OPEN ELECTIVE- Advanced Multimedia and Designing (To be offered to other courses)

COURSE CODE : **U24CS4E01**   COURSE CREDIT: 02
1 credit - 15 lectures   1 lecture is 60 minutes
Course Objectives

● Introduction of computers in media every process of image editing and film editing
is computerized.
● Various software's –beginners to professional- are developed and today software knowledge equals
literacy in media. Image, Audio and Video in digital format are easy to share and store as well as
saved to multiple places.
● The knowledge of software has become extremely essential to survive and grow in media today
Course Outcomes
● To help learners make media industry ready. This will help learners to be aware of the minimum
requirement of the software when stepping out in the industry.
● To introduce the media software's to make the learners understand what goes behind the scene and
help them choose their stream.
● To prepare learners skilled enough for independency during project papers. ● To help learners work
on small scale projects during the academic period.

UNIT No	Syllabus	No. of lectures
01	Working with multiple images Mixing: Selection marquee, Lasso, Magnetic lasso, feather, Slice tool, Erase too, Pen tool and image tracing, Clone tool, Stamp tool Image Effects Editing: Burning, Dodging, Smudge, Sharpen, Blur, Eyedropper, Choosing color, Swatches, Color pick, Filters Working with Layers: Layer basics Changing background, Gradient Moving linking aligning layers Applying Transformations, Masking layers, Masts and extractions Layer effects, Adjustment layers. Wonders of Blend Modes: Blend modes Advanced blending options Layer blends Fully Editable Text Text as art, Glyphs, Creative text Type mask tool, Image in text Text to path and Direct selection Path selection (black arrow) Creating Professional design using all the tool	15
02	Introduction to Cascading Style Sheets, Concept of CSS, Creating Style Sheet, CSS Properties, CSS Styling (Background, Text Format, Controlling Fonts), Working with block elements and objects, Working with Lists and Tables, CSS ID and Class, Box Model (Introduction, Border properties, Padding Properties, Margin properties	15

References:
Textbooks:
1. Photoshop Bible, McClelland ,Willey Publication
2. Adobe Illustrator Classroom in a book: Adobe House
3. InDesign: Classroom in a book Kelly Kordes and Tina DeJarld Adobe
Additional References:
1. Adobe Premiere Pro: Practical Video Editing
2. Dreamweaver: Web designing made easy: Todd Palamar

SCHEME OF EXAMINATION (OPEN ELECTIVE)

The scheme of examination shall be divided into two parts:

- Internal assessment 40% i.e. 20 marks

- Semester end examination 60% i.e. 30 marks

(A) Internal Assessment 20 marks

Description	Marks
Internal tests of 10 marks each Q.1 Multiple choice Questions/True or False - 5 Marks Q.2. Attempt 2 questions out of 3 questions (2.5 marks each)- 5 Marks	10
One Project and Viva voce/Presentation/Case studies/Assignments	5
Attendance and Class behavior	5
Total	20

B) Semester end examination 30 marks
PAPER PATTERN

Duration : 1 hours	
Total Marks: 30	
Q.1 10 marks OR 10 marks	10
Q.2 12 marks OR 10 marks	10
Q.3 10 marks OR 10 marks	10
Total	30
Note: Q.1, 2, 3 - 10 marks question may be divided into sub questions if required. Q.3 May include theory (short notes) /Case Study in one of the options	