RGPV WING)		(DIPLO	OMA	OBE CUR		FOR	FORMA		Sheet No. 1/5			
Branch I	Info	ormati	on Te	chnology		Ser	mester	V				
Course Code				Course Name	Multimedia	and A	nimatic	on				
Course C	Duto	come	Appl obje	y graphical cts	techniques	to	o plot	Teac h Hrs	Mark s			
Learning Outcome	1		Exp	Explain basics of Multimedia 7 10								
Contents Multimedia: O Definition, characteristics, a types, Hardware & So Multimedia Operating system, CGI Hardware Devices: O Display Devices (CRT, LED, LO) Input devices (voice system mouse, scanners, touch pan o Multimedia device (graphic can be concept : RGB,CMYK,YIQ							tware and control of the control of	requir ommu MA PAI en, ke	ements, inication NEL).			
Method Assessme	ent	of	Interr	nal: Mid semester	theory examin	ation (Pen pape	r test).	_			
Learning Outcome	2		Explain graphical designing and editing 8 10 techniques									
Contents Raster : Image Editing techniques: Retouching technique Selection technique Vector : Traditional Design concepts, Advanced Drawin and Path Editing, Making Selections, Working with Group and Layers Composition and Design techniques: Color correction, Working with text Object Transformation and Positioning, Use of Brushes & symbol, Advanced Text Editing, designing for the Web, Saving , Printing and Production Image : file format(PNG, BMP, JPEG,GIF,TIFF,TARGA) Compression techniques: lossy and lossless.								Drawing Groups ormation ced Text ing and				
Method of External: End semester theory examination (Pen paper test). Assessment												

Learning Outcome 3				able tools to deand graphical	_		12	10		
Contents		J A J E	pply Image Edit pply Image tra hear) nhance Color o olor balance)	Multimedia/Aware as per atta ting techniques ansformation (so of image (level (font type, style	ched a (like N scale, I, cur	annexu Making rotatio	re 1. Collaç on, re	ge) eflection, turation,		
Method Assessmen	of t	Exterr	nal: Laboratory o	bservation and vi	va voc	e.				
RGPV WING) BI	•	OMA	OBE CUR THE COURS	FORMAT- 3		Sheet No. 2/5				
Branch In	formati	on Te	chnology	>						
Course Code		Course Multimedia and Animation Name								
Course Ou - 2	itcome		Utilize audio and video editing techniques on a given footage							
Learning Outcome 1		Expla	Explain basic of audio and video 7							
Contents) Au au J Vi	 Audio and Video: Definition, Characteristics, Making, Types Audio: Creation of vocal files and music files, Conversion of audio file Audio Terminology: Fade, Dubbing, Frequency Modulation, Loop, Noise Video: Creating a Sequence, Editing in the timeline Refining the sequence, Transitions Video Terminology: Aspect Ratio, Bit Rate, Cut-i (Insert Shot), Frame Rate, J-cut and L-cut, Lower Third Title, Safe Margin Title, Resolution 							
Method Assessmen	of t	Exterr	External: End semester theory examination (Pen paper test).							
Learning Outcome 2			ain editing te o & video	chniques, file	form	nat of	8	10		

Contents	J Audio: Audio exporting final ou J Video: Color the and methods (hu J File Formats(A MP3,ALAC,RIFF,A LAC	itput. eory, compression, levaludio and	vels, balance Video):	e) MIDI,	n tools WAV,					
Method of Assessment	External: End semeste	r theory examinat	tion (Pen pape	er test).						
Learning Outcome 3	Apply transition, editing, correction on raw 12 10 footage									
Contents	editing, transitions of	Apply video transition, editing, color correction, audio editing, transitions on a given raw footage by using available ools to create short video								
Method of Assessment	External: Laboratory o	bservation and viv	va voce.							
RGPV (DIPL WING) BHOPAL		MA OBE CURRICULUM FOR FORMA 3								
Branch Informat	ion Technology	echnology Semester V								
Course Code	Course Name									
Course Outcome - 3	Apply techniques t	Apply techniques to create 2D animation Teac h Hrs								
Learning Outcome 1	Demonstrate 2D a	nimation with	tools	7	10					
Contents	2D Animation: Timeline Working with T pen/pencil tool, tweening, creating Animation best formats	imeline Using brush tool, ng transition effe	layers draw shapes prin ects	ing - v nitives,	with a using					
Method of External: End semester theory examination (Pen paper te Assessment										
Learning Outcome 2	Illustrate interact to export it on web		tion script	8	10					

