

<b>Branch: Diploma in Multimedia Technology</b>		<b>Semester-6</b>									
Sl. No.	Subject	Credits	Periods			Evaluation Scheme			ESE	PR	Total Marks
			L	Tu	Pr	Internal Scheme					
						TA	CT	Total			
1	<b>Industrial Management</b>	3	3	1		10	20	30	70		100
2	Multimedia Authoring II	3	3	1		10	20	30	70		100
3	Multimedia Production and Packaging	2	3	1		10	20	30	70		100
4	Post Production and Special Effects	3	3	1		10	20	30	70		100
5	<b>Elective</b>	2	3	1		10	20	30	70		100
6	Multimedia Authoring Lab II	2			4					100	100
7	Post Production and Special Effects lab	2			3					50	50
8	<b>Industrial Project( Multimedia Project)</b>	3			3					100	100
9	<b>Professional Practice IV</b> (Animation and Special Effects)	2			3					50	50
10	<b>Grand Viva Voce</b>	3								100	100
	Total	25	15	5	13	50	100	150	350	400	900

Elective Subjects: (1) Advanced Web Technology, (2) Television Production

**Industrial Management**

**Same as Mechanical Engineering**

## Syllabus for Multimedia Authoring-II

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: <b>Multimedia Authoring-II</b>	
Course Code :	Semester: Sixth
<b>Duration: 15 weeks</b>	<b>Maximum Marks: 100</b>
<b>Teaching Scheme :</b>	<b>Examination Scheme :</b>
Theory :3 contact hours/week.	Internal Examination : 20 Marks
Tutorial : 1 contact hour/week	Class Attendance : 5 Marks
Practical : Multimedia Authoring-II Lab	End Semester Examination : 70 Marks
Credit : 3	Teacher's Assessment: 5 Marks
<b>Aim:</b>	
1.	To develop the knowledge & skill in Multimedia Authoring-II
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimediaauthoring and/or CBT development industry.
<b>Objectives -</b> The student will be able to understand about	
1.	Concept of Internet
2.	Website Design
3.	Web Development
4.	Concept of Dynamic Websites with Database Integration
5.	Content Management System
6.	Blog interfaces
7.	Search Engine
8.	Basic Flash Actionscript
<b>Pre-Requisite -</b>	
1.	Basic knowledge in using several digital media formats -image, sound, audio, video
2.	Knowledge of basic Computer hardware & softwareis also necessary.
3.	Basic knowledge of writing, grammar, comprehension

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

Content (Name of Topic)		Periods	
<b>Group - A</b>			
<b>Module 1</b>	<b>Introduction to the Internet</b>		
	<ul style="list-style-type: none"> <li>• Introduction to the Internet</li> <li>• History of the Internet</li> <li>• Websites</li> <li>• Types of Websites</li> <li>• Ideas about Open Source, Creative Commons, worldwide web -based philanthropic projects</li> </ul>	4	
<b>Module 2</b>	<b>Introduction to Web Design</b>		
	<ul style="list-style-type: none"> <li>• Introduction to HTML5</li> <li>• Introduction to CSS3</li> <li>• Understanding hyperlinks, URLs, Domain names</li> <li>• Concepts of web hosting</li> </ul>	8	

	<ul style="list-style-type: none"> <li>• Introduction to Web servers- Windows based/Linux based</li> <li>• Introduction to W3C Standards</li> </ul>		
<b>Group - B</b>			
<b>Module 3</b>	<b>Web Authoring Tool: Microsoft Expression Web/ Adobe Dreamweaver</b>		
	<ul style="list-style-type: none"> <li>• Introduction to the WYSIWYG interface</li> <li>• How to use HTML and CSS is tandem to design a website</li> <li>• Layout properties</li> <li>• Font properties</li> <li>• Image optimization</li> <li>• Inserting images, video, links, audio</li> <li>• Hyperlinking different elements</li> </ul>	8	
<b>Module 4</b>	<b>Creating Dynamic Websites with Database Integration</b>		
	<ul style="list-style-type: none"> <li>• What is a dynamic website as compared to a static website</li> <li>• Introduction to database- MySQL</li> <li>• Introduction to server-side scripting language- PHP</li> <li>• Introduction to Client -side scripting- Javascript</li> <li>• Understanding how MySQL and PHP works together to create a dynamic website</li> <li>• Integrating XML,DHTML</li> </ul>	8	
<b>Group - C</b>			
<b>Module 5</b>	<b>Content Management System - Joomla</b>		
	<ul style="list-style-type: none"> <li>• Understanding CMS</li> <li>• Introduction to open source CMS- Joomla</li> <li>• Concepts of Categories and Articles</li> <li>• Concepts of Modules, components and plugins</li> </ul>	12	
<b>Module 6</b>	<b>Blog Interface</b>		
	<ul style="list-style-type: none"> <li>• What are blogs</li> <li>• The most popular blog engines- Word press and Blogger</li> <li>• Introduction to the blog interface dashboard</li> <li>• Categories, tags, permalinks and short links</li> </ul>	4	
<b>Group - D</b>			
<b>Module 7</b>	<b>Search Engine Optimization</b>		
	<ul style="list-style-type: none"> <li>• Introduction to SEO</li> <li>• Search Engines- how search engines work</li> <li>• Black Hat vs White Hat SEO</li> <li>• Best SEO practices</li> <li>• Keywords</li> <li>• How to write web content</li> <li>• Parameters/standard of good SEO</li> </ul>	8	
<b>Module 8</b>	<b>Interactive Animation with Adobe Flash</b>		

	<ul style="list-style-type: none"> <li>• Introduction to dynamic Flash</li> <li>• How Flash works with database</li> <li>• Introduction to basic Actionscript</li> <li>• How to create animation with Actionscript</li> <li>• How to create an animated website/ animated greeting card</li> </ul>	8	
	Total	60	

EXAMINATION SCHEME

Internal Examination : Marks - 20		Marks on Attendance : 05			
Final Examination : Marks - 70		Teacher's Assessment : 05			
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	4			
C	5,6	8			
D	7,8	7			
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	3,4	2			
C	5,6	2			
D	7,8	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.

