five taking at least One from each Group | 10 | 5 × 10 = 50 |
| B | 3 | 2 | | | |
| C | 4,5 | 2 | | | |
| D | 6,7 | 2 | | | |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

| Text Books | | |
|----------------------------|---|---------------------------|
| Name of Authors | Title of the Book | Publisher |
| J. Nath | Advertising Art & Production | |
| Richard M. Schlemmer | Applied Art Handbook | |
| Thomsom Learning | Pocket Guide to color with digital applications | Schildgen, T, 1998 |
| Picture this | Media Representation of Visual Arts and artists | University of Luton Press |
| Reference Books | | |
| Palmer, Frederic | Visual Elements of Art and Design | 1989, Longman |
| Palmer. Frederic | Visual Awareness | Batsford, 1972 |
| | Graphic Designers, and Artists, 1982 | Astragal Books. London |
| Porter, Tom and GoodmanSue | Manual of Graphic Technique 2For Architects | |
| Gokul. S | Multimedia Magic | BPB Publication, 1995 |
| Sinclair | Multimedia on the PC | |

Syllabus for Digital Photography

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|---|---|
| Name of the Course : MUTIMEDIA TECHNOLOGY | |
| Name of the Subject: Digital Photography | |
| Course Code : | Semester: Third |
| Duration: 15 weeks | Maximum Marks: 50 |
| Teaching Scheme : | Examination Scheme : |
| Theory:2 contact hours/week. | Internal Examination : 15 Marks |
| Tutorial : 1 contact hour/week | Class Test : 10 Marks |
| Practical : Digital Photography Lab | Teacher's Assessment: 5 Marks |
| Credit :2 | End Semester Examination : 35Marks |
| Aim: | |
| 1. | To develop the skill & knowledge of Digital Photography. |
| 2. | Students will understand the knowhow and can function either as an entrepreneur or can take up jobs inPhotography & video studios, edit set-up, graphic arts industry and other audio visual sectors. |
| 3. | |
| Objectives - The student will be able to | |
| 1. | Define the process,uses,principles and advantages of digital photography |
| 2. | Develop the concept of the basics of digital photography, Camera ,Lens, Light, Memory card etc. |
| 3. | Visualize the concept of digital platform and various methods of image capture. |
| 4. | Develop the method of basic image editing techniques. |
| 5. | Introduce various methods of post-production and retouching techniques. |
| 6. | Develop the concept of digital output and producing the final product |
| Pre-Requisite - | |
| 1. | Basic idea of frame & composition in the area ofstill images should be known. |
| 2. | Knowledge of Camera &Computer operationis also necessary. |

CONTACT PERIODS: 45(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS, TOTAL PERIODS: 45

| Content (Name of Topic) | | Periods | |
|-------------------------|---|---------|--|
| Group - A | | | |
| Module 1 | 1.0 Introduction to Digital Photography | | |
| | 1.1 Photography-Definition and its uses. 1.2 How Photography works – (i) The Chemical Route,(ii) The Digital Route 1.3 Basic Principle of Digital Photography 1.4 Advantages of Digital over Conventional image 1.5 Taking vs. Making | 4L+2T | |
| Module 2 | 2.0 Basics of Digital Photography | | |
| | 2.1 Digital Camera - Basic features, types and how does Digital camera work? 2.2 Lens - Image formation, Focus, Exposure, Depth of Field, Prime and Zoom lens. | 8L+2T | |