Contents		CI U	Scripting: Basics, Uses of 2D animated files with script to create interactive presentation for web, Timeline controls User generated media content sharing in network, content-based retrieval in digital library								
Method Assessmer	of nt	Intern	nal: Mid semester	theory examinat	ion (F	Pen pape	r test)				
Learning Outcome 3	3	Deve conti	=	ted clips with	inter	active	12	10			
Contents		Ĵ D∈ Ĵ Ap	esign concept fo oply animation	er/s for given s or background / principles to er, prop and add	prop crea	ate an					
Method Assessmer	of nt	Exterr	External: Laboratory observation and viva voce.								
RGPV WING) E	(DI PLO BHOPAL	AMC	OBE CUR THE COURS	AT-	Sheet No. 4/5						
Branch I	nformat	ion Te	chnology	nester	ster V						
Course Code			Course Multimedia and Animation Name								
Course O	utcome	tools	Apply Special Effects with 3D animations, tools for background movement modern high-speed system& Composition								
Learning Outcome 1	1	Expla	Explain fundamental of 3D animation 7 10								
Contents				ciple, file forma n(Rotation, scal			•	layout,			
Method Assessmer	of nt	Exterr	nal: End semeste	r theory examina	tion (Pen pape	er test)				
Learning Outcome 2	2		Explain 3D model, texture, Rig, Light & 8 10 render with basic objects								
Contents			•	ues, Applying C movements, Arr				•			
Method Assessmer	of nt	External: End semester theory examination (Pen paper test).									
Learning Outcome 3	3	Expla	•	effects with otion graphics		nroma,	7	10			

Contents		Intro trans	duction to Boun formations, Use	ques, Concepts of Effects, Speci e of common vid acing, Text anim	al eff leo lo	ects Todo op, Rota	ol, 3D			
Method Assessmer	of nt	Exterr	nal: End semeste	r theory examina	tion (Pen pape	er test).		
Learning Outcome 4	1	Light		3D space with on Graphics, siting			12	10		
Contents		_	•	with chroma g text and motic			cha	nge the		
Method Assessmer	of nt	Interr	nternal: Lab Observation/Assignment							
RGPV WING) B	(DIPLO BHOPAL	AMC	OBE CURRICULUM FOR FOR THE COURSE 3				AT-	Sheet No. 5/5		
Branch Ir	nformat	ion Te	Technology Semester							
Course Code			Course Multimedia and Animation Name							
Course Or - 5	utcome		Make use of all multimedia element for a compiled output Teac h s Hrs							
Learning Outcome 1			Explain all elements of multimedia for a 8 10 combined scripted output							
Contents) So) 20	cript based Vide D and 3D anima	positing (like: loo and audio edition for composition for titles and	ting iting	9	und, ⁻	title)		
Method Assessmer	of nt	Interr	nal: Quiz/ Progres	sive Pen Paper Te	st					
Learning Outcome 2	2		Develop a short/live animated film with all 12 10 media elements							
Contents Applying all media elements (Graphics, Animation and Special effects) in given prepare a scripted friction/short/live film						video c				
Method Assessmer	of nt	Intern	ıal: Lab Observat	ion/Assignment						

Reference Books

INCIC	rence Books	
#	Title & Publication	Author
1	Multimedia and Animation By Khanna Publishing	by V. K. Jain
2	Multimedia Technologies By Tata McGraw Hill Education Pvt. Ltd.	By Parikh
3	Principles of Multimedia By Tata McGraw Hill Education Pvt. Ltd.	By Banerji
4	Multimedia an Introduction By Prentice Hall of India	By Villam Casanova & Molina
5	Multimedia Technologies and Application By Galgotia Publications	By Hillman
6	Fundamental of Multimedia By Pearson Publications	By Li and Drew
7	Encyclopedia of Graphics File Formats By O'Reilly & Associates.	By James D. Murray and William vanRyper
8	How to Edit Videos That People Want to Watch By Renegade Digital Post	by Rachel Bastarache Bogan
9	Applying Color Theory to Digital Media and Visualization By CRC Press, Tailor and Franch Group	By Theresa-Marie Rhyne
10	Design for Motion ((Fundamental and Techniques of Motion Graphics) By Austin Shaw	By Routledge
11	Cartoon Animation	By Preston Blair
12	Multimedia Systems	By John Buford
13	E-books/E-tools/Relevant software to be used as recommended by AICTE/NITTR/RGPV	

