

B.DESIGN MULTIMEDIA (BMM)

Semester	Subject Code	Subject
Sem-I	BMM-101	Drawing–I Paper–A: Object Drawing
Sem-I	BMM-102	Drawing–I Paper–B: Perspective Practical
Sem-I	BMM-103	Colour–I Practical
Sem-I	BMM-104	Art Appreciation Theory
Sem-I	BMM-105	Workshop–I Practical
Sem-I	BMM-106	Introduction to Multimedia Theory Practical
Sem-I	BMM-107	Communication Skill in English
Sem-I	BMM-108	Punjabi Compulsory / (Basic Punjabi)
Sem-I	BMM-109	Drug Abuse: Problem, Management and Prevention
Sem-III	BMM-301	Film Appreciation–I
Sem-III	BMM-302	Drawing–III Practical
Sem-III	BMM-303	Adobe Photoshop
Sem-III	BMM-304	HTML
Sem-III	BMM-305	Corel Draw Practical
Sem-III	BMM-306	Project–I Practical
Sem-III	BMM-307	Environmental Studies–I
Sem-V	BMM-501	Adobe Premiere Pro
Sem-V	BMM-502	Adobe After Effects
Sem-V	BMM-503	Workshop–III Practical
Sem-V	BMM-504	Sound Editing and Recording Practical
Sem-V	BMM-505	Technical Theory of Media – II
Sem-V	BMM-506	Project–III Practical
Sem-VII	BMM-701	Maya
Sem-VII	BMM-702	Mudbox
Sem-VII	BMM-703	Project–V Practical

LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER-I

ART APPRECIATION

Topic	Notes/Strategies/ Resources	Time
Elements of Art	<ul style="list-style-type: none">• What is art?• Various Elements: Point, line, content, form, texture, color	1 week
Nature of Beauty & Art and Nature	<ul style="list-style-type: none">• Students will learn what is nature?• How beauty is related to nature?• How art is related to nature?	2 week
Content and Form	<ul style="list-style-type: none">• What is content and form in art?• How they are related to each other?	2 days
Objective of Art	<ul style="list-style-type: none">• Principle of art: Harmony• Balance• Proportion• Dominance/Emphasis• Variety• Movement• Rhythm	3 days
Objective and Subjective Approach	<ul style="list-style-type: none">• Concept of Objective & Subjective approach in art	2 days
Indian Approach in Art	<ul style="list-style-type: none">• Theories of Indian philosophers• 9 Different rasa's in Indian art	2 week
Western Approach in Art	<ul style="list-style-type: none">• Theories of Western Philosopher: Kant, Plato, Aristotle	1 week
Intuition and Expression	<ul style="list-style-type: none">• What is Intuition in art and its importance• What is expression and its importance• How both of them are inter connected	1 week
Art and Society & Abstraction	<ul style="list-style-type: none">• How art is interconnected to our society in past and present time• What is Abstraction Art	2 week
Revision & Test	Revision and Test	2 week

LESSON PLAN B. DESIGN MULTIMEDIA (BMM) SEMESTER-I

INTRODUCTION TO MULTIMEDIA

Topic	Notes/Strategies/ Resources	Time
Introduction to Multimedia	<ul style="list-style-type: none"> • What is Multimedia? • Elements of Multimedia • Applications of Multimedia 	1 week
Multimedia Hardware	<ul style="list-style-type: none"> • Multimedia PC configuration, Features • Input Devices- OCR, Touch Screen, Scanners, Digital Camera • Output Devices- Speakers, Printers • Optical disks and drives as CDROM, DVD and Blue-Ray Discs • Removable Media as Multimedia Cards, Pen Drives, External HDD, RAID 	2 weeks
Introduction to Operating System	<ul style="list-style-type: none"> • Introduction to Windows and history • Its Versions • Various features of Windows • Difference between Operating Systems. (Windows, Mac, Linux) 	1 week
MS-Word	<ul style="list-style-type: none"> • Students will be acquainted with what is word processing? • Creating, Saving and opening File • Importing and Exporting Files • Formatting Pages, paragraphs and sections • Indents and Outdents • Creating Lists and Numbering • Changing Styles, Font and Font Size • Editing Text • Finding and replacing text • Page Break and Section Break • Book Marks • Inserting Symbols and dates • Using tabs • Creating tables and various operations on Tables • Header and Footer <p>❖ Students created a well formatted Document</p>	2 weeks
MS- Powerpoint	<ul style="list-style-type: none"> • Students will learn about Features of powerpoint • Creating Presentation • Saving Presentation • Opening presentation • Inserting Audio and Video 	2 weeks