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Alexis Goldstein, Louis Lazaris & Estelle Weyl	HTML5 & CSS3 for the Real World	Sitepoint ( <a href="http://www.sitepoint.com/store/">http://www.sitepoint.com/store/</a> )
Callum Hopkins	Jump Start PHP	do
Shirley Kaiser	Deliver First-Class Websites: 101 Essential Checklists	do
Mick Olinik & Raena Jackson Armitage	The WordPress Anthology	do
Ian Lloyd	Build Your Own Website The Right Way Using HTML & CSS, 3rd Edition	do
Jason Beaird	The Principles of Beautiful Web Design, 2nd Edition	do
Kevin Yank & Cameron Adams	Simply JavaScript	do
Tommy Olsson & Paul O'Brien	The Ultimate CSS Reference	do
<b>Reference Books</b>		
Kevin Yank	PHP & MySQL: Novice to Ninja	
Adobe Creative Team	Adobe Flash Professional CS5 Classroom in a Book	Adobe
Erik T. Ray	Learning Xml	O'Reilly Media
Jessica Keys	The McGraw-Hill Multimedia Handbook	McGraw-Hill Inc., 1994

## Syllabus for: Multimedia Authoring II Lab

### Name of the Course: Diploma in Multimedia Technology .

Course Code:	<b>Semester: Sixth</b> (All Modules should be completed in 4th semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester )
Duration: Seventeen weeks/Semester	<b>Full Marks:100</b>
<b>Teaching Scheme:</b>	<b>Examination Scheme:</b>
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 Multimedia Authoring related with the study of Multimedia Technology.

**Objective:** Student will able to

Sl. No	
1	Develop the skills corresponding to the knowledge acquired in the theoretical subject Multimedia Authoring II.
2	Be acquainted with various instruments, mediums and environment required for Web authoring and web animation
3	Develop the concept of using Web Authoring tools
4	Understand Content Management system and blog interface
5	Create simple web animation

### Pre-Requisite: Nil

Sl.No		
1	Basic concept of computer graphical tools, audio and video editing tools should be known.	
<b>Contents: Total Periods: 60(15Weeks)+Internal Assessment(2Weeks)</b>		<b>Hrs./Unit</b>
<b>= 60(17 Weeks)</b>		
<b>Module : 1</b>	Create a static website, using a web design tool, of 10 pages using HTML and CSS Topic: My favourite Subject	10 periods
<b>Module :2</b>	Create a dynamic website incorporating Javascript and XML Topic: Your favourite personality. Use gallery/slideshow/small animations using Javascript and XML	10periods
<b>Module : 3</b>	Create a CMS based website using Joomla Kolkata:The city of Joy. Create the website incorporating galleries, slideshows, videos.	20 periods
<b>Module : 4</b>	Create a blog about yourself either using Wordpress or Blogger services	5 periods
<b>Module : 5</b>	Create a photo gallery embedded in a webpage using Flash and XML	5 periods
<b>Module : 6</b>	Create an animated analog clock using Flash and Basic actionscript	5 periods
<b>Module : 7</b>	Create an animated e-greeting using Flash and basic Actionscript	5 periods
<b>Total</b>		<b>60 periods</b>

Name of Authors	Title of the Book	Name of the Publishers
Alexis Goldstein, Louis Lazaris & Estelle Weyl	HTML5 & CSS3 for the Real World	Sitepoint ( <a href="http://www.sitepoint.com/store/">http://www.sitepoint.com/store/</a> )
Callum Hopkins	Jump Start PHP	do
Shirley Kaiser	Deliver First-Class Websites: 101 Essential Checklists	do
Mick Olinik & Raena Jackson Armitage	The WordPress Anthology	do
Ian Lloyd	Build Your Own Website The Right Way Using HTML & CSS, 3rd Edition	do
Jason Beaird	The Principles of Beautiful Web Design, 2nd Edition	do
Kevin Yank & Cameron Adams	Simply JavaScript	do
Tommy Olsson & Paul O'Brien	The Ultimate CSS Reference	do
Kevin Yank	PHP & MySQL: Novice to Ninja	
Adobe Creative Team	Adobe Flash Professional CS5 Classroom in a Book	Adobe
Erik T. Ray	Learning Xml	O'Reilly Media
SI. No.	Question Paper setting tips	



**Syllabus for**  
**Multimedia Production and Packaging**

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: <b>Multimedia Production and Packaging</b>	
Course Code :	Semester: Sixth
<b>Duration: 15 weeks</b>	<b>Maximum Marks: 100</b>
<b>Teaching Scheme :</b>	<b>Examination Scheme :</b>
Theory :3 contact hours/week.	Internal Examination : 20 Marks
Tutorial : 1 contact hour/week	Class Attendance : 5 Marks
Practical : Nil	End Semester Examination : 70 Marks
Credit : 2	Teacher's Assessment: 5 Marks
<b>Aim:</b>	
1.	To develop the knowledge & skill in Multimedia Production and Packaging
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia production house as a technician,etc.Web site development studio, video studios, post production and edit set-up of film industry.
<b>Objectives - The student will be able to understand</b>	
1.	Independently handle Production & Delivery Packaging
2.	Accomplish the tasks involved in Production Planning
3.	Understand Multimedia Project Life Cycle
4.	Use of Content, Visual & Technical components as per Production requirement
5.	Basic Concept of Media Laws & Ethics
6.	Concept of Cyber Crime & Computer Virus
7.	Accomplish Multimedia Production & Post-Production Packaging & Release
<b>Pre-Requisite -</b>	
1.	Basicknowledge in Production of Multimedia Components
2.	Knowledge of basic Computer hardware & softwareis also necessary.
3.	