Annexure 1: Software and Hardware Requirement

A. Software List (Free & Paid)

#	Course Outcome #/Learning outcome #	Free Software	Paid Software
1.	Course Outcome 1/ Learning Outcome 2/3	Raster-GIMP Vector- Inkscape	Raster- Adobe photoshop Vector-Adobe Illustrator/CorelDraw
2.	Course Outcome 2/ Learning Outcome 1/2/3	Audio-Ocenaudio Video-Studio One	Audio-Adobe Audition/Sound Forge Video- Adobe Premiere/DaVinci
3.	Course Outcome 3/ Learning Outcome 1/2/3	2D Animation- Synfig, Animaker	2D Animation- Adobe Animate, ToonBoom Harmony
4.	Course Outcome 4/ Learning Outcome 1/2	3D Animation- Unity, Blender	3D Animation- Autodesk Maya/3Ds Max,
5.	Course Outcome 4/ Learning Outcome 3	Special Effects- Blender VFX, Krita	Special Effects- Adobe After Effects
6.	Course Outcome 4/ Learning Outcome 4	3D Animation- Blender VFX, Krita Special Effects- Blender VFX, Hitfilm Express, Krita	3D Animation- Autodesk Maya/3Ds Max, Special Effects- Adobe After Effects
7.	Course Outcome 5/ Learning Outcome 1	Raster-GIMP Vector- Inkscape Audio- Ocenaudio Video-Studio One 2D Animation- Synfig, Animaker 3D Animation- Blender VFX, Krita Special Effects- Blender VFX, Hitfilm Express, Krita	Raster- Adobe photoshop Vector-Adobe Illustrator/CorelDraw Audio-Adobe Audition/Sound Forge Video- Adobe Premiere/DaVinci 2D Animation- Adobe Animate, ToonBoom Harmony 3D Animation- Autodesk Maya/3Ds Max, Special Effects- Adobe After Effects

Note: Faculty can also use upgraded and recent available software with course of time

B. Computer Hardware Requirement

#	Equipment Name	Specification	Add-ons (Optional)
1.	Desktop Computer	J CPU: 64 Bit i5/ i7/Xeon or equivalent processor, Speed: 3 GHz or Higher. Cache Memory: Minimum 6 MB or better. J RAM: 4/8/16 GB DDR-5 or Higher. J Hard Disk Drive: 1 TB or Higher, 7200 rpm (minimum) or Higher, Dedicated Graphic (Memory) Card minimum 6 GB DDR5 or higher J Network Card: Integrated Gigabit Ethernet (10/100/1000) USB Mouse J USB Keyboard Standard Ports and connectors. J DVD Writer, Licensed Windows Operating System/ OEM Pack(Preloaded)	J SSD 256/500 GB J Blue Ray writer J Wi-Fi enabled J Sound Card J Dedicated Graphic (Memory) Card minimum 6/8 GB DDR6 or higher
2.	Monitor	J Monitor 21 Inch) Monitor 23 inch or higher
3.	Headphone	Wired Over Ear Headphones with Padded Earcups, On-Board Volume Control, Noise Cancelling Mic, 3.5mm connection	
4.	Scanner	A4 size High-quality scanning for photos and documents - 4800 dpi optical resolution for amazing clarity and detail) A3 Size scanner with printer
5.	Speaker) 2.1 Multimedia speaker	

Note: Specification may differ as per installed software and work, above requirement is as per industry need.

RG	RGPV (Diploma Wing) Bho	na Wing) Bhopal	SCHEME FOR		В	ranch (Code	C	ourse Code		Code Code For		mat No. 4	
	. (1	8) 1	OUTCO	OME	I	0	4				1	1		
COURS	E NAME	MULTIMEDIA AN	D ANIMATION											
CO Desc	cription	Apply graphical tec	hniques to plot obje	ects										
LO Desc	cription	Explain basics of M	ultimedia											
				SCHEME O	F STU	DY								
S. No.		Learning Conte	ent	Teaching – Learning Method]	_	otion of rocess	T-L	Teac h Hrs.	Pract. /Tut Hrs.	LI	Rs Required	Remarks	
1) Hardwa	Definition, character architecture, types, Ha	ardware & Software media Operating ation system, CGI CRT, LED, LCD, system, light pen, ters, touch panel) (graphic card,	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	th post co q	ne conterovide la cudents. conduct uiz/tuto	will expents and handouts. Teacher assignmorial to marketice ge.	s to r will ents/ nake	7	NIL	boai bool	douts, chalk rd, PPT, text k, charts, eo film.		
			S	SCHEME OF AS	SSESS	SMEN	Γ							
S No	Matho	d of Assessment	Description of As	scassment	Ma	ximum			Recour	es Reau	ired		External /	

CO

Resources Required

Test paper + Rating scale

LO

Internal

Internal

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

Marks

10

Description of Assessment

Student will be asked basics of

multimedia in progressive test

Method of Assessment

Paper pen test

S. No.

1

Internal: Progressive examination (Pen paper test).