	<ul style="list-style-type: none"> • Transitions • Views of slides • Inserting Smart Objects, Graphs, Charts • Students created a presentation with proper transitions. 	
Internet	<ul style="list-style-type: none"> • Introduction and History • Internet working • Connections • Internet Services • The World Wide Web • Tools for the WWW – Web Servers, Web Browsers, Search Engines, E-mail. 	1 week
Digital Imaging	<ul style="list-style-type: none"> • Introduction to Digital Imaging • Color Depth, Resolution, Raster Graphics, Vector Graphics, • Multimedia Graphic Tools, Image File Formats, Compression. 	1 week
Digital Audio	<ul style="list-style-type: none"> • Introduction to Digital Audio • Audio Sampling Rate, Bit Depth, File Formats, Compression • Mono vs Stereo • Sound Card, Editing and Recording tools 	1 week
Digital Video	<ul style="list-style-type: none"> • Introduction to Digital Video • TV & Video Standards, Time-base, Bit Rate, Frame Size, Frame Rate, File Formats • Compressions, Codecs, Aspect Ratio, Capture Cards, Editing Tools 	1 week
Animation	<ul style="list-style-type: none"> • Introduction to Animation • Types of Animation • Animation Tools, Process Planning • Animation Development 	1 week
Interactive and New Media	<ul style="list-style-type: none"> • Online Media (Social Media, Websites, Online Applications), Mobile (Smartphone, Tablets, etc.) 	1 week

LESSON PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER-I
COMMUNICATION SKILLS

July 2017

Contents	Books	Plan	Activity	Assignment
Reading& Writing Skills	Oxford guide to effective writing and speaking	Formal & Informal letters	G.D's and interactive sessions	Test based on both type of letters

August 2017

Plan	Books	Assignment	Activity	
Unseen passages, Comprehension, note making	Communication Skills in English	Extempore speech competition	paper reading contest	

September 2017

Plan	Activity	Assignment
Notices, Resume Writing	Revision of notices and resume writing	Maintaining of file for all syllabus

October 2017

Plan	Activity	Assignment
Revision of all syllabus and preparation of exams	Mock viva voce	University file for Viva voce

November 2017

Books	Plan	Activity
1 book	Discussion on the questions	Class tests on Reading skills
	University examination preparation	Viva voce

**LESSON PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER-I
GENERAL PUNJABI**

ਆਤਮਅਨਾਤਮ	ਵਿਦਿਆਰਥੀਆਂ ਇਸ ਸਮੇਂ ਸਟਰ ਵਿੱਚ ਇਸ ਪਾਠ ਪੁਸਤਕ ਵਿੱਚੋਂ ਕਵਿਤਾ ਵਾਲਾ ਭਾਗ ਕਰਵਾਇਆ ਜਾਵੇਗਾ 1. ਪ੍ਰੇਮੋਹਣ ਸਿੰਘ	ਸਮਾਂ 1-3 ਦਿਨ
ਗਿਆਨਮਾਲਾ	੧ ਪਹੀਆ ਪ੍ਰਸ਼ਣ	1-3 ਦਿਨ
ਨਿਸ਼ਕਰਸ਼	1. ਸੈਦਾਂਤੇ ਸਬਜਾਂ 2. ਖਾਨਗਾਹੀ ਦੀ ਵਾਬਾਲ ਦੀਏ ਕਵਿਤਾ ਵਾਦ ਵਿਸ਼ੇ ਗਤ ਸਰੋਕਾਰਾਂ ਦਾ ਅਧਿਐਨ ਕਰੋ	
ਆਤਮਅਨਾਤਮ	2 ਅਮ੍ਰਿਤਾ ਪ੍ਰੀਤਮ	1-3 ਦਿਨ
ਗਿਆਨਮਾਲਾ	2. ਭਰੂਣਹੱਤਿਆ ਦੇ ਦੇਸ਼ ਵਿੱਚ	1-3 ਦਿਨ
ਨਿਸ਼ਕਰਸ਼	੧ ਅਮ੍ਰਿਤਾ ਪ੍ਰੀਤਮ ਦੀਆਂ ਕਵਿਤਾਵਾਂ ਅੰਨ ਦਾ ਤਾਅਤੇ ਅੱਜ ਆਖਾਂ ਵਾਰਿਸ ਸ਼ਾਹ ਨੂੰ ਦੇਖੀ ਮਿਕਸਰੋਕਾਰਾਂ ਦਾ ਅਧਿਐਨ ਕਰੋ ੨ ਭਰੂਣਹੱਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ ਨਿਬੰਧ ਦਾ ਸਾਰ ਆਪਣੇ ਸ਼ਬਦਾਂ ਵਿੱਚ ਲਿਖੋ	
ਆਤਮਅਨਾਤਮ	੩ ਸ਼ਿਵਕੁਮਾਰ ਬਟਾਲਵੀ	1-3 ਦਿਨ
ਗਿਆਨਮਾਲਾ	੩ ਨਾਰੀ ਸ਼ਕਤੀ	1-3 ਦਿਨ
ਨਿਸ਼ਕਰਸ਼	1 ਲੂਣਾ ਅਤੇ ਜੀਚਾਹੇ ਪੰਛੀ ਹੋ ਜਾਵਾਂ ਕਵਿਤਾ ਵਾਦ ਵਿਸ਼ੇ ਵਸਤੂ ਤਿਆਰ ਕਰ ਵਾਇਆ ਗਿਆ ੨ ਨਾਰੀ ਸ਼ਕਤੀ ਨਿਬੰਧ ਦਾ ਵਿਸ਼ਾ ਵਸਤੂ ਤਿਆਰ ਕਰ ਵਾਇਆ ਜਾਵੇਗਾ	