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

Content (Name of Topic)		Periods	
<b>Group - A</b>			
<b>Module 1</b>	<b>Basic Principles of Multimedia Production &amp; Packaging</b>		
	Start from the End, Delivery Media & Target Audience, Content is the King, Different Production Methodology, Industry standards, Requirement Gathering and Need Analysis	8	
<b>Module 2</b>	<b>Production Planning</b>		
	Production Planning, Content Planning, Media Planning, Resource Planning, Effort Estimation, Price Calculation, Billing Milestones, Invoicing, Payment Collection, Client Servicing	8	
<b>Group - B</b>			
<b>Module 3</b>	<b>Project Life Cycle</b>		
	Definition of Project, Project Life Cycle, Pre-Production/ Planning and estimation, Project Proposal, Negotiation with Client, Project Initiation, Production Planning, Production –	8	

	Project execution, Production Monitoring, Risk Analysis & Mitigation Strategy, Post Production, Quality Assurance, Packaging & Delivery, Post-delivery deployment, Client Feedback implementation, Final acceptance, Project closure		
<b>Module 4</b>	<b>Content Development &amp; Media Integration</b>		
	Content is still the King, Content Development for Different Target Audience & Different Delivery Media- CD-ROM & DVD Formats, Standards & Technology and others, Multiple author for the same product, Distribution of effort across the production Team, Visual Components, Consistency of colour palette, and colour gamut, Interactivity planning and Technical Implementation, Final Product Packaging, Product Delivery platforms and advantages of each.	8	
<b>Group - C</b>			
<b>Module 5</b>	<b>Media Laws&amp; Ethics</b>		
	i)Media Laws-Meaning & Objectives.Different types of Media Laws-Intellectual Property Laws, Copyright Laws and fallouts of violations,Cyber Law, Defamation, Contempt of Court. ii)Media Ethics - Meaning and Concept, Code of Ethics& Guidelines for media professional,Freedom of Media & Freedom of Media in India, Rights and Privileges.	8	
<b>Module 6</b>	<b>Cyber Crime &amp;Computer Virus</b>		
	i) Definition of Cyber Crime, Reasons for Cyber Crime, Cyber Criminals, Mode and Manner of Committing Cyber Crime, Classification of Cyber Crime, Plagiarism, Spam, Hacking etc. ii)Computer Virus, Different Types of Virus-Boot Sector Virus, File Virus, Multipartite Virus, Stealth Virus, Polymorphic Virus, Macro Virus etc.	8	
<b>Group - D</b>			
<b>Module 7</b>	<b>Multi Media Production &amp; Packaging</b>		
	i) Individual Project Selection, Individual Project Planning, Individual Project Initiation. ii)Individual Project Production and post-production	8	
<b>Module 8</b>	<b>Multi Media Production &amp; Packaging</b>		
	Review and Feedback on each Individual Product & Review Feedback Analysis & Implementation	4	
	Total	60	

## EXAMINATION SCHEME

Internal Examination : Marks - 20			Marks on Attendance : 05		
Final Examination : Marks - 70			Teacher's Assessment : 05		
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	4			
C	5,6	8			
D	7,8	7			
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	3,4	2			
C	5,6	2			
D	7,8	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.

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
John Villamil-Casanova, Louis Molina	Multimedia – An Introduction	Prentice Hall, 1995
Tay Baughan	Multimedia making it work	Tata Mcgraw-Hill
AndressHolzinsner	Multimedia Basics	Willey India
John Villamil-Casanova, Louis Molina	Multimedia – An Introduction	Prentice Hall of India Pvt. Ltd, 1998
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	BPB Publication
Norman Desmorais	Multimedia on the PC	McGraw Hill Inc, 1994
<b>Reference Books</b>		
Judith Jeffcoate	Multimedia in Practice - Technology & Applications	Prentice Hall, 1995
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
	PC Multimedia – An Introduction to Authoring Application	Francis Botto, 1995
Anil Madaan	Illustrated World of Multimedia	Dreamland Publication, 1999
Ralf Steinmetz &KlaraNahrstedt	Multimedia Computing, Communications and Applications	Prentice Hall PTR, 1995

## Syllabus for Post Production and Special Effects

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: <b>Post Production and Special Effects</b>	
Course Code :	Semester: Sixth
<b>Duration: 15 weeks</b>	<b>Maximum Marks: 100</b>
<b>Teaching Scheme :</b>	<b>Examination Scheme :</b>
Theory :3 contact hours/week.	Internal Examination : 20 Marks
Tutorial : 1 contact hour/week	Class Attendance : 5 Marks
Practical : Post Production and Special Effects lab	End Semester Examination : 70 Marks
Credit : 3	Teacher's Assessment: 5 Marks
<b>Aim:</b>	
1.	To develop the skill & knowledge in Post Production & Sp. Effects.
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and animation industry, video studios, edit set-up and other sp.effects sectors.
<b>Objectives - The student will be able to</b>	
1.	Explore Maya and its various options
2.	Concept of NURBS Modeling in Maya
3.	Polygon Modeling in Maya
4.	Color, Texture and surface styles
5.	Lighting Effect & virtual reality
6.	Rigging with Maya
7.	Paint Effects & Dynamics using Maya
<b>Pre-Requisite -</b>	
1.	Basic drawing skill, visual storytelling and concept of moving images should be known.
2.	Knowledge of basic Computer hardware & software is also necessary.
3.	Basic Knowledge of cel & 2D Animation

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

Content (Name of Topic)		Periods	
<b>Group - A</b>			
<b>Module 1</b>	<b>Getting Started with Maya</b>		
	Exploring the Maya Interface, Controlling & Configuring the Viewports, Customizing the Maya Interface & Setting Preferences, Working with Files, Importing & Exporting, Selecting Objects & Setting Object Properties, Duplicating Objects etc.	4	
<b>Module 2</b>	<b>NURBS Modeling in Maya</b>		
	Understanding Curves, Understanding NURBS Surfaces, Surface Seams, NURBS Display Controls, Lofting Surfaces, Intersecting Surfaces, Trim Surfaces, Extrude Surfaces, Fillet Surfaces, BiRail Surfaces, Live Surfaces, Revolve, Bend Deformer, NURBS Tessellation	8	

