

# **D.VOC PROGRAMME IN GRAPHICS AND MULTIMEDIA**

## **SYLLABUS**

**(For the students joining in 2018 - 2019 and afterwards)**



**DEPARTMENT OF COMPUTER SCIENCE AND APPLICATIONS  
THE GANDHIGRAM RURAL INSTITUTE  
(Deemed to be University)  
Gandhigram - 624 302  
Dindigul District  
Tamil Nadu**

**THE GANDHIGRAM RURAL INSTITUTE – DEEMED TO BE UNIVERSITY  
DEPARTMENT OF COMPUTER SCIENCE AND APPLICATIONS**

**D.Voc. in GRAPHICS AND MULTIMEDIA  
(Under Choice Based Credit System)**

**SUBJECTS OF STUDY AND SCHEME OF EXAMINATION  
(For the students joining in 2018– 2019 and afterwards)**

Code No.	Subject	Credits	Lecture Hrs/ Week	Lab Hrs/ Week	Evaluation		Total
					CFA	ESE	
<b>SEMESTER –I</b>							
18GMMD0101	IT Fundamentals and Web Applications	3	3	-	20	30	50
18ENGD01C1	Communication Skill – I	3	3	-	20	30	50
18GMMD0102	Graphic Design	3	3	-	20	30	50
18GMMD0103	Illustration and Photo-Editing	3	3	-	20	30	50
18GMMD0104	Lab – I : Web Applications	1.5	-	3	30	20	50
18GMMD0105	Lab – II: Illustration and Photo-Editing	1.5	-	3	30	20	50
<b>On-Job-Training (OJT) /Qualification Packs</b>							
18GMMD0106	Character Design	15 (Any One)					200
18GMMD0107	Storyboard Artist						
18GMMD0108	Editor						
<b>Total Credits</b>		<b>30</b>					
<b>SEMESTER –II</b>							
18GMMD0209	Pre-Production	3	3	-	20	30	50
18GMMD0210	Audio Editing	3	3	-	20	30	50
18GMMD0211	Video Editing	3	3	-	20	30	50
18ENGD02C2	Communication Skill – II	3	3	-	20	30	50
18GMMD0212	Lab – III : Audio Editing	1.5	-	3	30	20	50
18GMMD0213	Lab – IV :Video Editing	1.5	-	3	30	20	50
<b>On-Job-Training (OJT) /Qualification Packs</b>							
18GMMD0214	Any one of the QP's can be opted as offered in Semester I	15					200
<b>Total Credits</b>		<b>30</b>					
<b>Total Credits for D.Voc Programme</b>		<b>60</b>					

CFA – Continuous Formative Assessment (Internal Evaluation)  
ESE – End Semester Examination (External Evaluation)

## SEMESTER I

<b>18GMMD0101</b>	<b>IT FUNDAMENTALS AND WEB APPLICATIONS</b>	
<b>Credits</b>	<b>Theory: 3 Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>		
<ul style="list-style-type: none"> <li>To understand the basic concepts of computer and its peripherals.</li> <li>To impart skill on designing and developing dynamic websites with aesthetic sense of designing</li> </ul>		
<b>LEARNING OUTCOMES:</b>		
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>Learn the basic concepts of information processing through computer and hardware devices.</li> <li>Select and apply the appropriate web programming languages for processing and presenting information in web applications</li> <li>Develop a dynamic websites with data validation by using Java Script and HTML.</li> </ul>		

### **Unit I:**

***Introduction to Computer and Hardware devices:*** Definition of a computer –Origin of Computer- Characteristics- Computer terminologies- Anatomy of a computer - generations of computers- Types of computers- types of operating system- Input devices: Keyboard, mouse and pointing devices- Output devices: printers, plotters and monitors- Storage devices: Floppy, Compact disk, External hard disk, Pen drives and Flash Drive.

### **Unit II:**

***Introduction to HTML:*** Head and body Sections-Horizontal Rule-Images and Pictures-Hyper Links- Ordered and Unordered Lists- Table Handling: Table tag and its properties-Example Programs.

### **Unit III:**

***Cascading Style Sheets (CSS):*** Linking a style sheet to an HTML Document-Inline, External, Internal Style Sheets-Frames: Frameset Definition-Frame Definition- Example Programs-Forms and its Elements: Action Attribute-Method Attribute-Enctype Attribute-Form Elements

### **Unit IV:**

***Introduction to Java Script:*** Introduction to Java script-Variables-String Manipulation-Mathematical Functions-Operators –conditional and looping statements Example Programs.