ਆਤਮਅਨਾਤਮ	੪ ਸੁਰਜੀਤਪਾਤਰ	1-3ਦਿਨ
ਗਿਆਨਮਾਲਾ	੪ਵਾਤਾਵਰਣੀਪ੍ਰਸ਼ਣਅਤੇਮਨੁੱਖ	
ਨਿਸ਼ਕਰਸ਼	੧ਸੁਰਜੀਤਪਾਤਰਦੀਆਂਕਵਿਤਾਵਾਂਹੁਣਘਰਾਂਨੂੰਪਰਤਣਾਂਅਤੇਸੁੰਨੇਸੁੰਨੇ ਰਾਹਾਂ 'ਤੇਕੋਈਕੋਈਪੈੜਹੈਦਾਨਕਸਲੀਦਿਸ਼ਟੀਤੋਂਮੁਲਾਂਕਣਕੀਰਾਜਾਵੇਗਾਛ ੨ ਵਾਤਾਵਰਣੀਪ੍ਰਸ਼ਣਅਤੇਮਨੁੱਖਨਿਬੰਧਦਾਸਾਰਲਿਖੋਛ	1-3ਦਿਨ
ਆਤਮਅਨਾਤਮ	5ਪਾਸ਼	1-3ਦਿਨ
ਗਿਆਨਮਾਲਾ	੫ਏਡਜ	
ਨਿਸ਼ਕਰਸ਼	੧ ਪਾਸ਼ਦੀਆਂਕਵਿਤਾਵਾਂਇਨਕਾਰਅਤੇਮੇਰੇਤੋਂਆਸਨਾਕਰਿਓਕਵਿਤਾਵਾਂ ਦਾਨਕਸਲੀਲਹਿਰਦੇਪਰਿਪੇਖਵਿੱਚਅਧਿਐਨਛ ੨ਏਡਜਨਿਬੰਧਦਾਸਾਰਆਪਣੇਸ਼ਬਦਾਂਵਿੱਚਲਿਖੋਛ	1-3ਦਿਨ
ਵਿਅਕਰਨ	1 ਪੰਜਾਬੀਧੁਨੀਵਿਉਂਤ	
	ੳ.ਸਵਰਦੀਪਰਿਭਾਸ਼ਾ ਅ. ਸਵਰਦੀਆਂਕਿਸਮਾਂ ੲ. ਉਚਾਰਨਅੰਗ	1-4 ਦਿਨ
ਪੈਰਾਰਚਨਾ	ਪੈਰਾਰਚਨਾਕੀਹੈ? ਚੰਗੀਪੈਰਾਰਚਨਾਦੇਗੁਣ	1-3 ਦਿਨ
ਨਿਸ਼ਕਰਸ਼	1ਸਵਰਉਪਰਨੇਟਲਿਖੋ 2ਵਿਦਿਆਰਥੀਅਤੇਅਨੁਸ਼ਾਸਨਦੇਵਿਸ਼ੇ 'ਤੇਪੈਰਾਰਚਨਾਕਰੋ	
ਵਿਅਕਰਨ	ਸ.ਵਿਅੰਜਨਦੀਪਰਿਭਾਸ਼ਾ ਹਵਿਅੰਜਨਦੀਆਂਕਿਸਮਾਂ ਕਸੁਰਪ੍ਰਣਾਲੀ	1-5 ਦਿਨ
ਅਣਡਿੱਠਾਪੈਰਾ	ਅਣਡਿੱਠਾਪੈਰੇਦਾਅਭਿਆਸਕਰਵਾਇਆਜਾਵੇਗਾਛ	1-3ਦਿਨ
ਨਿਸ਼ਕਰਸ਼	ਧੁਨੀਵਿਉਂਤਉਪਰਨੇਟਲਿਖੋਛ	