RGPV (Diploma Wing) Bhopal	SCHEME FOR		Branch Co	ode	Cour	se Code	Code	_	Format No. 4		
1101	(Diproma (ing) Dio	OUTCO	OME	<i>I</i> 0	4			1	2		
COURSI	E NAME MULTIMI	CDIA AND ANIMATION									
CO Desc	eription Apply grap	hical techniques to plot ob	jects								
LO Desc	ription Explain gra	phical designing and editin	g techniques								
			SCHEME O	F STUDY							
S. No.	Learnin	g Content	Teaching – Learning Method	Description Proces		Teac h Hrs.	Pract. /Tut Hrs.	LRs	Require	d Remarks	
	techniques, Selection to Vector: Traditional D Drawing and Path E Working with Groups a Composition and Desig Color correction, W Transformation and Po symbol, Advanced Te Web, Saving, Printing Image: file JPEG,GIF,TIFF,TARC	ving and Path Editing, Making Selection king with Groups and Layers position and Design techniques: recorrection, Working with text Objects of Structure and Positioning, Use of Brushestol, Advanced Text Editing, designing for the Saving, Printing and Production efficient in the Saving of the Saving of Printing and Production of the Saving of the Saving of Printing and Production of the Saving of the Savin		Editing techniques: Retouching tion technique nal Design concepts, Advanced ath Editing, Making Selections, oups and Layers Design techniques: n, Working with text Object nd Positioning, Use of Brushes & ed Text Editing, designing for the inting and Production file format(PNG, BMP, Interactive classroom teaching, and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students. Teacher will explain the contraction and provide handouts to students.		cher to	8 NIL		Handouts, chalk board, PPT, text book, charts, vide film.		t
		S	SCHEME OF AS	SSESSMENT							
S. No.	Method of Assessmen	t Description of As	ssessment	Maximum Marks		Resources Required				External / Internal	
1	End semester theory examination	Pen Paper Test	Question paper + rating scale				External				
		ADDITIONAL INSTR	CUCTIONS FOR	R THE HOD/ I	FACUL	TY (IF	ANY)			1	
			NIL	,							

CO

Course Code

Branch Code

LO

RG	PV (Diplon	na Wing) Bhopal	SCHE	ME FOR LEARNING	Branch (Code	Cour	rse Code	CO Code	LO Code	Format No. 4
		8, 1		OUTCOME	I 0	4			1	3	
COURS	SE NAME	MULTIMEDIA A	ND ANIMA	TION							
CO Des	scription	Apply graphical t	echniques to	plot objects							
LO Des	cription	Make use of avail	able tools to d	esign and edit to image	, text and grap	hical o	bjects				
				SCHEME	OF STUDY						
S. No.		Learning Content		Teaching –Learning Method	Description o Process	-		Pract. /Tut Hrs.	_	LRs quired	Remarks
1	J Installation of Multimedia/Animation software on compatible hardware as per attached annexure 1. J Apply Image Editing techniques (like Making Collage) J Apply Image transformation (scale, rotation, reflection, shear) J Enhance Color of image (level, curve, hue, saturation, color balance) J Apply text style (font type, style, color, transformation)		Interactive lab classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will demonstrate in components in the lab to stud students will practice, proviquiz, assignmented, teacher will conduct remedand tutorials.	de entsill	NIL	12	PPT,	board, text charts,		
	1	,		SCHEME OF	ASSESSMENT	Γ					
S. No. Method of Assessment Descrip		tion of Assessment	Maximum Marks		Re	esources Requ	iired	External / Internal			

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

10

Observation schedule/check-list /rating

scales /rubrics

External

Student will asked about installation, functioning/applying techniques in

relevant multimedia software/tools on

compatible hardware

Laboratory test by

observation

1

Faculty are instructed to see attached Annexure Software and Hardware requirement in Format 3 for using available multimedia tools and technique

RG	PV (Diplom	a Wing) Bhopal		OR LEARNING	Br	anch (Code	Cou	rse Code		CO lode	LO Code	Format No. 4
	` 1	3 / 1	OUT	COME	I	0	4				2	1	
COURS	SE NAME	MULTIMEDIA	AND ANIMATION										
CO Des	cription	Utilize audio and	l video editing techni	ques on a given f	ootage								
LO Des	cription	Explain basic of	audio and video										
				SCHEME (F STU	DY							
S. No.		Learning Co	ntent	Teaching – Learning Method	Des	criptio Proc	n of T-L ess	Tea		act. Hrs.	LR	s Require	ed Remarks
1	Making Audio: Convers Video: timeline	Types Creation of vocal sion of audio file Audio Terminolog Frequency Modulat Creating a Seque To Refining the seque Video Terminolog Rate, Cut-in (Inser	ence, Editing in the ence, Transitions y: Aspect Ratio, Bit t Shot), Frame Rate, wer Third Title, Safe	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	the co provide studen condu quiz/t studen	ontents de hand nts. Tea act assig utorial	explain and louts to acher wil gnments, to make ctice thei	/	N	TL	chal PPT	idouts, lk board, T, text boo rts, video	k,
				SCHEME OF A	SSESS	MENT	Γ						
S. No.	Method	of Assessment	Description of	Assessment		kimum arks		Re	esources R	equir	ed		External / Internal
1		mester theory amination	Pen Paper Test			10		Questi	on paper +	rating	g scal	e	External
			ADDITIONAL INST	TRUCTIONS FO	R THE	HOD	/ FACUI	LTY (IF	ANY)				
				NI	L								