<b>Group -B</b>			
<b>Module3</b>	<b>Polygon Modeling in Maya</b>		
	Polygon Geometry, Polygon Vertices, Polygon Edges, Polygon Faces, Using Smooth Mesh Polygons, Using Soft Selection, Insert Edge Loops Extruding Polygons, Edge Creasing, Mirror Cut, Using a Lattice, Soft Modification Tool, Convert NURBS Surfaces to Polygons, Using Booleans Operation, Split a Polygon, Spin a Polygon Edge, Bridge Polygons, Creating & Editing UVs etc.	8	
<b>Module 4</b>	<b>Color, Texture and surface styles</b>		
	TheMaterialEditor, colors and patterns in materials, multiple materials on single objects, lofting the materials, bump mapping, luminance values, mapping coordinates, materials, multi/sub-object materials, procedural maps. MaterialEditor: sample window, sample sphere, material type, material name, get material, assign material to selection, materials and mapping, importing maps & textures from Photoshop.	8	
<b>Group - C</b>			
<b>Module 5</b>	<b>Lighting Effect.</b>		
	Standard sun light system, faking bounced light, day light system, angle of incidence, attenuation, exposure control, photometric lights, radiosity, standard lights with scan line rendering, photometric lights with radiosity render, skylight with light tracer rendering, sun light system, day light system, Skylight, Target spot, free spot, target direct, and free direct, Photon etc.	8	
<b>Module 6</b>	<b>Virtual camera movement</b>		
	Camera types, Creating and adjusting cameras, Camera composition, Camera movement, Focal length, Field of view, Cut edit, Fade or dissolve edit, Camera Basics, Target cameras, Free cameras, Adjusting the Field of View, Dolling and zooming, Crabbing and panning, Basic scene editing, Camera Tracking, Types of match moves etc.	8	
<b>Group - D</b>			
<b>Module 7</b>	<b>Rigging with Maya</b>		
	Using joints & Constraints, Inverse Kinematics, Orienting, Naming, Mirroring joints, FK Blending, Spline IK, Skinning Geometry, Interactive/Smooth Binding, Copy & Mirroring Skin Weights etc.	8	
<b>Module 8</b>	<b>Paint Effects &amp; Dynamics using Maya</b>		
	Paint effects window, painting in scene mode, anatomy of a paint effect stroke, brush sharing, growing flowers, adding leaves, Create Fire, Smoke, Fireworks, Lighting, Shatter, Curve Flow, Surface Flow, Create Emitter, make collide,	8	

	Instancer, Fluid Effects, Create 2D & 3D container with Emitter, Air, Drag, Gravity, Newton, Turbulence etc.		
	Total	60	

EXAMINATION SCHEME

Internal Examination : Marks - 20

Marks on Attendance : 05

Final Examination : Marks - 70

Teacher's Assessment : 05

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	4			
C	5,6	8			
D	7,8	7			
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	3,4	2			
C	5,6	2			
D	7,8	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.

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
DariushDerakhshani	Introducing Autodesk Maya 2014	Autodesk Official Press
DariushDerakhshani	Introducing Autodesk Maya 2013	Wiley India Pvt Ltd
Todd Palamar	Mastering Autodesk Maya 2014	Wiley India
Paul Naas	Autodesk Maya 2013 Essentials	Wiley
<b>Reference Books</b>		
Michael E. Mortenson	3D Modeling, Animation, and Rendering	Createspace
Eric Keller	Maya Visual Effects The Innovator's Guide	Wiley
Michael G.	3D Modeling and Animation	Igi Publishing
Lance Flavell	Beginning Blender: Open Source 3D Modeling, Animation, and Game Design	Apress
Autodesk Maya Press	The Art of Maya: An Introduction to 3D Computer Graphics	John Wiley & Sons Inc

## Syllabus for: Post Production and Special Effects Lab

### Name of the Course: Diploma in Multimedia Technology.

Course Code:	<b>Semester: Sixth</b> (All Modules should be completed in 6th semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester )
Duration: Seventeen weeks/Semester	<b>Full Marks: 50</b>
<b>Teaching Scheme:</b>	<b>Examination Scheme:</b>
Theory : Nil hrs./week	Continuous Internal Assessment Marks: 25
Tutorial : Nil hrs./week	Attendance-05, Lab Notebook-10, Regular Performance-10
Practical: 3hrs./week	External Assessment Marks: 25
Credit : 2	Sessional -10, On spot Job-10, Viva Voce-05

**Aim:** To impart practical knowledge in Post Production & Sp. Effects Lab related with the study of Multimedia Technology.

**Objective:** Student will be able to

Sl. No	
1.	Explore Maya and its various options
2.	Concept of NURBS Modeling in Maya
3.	Solid Modeling and the tools used, colour, texture & surface style
4.	Lighting effects and camera movement
5.	Animation, multimedia & virtual reality
6.	Architectural & industrial modelling and animation
1.	Define Computer-based Animation, 3D Graphics & Animation