<p>ਵਿਆਕਰਨ</p> <p>ਨਿਸ਼ਕਰਸ਼</p>	<p>ਪੰਜਾਬੀਭਾਸ਼ਾਅਤੇਉਪਭਾਸ਼ਾ ਉ.ਭਾਸ਼ਾਅਤੇਉਪਭਾਸ਼ਾਵਿਚਅੰਤਰ ਅ.ਭਾਸ਼ਾਵੰਨਗੀਆਂ ਬਪੰਜਾਬੀਦੀਆਂਉਪਭਾਸ਼ਾਵਾਂਅਤੇਉਹਨਾਂਦੇਪਛਾਣਚਿਨ ਸਟਕਸਾਲੀਭਾਸ਼ਾ</p> <p>ਭਾਸ਼ਾਅਤੇਉਪਭਾਸ਼ਾਦੇਅੰਤਰਨੂੰਸਪਸ਼ੱਟਕਰਦੇਹੋਏਉਪਭਾਸ਼ਾਵਾਂਦੇਪਛਾ ਣਚਿੰਨਨਿਸ਼ਚਿਤਕਰੋ</p>	<p>1-6 ਦਿਨ</p>
<p>ਵਿਆਕਰਨ</p> <p>ਨਿਸ਼ਕਰਸ਼</p>	<p>ਮਾਤਭਾਸ਼ਾ ਉ.ਮਾਤਭਾਸ਼ਾਕੀਹੁੰਦੀਹੈ? ਅ,ਮਾਤਭਾਸ਼ਾਪੜਨੀਕਿਓਜਰੂਰੀਹੈ? ਬ. ਮਾਤਭਾਸ਼ਾਦੇਅਧਿਐਨਦੀਆਂਕੀਸਮੱਸਿਆਵਾਂਹਨ?</p> <p>ਮਾਤਭਾਸ਼ਾਦੇਅਧਿਐਨ 'ਤੇਨੋਟਲਿਖੋ।</p>	<p>1-5ਦਿਨ</p>
<p>ਵਿਆਕਰਨ</p> <p>ਨਿਸ਼ਕਰਸ਼</p>	<p>ਦੂਜੀਭਾਸ਼ਾ ਉ. ਦੂਜੀਭਾਸ਼ਾਕੀਹੁੰਦੀਹੈ? ਅਦੂਜੀਭਾਸ਼ਾਪੜਨੀਕਿਓਜਰੂਰੀਹੈ? ਬਦੂਜੀਭਾਸ਼ਾਦੇਅਧਿਐਨਦੀਆਂਸਮੱਸਿਆਵਾਂ 'ਤੇਨੋਟਲਿਖੋ</p> <p>ਦੂਜੀਭਾਸ਼ਾ'ਤੇਨੋਟਲਿਖੋ</p>	<p>1-4ਦਿਨ</p>

LESSON PLAN B. DESIGN MULTIMEDIA (BMM) SEMESTER-I

BASIC PUNJABI

ਜਾਣ - ਪਛਾਣ	ਇਸ ਵਿਚ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਦੀ ਮੁਢਲੀ ਸਿਖਿਆ ਦਿੱਤੀ ਜਾਵੇਗੀ ਤਾਂ ਜੋ ਉਹ ਪੰਜਾਬੀ ਦੀ ਵਰਣਮਾਲਾ ਤੇ ਸ਼ਬਦ-ਬਣਤਰ ਨੂੰ ਚੰਗੀ ਤਰ੍ਹਾਂ ਸਮਝ ਸਕਣ।	ਸਮਾਂ
ਵਿਆਕਰਨ	<ol style="list-style-type: none"> 1. ਵਰਣਮਾਲਾ 2. ਅੱਖਰ-ਕ੍ਰਮ 3. ਪੈਂਤੀ ਅੱਖਰੀ 	1-6(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	<ol style="list-style-type: none"> 4. ਗੁਰਮੁਖੀ ਲਿਪੀ ਦੀ ਜਾਣ-ਪਛਾਣ 5. ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਦਾ ਨਾਮਕਰਨ। <p>ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਨਾਮਕਰਨ ਤੇ ਨੋਟ ਲਿਖਣ ਲਈ ਦਿੱਤਾ ਜਾਵੇਗਾ। ਕਲਾਸ ਵਿੱਚ ਵਰਣਮਾਲਾ ਦਾ ਟੈਸਟ ਲਿਆ ਜਾਵੇਗਾ।</p>	1-3(ਦਿਨ) 1-3(ਦਿਨ)
ਵਿਆਕਰਨ	<ol style="list-style-type: none"> 1. ਲਗਾਂ ਮਾਤਰਾਂ 2. ਸਵਰ ਵਾਹਕ (ੳ, ਅ, ਏ) 3. ਪੈਰ ਵਿੱਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ 4. ਪੈਰ ਵਿੱਚ ਪੈਣ ਵਾਲੇ ਵਰਣ 	1-3(ਦਿਨ) 1-3(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	<ol style="list-style-type: none"> 1. ਗੁਰਮੁਖੀ ਲਿਪੀ ਬਣਤਰ ਤੇ ਤਰਤੀਬ <p>1. ਗੁਰਮੁਖੀ ਲਿਪੀ ਬਣਤਰ ਤੇ ਤਰਤੀਬ ਉੱਤੇ ਨੋਟ ਲਿਖਣ ਲਈ ਦਿੱਤਾ ਜਾਵੇਗਾ। ਵਰਣਮਾਲਾ ਤੇ ਲਗਾਂ-ਮਾਤਰਾ ਦਾ ਟੈਸਟ ਲਿਆ ਜਾਵੇਗਾ।</p>	1-3(ਦਿਨ)
ਵਿਆਕਰਨ	<ol style="list-style-type: none"> ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ 1. ਸਵਰ ਦੀ ਬਣਤਰ 2. ਸਵਰ ਅਤੇ ਲਗਾਂ ਮਾਤਰਾਂ 	1-3(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	<ol style="list-style-type: none"> 3. ਵਿਅੰਜਨ ਦੀ ਬਣਤਰ ਤੇ ਉਚਾਰਨ। <p>ਸਵਰ ਉੱਤੇ ਨੋਟ ਲਿਖਣ ਲਈ ਦਿੱਤਾ ਜਾਵੇਗਾ। ਕਲਾਸ ਵਿੱਚ ਵਿਅੰਜਨ ਦਾ ਟੈਸਟ ਲਿਆ ਜਾਵੇਗਾ।</p>	1-6(ਦਿਨ)
ਵਿਆਕਰਨ	<ol style="list-style-type: none"> 1. ਲ ਅਤੇ ਲ ਦਾ ਉਚਾਰਣ 2. ਭ, ਧ, ਢ, ਝ, ਞ ਦਾ ਉਚਾਰਣ 3. ਸ਼ਬਦ ਬਣਤਰ 4. ਸਧਾਰਣ ਸ਼ਬਦ 	1-3(ਦਿਨ) 1-3(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	<ol style="list-style-type: none"> 1. ਕੋਸ਼ਗਤ ਤੇ ਵਿਆਕਰਣਕ ਸ਼ਬਦ <p>ਸਧਾਰਣ ਸ਼ਬਦ ਉੱਤੇ ਨੋਟ ਲਿਖਣ ਲਈ ਦਿੱਤਾ ਜਾਵੇਗਾ। ਵਿਅੰਜਨ ਦਾ ਕਲਾਸ ਵਿੱਚ ਟੈਸਟ ਲਿਆ ਜਾਵੇਗਾ।</p>	1-3(ਦਿਨ)