RG	PV (Diplon	na Wing) Bhopal	S	CHEME FOR L		Br	anch (Code	Course Code	CO Code	LO Code	Format No. 4
				OUTCON	/IL	I	0	4		2	2	
COURS	SE NAME	MULTIMEDIA A	AND AN	MATION								
CO Des	cription	Utilize audio and	video ed	iting techniques	on a given foc	tage						
LO Des	cription	Explain editing to	echniques	s, file format of a	udio & video							
					SCHEME O	F STU	DΥ					
S. No.	I	Learning Content		Teaching – Learning Method	Descripti Pro	on of T cess	-L	Teach Hrs.	Pract. /Tut Hrs.	LRs R	equired	Remarks
1	final ou Video: color c (hue, sa) File Fo MIDI, V VI, WM	ons, compression, e	pression, methods ance) Video): RIFF,A	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will the contents provide han students. Te conduct ass quiz/tutoria students pra knowledge.	and douts to acher with the male and acher with the male and acher with the male and acher and acher and acher acher and acher acher and acher acher and acher ach	vill ts/	8	NIL	Handout board, Pl book, ch video fil	PT, text arts,	
				SC	HEME OF A	SSESS	MENT	-				
S. No.	Method	of Assessment	De	scription of Asse	essment		imum arks		Resources	Required		External / Internal
1		emester theory amination	Pen Pap	er Test			10		Question paper	+ rating sca	le	External
			ADDITI	ONAL INSTRU	CTIONS FO	R THE	HOD/	FACUI	LTY (IF ANY)			
					NII							

RG	SPV (Diplo	oma Wing) Bhopal		FOR LEARNING	Branch	Code	Cou	irse Co	de	CO Code	LO Code	Format No.
	` •	•	Ot	TCOME	I = 0	4				2	3	
	URSE AME	MULTIMEDIA AND	ANIMATION									
CO Des	scription	Utilize audio and vide	o editing techni	ques on a given footag	e							
LO Des	scription	Apply transition, editi	ng, correction o	n raw footage								
				SCHEME OF	STUDY							
S. No.		Learning Content		Teaching –Learning Method	_	iption of ' Process	T-L	Teacl Hrs.		Pract. Tut Hrs.	LR Requi	Remai
1	Apply vi	deo transition, editing, c	olor correction,	Interactive lab	Teacher	will		NIL		12	Handou	ıts,
	audio ed	iting, transitions on a giv	en raw footage	classroom teaching,	demonst	trate majo	r				chalk	
	by using	available tools to create s	short video	demonstration, quiz,	compon	ents insid	e the				board,	
				assignments,	lab to st	udents,					PPT, te	xt
				tutorial	_41 4 _	will prac	4:				book,	

teacher will conduct remedial and tutorials.

provide quiz,

assignment etc.,

charts,

video film.

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	Laboratory test by observation	Basic Audio and Video editing transition & other operation on raw footage will be observed and assessed	10	Observation schedule/check-list /rating scales /rubrics	External

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

Teacher will provide a raw footage and student will perform various operation by using available tool

RGPV	/ (Diploma Wi	ng) Bhopal	SCHEME FOR LEARNING	В	ranch	Code	Course	Code	CO Code	LO Code	Format No. 4
	` •	6, 1	OUTCOME	I	0	4			3	1	
COURS NAMI		TIMEDIA AND	ANIMATION	<u> </u>				ı	1		
CO Descri	ption Apply	techniques to c	reate 2D animation								
LO Descrij	ption Demo	nstrate 2D anim	ation with tools								
			SCHEME (OF STU	JDY						
S. No.		Learning Conte	Teaching – Learning	Desc	cription	n of T-L	Teach	Pract	I.K	As Require	d Remark

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks
1	2D Animation: Basics, principles, frames, key		Teacher will explain	7	NIL	Handouts, chalk	
	frames, Timeline	classroom	the contents and			board, PPT, text	
	Working with Timeline Using layers drawing -	teaching,	provide handouts to			book, charts,	
	with a pen/pencil tool, brush tool, shapes	demonstration	students. Teacher will			video film.	
	primitives, using tweening, creating transition	, quiz,	conduct assignments/				
	effects	assignments,	quiz/tutorial to make				
	Animation best practices, 2D animation	tutorial	students practice their				
	exporting file formats		knowledge.				