### **Unit V:**

***Using Java Script:*** Arrays: Syntax, Properties, Methods - Builtin Objects: Math, String and Array-Events: onchange, onclick, onmouseover, onmouseout, onkeydown and onload-Basic Form validation –Data Format Validation-Example Programs.

**Reference Books:**

1. Responsive Web Design With HTML5 and CSS3, Ben Frain, Packt Publishing, Second Edition, 2015.
2. Learning Web Design: A Beginners Guide to HTML, CSS, JavaScript and Web Graphics, Jennifer Niederst Robbins, O'Reilly Media, Fourth Edition, 2012.
3. World Wide Web Design with HTML, C Xavier, Tata McGraw-Hill Publishing Company Ltd., Thirteenth Edition, 2005.
4. Web Programming: Building Internet Applications, Chris Bates, Wiley DreamTech India Pvt. Ltd., Second Edition, 2002.
5. Fundamentals of Information Technology, S.K.Bansal, A.P.H. Publishing company, New Delhi, 2002.

**E-Learning Resources:**

1. <http://textofvideo.nptel.ac.in/video.php?courseId=106105084>
2. <http://spoken-tutorial.org/watch/PHP+and+MySQL/PHP+String+Functions+Part+1/English/>
3. <https://www.w3schools.com/js/default.asp>
4. [https://www.w3schools.com/css/css\\_outline.asp](https://www.w3schools.com/css/css_outline.asp)
5. <https://www.w3schools.com/php/default.asp>

<b>18ENGD01C1</b>	<b>COMMUNICATION SKILL – I</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>

**Objectives:**

- To expose the students to the skill-sets and knowledge base necessary for communication in English; and
- To improve their skills in LSRW.

**Unit I – Basics of Grammar** **9 hours**

Nouns, pronouns, adjectives, verbs, adverbs and articles  
Tenses  
Subject-verb agreement

**Unit II – Vocabulary** **9 hours**

Types of words  
Word building patterns  
Synonyms and Antonyms

**Unit III – Speaking Skills** **9 hours**

Introducing oneself  
Introducing people, places and objects  
Describing things  
Narrating events

**Unit IV – Reading Skills** **9 hours**

Needs and types  
Skimming  
Basic reading comprehension tasks

**Unit V – Writing Skills** **9 hours**

Note making  
Précis Writing  
Paragraph writing

**Course Material:**

Handouts generated by the faculty

**Reference:**

- Seaton, Anne and Y.H. Mew. *Basic English Grammar: Book 1*. Irvine, CA: Saddleback, 2007.
- Mosback, Gerald and Vivienne Mosback. *Practical Faster Reading*. Cambridge: CUP, 1976.
- Lewis, Norman. *Word Power Made Easy*. New Delhi: Goyal, 2011.

<b>18GMMD0102</b>	<b>GRAPHIC DESIGN</b>	
<b>Credits</b>	<b>Theory: 3 Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>		
<ul style="list-style-type: none"> <li>To lay the foundation for the students to learn advanced concepts of graphic design</li> <li>To impart knowledge on the basics of designing web media elements using standard graphics packages/software</li> </ul>		
<b>LEARNING OUTCOMES:</b>		
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>Acquire and demonstrate competency in technical skills applicable to graphic design.</li> <li>Demonstrate the functional knowledge of <u>professional graphic design</u> for web</li> </ul>		

#### **Unit I:**

**Image Representation:** Introduction to Image-The Digital Image ,Raster Image Representation-Hardware Frame Buffers, Grayscale Frame Buffer , Pseudo-color Frame Buffer ,True-Color Frame Buffer -Representation of Color , Additive vs. Subtractive Primaries - RGB and CMYK color spaces - Grayscale Conversion.

#### **Unit II:**

**Graphics in Multimedia:** Roll of Graphics in Multimedia-Computer Graphics - technology: Bitmapped and Vector Graphics-Graphics Quality-Graphics File Formats-Editing Graphics- Dithering, Cropping, Anti-aliasing, Resizing.

#### **Unit III:**

**Computer Graphics on the World Wide Web:** Image Files: GIF, JPEG, -NG, QuickTime-The Graphics Process: Geometric Modeling, 3D Animation -Texturing, Rendering, Image Storage and Display.