ਵਿਆਕਰਣ	1.ਸੰਯੁਕਤ ਸ਼ਬਦ 2.ਸਮਾਸੀ ਸ਼ਬਦ 3.ਦੋਹਰੇ ਤੇਦੋਜਾਤੀਸ਼ਬਦ	1-3(ਦਿਨ) 1-3(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	1.ਮਿਸ਼ਰਤ ਸ਼ਬਦਬਣਤਰ/ਸਿਰਜਨਾ ਸੰਯੁਕਤਤੇਮਿਸ਼ਰਤਸ਼ਬਦਾਂਉੱਤੇ ਨੋਟ ਲਿਖਣਲਈਦਿੱਤਾਜਾਵੇਗਾ। ਪੇਪਰਾਂਦੀਰਵੀਜਨਹੋਵੇਗੀ।	
ਵਿਆਕਰਣ	1.ਪੰਜਾਬੀ ਵਾਕਬਣਤਰ 2.ਕਰਤਾ,ਕਰਮ,ਕਿਰਿਆ	1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	1.ਵਾਕ ਦਾਵਰਗੀਕਰਨ 2.ਵਾਕਾਂ ਦੀਵਰਤੋਂ ਪੰਜਾਬੀਵਾਕਬਣਤਰਉੱਤੇ ਨੋਟ ਲਿਖਣਲਈਦਿੱਤਾਜਾਵੇਗਾ।	1-6(ਦਿਨ) 1-3(ਦਿਨ)
ਵਿਆਕਰਣ	1.ਨਿੱਜੀ ਚਿੱਠੀਪੱਤਰ 2.ਦਫਤਰੀ ਤੇਵਪਾਰਕਚਿੱਠੀਪੱਤਰ 3.ਪੈਰਾ ਰਚਨਾ 4.ਸੰਖੇਪ ਰਚਨਾ	1-3(ਦਿਨ) 1-6(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	1ਦਫਤਰੀਤੇਵਪਾਰਕਚਿੱਠੀਪੱਤਰਤੇਪੈਰਾਰਚਨਾਦਾਟੈਸਟਲਿਆਜਾਵੇਗਾ।	
ਵਿਆਕਰਣ	1.ਅਖਾਣ ਮੁਹਾਵਰੇ 2. ਚਿੱਠੀਪੱਤਰ 3.ਪੈਰਾ ਰਚਨਾ 4.ਸੰਖੇਪ ਰਚਨਾ	1-6(ਦਿਨ) 1-3(ਦਿਨ)
ਨਿਸ਼ਕਰਸ਼	1.ਅਖਾਣਮੁਹਾਵਰੇ,ਚਿੱਠੀਪੱਤਰਤੇਪੈਰਾਰਚਨਾਦਾਟੈਸਟਲਿਆਜਾਵੇਗਾ। 2.ਪੇਪਰਾਂ ਦੀਤਿਆਰੀਕਰਵਾਈਜਾਵੇਗੀ।	

LESSON PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER – I
DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION

Topic	Notes/Strategies/ Resources	Time
Definition and meaning of Drug Abuse	<p>Objective</p> <ul style="list-style-type: none"> ➤ To learn about various illegal drugs. ➤ To identify risk factors and protective factors associated with substance abuse (drugs and alcohol). ➤ To discuss what addiction is and the consequences of it. ➤ To determine behaviours that increase well-being and allow students to achieve life goals. <ul style="list-style-type: none"> • Concept and Overview • Historical Perspective of Drug Abuse • Drug Dependence, Drug Addiction, Physical • Psychological Dependence: Drug Tolerance and withdrawal symptoms. <p>References:</p> <ul style="list-style-type: none"> ✓ Ahuja, Ram (2003), Social Problems in India, Rawat Publication, Jaipur. ✓ Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004 ✓ World Drug Report 2011, United Nations office of Drug and Crime 	15days
Types of Abused Drugs and their Effects	<ul style="list-style-type: none"> • Stimulants: Amphetamines – Benzedrine, Dexedrine, Cocaine. • Depressants: Alcohol Barbiturates: Nembutal, Seconal, Phenobarbital and Rohypnol. • Narcotics: Heroin, Morphine, Oxycodone • Hallucinogens: Cannabis, Marijuana, Hashish, Hash Oil, MDMA, LSD • Steroids <p>References:</p>	20days

	<ul style="list-style-type: none"> ✓ Ahuja, Ram (2003), Social Problems in India, Rawat Publication, Jaipur. ✓ Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004 ✓ World Drug Report 2011, United Nations office of Drug and Crime 	
<p>Nature and Extent of the Problem</p>	<ul style="list-style-type: none"> • Magnitude or prevalence of the menace of Drug Abuse in India and Punjab • Vulnerable groups by age, gender and economic status • Signs and Symptoms of Drug Abuse: Physical, Academic, Behavioural and Psychological Indicators. <p>References :</p> <ul style="list-style-type: none"> ✓ Ahuja, Ram (2003), Social Problems in India, Rawat Publication, Jaipur. ✓ Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004 ✓ World Drug Report 2011, United Nations office of Drug and Crime 	<p>20days</p>

LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER-III

FILM APPRECIATION

Topic	Notes/Strategies/ Resources	Time
1. Indian Cinema	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Introduction to Films • Introduction to Indian Cinema • History of Indian Cinema <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Presentation 	6 Lectures (Theory)
2. Film Beginnings	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Film Beginnings • How it Began in India • Silent-Era • The Talkie • The Sixties • The Seventies and after • Government Organizations • Indian Film Industry Characteristics <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Presentation ➤ You tube Videos 	6 Lectures (Theory)
1. Introduction to Different Types of Films	<p>Students will learn about :</p> <ul style="list-style-type: none"> • War Films • Detective Films • Horror Films • Spy and Thriller Films • Ad Films • Documentary Films <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Presentation ➤ You tube Videos 	10 Lectures (Theory)
2. Introduction to Music	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Vedic Music • Indian Traditional Music • Devotional Music • Ghazal • Sufi • Music Instruments 	

	Resource Recommended : ➤ Through Presentation	10 Lectures (Theory)
3. Regional Cinema/Multilanguage Industry	Students will gain knowledge about <ul style="list-style-type: none"> • Emergence of Industry in Different Languages Resource Recommended : ➤ Through Presentation	6 Lectures (Theory)
4. Performances	Students will learn about : <ul style="list-style-type: none"> • Introduction to Sanskrit Drama • Technical Aspects of Sanskrit Theatre Types of Folk Theatre Forms In India: <ul style="list-style-type: none"> • Bhavai • Jatra • Tamasa • Svanga, khyaal, Nautanki Bengal Art Films Resource Recommended : ➤ Through Presentation	10 Lectures (Theory)
5. Forms of Dances	Students will learn about : Ballet: <ul style="list-style-type: none"> • Classical Ballet • Neoclassical Ballet • Contemporary Ballet • Skit Resource Recommended : ➤ Through Presentation	6 Lectures (Theory)

LESSON PLAN B. DESIGN MULTIMEDIA (BMM) SEMESTER-III

ADOBE PHOTOSHOP

Topic	Notes/Strategies/ Resources	Time
1. Overview to Graphic Design	Students will learn about: <ul style="list-style-type: none"> • Graphic. • Principles and Elements of Graphic Design • Colour Theory <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Through Presentation 	6 Lectures (Theory)
2. Adobe Photoshop Basics	Students will learn about: <ul style="list-style-type: none"> • What is Adobe Photoshop? • Uses and Applications of Photoshop • Latest versions of Photoshop • Difference between Vector and Raster Graphics • Difference between PPI and DPI <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Adobe Photoshop cs6 Classroom in a Book 	4 Lectures (Theory)
1. Interface of Adobe Photoshop	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Students will gain knowledge about various panels of Photoshop • Toolbox • Layer panel • Menu bar • Setting up a new document • Colour Modes • Terminology <p>Books Recommended :</p> <ol style="list-style-type: none"> 1. Adobe Photoshop cs6 Classroom in a Book 2. Through Live Demonstration in Class 3. Through Helpx.adobe.com 	3 Lectures (Practical) 3 Lectures (Theory)