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|------------------|--|-------|--|
| | 2.3 Lights - Studio and Flash lights, White Balance. 2.4 Concept of Imaging Sensors: CCD, CMOS etc.Megapixel & Memory 2.5 Image size, Quality, Resolution, File Size and File Types 2.6 Concept of frame, composition & perspective | | |
| Group - B | | | |
| Module 3 | 3.0 Digital Platform & Image Capture | | |
| | 3.1 The Hardware - Computer, Peripherals & Software necessary for Digital Imaging 3.2 Digital Capture: Digital camera – Scanner – Frame Grabber 3.3 Scanner – Working of a scanner, procedure and its resolution. 3.4 Method of capturing images from a video sequence by frame grabber | 6L+2T | |
| Module 4 | 4.0 Basic Image Editing | | |
| | 4.1 Image Editing: Introduction to Adobe Photoshop – Histogram study, Crop, Rotate 4.2 Adjustment of Brightness and Contrast 4.3 Adjustment of Image size, Resolution | 4L+2T | |
| Group - C | | | |
| Module 5 | 5.0 Post Production | | |
| | 5.1 Tonal and Color Values – Experimenting with Level and Curve. 5.2 Selection tools and techniques – History – Retouching tools – Layers 5.3 Photo mounting techniques – Incorporation of text into picture. 5.4 Digital Manipulation: Applying selective effects to images and filters with masks and different digital darkroom effects. | 6L+3T | |
| Module 6 | 6.0 Digital Output | | |
| | 6.1 Placing photos in other documents – Using photos on the web. 6.2 Printers as output devices – Different types of Print, Proofing, Photo quality printing. 6.3 How can a digital image be printed? | 4L+2T | |
| | Total | 45 | |

EXAMINATION SCHEME

| Internal Examination : Marks - 15 | | Marks on Class Test: 10 | | | |
|-----------------------------------|--------|---------------------------|----------------|--------------------|-------------|
| Final Examination : Marks - 35 | | Teacher's Assessment : 05 | | | |
| Group | Module | Objective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |

| | | | | | |
|-------|--------|----------------------|--|--------------------|-------------|
| A | 1,2 | 5 | Any Ten | 1 | 10×1=10 |
| B | 3,4 | 3 | | | |
| C | 5,6 | 5 | | | |
| Group | Module | Subjective Questions | | | Total Marks |
| | | To be Set | To be Answered | Marks per Question | |
| A | 1,2 | 3 | Any Five taking at least One from each Group | 5 | 5 ×5 =25 |
| B | 3,4 | 2 | | | |
| C | 5,6 | 3 | | | |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes.

Note 2: Assignments may be given on all the topics covered on the syllabus.

| Text Books | | |
|---------------------------------|---|-------------------|
| Name of Authors | Title of the Book | Publisher |
| Phillip Krejcarek | Digital Photography-A hands on Introduction | Delmer Publishers |
| Adrian Davies and PhillFennessy | Digital for photographers | Focal Press |
| Jon Tarrant | Understanding Digital Cameras | Focal Press |
| Carla Rose | Teach Yourself Digital Photography in 14 Days | Techmedia, 1997 |
| Reference Books | | |
| Agfa | An Introduction to Digital Photo Imaging | Agfa, 1994 |
| Agfa | An Introduction to Digital Scanning | Agfa, 1994 |
| Lisa DaNaeDayley, Brad Dayley | Adobe Photoshop CS6 Bible | Wiley India |
| Kogent Learning | Photoshop CS5 in Simple Steps | Wiley India |
| Dayley | Photoshop CS5 Bible | Wiley India |

Syllabus for: Web Design (HTML & CSS)Lab

Name of the Course: Diploma in Multimedia Technology.

| | |
|------------------------------------|---|
| Course Code: | Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester) |
| Duration: Seventeen weeks/Semester | Full Marks:100 |
| Teaching Scheme: | Examination Scheme: |
| Theory : Nil hrs./week | Continuous Internal Assessment Marks:50 |
| Tutorial : Nil hrs./week | Attendance-10,Lab Notebook-15,Regular Performance-25 |
| Practical: 4 hrs./week | External Assessment Marks:50 |
| Credit :3 | Sessional -20,On spot Job-20,Viva Voce-10 |

Aim: To impart practical knowledge in Web Design (HTML & CSS)related with the study of Multimedia Technology.