#### **Unit IV:**

**CorelDraw Basics:** Creating new file-CorelDraw Screen-Property Bar-File Operations-Views-Working with objects Shapes-Adding Effects to objects-Importing Images-Resizing, Rotating and Skewing Images-Cropping and Image-adding special effects to bitmaps-exporting files to other applications.

#### **Unit V:**

**Page Layout and Background:** Changing the Page Size-Changing the Page Layout-Changing the Page-Background-Page Frame -Inserting pages-Deleting pages-Renaming Pages.

#### **Reference Books:**

1. CorelDraw X7, Vishnu P.Singh, Asian Publisher , First Edition, 2015.
2. Multimedia and Web Design, Vikas Gupta, Dream Tech Press, 2008.
3. Introduction to Multimedia, Ana Weston Solomon, Tata McGraw –Hill Edition 2005.
4. Multimedia Making it Work, T. Vaughan, TMH Publishing Company Limited, New Delhi, Fifth Edition, 1997.
5. Fundamentals of Computer Graphics - CM20219 Lecture Notes, Dr John Collomosse, University of Bath, UK.

6. Microsoft FrontPage 2000, Daniel A.Tauber and Brenda Kienan with Molly E.Holzchiag, BPB Publications, 2005.
7. CorelDraw12 Training Guide, Satish Jain and Shashank Jain, “”, BPB Publications, 2005.

**E-Learning Resources:**

1. <http://textofvideo.nptel.ac.in/video.php?courseId=106106090>
2. <http://textofvideo.nptel.ac.in/video.php?courseId=106102065>
3. <https://www.entheosweb.com/tutorials/coreldraw/default.asp>
4. <https://www.tutorialspoint.com/listtutorials/corel-draw/1>

<b>18GMMD0103</b>	<b>ILLUSTRATION AND PHOTO-EDITING</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>To provide in-depth knowledge on basic design and working environment of photo editing software</li> <li>To teach and demonstrate various design and filtering techniques applicable for multimedia projects.</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>Employ recent photographic skill sets in the digital photo editing</li> <li>Conceptualize and produce creative photographic solutions to client and self-assigned technologic challenges</li> </ul>			

**Unit I : *Starting Photoshop CS2***

File and its operations-Different types of Bars-Rulers-Palettes

**Unit II : *Working With Images***

Vector and BitMap Images-Different operations of Images-Image Size-Resolution- Editing Images-Color Modes-Setting a Current Foreground and Background Colors.

**Unit III : *Making Selections and Tools***

Making Selection-Editing Selections- Painting Tools-Drawing Tools-Retouching Tools

**Unit IV : *Layers***

Working with Layers-Hiding and Showing Layers-Deleting Layers-Relocating Layers-Flattening Images

**Unit V : *Filters***

Menu-Gallery-Extract Filter-Liquify Filter-Vanishing Point Filter-Artistic Filters-Blur Filters-Noise Filters-Lighting Effects-Sharpen Filters.

**Reference Books:**

1. Multimedia and Web Design, Vikas Gupta, Dream Tech Press, 2008.
2. Adobe Photoshop CC, Andrew Faulkner and Conrad Chavez, Kindle Edition, 2018.
3. Page Maker 7.0, Levin Proot, Cengage Learning, 2009.
4. Adobe Photosho p CS3, Shelly Cashman Starks, Cengage Learning, 2009.

**E-Learning Resources:**

1. [https://www.adobe.com/in/products/photoshop.html?sdid=SGDJMMG3&mv=search&s\\_kwid=AL!3085!3!155864510354!e!!g!!photoshop&ef\\_id=Vq2X9wAABaqP4AXf:20180518092801:s](https://www.adobe.com/in/products/photoshop.html?sdid=SGDJMMG3&mv=search&s_kwid=AL!3085!3!155864510354!e!!g!!photoshop&ef_id=Vq2X9wAABaqP4AXf:20180518092801:s)
2. <https://www.tutorialspoint.com/listtutorials/photoshop/1>
3. <https://helpx.adobe.com/photoshop/tutorials.html>
4. <https://www.youtube.com/watch?v=IRZ24P6jzj8>



<b>18GMMD0104</b>	<b>LAB - I : WEB APPLICATIONS</b>		
<b>Credits</b>	<b>Theory: 0</b>	<b>Practical:1.5</b>	<b>Total Credits: 1.5</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>To make the students familiar with HTML, Java Script , PHP and MYSQL through practical</li> <li>To provide comprehensive training on building dynamic web sites</li> </ul>			
<b>LEARNING OUTCOME:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>Develop an interactive website using HTML, CSS and JavaScript</li> </ul>			