**Pre-Requisite: Nil**

Sl.No			
1	Basic drawing skill, visual storytelling and concept of moving images should be known.		
2	Basic Knowledge of cel & 2D Animation		
<b>Contents: Total Periods: 45(15 Weeks) + Internal Assessment(2 Weeks) = 45(17 Weeks)</b>		<b>Hrs./Unit</b>	<b>Marks</b>
<b>Module : 1</b>	<b>1.0 Introduction to Autodesk Maya</b>		
	1.1 Exploring the Maya Interface 1.2 Creating & Editing Surface Objects 1.3 Creating & Editing Polygons Objects 1.4 Working with Files, Importing & Exporting	03 periods	
<b>Module : 2</b>	<b>2.0 NURBS Modeling in Maya</b>		
	2.1 Understanding Curves & NURBS Surface 2.2 Convert 2D to 3D object using extrude, bevel plus, Loft, revolve etc. 2.3 Using Bend Deformer 2.4 Using Boolean operation	06 periods	
<b>Module : 3</b>	<b>3.0 Polygon Modeling in Maya</b>		
	3.1 Using Polygon Geometry, Vertices, Edges, Face etc. 3.2 Extrude Polygon, Mirror Cut, Spin a Polygon 3.3 Using Soft Selection & Booleans Operation 3.4 Creating & Editing UVs.	06 periods	
<b>Module : 4</b>	<b>4.0 Color, Texture &amp; Surface Styles</b>		

	4.1 <i>The Material Editor</i> , 4.2 Assigning Material to Selection 4.3 Bump Material 4.4 Importing Maps & texture from Photoshop 4.5 Procedural Maps	06 periods	
<b>Module : 5</b>	<b>5.0 Lighting Effect</b>		
	5.1 Creating Ambient, Directional, Point, Spot, Area, Volume Light 5.2 Using Sunlight & day Light System 5.3 Using Mental Ray Light 5.4 Using Photons	06 periods	
<b>Module : 6</b>	<b>6.0 Virtual Camera Movement</b>		
	6.1 Configuring & Aiming Cameras 6.2 Using Camera Motion Blur & Depth of Field 6.3 Adjusting the FOV, Dolling & Zooming etc. 6.4 Using Camera Tracking 6.5 Match moves	06 periods	
<b>Module : 7</b>	<b>7.0 Rigging with Maya</b>		
	7.1 Understand rigging 7.2 <i>Create &amp; organize joint hierarchies</i> 7.3 <i>Create custom attributes</i> 7.4 <i>Skinning Geometry</i> 7.5 Paint, edit copy & mirror skin weights	06 periods	
<b>Module : 8</b>	<b>8.0 Paint Effects &amp; Dynamics using Maya</b>		
	8.1 Using the paint effects canvas 8.2 Painting on 3D Objects 8.3 Designing Brushes 8.4 Rendering Paint Effects 8.5 Fire, Smoke, Lighting Effects etc. 8.6 Particle System 8.7 Fluid Effects	06 periods	
<b>Total</b>		<b>45 periods</b>	

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Dariush Derakhshani	Introducing Autodesk Maya 2014	Autodesk Official Press
Dariush Derakhshani	Introducing Autodesk Maya 2013	Wiley India Pvt Ltd
Todd Palamar	Mastering Autodesk Maya 2014	Wiley India
Paul Naas	Autodesk Maya 2013 Essentials	Wiley
<b>Reference Books</b>		
Michael E. Mortenson	3D Modeling, Animation, and Rendering	Createspace
Eric Keller	Maya Visual Effects The Innovator's Guide	Wiley
Michael G.	3D Modeling and Animation	Igi Publishing
Lance Flavell	Beginning Blender: Open Source 3D Modeling, Animation, and Game Design	Apress
Autodesk Maya Press	The Art of Maya: An Introduction to 3D Computer Graphics	John Wiley & Sons Inc



**Syllabus for**  
**Television Production (Elective)**

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: <b>Television Production</b>	
Course Code :	Semester: Sixth
<b>Duration: 15 weeks</b>	<b>Maximum Marks: 100</b>
<b>Teaching Scheme :</b>	<b>Examination Scheme :</b>
Theory :3 contact hours/week.	Internal Examination : 20 Marks
Tutorial : 1 contact hour/week	Class Attendance : 5 Marks
Practical : Nil	End Semester Examination : 70 Marks
Credit : 2	Teacher's Assessment: 5 Marks
<b>Aim:</b>	
1.	To develop the knowledge & skill in Television Production
2.	Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia,etc.Web site development studio, video studios, post production and edit set-up of film industry.
<b>Objectives - The student will be able to understand</b>	
1.	Fundamentals of Television Production
2.	Concept of basic principles of video camera & accessories
3.	Understanding basics of lighting
4.	Understanding composition for Television
5.	Basics of Television Studio
6.	Planning and production
7.	Television Production Formats
<b>Pre-Requisite -</b>	
1.	Basicknowledge in sound & videoshould be known
2.	Knowledge of basic Computer hardware & softwareis also necessary.
3.	

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

Content (Name of Topic)		Periods	
<b>Group - A</b>			
<b>Module 1</b>	<b>Fundamentals of Television Production</b>		
	i)Concept and idea generation ii)Writing proposal or synopsis for production iii)Various stages of production: pre - production, production, post production	4	
<b>Module 2</b>	<b>Basic Elements</b>		
	i)Introduction to video camera- Working principle of a video camera, Components of video camera ii)Professional Video Camera, Studio Camera, ENG Camera, Dock Cameras ii)Video Monitor or Television iii)Public Address System-PA Speaker iv)Basic elements of television production: video, audio, lighting,	8	

	makeup, scenic design, graphics and animation, talent, script		
<b>Group - B</b>			
<b>Module 3</b>	<b>Basics of lighting</b>		
	i) Importance of lighting in television ii) Principles of Lighting iii) Qualities of Lighting-Intensity, Colour Temperature, Spectral Distribution and Movement iv) Lighting equipment and control v) Lighting techniques and problems	8	
<b>Module 4</b>	<b>Composition for Television</b>		
	i) What is Composition? Why composition is important? ii) Concept of looking space, head room and walking space iii) Perspective-Two point vanishing perspective, Three point linear perspective iv) Frame and Aspect Ratio v) Various camera movements and angles	8	
<b>Group - C</b>			
<b>Module 6</b>	<b>Television Studio</b>		
	i) Studio Floor ii) Set Construction iii) Production control room iv) Master Control Room	8	
<b>Group - D</b>			
<b>Module 7</b>	<b>Planning and production</b>		
	i) Planning and production of programs in studio ii) Single and multi-camera shooting iii) Shooting an interview	8	
<b>Module 8</b>	<b>Television Production Formats</b>		
	i) Television program formats – fictional and non-fictional programs ii) Production team members and their responsibilities iii) Introduction to various video formats and equipment	8	
	Total	45	

### EXAMINATION SCHEME

Internal Examination : Marks - 20		Marks on Attendance : 05			
Final Examination : Marks - 70		Teacher's Assessment : 05			
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	4			
C	5,6	8			
D	7,8	7			

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	3,4	2			
C	5,6	2			
D	7,8	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.

