

RGPV (DIPLOMA WING) BHOPAL		OBE CURRICULUM FOR THE COURSE		FORMAT-3	Sheet No. 1/5
Branch	Information Technology			Semester	V
Course Code		Course Name	Multimedia and Animation		
Course Outcome - 1	Apply graphical techniques to plot objects			Teach Hrs	Mark s
Learning Outcome 1	Explain basics of Multimedia			7	10
Contents	<ul style="list-style-type: none">) Multimedia: <ul style="list-style-type: none"> o Definition, characteristics, application, architecture, types, Hardware & Software requirements, Multimedia Operating system and communication system, CGI) Hardware Devices: <ul style="list-style-type: none"> o Display Devices (CRT, LED, LCD, PLASMA PANEL). o Input devices(voice system, light pen, keyboard, mouse, scanners , touch panel) o Multimedia device (graphic card, soundcard).) Colour concept : RGB,CMYK,YIQ 				
Method of Assessment	Internal: Mid semester theory examination (Pen paper test).				
Learning Outcome 2	Explain graphical designing and editing techniques			8	10
Contents	<ul style="list-style-type: none">) Raster :Image Editing techniques: Retouching techniques, Selection technique) Vector :Traditional Design concepts, Advanced Drawing and Path Editing, Making Selections, Working with Groups 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. 				
Method of Assessment	External: End semester theory examination (Pen paper test).				

Learning Outcome 3	Make use of available tools to design and edit to image, text and graphical objects	12	10
Contents	<ul style="list-style-type: none">) Installation of Multimedia/Animation software on compatible hardware as per attached annexure 1.) Apply Image Editing techniques (like Making Collage)) Apply Image transformation (scale, rotation, reflection, shear)) Enhance Color of image (level, curve, hue, saturation, color balance)) Apply text style (font type, style, color, transformation) 		
Method of Assessment	External: Laboratory observation and viva voce.		
RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR THE COURSE	FORMAT-3	Sheet No. 2/5
Branch	Information Technology	Semester	V
Course Code	Course Name	Multimedia and Animation	
Course Outcome - 2	Utilize audio and video editing techniques on a given footage	Teach Hrs	Mark s
Learning Outcome 1	Explain basic of audio and video	7	10
Contents	<ul style="list-style-type: none">) Audio and Video: Definition, Characteristics, Making, Types) Audio :Creation of vocal files and music files, Conversion of audio file <ul style="list-style-type: none"> o Audio Terminology :Fade, Dubbing, Frequency Modulation, Loop, Noise) Video: Creating a Sequence, Editing in the timeline, Refining the sequence, Transitions <ul style="list-style-type: none"> o Video Terminology :Aspect Ratio, Bit Rate, Cut-in (Insert Shot), Frame Rate, J-cut and L-cut, Lower Third Title , Safe Margin Title, Resolution 		
Method of Assessment	External: End semester theory examination (Pen paper test).		
Learning Outcome 2	Explain editing techniques, file format of audio & video	8	10

Contents	<ul style="list-style-type: none">) Audio: Audio editing and transitions, compression, exporting final output.) Video: Color theory, compression, color correction tools and methods (hue, saturation, levels, balance)) File Formats(Audio and Video): MIDI, WAV, MP3,ALAC,RIFF,AVI,WMF,MIX,MPEG,H261,H265,ITUG722,F LAC 			
Method of Assessment	External: End semester theory examination (Pen paper test).			
Learning Outcome 3	Apply transition, editing, correction on raw footage	12	10	
Contents	Apply video transition, editing, color correction, audio editing, transitions on a given raw footage by using available tools to create short video			
Method of Assessment	External: Laboratory observation and viva voce.			
RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR THE COURSE	FORMAT-3	Sheet No. 3/5	
Branch	Information Technology	Semester	V	
Course Code		Course Name	Multimedia and Animation	
Course Outcome - 3	Apply techniques to create 2D animation	Teach Hrs	Marks	
Learning Outcome 1	Demonstrate 2D animation with tools	7	10	
Contents	2D Animation: Basics, principles, frames, key frames, Timeline Working with Timeline Using layers drawing - with a pen/pencil tool, brush tool, shapes primitives, using tweening, creating transition effects Animation best practices, 2D animation exporting file formats			
Method of Assessment	External: End semester theory examination (Pen paper test).			
Learning Outcome 2	Illustrate interactive 2D animation script to export it on web	8	10	