1. Create a simple webpage using basic HTML tags
2. Create a multiple web page structure using hyperlinks
3. Create a rich media content page using video & images
4. Create a html table structure for displaying students Mark List
5. Create a feedback form structure using Form tags.
6. Create a simple page and embed a style along with basic script
7. Create and control HTML page styles through CSS
8. Validating form data using JavaScript.
9. Using HTML Form fields and PHP
10. PHP - MySQL Database Connectivity

<b>18GMMD0105</b>	<b>LAB – II: ILLUSTRATION AND PHOTO-EDITING</b>		
<b>Credits</b>	<b>Theory: 0</b>	<b>Practical:1.5</b>	<b>Total Credits: 1.5</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>• To train students in order to achieve intermediate and advanced proficiency in pixel based image editing software.</li> <li>• To make students gain proficiency in the use of basic Photoshop editing tools and workflow basics.</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• Gain proficiency in a broad range of design skills pertaining to publication and web design.</li> <li>• Understand typography, color, layout, photo editing, composition, graphics, vector &amp; raster applications.</li> </ul>			

1. Create a Visiting card
2. Create an Envelope cover
3. Create a Letterhead
4. Create a photo composition using selection tools
5. Retouch & repair a damaged photograph
6. Create a poster with a social message
7. Colorize the given objects
8. Design a cover page for a magazine
9. Design a Brochure
10. Design a Newsletter

## SEMESTER II

<b>18GMMD0209</b>	<b>PRE-PRODUCTION</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>• To familiarize the students with the art of Pre-production process</li> <li>• To develop a student's creative, technical, planning and presentation skills</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• Demonstrate the experience and expertise in Pre-production technology for multimedia application</li> <li>• Employ effective techniques for independently managing complex multimedia projects</li> </ul>			

### **Unit I:**

**Multimedia Application Development:** Software Life Cycle overview: Feasibility study, Requirement Analysis, Project Planning and Management, Designing, Implementation, Integration and Delivery & Maintenance – ADDIE Model – Conceptualization – Content collection and processing – Story – Flowline –Script.

### **Unit II:**

**Storyboard:** Guidelines for Visual elements, Motion Video, Animation, Text and Audio - Implementation: Hardware and Software – Authoring Metaphors: Slide Show Metaphor , Book Metaphor, The Windowing Metaphor, The Timeline Metaphor, The Network Metaphor and The Icon Metaphor.

### **Unit III:**

**Planning and Costing:** The Process of Making Multimedia: Idea Analysis, Pretesting, Task Planning, Prototype Development, Alpha Development, Beta Development and Delivery –Scheduling – Estimating: Billing Rates and Example Cost Sheets.

### **Unit IV:**

**Designing and Producing:** Designing: Designing the Structure - Designing the User Interface – Producing: Starting up, Working with clients, tracking and copyrights.

### **Unit V:**

**Content and Talent:** Acquiring content- Using content created by others – Using content created for a project- Using Talent – Testing: Alpha Testing, Beta Testing and Polishing to Gold –Preparing for Delivery : File Archives.

### **Reference Books:**

1. Pre-Production Planning for Video, Film, and Multimedia, Steve Cartwright, Focal Press, Third Edition, 2012.
2. Multimedia: Making It Work, Tay Vaughan, Tata McGraw-Hill Publishing, Seventh Edition, 2008.

3. Principles of Multimedia, Ranjan Parekh, Tata McGraw-Hill Edition, 2005.
4. Introduction to Multimedia, Ana Weston Solomon, Tata McGraw-Hill Edition 2005.
5. Multimedia sound & video, Jose Lozano, Prentice Hall of India Pvt. Ltd, 1998.
6. Principles of Multimedia, Ranjan Parekh, T Tata McGraw-Hill Edition, 2005.

**E-Learning Resources:**

1. <http://guides.lib.udel.edu/c.php?g=85590&p=548772>
2. <https://www.sciencedirect.com/science/article/pii/B9780240802718500043>
3. <http://www.thevideoeffect.tv/2013/06/26/video-pre-production-and-post-production/>
4. <https://blueprintdigital.com/the-four-steps-to-preproduction/>

<b>18GMMD0210</b>	<b>AUDIO EDITING</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>To impart fundamental concepts of acoustics and digital audio in real-time applications</li> <li>To educate the students in sound processing and content delivery.</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>Understand the concepts of audio editing in audio industry</li> <li>Identify the appropriate sound hardware and software tools for multimedia project</li> </ul>			

#### **Unit I:**

**Sound:** Basic principles of sound-categories of sound-The audio specialist-sound quality: Rate, Resolution, Mono Vs Stereo, Downloaded Vs Streamed-Producing digital audio: Planning, Recording, Processing, Assembling and Delivering.