Objective: Student will able to

| Sl. No | |
|--------|--|
| 1 | Be acquainted with elements, Tags and basic structure of HTML files. |
| 2 | Develop the concept of basic and advanced text formatting. |
| 3 | Practice the use of multimedia components in HTML documents. |
| 4 | Designing of webpage-Document Layout, Working with List, Working with Tables. |
| 5 | Practice Hyper linking, Designing of webpage-Working with Frames,Forms and Controls. |
| 6 | Prepare creating style sheet, CSS properties, Background, Text,Font and styling etc. |
| 7 | Working with List, HTML elements box, Positioning and Block properties in CSS. |
| 8 | Designing with cascading style sheet-Internal and External style sheet. |

Pre-Requisite: Nil

| Sl.No | | Hrs./Unit | Marks |
|--|--|------------|-------|
| 1 | Basic knowledge in HTML tags & skill of creating web pages should be known | | |
| 2 | Knowledge of basic Computer hardware & software is also necessary. | | |
| Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks) | | | |
| Module : 1 | Acquaintance with elements, Tags and basic structure of HTML files. | 02 periods | |
| Module :2 | Practicing basic and advanced text formatting. | 02 periods | |
| Module : 3 | Practicing use of multimedia components (Image, Video & Sound) in HTML document. | 04 periods | |
| Module : 4 | Designing of webpage-Document Layout. | 04 periods | |
| Module : 5 | Designing of webpage-Working with List. | 04 periods | |
| Module : 6 | Designing of webpage-Working with Tables. | 04 periods | |
| Module : 7 | Practicing Hyper linking of webpages. | 04 periods | |
| Module : 8 | Designing of webpage-Working with Frames. | 04 periods | |
| Module : 9 | Designing of webpage-Working with Forms and Controls. | 04 periods | |
| Module : 10 | Acquaintance with creating style sheet, CSS properties and styling. | 04 periods | |
| Module : 11 | Working with Background, Text and Font properties. | 04 periods | |
| Module : 12 | Working with List properties | 04 periods | |

| | | | |
|--------------------|---|-------------------|--|
| Module : 13 | Working with HTML elements box properties in CSS | 04 periods | |
| Module : 14 | Working with Positioning and Block properties in CSS | 04 periods | |
| Module : 15 | Designing with cascading style sheet-Internal style sheet | 04 periods | |
| Module : 16 | Designing with cascading style sheet-External style sheet | 04 periods | |
| Total | | 60 periods | |

| Name of Authors | Title of the Book | Name of the Publishers |
|--------------------------------|--|----------------------------------|
| Kogent Learning Solutions Inc. | HTML 5 in simple steps | Dreamtech Press |
| | A beginner's guide to HTML | NCSA, 14 th May, 2003 |
| Murray, Tom/Lynchburg | Creating a Web Page and Web Site | College, 2002 |
| Murray, Tom/Lynchburg | Creating a Web Page and Web Site | College, 2002 |
| Reference Books | | |
| | Web Designing & Architecture-Educational Technology Centre | University of Buffalo |
| Steven M. Schafer | HTML, XHTML, and CSS Bible, 5ed | Wiley India |
| John Duckett | Beginning HTML, XHTML, CSS, and JavaScript | Wiley India |
| Ian Pouncey, Richard York | Beginning CSS: Cascading Style Sheets for Web Design | Wiley India |
| Kogent Learning | Web Technologies: HTML, Javascript | Wiley India |
| Kogent Learning Solutions Inc. | HTML 5 in simple steps | Dreamtech Press |
| SI. No. | Question Paper setting tips | |

Syllabus for: Image & Graphics Lab

Name of the Course: Diploma in Multimedia Technology.

| | |
|------------------------------------|---|
| Course Code: | Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester) |
| Duration: Seventeen weeks/Semester | Full Marks:100 |
| Teaching Scheme: | Examination Scheme: |
| Theory : Nil hrs./week | Continuous Internal Assessment Marks:50 |
| Tutorial : Nil hrs./week | Attendance-10,Lab Notebook-15,Regular Performance-25 |
| Practical: 4 hrs./week | External Assessment Marks:50 |
| Credit :3 | Sessional Works -20,On spot Job-20,Viva Voce-10 |

Aim: To impart practical knowledge in Image & Graphics related with the study of Multimedia Technology.