Contents	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 of Assessment	Internal: Mid semester theory examination (Pen paper test).			
Learning Outcome 3	Develop 2D animated clips with interactive controls	12	10	
Contents	<ul style="list-style-type: none">) Design a Character/s for given story,) Design concept for background / prop) Apply animation principles to create an animation in designed character, prop and add interactive control in it. 			
Method of Assessment	External: Laboratory observation and viva voce.			
RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR THE COURSE	FORMAT-3	Sheet No. 4/5	
Branch	Information Technology	Semester	V	
Course Code		Course Name	Multimedia and Animation	
Course Outcome - 4	Apply Special Effects with 3D animations, tools for background movement modern high-speed system& Composition	Teach Hrs	Mark s	
Learning Outcome 1	Explain fundamental of 3D animation	7	10	
Contents	3D Animation: Principle, file formats, tools, viewport, layout, graph, transformation(Rotation, scaling, moving)			
Method of Assessment	External: End semester theory examination (Pen paper test).			
Learning Outcome 2	Explain 3D model, texture, Rig, Light & render with basic objects	8	10	
Contents	3D modeling techniques, Applying Colors & Shaders, Object Controller, Creating movements, Arranging light, Final render			
Method of Assessment	External: End semester theory examination (Pen paper test).			
Learning Outcome 3	Explain special effects with chroma, rotoscoping and motion graphics	7	10	

Contents	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			
Method of Assessment	External: End semester theory examination (Pen paper test).			
Learning Outcome 4	Develop work in 3D space with models, Lights with Motion Graphics, Special effects and compositing	12	10	
Contents	Merge 3D object with chroma video and change the background including text and motion graphics			
Method of Assessment	Internal: Lab Observation/Assignment			
RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR THE COURSE	FORMAT-3	Sheet No. 5/5	
Branch	Information Technology	Semester	V	
Course Code		Course Name	Multimedia and Animation	
Course Outcome - 5	Make use of all multimedia element for a compiled output	Teach Hrs	Marks	
Learning Outcome 1	Explain all elements of multimedia for a combined scripted output	8	10	
Contents	<ul style="list-style-type: none">) Graphics for Compositing (like: logo, background, title)) Script based Video and audio editing) 2D and 3D animation for compositing) Effects preparation for titles and background 			
Method of Assessment	Internal: Quiz/ Progressive Pen Paper Test			
Learning Outcome 2	Develop a short/live animated film with all media elements	12	10	
Contents	Applying all media elements (Graphics, Video, Audio, 2D & 3D Animation and Special effects) in given video compositing to prepare a scripted friction/short/live film.			
Method of Assessment	Internal: Lab Observation/Assignment			

Reference 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/NITTTR/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	<ul style="list-style-type: none">) CPU: 64 Bit i5/ i7/Xeon or equivalent processor, Speed: 3 GHz or Higher. Cache Memory: Minimum 6 MB or better.) RAM: 4/8/16 GB DDR-5 or Higher.) Hard Disk Drive: 1 TB or Higher, 7200 rpm (minimum) or Higher,) Dedicated Graphic (Memory) Card minimum 6 GB DDR5 or higher) Network Card: Integrated Gigabit Ethernet (10/100/1000)) USB Mouse) USB Keyboard) Standard Ports and connectors.) DVD Writer,) Licensed Windows Operating System/ OEM Pack(Preloaded) 	<ul style="list-style-type: none">) SSD 256/500 GB) Blue Ray writer) Wi-Fi enabled) Sound Card) Dedicated Graphic (Memory) Card minimum 6/8 GB DDR6 or higher
2.	Monitor	<ul style="list-style-type: none">) Monitor 21 Inch 	<ul style="list-style-type: none">) Monitor 23 inch or higher
3.	Headphone	<ul style="list-style-type: none">) Wired Over Ear Headphones with Padded Earcups, On-Board Volume Control, Noise Cancelling Mic, 3.5mm connection 	
4.	Scanner	<ul style="list-style-type: none">) A4 size High-quality scanning for photos and documents - 4800 dpi optical resolution for amazing clarity and detail 	<ul style="list-style-type: none">) A3 Size scanner with printer
5.	Speaker	<ul style="list-style-type: none">) 2.1 Multimedia speaker 	

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

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				1	1	
COURSE NAME		MULTIMEDIA AND ANIMATION											
CO Description		Apply graphical techniques to plot objects											
LO Description		Explain basics of Multimedia											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teac h Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks						
1	<ul style="list-style-type: none">) Multimedia: <ul style="list-style-type: none"> o Definition, characteristics, application, architecture, types, Hardware & Software requirements, Multimedia Operating system and communication system, CGI) Hardware Devices: <ul style="list-style-type: none"> o Display Devices (CRT, LED, LCD, PLASMA PANEL). o Input devices(voice system, light pen, keyboard, mouse, scanners , touch panel) o Multimedia device (graphic card, soundcard).) Colour concept : RGB,CMYK,YIQ 	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	7	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required			External / Internal						
1	Paper pen test	Student will be asked basics of multimedia in progressive test	10	Test paper + Rating scale			Internal						
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)													
Internal: Progressive examination (Pen paper test).													