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Gerald Millerson	Television Production	Focal Press 2009
Gerald Millerson and Jim Owens	Television Production	Focal Press 2009
Herbert zettl,	Television Production Handbook	Wadsworth Publishing Co. 2007
Herbert Zettl	Video Basics	Wadsworth Publishing Co. 2007
VasukiBelavadi	Video Production	Oxford University Press, 2008
Raymond Williams	Television: Technology and Cultural Form (Routledge Classics)	
Sam Brenton and Reuben Cohen,	Shooting People: Adventures in Reality TV	Verso
<b>Reference Books</b>		
Herbert zettl	Television Production Handbook	Wadsworth Publishing Co. 2007
Roy Thompson and Christopher Bowen	Grammar of Shot	Focal Press 2009
Mark Galer	Digital Photography	Focal Press, 2008
Trisha Das	The Art of the Television Interview	PSBT
Dominick, Josef R. University of Georgia, Athens	The Dynamics of mass communication. Media in the digital age	McGraw Hill. New York 2002.
Anil Madaan	Illustrated World of Multimedia	Dreamland Publication, 1999
Ralf Steinmetz & KlaraNahrstedt	Multimedia Computing, Communications and Applications	Prentice Hall PTR, 1995

**Syllabus for**  
**Advanced Web Technology (Elective)**

Name of the Course : MUTIMEDIA TECHNOLOGY	
Name of the Subject: <b>Advanced Web Technology</b>	
Course Code :	Semester: Sixth
<b>Duration: 15 weeks</b>	<b>Maximum Marks: 100</b>
<b>Teaching Scheme :</b>	<b>Examination Scheme :</b>
Theory :3 contact hours/week.	Internal Examination : 20 Marks
Tutorial : 1 contact hour/week	Class Attendance : 5 Marks
Practical : Nil	End Semester Examination : 70 Marks
Credit : 2	Teacher's Assessment: 5 Marks
<b>Aim:</b>	
1.	To develop the knowledge & skill in Advanced web Technology
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.
<b>Objectives - The student will be able to understand</b>	
1.	Concept of XML
2.	Concept of Internet Technology
3.	Understanding HTML5
4.	Understanding Advanced CSS
5.	Basics of Advanced Client side programming
6.	Getting Started with AJAX
<b>Pre-Requisite -</b>	
1.	Basic knowledge in HTML tags & skill of creating web pages should be known
2.	Knowledge of basic Computer hardware & software is also necessary.
3.	

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

Content (Name of Topic)		Periods	
<b>Group - A</b>			
<b>Module 1</b>	<b>Introduction to XML</b>		
	Overview, document tree structure, DTD, Concept of Well Formed XML and valid XML, parser, XSLT	8	
<b>Module 2</b>	<b>Overview of Internet Technology:</b>		
	Concept of protocol, HTTP,FTP,SMTP, web server, Client side Scripting, Server side scripting Server side Scripting with PHP:Introduction to PHP, client data handling, String manipulation, Array, File handling, functions	8	
<b>Group - B</b>			
<b>Module 3</b>	<b>Introduction to HTML5</b>		
	Overview	8	
	New Elements		
	Canvas		
	Video and Audio		

	Web Storage			
	Geolocation			
	Offline Web Pages			
	Microdata			
	HTML5 APIs			
	Migrating From HTML4 to HTML5			
<b>Module 4</b>	<b>Advanced CSS:</b>			
	Introduction to CSS3:	2	16	
	What is CSS3?			
	Differences between CSS3 and earlier CSS specifications			
	How browsers are handling CSS3?			
	CSS3 Selectors:	2		
	Selectors Overview			
	Explore specific selectors			
	Designing and Developing with CSS3:	10		
	Background and color			
	Typography			
	CSS3 Box Model			
	Page layout			
	Media Queries			
	Implementing CSS3	2		
	Best Practices			
	Advantages and limitations of working with CSS3			
<b>Group - C</b>				
<b>Module 5</b>	<b>Advanced Client side programming</b>			
	Document Object Model (DOM):	3		
	Overview of DOM			
	Jquery:			
	Element Selector	6		
	Document ready function			
	Events			
	Ajax call			
	plugins:	3	12	
	Using JQuery UI			
	Unobtrusive client validation			
	JQuery templates			
	Feature detection:	2		
	Browser detection			
	Feature detection			
	Modernizer			
	polyfills			
<b>Group - D</b>				
<b>Module 6</b>	<b>Getting Started with AJAX:</b>			

Introduction	<i>3 periods</i>		
Introduction to AJAX			
Overview of Traditional Web Communication Processes and Technologies			
Interacting with the Web Server Using the XMLHttpRequest Object			
Lesson Introduction			
Create an XMLHttpRequest Object			
Interact with the Web Server			
Working with PHP and AJAX:	<i>2 periods</i>		
Introduction			
Process Client Requests			
Accessing Files Using PHP			
Applying Basic AJAX Techniques:			
Introduction			
Download Images Using AJAX			
Auto-Populate Select Boxes			
Implementing Security and Accessibility in AJAX Applications:	<i>2 periods</i>		
Introduction			
Secure AJAX Applications			
Accessible Rich Internet Applications			
Total		8	60

### EXAMINATION SCHEME

Internal Examination : Marks - 20		Marks on Attendance : 05			
Final Examination : Marks - 70		Teacher's Assessment : 05			
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	8			
C	5	3			
D	6	3			

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	3,4	2			
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.