<p>2. Toolbox Overview</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Students will be Acquainted with different types of Tools available in Photoshop • Tools Hotkeys <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Through Helpx.adobe.com 	<p>6 Lectures (Practical)</p> <p>6 Lectures (Theory)</p>
<p>3. Importing and exporting a document</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Students will Learn Creating, Saving and Opening a File • Importing and Exporting a file in various other file formats <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Through Helpx.adobe.com 2. Adobe Photoshop cs6 Classroom in a Book 	<p>3 Lectures (Practical)</p> <p>3 Lectures (Theory)</p>
<p>4. Editing and Retouching</p>	<p>Students will learn about :</p> <p>Masking:</p> <ul style="list-style-type: none"> • Layer Mask • Clipping Mask • Text Mask • Editing and Retouching a photograph • Image Adjustments <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Through Helpx.adobe.com 3. Through Powerpoint Presentation 	<p>6 Lectures (Practical)</p> <p>6 Lectures (Theory)</p>
<p>5. Filters and Effects</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Students will be acquainted with what are Filters, effects, and layer styles? • Introduction to filter gallery • Introduction to effects • Introduction to Layer Styles • Liquify Gallery <p>Resource Recommended (online) :</p> <ol style="list-style-type: none"> 1. Digital Tutors 2. YouTube Videos 3. Live Demonstration 	<p>3 Lectures (Practical)</p> <p>3 Lectures (Theory)</p>

<p>6. Character Design and Storyboarding</p>	<p>Students will learn about :</p> <p>Drawing and Painting</p> <ul style="list-style-type: none"> • Draw and Modify Shapes • Create and Modify Brushes • Painting Techniques • Blending Modes <p>Resource Provided:</p> <p>1. Digital tablets and Pen to work on Digital Platform.</p> <p>Book Recommended :</p> <p>1. Live Session in Classroom using a Project File.</p>	<p>6 Lectures (Practical)</p> <p>3 Lectures (Theory)</p>
<p>7. Web, Screen and App Design</p>	<p>Students will gain knowledge about:</p> <p>Photoshop for Design:</p> <ul style="list-style-type: none"> • Will Learn UI Design for Multiple Screens and devices <p>Slice Web Pages:</p> <ul style="list-style-type: none"> • Working with Slice Tools • Optimizing Image Slices for Web • Saving and organizing saved Files <p>Resource Recommended :</p> <p>Live Demonstration in Classroom using a Project File.</p> <p>Book Recommended :</p> <p>1. Adobe Photoshop cs6 Classroom in a Book</p>	<p>6 Lectures (Practical)</p> <p>3 Lectures (Theory)</p>
<p>8. 3D and Technical Imaging</p>	<p>Students will gain knowledge about</p> <p>Introduction to 3D basics:</p> <ul style="list-style-type: none"> • Modelling, Texturing, Rigging and Animating • 3D Fundamentals • 3d Tools Overview • Rendering and Saving Files <p>Resources Recommended:</p> <p>1. Live Demonstration in Classroom using a Project File.</p> <p>2. YouTube Videos by Tuts+ Design</p>	<p>6Lectures (Practical)</p> <p>3 Lectures (Theory)</p>

LECTURE PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER-III HTML

Topics	Assignments/Labs	Lectures		
Introduction to Web Browsers and Browsing,HTML		4		
Introduction to HTML,Structure,Types of tags		2		
Text formatting Tags- Inline,Block level,Character entities	Assignment: Write a paragraph and apply all the text formatting tags	3		
Various types of lists	Assignment: To design syllabus of BMM-3 rd Sem HTML To prepare a nested list	6		
Image tag	Class Test is scheduled from above syllabus.	1		
Image Tag with attributes Linking and types Attributes of Anchor Tag	Write HTML code to develop a page of tourism location of city. Use Img tag and internal linking Write HTML code to develop a page of Baby names using internal linking	6		
Tables Table Attributes Table rows attributes Table Column attributes Advanced tables	A	B	C	6
	D			
	F		H	
	G			
	A			
	C		D	
			E	
	F	G	H	
			Write HTML code to Design DMC	
Introduction to Frames -Frameset Row wise	Write HTML code to form two frames column wise and row wise separately which can display different pages in	15		

<p>Column wise</p> <p>-Attributes of frameset</p> <p>Frames and attributes of frames</p> <p>How to establish a link between two frames using target attribute</p> <p>What is nesting of frames -rowwise - Column wise</p> <p>Working of Iframe or Floating frames</p> <p>Attributes of all the Form controls</p> <p><optgroup> tag</p> <p>Submit button</p> <p>Reset Button</p> <p>Push Button</p> <p>Fieldset and legend control</p> <p>Creating buttons using images</p> <p>Label control</p> <p>Role of Tables in form structure</p>	<p>different frames.</p> <p>Write HTML code to design two frames in one frames it will display links of assignments and in second frame will display various assignments on linking a particular link</p> <p>Write HTML code to design frames including nesting of frames</p> <p>Write HTML code to implement IFrames.</p> <p>Write HTML code to design order form,admission form,feedback form</p>	
<p>Introduction to HTML5</p>		3
<p>Introduction to FORM tag and its attributes</p> <p>Types of form elements</p> <p>-Single line text control</p> <p>-Password text control</p> <p>-Multiline text control</p> <p>Check boxes</p> <p>Radio buttons</p> <p>Drop down Menus</p> <p>Practice sessions for Forms</p> <p>Implementation</p> <p>Adding audio and Video in a Web</p> <ul style="list-style-type: none"> • Linking using<a> element • Embedding file using <EMBED> element • Embedding files using<OBJECT>element 		10
<p>Introduction to CSS</p> <p>Various methods to apply styles to Websites</p> <p>Different categories of attributes</p> <p>Introduction to CSS</p> <p>Various methods to apply styles to HTML documents</p> <p>-Inline style sheets</p> <p>-Embedded style sheet</p> <p>-Linking to an external style sheet</p>		10