Objective: Student will able to

| Sl. No | |
|--------|---|
| 1 | Be acquainted with hardware & software required for image editing. |
| 2 | Develop the concept of capturing images by digital still camera. |
| 3 | Be acquainted with flatbed scanner & video frame grabber to capture images. |
| 4 | Editing images by Adobe Photoshop including adjustment of image size, resolution etc. |
| 5 | Practicing Corel DRAW -setting page size, background etc. |
| 6 | Practicing Adobe Illustrator -page set up: Ruler, Grid Outline- illustrator's design tools-Setting preferences-working with Illustrator's Tools. |
| 7 | Generate print after editing and place photos into other documents. |

Pre-Requisite: Nil

| Sl.No | | Hrs./Unit | Marks |
|--|---|------------|-------|
| 1 | Knowledge of layout, composition in the field of multimedia is necessary. | | |
| 2 | Basic Skill of Camera,Scanner& Computer operation is also necessary. | | |
| Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks) | | | |
| Module : 1 | Acquaintance with PC operation, Application Software and Windows environment for working with digital imaging - Raster & Vector Graphics. | 04 periods | |
| Module :2 | To capture images by digital still camera : Learning work-around for camera setting – Focussing – Shooting by using built in flash light / Studio light. | 08 periods | |
| Module : 3 | To scan images by flatbed scanners through the scanning software like Adobe Photoshop and others to import or to open the scanned images as a Photoshop file. | 04 periods | |
| Module : 4 | To capture single frames through Video Frame Grabber by Pinnacle Studio video editing software. | 04 periods | |
| Module : 5 | To edit images by Adobe Photoshop (Editing image will include adjustment of image size,resolution, brightness/contrast, colour and tonal correction by level and curve). | 04 periods | |
| Module : 6 | Practicing Photoshop-Familiar with Photoshop Tools-Creating New Document-Working with Images-Working with Selection Tools-Working with Painting Tools-Layer Basics-Using Filters- incorporation of text with picture. | 08 periods | |

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|--------------------|---|-------------------|--|
| Module : 7 | Practicing Corel DRAW -setting page size, background, saving the file-working with Multipage Documents-working with Text-Drawing Basic Shapes-Drawing Lines, Curves & Irregular Shapes-Shaping Objects-Filling & Outlining Objects-Creating Special Effects-Applying Sp. Effects to Bitmaps etc. | 08 periods | |
| Module : 8 | Practicing Adobe Illustrator -page set up: Ruler, Grid Outline- illustrator's design tools- Setting preferences-working with Illustrator's Tools-Transforming Objects-Layers, Colour, Type & Appearance-Live paint & Live Trace-Clipart,3D,Special effects and working with images -Blends, Meshes, Masks & Libraries etc. | 08periods | |
| Module : 9 | To save and transport the captured pictures. (Image transportation will include getting images from the camera to the computer through floppy, CD, zip and Internet) | 04 periods | |
| Module : 10 | To save and transport the captured pictures. (Image transportation will include getting images from the camera to the computer through Pen drive, CD, zip and Internet) | 04 periods | |
| Module : 11 | To place images or graphics into various multimedia applications and other documents. | 04 periods | |
| Total | | 60 periods | |

| Name of Authors | Title of the Book | Name of the Publishers |
|---|--|------------------------|
| Judith Jeffcoate | Multimedia in Practice - Technology & Applications | Prentice Hall, 1995 |
| AndressHolzinsner | Multimedia Basics, Vol-I | |
| John Villamil-Casanova, Louis Molina | Multimedia – An Introduction | Prentice Hall, 1998 |
| Norman Desmorais | Multimedia on the PC | McGraw Hill Inc, 1994 |
| Reference Books | | |
| Linda Tway | Multimedia in Actions | AP Professional, 1995 |
| Douglas E. Wolfram | Creating Multimedia Presentations | QUE Corporation, 1994 |
| Jessica Keys | The McGraw-Hill Multimedia Handbook | McGraw-Hill Inc., 1994 |
| Francis Botto | PC Multimedia – An Introduction to Authoring Application | BPB Publication |
| Gokul. S | Multimedia Magic | BPB Publication, 1995 |
| Sinclair | Multimedia on the PC | |
| SI. No. | Question Paper setting tips | |

Syllabus for: Multimedia Design Lab

Name of the Course: Diploma in Multimedia Technology.

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|------------------------------------|---|
| Course Code: | Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester) |
| Duration: Seventeen weeks/Semester | Full Marks:100 |
| Teaching Scheme: | Examination Scheme: |
| Theory : Nil hrs./week | Continuous Internal Assessment Marks:50 |
| Tutorial : Nil hrs./week | Attendance-10,Lab Notebook-15,Regular Performance-25 |
| Practical: 4 hrs./week | External Assessment Marks:50 |
| Credit :3 | Digital Port Folio -20,On spot Job-20,Viva Voce-10 |

Aim: To impart practical knowledge in Multimedia Design related with the study of Multimedia Technology.