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	End semester theory examination	Pen Paper Test	10	Question paper + rating scale	External

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

NIL

RGP	PV (Dinle	oma Wing) Bhopal	SCHE	ME FOR LEARN	ING	Br	anch (Code	C	ourse Code	CO Code	LO Code	Format No. 4
1101	, (2-1-	, ,,g <i>)</i> =• F u.		OUTCOME		I	0	4			3	2	
COUI NAM		MULTIMEDIA A	ND ANIMATI	ON									
CO Desci	ription	Apply techniques	to create 2D an	imation									
LO Descr	ription	Illustrate interacti	ve 2D animatio	on script to export	it on wo	eb							
				SCHE	EME OF	F STU	DY						
S. No.		Learning Conte	nt	Teaching – Learning Method		ription Proces			Геасh Hrs.	Pract. /Tut Hrs.	LRs R	equired	Remark
1	files prese User in n	oting: Basics, Uses of with script to createntation for web, Time generated media cetwork, content-base al library	ate interactive neline controls ontent sharing	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teache the con provide student conduc quiz/tu student knowle	ntents a e hando ts. Teac et assig torial t ts pract	nd outs to cher wi nments o make	111	8	NIL	Handouts board, PF book, cha film.	T, text	o
				SCHEME	E OF AS	SSESS	MENT	٦.					
S. No.	Meth	od of Assessment	Descrip	tion of Assessment	t		imum arks			Resources R	equired		External / Internal
1	P	aper pen test	Student will b	oe asked question o	n 2D	1	10		Т	est paper + Ra	ating scale		Internal

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY) Internal: Progressive examination (Pen paper test)

animation in progressive test

1

10

Test paper + Rating scale

Internal

RG	SPV (Di	plom	a Wing) Bhopa	l S	CHEME FOR LEARN OUTCOME	ING	Branch		Cou	ırse Code	CO Code	LO Code	Format No. 4
COUR	SE NAN	1E	MULTIMEDI	A AND AN		1	0	4			3	3	
CO Des	scription	1	Apply techniq	ues to creat	e 2D animation								
LO Des	scription	1	Develop 2D an	imated clip	s with interactive cont	rols							
					SCH	EME OF S	TUDY						
S. No.		I	earning Conten	nt	Teaching – Learning Method	1	ption of T Process	'-L	Teach Hrs.	Pract. /Tut Hrs.	LRs Re	equired	Remarks
1		sign ry,	a Character/s concept for ba	for given	Interactive lab classroom teaching,	Teacher v			NIL	12	Handouts, board, PP		

lab to students, students

will practice, provide quiz, assignment etc.,

teacher will conduct

remedial and tutorials.

film.

assignments,

tutorial

prop

control in it.

Apply animation principles to create an animation in designed

character, prop and add interactive

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	Laboratory test by observation	Student will be asked to design character and background in 2D animation	10	Observation schedule/check-list /rating scales /rubrics	External

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

Teacher will give story on the basis of that student select a character and design background concept and create 2D animation of character

RG	PV (Dinlon	na Wing) Bhopal	S	CHEME FOR LEARNIN	G B	ranch (Code	C	ourse Coo	de	Code	Code	Format No. 4
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COUR	SE NAME	MULTIMEDIA.	AND AN	IMATION	1								1
CO Des	scription	Apply Special Ef	fects with	3D animations, tools for	backgroun	d mov	ement n	noderr	n high-spe	eed sy	stem&	Composit	tion
LO Des	cription	Explain fundame	ental of 31	D animation									
				SCHEM	E OF STU	DY							
S. No.]	Learning Content		Teaching –Learning Method	Descript	ion of	T-L Pro	ocess	Teach Hrs.		act. Hrs.	LRs Requir	Remarks
1	tools, v	ation: Principle, file iewport, layout, ation(Rotation,	formats, graph, scaling,	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher we contents a to student conduct as quiz/tutor practice the	nd proves. Teac ssignmental to m	vide han her will ents/ nake stud	lents	7	N	IIL	Handouts chalk boa PPT, text book, cha video film	rts,
				SCHEME C	F ASSESS	MEN'	Γ				l.		
S. No.	Method	d of Assessment	De	escription of Assessment		kimum arks	l		Resource	es Req	uired		External / Internal
1		emester theory camination	Pen Pap	per Test		10		Que	estion pap	er + ra	ting sca	ale	External
	1		ADDIT	IONAL INSTRUCTIONS	FOR THE	HOD	/ FACU	LTY (IF ANY)				I
					NIL								

