GANPAT UNIVERSITY

FACULTY OF COMPUTER APPLICATIONS

Programme	Bachelor of Science Information Technology (Infrastructure Management Services)	Branch	Computer Applications	
Semester	I	Version	1.0.0.0	
Effective from Academic Year	2024-25	Effective for the batch Admitted in	June 2024	
Subject code	U41B3MA	Subject Name	Multimedia and Animation	

Teaching scheme					Examination scheme (Marks)			
(Per week)	Lecture (DT)		Practical (Lab.)		Total		CCE	SEE	Total

(Per week)	L	T U	P	TW	Total		CCE	SEE	Total
Credit	2	-	2	-	4	Theory	50	50	100
Hours	2	-	4	-	6				

Objective:

To learn the basics of designing & Video editing.

Pre-requisites:

Fundamental knowledge of Drawing Objects & Online designing platforms.

Learning Outcome:

Name of CO	Description
CO1	To understand basic concepts of Image editing.
CO2	To understand advanced features of image editing with layers.
CO3	Able to create attractive banners & brochures.
CO4	Able to create Creative, Resume, logo, and designs
CO5	To understand the concepts of Video creation & Editing.

Mapping of CO and PO:

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	0	0	0	0	0	1	1	1	0	0
CO2	0	1	0	0	0	0	1	0	2	2	2	0
CO3	1	0	0	0	2	0	2	1	3	3	0	0
CO4	1	0	2	1	0	0	0	0	1	2	1	0

Content:

Unit	Content	Hrs
1	**Introduction to Image Editing:** Working with Interface, Resolution and Image Size, Color Spaces and Color Modes, Brief Overview of Tools, Selection tools, Filling stroking tools, Blending options, Content Adjustment option, and History option.	06

2	**Advances Image Editing:** Manipulating Images (Transforming Images, adjusting colors, Paintbrush), Text Manipulations, Working with Layers and Masks (Managing Layers, Manipulating Layers, Using Layer Masks), Implementing Blur and Distortion Filters, Working with Paths, Image Correction & repairing, Enhancing Images (Special effects).	08
3	**Banner, Brochure Design:** Introduction of Designing platforms Features of software, interface, Drawing Basic Shapes, Working with Object and Object Points, Editing Pictures (Raster Graphics), Page layouts, Applying effects, Import, export, and publishing. **Creative Design:** Introduction of Platform, Dashboard, Design Creative for Different platforms, Import & Export Image, Custom Size, Flyer, Invitations Card, Resume Design, Templates, Presentations, Animation, Editing on Image, Crop, Flip, Elements, Backgrounds, Logo.	10
4	**Video Creation & Editing:** Video Creation, Elements, Uploads Insert Audio, Animation, Effects, Text, Photo, Templates, Slide Show, Notes, Import, Export, Hyperlinks, Time Preset and Colors.	06

Practical Content:	
List of programs specified by the subject teacher based on above mentioned topics.	

Reference Books:	
1	Designing Design by Kenya Hara
2	Signs and Symbols: Their Design and Meaning by Adrian Fruiter
3	100 IdeasThat Changed Design by PeterFiell & CharlotteFiell

Web Reference:	
1	https://www.canva.com

MOOC/Certificate Course:	
1	https://www.educba.com/design/courses/photoshop-course
2	https://certifiedprofessional.adobe.com/photoshop
3	https://www.udemy.com/course/canva-master-course-graphic-design-for-beginners

Question Paper Scheme:	
	University Examination Duration: 2 Hours **Note for Examiner:** Q-1 Must be common from any topics from syllabus. Q-2 And onwards must be from specific topics and internal choice or option can be given. **Paper Structure:** Q-1 Attempt any Five Out of Seven: each question must be 5 marks: (25 Marks) (CO1, CO2, CO3, CO4) Q-2 Must be from **Introduction to Image Editing** (06 Marks) Q-3 Must be from **Advances Image Editing** (06 Marks) Q-4 Must be from **Banner, Brochure Design** (08 Marks) Q-5 Must be from **Video Creation & Editing** (05 Marks)