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				1	2	
COURSE NAME	MULTIMEDIA AND ANIMATION												
CO Description	Apply graphical techniques to plot objects												
LO Description	Explain graphical designing and editing techniques												
SCHEME OF STUDY													
S. No.	Learning Content				Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required			Remarks	
1	<ul style="list-style-type: none">) Raster :Image Editing techniques: Retouching techniques, Selection technique) Vector :Traditional Design concepts, Advanced Drawing and Path Editing, Making Selections, Working with Groups 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. 				Interactive classroom teaching, demonstration , quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	8	NIL	Handouts, chalk board, PPT, text book, charts, video film.				
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					<i>I</i>	<i>0</i>	<i>4</i>				<i>1</i>	<i>3</i>	
COURSE NAME		MULTIMEDIA AND ANIMATION											
CO Description		Apply graphical techniques to plot objects											
LO Description		Make use of available tools to design and edit to image, text and graphical objects											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching –Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required			Remarks				
1	<ul style="list-style-type: none">) Installation of Multimedia/Animation software on compatible hardware as per attached annexure 1.) Apply Image Editing techniques (like Making Collage)) Apply Image transformation (scale, rotation, reflection, shear)) Enhance Color of image (level, curve, hue, saturation, color balance)) Apply text style (font type, style, color, transformation) 	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, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required					External / Internal				
1	Laboratory test by observation	Student will asked about installation, functioning/applying techniques in relevant multimedia software/tools on compatible hardware	10	Observation schedule/check-list /rating scales /rubrics					External				
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)													
Faculty are instructed to see attached Annexure Software and Hardware requirement in Format 3 for using available multimedia tools and technique													

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				2	1	
COURSE NAME	MULTIMEDIA AND ANIMATION												
CO Description	Utilize audio and video editing techniques on a given footage												
LO Description	Explain basic of audio and video												
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks						
1	<ul style="list-style-type: none">) Audio and Video: Definition, Characteristics, Making, Types) Audio :Creation of vocal files and music files, Conversion of audio file <ul style="list-style-type: none"> o Audio Terminology :Fade, Dubbing, Frequency Modulation, Loop, Noise) Video: Creating a Sequence, Editing in the timeline, Refining the sequence, Transitions <ul style="list-style-type: none"> o Video Terminology :Aspect Ratio, Bit Rate, Cut-in (Insert Shot), Frame Rate, J-cut and L-cut, Lower Third Title , Safe Margin Title, Resolution 	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	7	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				2	2	
COURSE NAME	MULTIMEDIA AND ANIMATION												
CO Description	Utilize audio and video editing techniques on a given footage												
LO Description	Explain editing techniques, file format of audio & video												
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks						
1	<ul style="list-style-type: none">) Audio: Audio editing and transitions, compression, exporting final output.) Video: Color theory, compression, color correction tools and methods (hue, saturation, levels, balance)) File Formats(Audio and Video): MIDI,WAV,MP3,ALAC,RIFF,A VI,WMF,MIX,MPEG,H261,H265, ITUG722,FLAC 	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	8	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME		Branch Code			Course Code			CO Code	LO Code	Format No. 4
				<i>I</i>	<i>0</i>	<i>4</i>				2	3	
COURSE NAME	MULTIMEDIA AND ANIMATION											
CO Description	Utilize audio and video editing techniques on a given footage											
LO Description	Apply transition, editing, correction on raw footage											
SCHEME OF STUDY												
S. No.	Learning Content	Teaching –Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks					
1	Apply video transition, editing, color correction, audio editing, transitions on a given raw footage by using available tools to create short video	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, chalk board, PPT, text book, charts, video film.						
SCHEME OF ASSESSMENT												
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 Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				3	1	
COURSE NAME	MULTIMEDIA AND ANIMATION												
CO Description	Apply techniques to create 2D animation												
LO Description	Demonstrate 2D animation with tools												
SCHEME OF STUDY													
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 frames, Timeline Working with Timeline Using layers drawing - with a pen/pencil tool, brush tool, shapes primitives, using tweening, creating transition effects Animation best practices, 2D animation exporting file formats				Interactive classroom teaching, demonstration , quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.		7	NIL	Handouts, chalk board, PPT, text book, charts, video film.			
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME		Branch Code			Course Code			CO Code	LO Code	Format No. 4
				<i>I</i>	<i>0</i>	<i>4</i>				3	2	
COURSE NAME	MULTIMEDIA AND ANIMATION											
CO Description	Apply techniques to create 2D animation											
LO Description	Illustrate interactive 2D animation script to export it on web											
SCHEME OF STUDY												
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks					
1	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	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	8	NIL	Handouts, chalk board, PPT, text book, charts, video film.						
SCHEME OF ASSESSMENT												
S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required			External / Internal					
1	Paper pen test	Student will be asked question on 2D animation in progressive test	10	Test paper + Rating scale			Internal					
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)												
Internal: Progressive examination (Pen paper test)												