CO LO

RG	PV (Diploma	Wing) Bhopal	SCHI	EME FOR LEARNING OUTCOME	Br	anch (Code 4	Co	urse Code	CO Code	LO Code	Format No. 4
COUR	SE NAME	MULTIMEDIA	AND ANIMA	ATION	4		7			7		
CO Des	cription	Apply Special E	ffects with 3D	animations, tools for b	ackgroun	d mov	ement	modern	high-spee	d system&	Compos	ition
LO Des	cription	Explain 3D mod	el, texture, Ri	ig, Light & render with	basic obj	ects						
				SCHEME	OF STU	ΟY						
S. No.		Learning Conten	t	Teaching –Learning Method	Descri	ption (of T-L I	Process	Teach Hrs.	Pract. /Tut Hrs.	LF Requ	Remarks
1	& Shaders,	g techniques, App Object Controll Arranging light, F	er, Creating	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher contents to studen conduct a quiz/tuto practice t	and protests. Teanssignrand	ovide ha cher wi nents/ make st	andouts ll udents	8	NIL	Hando chalk board, PPT, t book, charts, video	ext
				SCHEME OF	ASSESS	MENT				1		<u> </u>
S. No.	Method o	of Assessment	Descri	ption of Assessment		imum ırks		F	Resources I	Required		External / Internal
1		nester theory mination	Pen Paper To	est	1	0		Ques	tion paper -	+ rating scal	e	External
			ADDITION	AL INSTRUCTIONS F	OR THE	HOD/	FACU	LTY (I	F ANY)			
				I	NIL							

COURSE NAME MULTIMEDIA AND ANIMATION CO Description Apply Special Effects with 3D animations, tools for background movement modern high-speed system& Composition LO Description Explain special effects with chroma, rotoscoping and motion graphics SCHEME OF STUDY S. No. Learning Content Special effect Techniques, Concepts of compositions, Introduction to Bound Effects, Special effects Tool, 3D transformations, Use of common video loop, Rotoscoping, Chroma, 2D & 3D tracing, Text animation MULTIMEDIA AND ANIMATION Teaching - Learning and motion graphics SCHEME OF STUDY Description of T-L Prach, Hrs. Hrs. Hrs. Hrs. NIL Handouts, chalk board, PPT, text book, charts, video film. Teaching - Learning Method Interactive classroom the contents and provide handouts to students. Teacher will conduct assignments/ quiz, assignments/ quiz/tutorial to make students practice their knowledge.	RG	PV (Diploma	a Wing) Bhopal	CHEME FOR LEARN OUTCOME	NING	Bran	nch (Code 4	Co	urse C	ode	CO Code	LO Code	Format No. 4
Explain special effects with chroma, rotoscoping and motion graphics SCHEME OF STUDY	COURS	SE NAME	MULTIMEDIA AND A	NIMATION		1	•	7				_	J	
S. No. Learning Content Teaching – Learning Method Special effect Techniques, Concepts of compositions, Introduction to Bound Effects, Special effects Tool, 3D transformations, Use of common video loop, Rotoscoping, Chroma, 2D & 3D tracing, Text animation SCHEME OF STUDY Description of T-L Process Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments, quiz, assignments, quiz/tutorial to make students practice Remarks Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/quiz/tutorial to make students practice	CO Des	cription	Apply Special Effects w	th 3D animations, tool	s for bacl	kgroun	d mo	vement	moder	n high	-spee	ed system&	Compo	sition
S. No. Learning Content Teaching – Learning Method Special effect Techniques, Concepts of compositions, Introduction to Bound Effects, Special effects Tool, 3D transformations, Use of common video loop, Rotoscoping, Chroma, 2D & 3D tracing, Text animation Teaching – Learning Method Teaching – Learning Method Process Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments, functional demonstration, quiz, assignments, tutorial Teach Process NIL Handouts, chalk board, PPT, text book, charts, video film.	LO Des	cription	Explain special effects v	rith chroma, rotoscopii	ng and m	otion g	raphi	cs						
S. No. Learning Content Learning Method Process Hrs. Hrs. Special effect Techniques, Concepts of compositions, Introduction to Bound Effects, Special effects Tool, 3D transformations, Use of common video loop, Rotoscoping, Chroma, 2D & 3D tracing, Text animation Learning Method Process Hrs. Hrs. Hrs. Hrs. Hrs. Hrs. Handouts, chalk board, PPT, text book, charts, video film. Video film.				SCH	EME OF	F STUD	Y							
compositions, Introduction to Bound Effects, Special effects Tool, 3D teaching, transformations, Use of common video loop, Rotoscoping, Chroma, 2D & 3D tracing, Text animation classroom the contents and provide handouts to students. Teacher will conduct assignments, tutorial will conduct assignments/ quiz/tutorial to make students practice	S. No.	I	Learning Content	S	_		T-L				Γut	LRs Rec	quired	Remarks
	1	composition Effects, S transformation, Rotos	ns, Introduction to Bour pecial effects Tool, 3 ions, Use of common vide scoping, Chroma, 2D & 3	d classroom D teaching, o demonstration, D quiz, assignments,	the conte provide I students. will cond assignment quiz/tuto students	ents and handout a. Teache duct lents/ orial to a	ts to er make			NIL		board, PP	Γ, text rts,	