Objective: Student will able to

| Sl. No | |
|--------|--|
| 1 | Be acquainted with handling of brush & mixing of pigments. |
| 2 | Develop the concept of still life drawing and freehand lettering. |
| 3 | Be acquainted with sketching of human figure, focusing. |
| 4 | Develop skill of drawing figures, human face, nose, mouth, hair, eyes, teeth and ears. |
| 5 | Prepare colour scheme. |
| 6 | Prepare Corporate Profiles, public interest posters, press Add, media layout etc. |
| 7 | Prepare interactive application design, Web Page and Multimedia Application. |

Pre-Requisite: Nil

| Sl.No | | Hrs./Unit | Marks |
|--|---|------------|-------|
| 1 | Basic idea of composition & Graphic Design should be known. | | |
| 2 | Knowledge of Computer operation & software is also necessary. | | |
| Contents: Total Periods: 60(15Weeks)+2Weeks(Internal Assessment)=60(17 Weeks) | | | |
| Module : 1 | Handling of brush, mixing of pigments and application of pigment & brush. | 04 periods | |
| Module :2 | Practicing still life drawing and freehand lettering scripts – Proportionate magnification. | 08 periods | |
| Module : 3 | Practicing standard sketching of human figure, focusing on proportion and angles. | 04 periods | |
| Module : 4 | Techniques of drawing figures, human face, forehead, nose, mouth, hair, eyes, teeth and ears. | 04 periods | |
| Module : 5 | Preparation of colour scheme. | 04 periods | |
| Module : 6 | Preparation of Corporate Profiles (Ex. Logo, Letter Head, Visiting Card, Envelope, Brochure) using Adobe InDesign/ Illustrator/CorelDraw. | 08 periods | |
| Module : 7 | Preparation of public interest posters (Ex. World Peace Day/Child Labour Day/Anti-Ragging or Drug Addiction or Smoking) in Corel DRAW. | 08 periods | |
| Module : 8 | Preparation of Press Add of any product digitally. | 08 periods | |
| Module : 9 | Preparation of media layout (Ex. Banner) and selection of art materials related with Multimedia. | 04 periods | |

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|--------------------|---|-------------------|--|
| Module : 10 | Preparation of visual design on particular advertising media, publicity using digital platform. | 04 periods | |
| Module : 11 | Preparation of interactive application design: Design of Web Page and Multimedia Application. | 04 periods | |
| Total | | 60 periods | |

| Name of Authors | Title of the Book | Name of the Publishers |
|-------------------------------------|---|---------------------------|
| J. Nath | Advertising Art & Production | |
| Richard M. Schlemmer | Applied Art Handbook | |
| Thomson Learning | Pocket Guide to color with digital applications | Schildgen, T, 1998 |
| Picture this | Media Representation of Visual Arts and artists | University of Luton Press |
| Reference Books | | |
| Palmer, Frederic | Visual Elements of Art and Design | 1989, Longman |
| Palmer, Frederic | Visual Awareness | Batsford, 1972 |
| | Graphic Designers, and Artists, 1982 | Astragal Books. London |
| Porter, Tom and Goodman Sue | Manual of Graphic Technique 2 For Architects | |
| Gokul. S | Multimedia Magic | BPB Publication, 1995 |
| Sinclair | Multimedia on the PC | |
| SI. No. Question Paper setting tips | | |

Syllabus for: Professional Practice I (Electronic Imaging)

Name of the Course: Diploma in Multimedia Technology.

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|------------------------------------|---|
| Course Code: | Semester: Third (All Modules should be completed in 3rd semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester) |
| Duration: Seventeen weeks/Semester | Full Marks:50 |
| Teaching Scheme: | Examination Scheme: |
| Theory : Nil hrs./week | Continuous Internal Assessment Marks:25 |
| Tutorial : Nil hrs./week | Attendance-05, Lab Notebook-10, Regular Performance-10 |
| Practical: 2hrs./week | External Assessment Marks:50 |
| Credit :2 | Digital Port Folio -10, On spot Job-10, Viva Voce-05 |

Aim: To impart practical knowledge in Professional Practice –I(Electronic Imaging)related with the study of Multimedia Technology.