#### **Unit II:**

Multimedia system sounds-Digital Audio-Making MIDI Audio-MIDI versus Digital Audio-Working with sound on the Macintosh-Working with sound in Windows- Notation Interchange File Format (NIFF)- Adding sound to multimedia project-Toward Professional Sound: The Red Book Standard- Production Tips.

#### **Unit III:**

**Sound Recording:** Importance of sound in multimedia-copyright issues-Computer and peripherals: High Quality Microphones, DAT Tape Recorders, Mixers, Synthesizers, Sound Processors/Recorders, Amplified Speaker Systems and Headphones- Introduction to different recording software– Sound formats and settings.

#### **Unit IV:**

**Sound Processing:** Importance of sound processing in multimedia-Opening and saving files-Zoom in and out-copying, cutting and pasting sounds- The Insert menu- The modify menu-The effects menu-Equalizer- Echo and Reverberation-Flanger and Bender – Smooth – Pitch shift and Tempo –Mixing Tracks.

#### **Unit V:**

**Sound Delivery:** Importance of sound delivery in multimedia- Desktop Equipment Setup: Speakers and Headphones, A/V Monitors - Studio Equipment Setup: Speakers and Sound Isolation – Classroom Equipment Setup: Speakers Layout, Amplifiers – Incorporating sound into a Multimedia Project (Macromedia Flash).

#### **Reference Books:**

1. Mastering Audio: The Art and the Science, BobKatz, Focal Press, Third Edition, 2013.
2. Multimedia: Making It Work, Tay Vaughan, Tata McGraw-Hill Publishing, Seventh Edition, 2008.

3. Introduction to Multimedia, Ana Weston Solomon, Tata McGraw-Hill Edition 2005.
4. Digital Multimedia, Nigel Chapman and Jenny Chapman, Wiley-Dreamtech India Pvt.Ltd, First edition 2004.
5. Multimedia and the Web, Calleen Coorough, First Edition 2003.
6. Multimedia sound & video, Jose Lozano, Prentice Hall of India Pvt. Ltd, 1998.
7. Multimedia on the web, Stephen McGloughlin, Prentice Hall of India Pvt. Ltd, First edition, 1997.

**E-Learning Resources:**

1. <http://nptel.ac.in/courses/112104176/>
2. <http://nptel.ac.in/courses/112104176/2>
3. <https://www.youtube.com/embed/qG7dfj9Wakc>
4. [https://en.wikipedia.org/wiki/Sound\\_recording\\_and\\_reproduction](https://en.wikipedia.org/wiki/Sound_recording_and_reproduction)

<b>18GMMD0211</b>	<b>VIDEO EDITING</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>• To understand the necessity of video techniques in multimedia applications</li> <li>• To impart skill on different types of video formats and its real-time usage</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• Recognize different software features and capabilities for digital video processing</li> <li>• Have an understanding of what file types are appropriate to employ video in multimedia applications</li> </ul>			

#### **Unit I:**

**Video:** The role of video in multimedia-Video quality-Streaming video-Guidelines for using video in multimedia-Video file formats-The future of video in multimedia-Software and Hardware for Video.

#### **Unit II:**

**Video Recording:** Importance of video in Multimedia-Copyright issues-Computer and peripherals: camera, sound equipment – Introduction to different recording software-Recording from a video camera- File formats and settings.

#### **Unit III:**

**Video Processing:** Importance of Video processing in multimedia – Processing video using Adobe Premiere: opening files-Working with the project window-Working with the construction window-Positioning clips in the construction window-Trimming Clips-Previewing editing work.

#### **Unit IV:**

Inserting transitions- Making a movie- Different Transition Effects- Creating stills from video clips –Superimposing an animated title –Working with sound tracks – Adding sound effects.

#### **Unit V:**

**Video Delivery:** Importance of Video Delivery in Multimedia- Final Product Distribution Considerations: Dump to videotape, Laser-Disc Mastering Considerations and Quicktime and CD-ROM – Equipment at Delivery Location –Desktop Delivery – Classroom Delivery – Incorporating video into a Multimedia project (Macromedia Flash).