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	End semester theory examination	Pen Paper Test	10	Question paper + rating scale	External

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

NIL

RGPV (Diploma Wing) Bhopal SCH			EME FOR LEARNING Branch C		nch C	ode	Course Code	Code				
		··· g / = F ·		OUTCOME	I	0	4		4	4		
	URSE ME MU	ULTIMEDIA AND	ANIMAT	ΓΙΟΝ								
CO Des	scription Ap	ply Special Effects	with 3D a	nimations, tools fo	or backgr	ound n	novem	ent mode	rn high-speed	system& Co	ompositio	on
LO Des	scription De	velop work in 3D sp	oace with	models, Lights wi	th Motion	Grapl	nics, S	pecial effo	ects and compo	siting		
	<u> </u>			SCH	HEME OF	STUD	Y					
S. No.	Learning Content			Teaching – Learning Method	Description of T-L Process			Teach Hrs.	Pract. /Tu	LRs Required		Remark
1	Merge 3D object with chroma video and change the background including text and motion graphics			Interactive lab classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will demonstrate major components inside the lab to students, students will practice, provide quiz, assignment etc., teacher will conduct remedial and tutorials.			NIL 12 Handouts, chal board, PPT, tex book, charts, vi film.		PT, text	0	
				SCHEM	IE OF AS	SESSN	IENT					
S. No.	Method	of Assessment	Des	cription of Assessi	ment		imum arks	Recources Required				External / Internal
1				workout in 3D by applying and special effects		1	0	Observation schedule/check-list /rating scales /rubrics			/rating	Internal
		AI	DDITION	AL INSTRUCTION	ONS FOR	THE	HOD/	FACULT	Y (IF ANY)			
					NIL							

CO

Course Code

Branch Code

LO

RGPV (Diploma Wing) Bhopal		SCHEME FOR OUTCO				Code Course Code		de	Code Co		Format No. 4	
						0	4			5	1	
COURSE NAME MUTIMEDIA AND CO Description Make use of all multi		<u> </u>	•••									
		nultimedia element for a	compiled outp	ut								
LO Des	cription	Explain all eleme	nts of multimedia for a	combined scrip	oted outpu	ıt						
				SCHEME O	F STUD	Y						
S. No.	. Learning Content		Teaching — Learning Method	Description of T-L Process			Teach Hrs.	Pract. /Tut Hrs.		LRs Required		Remarks
1	(like: lot) Script to editing J 2D and compose J Effects	3D animation for	teaching, demonstration, quiz, assignments, tutorial	Teacher will e contents and p handouts to str Teacher will c assignments/ quiz/tutorial to students practiknowledge.	provide tudents. conduct to make		8	NIL		Handouts, chalk board, PPT, text book, charts, video film.		
			S	CHEME OF A	SSESSM	ENT	1					
S. No.	Method	Method of Assessment Description of A		cceccment		Maximum Marks Resour		Resourc	Resources Required			External / Internal
1	Quiz/	Pen Paper Test	Quiz/ Pen Paper Progre	ssive	10		Test paper + Rating scale			Internal		

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

Internal Progressive Test

RGPV (Diploma Wing) Bhopal			Bhopal	SCHEME FOR		Bra			Co	Course Code		CO Code	LO Code	Format No. 4
						I	0	4				5	2	
COURS	SE NAME	MULTI	MEDIA	AND ANIMATION										
CO Description Make use of all			se of all	multimedia element for	a compiled outp	ut								
LO Description Develop a short/			a short	live animated film with	all media eleme	nts								
					SCHEME O	F STUD	Y							
S. No. Learning Content		Teaching –Learning Method	Description Proces			Teach Hrs.	Prac /Tut l		LR	s Require	ed	Remarks		
1	Applying	all	media	Interactive lab	Teacher will der	monstrat	e	NIL	12	2	Handou	ts, chalk		
	elements (Graphics,	Video,	classroom teaching,	major componer	nts inside	2				board, I	PPT, text	book,	
	Audio,	2D &	3D	demonstration, quiz,	the lab to studer	ıts,					charts,	video film	1.	

students will practice,

remedial and tutorials.

provide quiz, assignment etc., teacher will conduct

Animation and

live film.

effects) in given video

compositing to prepare a scripted friction / short /

Special

assignments,

tutorial

S. No.	Method of Assessment Description of Assessment		Maximum Marks	Resources Required	External / Internal
1	Lab Observation / Assignment	Student develop the short live animated film by using all multimedia component	10	Observation schedule/check-list /rating scales /rubrics	Internal

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

Teacher can give task to student to develop short animated film which help institute to demonstrate college / department activity (cleanliness, counseling, induction, etc.)