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Kogent Learning Solutions Inc.	HTML 5 in simple steps	Dreamtech Press
Murray, Tom/Lynchburg	Creating a Web Page and Web Site	College, 2002
Lee Purcell, Mary Jane Mara	The ABCs of JavaScript	BPB Publication
Douglas Crockford	JavaScript: The Good Parts, 2nd Edition	O'Reilly
Fritz Schneider, Thomas Powell	JavaScript : The Complete Reference 2nd Edition	Tata McGraw - Hill Education
David Flanagan	JavaScript: Pocket Reference 3rd Edition	O'Reilly
<b>Reference Books</b>		
Danny Goodman Michael Morrison Paul Novitski Tia Gustaff Rayl	<b>Javascript Bible</b> , 7 <sup>th</sup> Edition	Wiley India Pvt Ltd
Kogent Learning Solutions Inc	Web Technologies Black Book: HTML, <b>JavaScript</b> , PHP, Java, JSP, XML and AJAX	Dreamtech Press
Ivan Bayross	Web Enabled Commercial Application Development Using HTML, JavaScript, DHTML (With CD) and PHP	BPB Publication
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: Professional Practice IV (Animation and Sp.Effects)**

**Name of the Course: Diploma in Multimedia Technology.**

Course Code:	<b>Semester:Sixth</b> (All Modules should be completed in 6th semester. Evaluation may be done by continuous assessment process and by External Examiner in end semester )
Duration: Seventeen weeks/Semester	<b>Full Marks:50</b>
<b>Teaching Scheme:</b>	<b>Examination Scheme:</b>
Theory : Nil hrs./week	Continuous Internal Assessment Marks:50
Tutorial : Nil hrs./week	Attendance-10,Lab Notebook-15,Regular Performance-25
Practical: 3hrs./week	ExternalAssessment Marks:50
Credit :2	Sessional -20,On spot Job-20,Viva Voce-10

**Aim:** To impart practical knowledge in Professional Practice IV (Animation and sp. effects) related with the study of Multimedia Technology.

**Objective:** Student will able to

Sl. No	
1.	Create the Movie Trailer
2.	Practice Environment Special Effects
3.	Practice War with Glow Effects
4.	Create a Text Logo Intro Animation with Special FX
5.	Create the scene -Top of The Town

**Pre-Requisite: Nil**

Sl.No			
1	Knowledge of basic & advance 3D modeling is necessary.		
2	Basic & Advance concept of Light & Camera should be known.		
<b>Contents: Total Periods: 45(15Weeks)+ Internal Assessment(2Weeks) =45(17 Weeks)</b>		<b>Hrs./Unit</b>	<b>Marks</b>
<b>Module : 1</b>	<b>1.0 The Movie Trailer</b>		
	1.1 Creating Concept of Movie Trailer 1.2 Story Board 1.3 Creating Graphics 1.4 Creating Animation 1.5 Creating Effects 1.6 Final Render Settings	09 periods	
<b>Module :2</b>	<b>2.0 Environment Special Effects</b>		
	2.1 Preparing the Scene 2.2 Camera Setup 2.3 Lighting & Texturing 2.4 Creating Special Effects 2.4 Final Render Settings	09 periods	
<b>Module : 3</b>	<b>3.0 War with Glow Effects</b>		
	3.1 Shoot character with Green Screen 3.2 Using Color Key 3.3 Texture the Scene 3.4 Using Glow Effects 3.5 Fine-Tuning 3.6 Final Render Settings	09 periods	
<b>Module : 4</b>	<b>4.0 Create a Text Logo Intro Animation with Special FX</b>		



	4.1 <i>Creating a Logo</i> 4.2 Create a concept 4.3 Create Animation 4.4 Using Special Effects 4.5 Fine-Tuning 4.6 Final Render Settings	09 periods	
<b>Module : 5</b>	<b>5.0 Top of The Town</b>		
	5.1 Introduction to Scene 5.2 Preparing the Scene 5.3 Basic Setting for Texturing 5.4 Create & Assign Textures 5.5 Light Setup 5.6 Fine Tuning 5.7 Final Render Settings	09 periods	
<b>Total</b>		<b>45 periods</b>	

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Dariush Derakhshani	Introducing Autodesk Maya 2014	Autodesk Official Press
Dariush Derakhshani	Introducing Autodesk Maya 2013	Wiley India Pvt Ltd
Todd Palamar	Mastering Autodesk Maya 2014	Wiley India
Paul Naas	Autodesk Maya 2013 Essentials	Wiley
<b>Reference Books</b>		
Michael E. Mortenson	3D Modeling, Animation, and Rendering	Createspace
Eric Keller	Maya Visual Effects The Innovator's Guide	Wiley
Michael G.	3D Modeling and Animation	Igi Publishing
Lance Flavell	Beginning Blender: Open Source 3D Modeling, Animation, and Game Design	Apress
Autodesk Maya Press	The Art of Maya: An Introduction to 3D Computer Graphics	John Wiley & Sons Inc

## Syllabus for: Industrial Project

### Name of the Course: Diploma in Multimedia Technology.

Course Code:	<b>Semester: Sixth</b> (All Modules should be completed in 6th semester. Assessment will be done by External Examiner in end semester )
Duration: Seventeen weeks/Semester	<b>Full Marks:100</b>
<b>Teaching Scheme:</b>	<b>Examination Scheme:</b>
Practical: 3 hrs./week	External Assessment Marks:100
Credit :3	

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

### OBJECTIVE:

**Project Work** is intended to provide opportunity for students to develop understanding of the interrelationship between different courses learnt in the entire diploma programme and to apply the knowledge gained in a way that enables them to develop & demonstrate higher order skills. The basic objective of a project class would be to ignite the potential of students' creative ability by enabling them to develop something which has social relevance, again, it should provide a taste of real life problem that a diploma-holder may encounter as a professional. It will be appreciated if the polytechnics develop interaction with local industry and local developmental agencies viz. different *Panchayet* bodies, the municipalities etc. for choosing topics of projects and / or for case study. The course further includes preparation of a final Project in a CD or DVD and a Report which, among other things, consists of technical description of the project. The Project & Report should be submitted in two copies, one to be retained in the library of the institute. The Project needs to be prepared in computer using Multimedia software and Authoring software wherever necessary.