#### **Reference Books:**

1. Introduction to Multimedia, Ana Weston Solomon, Tata McGraw-Hill Edition 2005.
2. Principles of Multimedia, Ranjan Parekh, T Tata McGraw-Hill Edition, 2005.
3. Editing Digital Video: The Complete Creative and Technical Guide, Robert Goodman and Patrick McGrath, Kindle Edition, 2002.

4. Multimedia sound & video, Jose Lozano, Prentice Hall of India Pvt. Ltd, 1998.
5. Hands-on manual for cinematographer, Samuelson.

**E-Learning Resources:**

1. <https://www.youtube.com/embed/4tnRLLFieZM>
2. [https://www.youtube.com/embed/nj\\_KAntt67M](https://www.youtube.com/embed/nj_KAntt67M)
3. <http://multimedivideo.com/>
4. <https://www.videomaker.com/article/2357-desktop-video-shooting-video-for-multimedia>



<b>18ENGD02C2</b>	<b>COMMUNICATION SKILL – II</b>		
<b>Credits</b>	<b>Theory: 3</b>	<b>Practical:0</b>	<b>Total Credits: 3</b>

**Objectives:**

- To help the students acquire competence in communicating in particular contexts; and
- To expose them to professional communication.

**Unit I – Grammar** **9 hours**

Prepositions, conjunctions and interjections  
 Statements and questions  
 Constructing sentences

**Unit II – Vocabulary** **9 hours**

Idioms and phrases  
 Ambiguous words  
 Using words in meaningful sentences

**Unit III – Speaking Skills** **9 hours**

Arguing /Debating on given topics  
 Telephone conversation  
 Public speaking

**Unit IV – Reading Skills** **9 hours**

Reading for comprehension  
 Contextual reading  
 Advanced reading comprehension tasks

**Unit V – Writing Skills** **9 hours**

Short essay writing  
 Personal letter writing  
 Business letter writing

**Course Material:**

Handouts generated by the faculty

**Reference:**

- Seaton, Anne and Y.H. Mew. *Basic English Grammar: Book 1*. Irvine, CA: Saddleback, 2007.
- Mosback, Gerald and Vivienne Mosback. *Practical Faster Reading*. Cambridge: CUP, 1976.
- Lewis, Norman. *Word Power Made Easy*. New Delhi: Goyal, 2011.

<b>18GMMMD0212</b>	<b>Lab – III : AUDIO EDITING</b>		
<b>Credits</b>	<b>Theory: 0</b>	<b>Practical:1.5</b>	<b>Total Credits: 1.5</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>• To provide a complete training on sound processing techniques by practical exposure</li> <li>• To impart skill on employing and synchronizing different sounds in multimedia applications.</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• Edit, mix, and prepare digital audio files for client delivery</li> <li>• Locate appropriate delivery mode and audio format upon requirement</li> </ul>			

1. Recording sound with default and given sample rate and format
2. Import /Export different sound file formats
3. Edit the sound with Silence, Split, Trim and duplicate options
4. Sound in multiple audio tracks
5. Transposition of sound
6. Removing unused portion of sound track
7. Applying various Sound effects (echo, Amplify,.....)
8. Reversing sound
9. Synchronizing audio with video
10. Incorporating audio into a Multimedia project

<b>18GMMMD0213</b>	<b>LAB - IV: VIDEO EDITING</b>		
<b>Credits</b>	<b>Theory: 0</b>	<b>Practical:1.5</b>	<b>Total Credits: 1.5</b>
<b>OBJECTIVES:</b>			
<ul style="list-style-type: none"> <li>• To provide a well-rounded and comprehensive training on video editing through exercises and applications.</li> <li>• To emphasize skill proficiency so that students can practically contribute and provide support to the relevant industry</li> </ul>			
<b>LEARNING OUTCOMES:</b>			
<p>On completion of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• To professionally edit videos of different genres i.e. documentaries, short films, interviews, commercials etc.</li> <li>• To acquire a practical knowledge of video editing and its related constructs including filmmaking</li> </ul>			

1. Editing Sequences and clips
2. Editing short film type of video with different formats, types and genre of videos.
3. Creating titles for an existing video
4. Organizing video clips for motion
5. Editing a music video
6. Adding video Effects
7. Applying Transition effects to the given video
8. Applying color enhancement to the given video
9. Using Animation and Key frames options
10. Exporting video at different format

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