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				3	3	
COURSE NAME		MULTIMEDIA AND ANIMATION											
CO Description		Apply techniques to create 2D animation											
LO Description		Develop 2D animated clips with interactive controls											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks						
1	<ul style="list-style-type: none">) Design a Character/s for given story,) Design concept for background / prop) Apply animation principles to create an animation in designed character, prop and add interactive control in it. 	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, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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													

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					I	0	4				4	1	
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 fundamental of 3D animation											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching –Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks						
1	3D Animation: Principle, file formats, tools, viewport, layout, graph, transformation(Rotation, scaling, moving)	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	7	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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													

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					<i>I</i>	<i>0</i>	<i>4</i>				4	2	
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 3D model, texture, Rig, Light & render with basic objects											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching –Learning Method	Description of T-L Process				Teach Hrs.	Pract. /Tut Hrs.	LRs Required	Remarks			
1	3D modeling techniques, Applying Colors & Shaders, Object Controller, Creating movements, Arranging light, Final render	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.				8	NIL	Handouts, chalk board, PPT, text book, charts, video film.				
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					<i>I</i>	<i>0</i>	<i>4</i>				<i>4</i>	<i>3</i>	
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	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required						Remarks	
1	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	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	7	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					<i>I</i>	<i>0</i>	<i>4</i>				4	4	
COURSE NAME		MULTIMEDIA AND ANIMATION											
CO Description		Apply Special Effects with 3D animations, tools for background movement modern high-speed system& Composition											
LO Description		Develop work in 3D space with models, Lights with Motion Graphics, Special effects and compositing											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required			Remarks				
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, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required			External / Internal						
1	Lab Observation/ Assignment	Student workout in 3D by applying motion and special effects	10	Observation schedule/check-list /rating scales /rubrics			Internal						
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)													
NIL													

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					<i>I</i>	<i>0</i>	<i>4</i>				<i>5</i>	<i>1</i>	
COURSE NAME	MUTIMEDIA AND ANIMATION												
CO Description	Make use of all multimedia element for a compiled output												
LO Description	Explain all elements of multimedia for a combined scripted output												
SCHEME OF STUDY													
S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required			Remarks				
1	<ul style="list-style-type: none">) Graphics for Compositing (like: logo, background, title)) Script based Video and audio editing) 2D and 3D animation for compositing) Effects preparation for titles and background 	Interactive classroom teaching, demonstration, quiz, assignments, tutorial	Teacher will explain the contents and provide handouts to students. Teacher will conduct assignments/ quiz/tutorial to make students practice their knowledge.	8	NIL	Handouts, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
S. No.	Method of Assessment	Description of Assessment		Maximum Marks	Resources Required			External / Internal					
1	Quiz/ Pen Paper Test	Quiz/ Pen Paper Progressive		10	Test paper + Rating scale			Internal					
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)													
Internal Progressive Test													

RGPV (Diploma Wing) Bhopal		SCHEME FOR LEARNING OUTCOME			Branch Code			Course Code			CO Code	LO Code	Format No. 4
					<i>I</i>	<i>0</i>	<i>4</i>				5	2	
COURSE NAME		MULTIMEDIA AND ANIMATION											
CO Description		Make use of all multimedia element for a compiled output											
LO Description		Develop a short/live animated film with all media elements											
SCHEME OF STUDY													
S. No.	Learning Content	Teaching –Learning Method	Description of T-L Process	Teach Hrs.	Pract. /Tut Hrs.	LRs Required			Remarks				
1	Applying all media elements (Graphics, Video, Audio, 2D & 3D Animation and Special effects) in given video compositing to prepare a scripted friction / short / live film.	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, chalk board, PPT, text book, charts, video film.							
SCHEME OF ASSESSMENT													
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.)													