### GENERAL GUIDELINE

Project Work is conceived as a group work through which the spirit of team building is expected to be developed. Students will be required to carry out their Project Works in groups under supervision of a lecturer of their core discipline who will work as a Project Guide. It is expected that most of the lecturers of the core discipline will act as project guide and each should supervise the work of at least two groups. Number of students per group will vary with the number of lecturers acting as Project Guide and student strength of that particular class, but it is preferred that this number does not exceed ten.

**THE PROJECT:** The project will be mainly based on

**Multimedia contents** like (i)Entertainment& Leisure,(ii)Training & Education material, (iii)InformationMaterial,(iv)Archival of Heritage,(v)Object Library and

**Multimedia Products** like

- 1)Training Materials-Use and maintenance of machines, Yoga, Dance, Agriculture, Fishing, Paramedical
- 2)Educational Materials-School, College-Urban, Rural, 3)Dance Performance, 4)Drama, 5)Short Films,
- 6)Information Kiosks, 7)Catalogs, 8)Museum in CD, 9)Children Books, Animated Comics, 10)Travel Brochure, 11)Product Information, 12)Company Profile, 13)Coffee table Books on Cooking & Gardening, 14)Family Albums, 15)Periodicals(Multimedia Magazines) etc.

Student will able to put their theoretical learning into practical applications

Sl. No	
1	Design the Content for presentation or interactive application or Web Pages
2	Develop the script, flowchart and storyboard for the specific application

3	Development of individual building blocks including text, graphs, charts, image & graphics, audio, video and animation.
4	Creating project on educational, entertainment or corporate material by using specific Authoring Tool or HTML.
5	Multi Media Production & Packaging (Practical)
6	Revision, Testing & Delivery

**Pre-Requisite: Nil**

Sl.No			
1	Knowledge of basic Sound and Video is necessary.		
2	Basic concept of PC Operation and OS should be known.		
<b>Contents: Total Periods: 45(15Weeks)+ Internal Assessment (2Weeks) = 45(17 Weeks)</b>		<b>Hrs./Unit</b>	<b>Marks</b>
<b>Module : 1</b>	<b>Content Creation</b> for presentation or interactive application or Web Pages	03 periods	
<b>Module : 2</b>	<b>Create a script and storyboard</b> for a linear presentation (Ex. about a sport/ about a personality).	06 periods	
<b>or</b>			
	<b>Create script, flowchart and storyboard</b> for the interactive project (Ex. Tutorial- CBT, CBL & Kiosk.)	06 periods	
<b>or</b>			
	<b>Create script, flowchart and storyboard</b> for a linear and a nonlinear presentation	06 periods	
<b>Module : 3</b>	<b>Development of individual building blocks</b> including text, graphs, charts, image & graphics, audio, video and animation.	12 periods	
<b>Module : 4</b>	<b>Creating project</b> on a CBT or any chosen topic by using Authoring Tool like <b>ToolBook</b> .	09 periods	
<b>or</b>			
	<b>Creating a simple web page or site</b> on any chosen topic by using HTML.	09 periods	
<b>or</b>			
	<b>Creating project</b> on an interactive portfolio of yourself for any chosen topic by using Authoring Tool like <b>Adobe Director</b> .	09 periods	
<b>Module : 5</b>	<b>Multi Media Production &amp; Packaging (Practical)-</b> Individual Project Production and post-production	09 periods	
<b>Module : 6</b>	<b>Review and Feedback</b> on each Individual Product ,Review Feedback Analysis & Implementation (Delivery)	06 periods	
<b>Total</b>		<b>45 periods</b>	

<b>Text Books</b>		
Name of Authors	Title of the Book	Publisher
Jose Lozano	Multimedia – Sound & Video	Prentice Hall, 1998
John Villamil-Casanova, Louis Molina	Multimedia – An Introduction	Prentice Hall, 1995
Tay Baughan	Multimedia making it work	Tata Mcgraw-Hill
Andress Holzinser	Multimedia Basics	Willey India
John Villamil-Casanova,	Multimedia – An Introduction	Prentice Hall of India Pvt. Ltd,

Louis Molina		1998
Gokul. S	Multimedia Magic	BPB Publication, 1995
Sinclair	Multimedia on the PC	BPB Publication
Norman Desmorais	Multimedia on the PC	McGraw Hill Inc, 1994
<b>Reference Books</b>		
Judith Jeffcoate	Multimedia in Practice - Technology & Applications	Prentice Hall, 1995
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
	PC Multimedia – An Introduction to Authoring Application	Francis Botto, 1995
Anil Madaan	Illustrated World of Multimedia	Dreamland Publication, 1999
Ralf Steinmetz & Klara Nahrstedt	Multimedia Computing, Communications and Applications	Prentice Hall PTR, 1995
Sl. No.	Question Paper setting tips	
A		
B		

## GRAND VIVA – VOCE

Courses offered in Multimedia Technology, Semester-6

### COURSE CONTENT

The syllabi of all the theoretical and sessional subjects taught in the three years of diploma education.

### EXAMINATION SCHEME

The Final Viva-Voce Examination shall take place at the end of the Semester - 6. It is to be taken by one External and one Internal Examiner. The **External Examiner** is to be from industry / engineering college / university / government organisation and he / she should give credit out of **50 marks**; whereas, the **Internal Examiner** should normally be the Head of the Department and he / she should give credit of **50 marks**. In the absence of the Head of the Department, the senior most lecturers will act as the Internal Examiner.

**Credits = 3      Total Marks = 100**