Objective: Student will able to

| Sl. No | |
|--------|--|
| 1 | Be acquainted with Digital Studio-Camera, lights & other accessories. |
| 2 | Be acquainted with Digital Darkroom-Computer, OS & other application Software. |
| 3 | Develop the concept of capturing images by digital still camera. |
| 4 | Practicing indoor subjects like People, Portrait with varying shooting condition. |
| 5 | Practicing panning, blurred motion, camera movement etc. |
| 6 | Practicing post production work like editing images, using retouching tools and filters by Adobe Photoshop |
| 7 | Generate print after editing and place photos into other documents. |

Pre-Requisite: Nil

| Sl.No | | Hrs./Unit | Marks |
|---|---|------------|-------|
| 1 | Knowledge of basic frame, composition in the field of electronic imaging is necessary. | | |
| 2 | Basic concept of Camera & Computer operations should be known. | | |
| Contents: Total Periods: 60(15Weeks)+2Weeks (Internal Assessment) =60(17 Weeks) | | | |
| Module : 1 | Two people in a Relationship To capture a relationship between two people in the same photograph and to experience working with both candid and posed situations. | 04 periods | |
| Module :2 | Asymmetrical Balance To learn to form a composition from both 2-D planes and 3-D space and to experience the design possibilities of asymmetrical balance. | 04 periods | |
| Module : 3 | Light as the Subject To experience making exposures in low-light situations and to become sensitive to the effects of available lighting. | 08 periods | |
| Module : 4 | Short Depth of Field To learn to manipulate camera settings and camera distances so that only a short distance is in focus. To learn to control the placement of the depth of field. | 08 periods | |
| Module : 5 | Long Depth of Field To learn to manipulate camera settings and camera distances so that only a long distance is in focus. | 04 periods | |

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|--------------------|--|-------------------|--|
| | To understand better the use of a long the depth of field as a philosophical approach to photography. | | |
| Module : 6 | Portrait To strive for a variety of portions of one person that depart from the standard studio (head and shoulder) portrait. | 04 periods | |
| Module : 7 | Self Portrait To experience the tradition of self – portrait in the history of art. To gain insight into your own character, personality and appearance. | 08 periods | |
| Module : 8 | Blurred Motion To create a sense of motion within a static plane. To understand the effects of motion during a slow shutter speed. | 04 periods | |
| Module : 9 | Panning To create a sense of motion within a static plane. To understand the effects of moving the camera to follow a moving object or person. | 04 periods | |
| Module : 10 | Free Camera Movement To create a sense of motion within a static plane. To understand the effects of moving the camera slightly to enhance the movement of an object or person. | 04 periods | |
| Module : 11 | Stop Action To create a sense of motion within a static plane. To understand the effects of a fast shutter speed on a moving object or person. | 04 periods | |
| Module : 12 | Artificial Light To become acquainted with the uses of artificial light in a studio situation. To understand the rule of natural lighting. | 04 periods | |
| Total | | 60 periods | |

| Name of Authors | Title of the Book | Name of the Publishers |
|-------------------------------------|---|------------------------|
| Phillip Krejcarek | Digital Photography-A hands on Introduction | Delmer Publishers |
| Adrian Davies and PhillFennessy | Digital for photographers | Focal Press |
| Jon Torrant | Understanding Digital Cameras | Focal Press |
| Carla Rose | Teach Yourself Digital Photography in 14 Days | Techmedia, 1997 |
| Reference Books | | |
| Agfa | An Introduction to Digital Scanning | Agfa, 1994 |
| Agfa | An Introduction to Digital Photo Imaging | Agfa, 1994 |
| Lisa DaNaeDayley, Brad Dayley | Adobe Photoshop CS6 Bible | Wiley India |
| Kogent Learning | Photoshop CS5 in Simple Steps | Wiley India |
| Dayley | Photoshop CS5 Bible | Wiley India |
| SI. No. Question Paper setting tips | | |