<p>-Linking to an imported style sheet</p> <p>CSS Properties</p> <p>Font:Font-family,Font-size,Font-style,Font-variant,Font-Weight</p> <p>Text: Color,Text-align,Letter-spacing,Text-indent,Text-transform,Word-spacing,Vertical-align</p> <p>Background Background-Attachment,Background-color,Background-Image,Background-position,Background-Repeat</p> <p>Border:Border-Bottom,Border-color,Border-style,Border-width</p> <p>Margin:Margin-bottom,Margin-left,Margin-right,Margin-top</p> <p>Padding:Padding-bottom,Padding-Top,Padding-left,Padding-right</p>		
<p>Introduction to DHTML</p> <p>Features of DHTML</p> <p>Difference b/w HTML & DHTML</p>		5

LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER-III

CORELDRAW

Topic	Notes/Strategies/ Resources	Time
1. Overview to Graphic Design	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Graphic. • Principles and Elements of Graphic Design • Colour Theory <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Presentation 	4 Lectures (Theory)
2. Coreldraw Basics	<p>Students will learn about:</p> <ul style="list-style-type: none"> • What is Coreldraw? • Uses and Applications of Coreldraw • Latest version of Coreldraw • Difference between Vector and Raster Graphics • Difference between PPI and DPI <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Presentation <p>Books Recommended :</p> <ol style="list-style-type: none"> 1. Coreldraw X4 user guide 	4 Lectures (Theory)
1. Interface of Coreldraw	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Dockers • Toolbox • Object Manager • Difference between Master Page and Page • Menu bar • Standard Tool Bar • Properties Bar • Setting up a new Page • Working with Views • Terminology <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Live Demonstration in Class <ol style="list-style-type: none"> 1. Through coreldraw.com 	6 Lectures (Practical)
2. Toolbox Overview	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Students will be Acquainted with different types of Tools available in Coreldraw • Tools Hotkeys <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Through coreldraw.com 	15 Lectures (Practical)

<p>3. Working with Tables</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Adding Tables • Inserting and Deleting Table Rows and Columns • Resizing Table Cells Rows & Columns • Working with Text in Tables • Merging and Splitting Table cells • Adding Images, Graphics, and Background to Tables 	<p>6Lectures (Practical)</p>
<p>4. Creating and Manipulating Objects</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Creating Shapes • Manipulating Shapes • Using Curve Objects • Selecting and moving nodes • Shaping Objects using Envelopes • Welding and Intersecting Objects • Transforming Objects • Paste and paste special • Copying ,Duplicating and Clonning Objects <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through Live Demonstration in Class ➤ Through coreldraw.com 	<p>6 Lectures (Practical)</p>
<p>5. Pages and Layout</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Specifying a page layout • Choosing a Page Background • Adding, Duplicating, Renaming and Deleting Pages • Page Navigation with Page Selector • Using Rulers • Guidelines <p>Resource Recommended (online) :</p> <ul style="list-style-type: none"> ➤ Digital Tutors ➤ YouTube Videos ➤ Live Demonstration 	<p>6 Lectures (Practical)</p>
<p>6. Working with Bitmaps</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Converting Vector Graphics to Bitmap • Applying Special Effects to Bitmaps • Tracing Bitmaps and Editing Traced Results (Live Trace) <p>Resource Provided:</p> <ul style="list-style-type: none"> ➤ Digital tablets and Pen to work on Digital Platform. <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Session in Classroom using a Project File. 	<p>6 Lectures (Practical)</p>

	2. Tutorialspoint.com	
7. Formatting Text	<p>Students will gain knowledge about:</p> <ul style="list-style-type: none"> • Character Formatting • Paragraph Formatting • Changing Font Styles, Color, Size <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Live Demonstration in Classroom using a Project File 	6 Lectures (Practical)
8. Applying Effects	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Creating Powerclip • Rollovers • Artistic Media • Bitmap Effects • Working with Lines, outlines and Brush Strokes • Transparency of Objects <p>Resources Recommended:</p> <ul style="list-style-type: none"> ➤ Live Demonstration in Classroom using a Project File. ➤ Tutorialspoint.com ➤ YouTube Videos by Lynda.com 	6Lectures (Practical)
9. Working with color	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Colour Models • Choosing Color using Default Color Panel • Using Document Palettes • Creating and Editing Custom Color Palettes • Filling Objects 	6Lectures (Practical)
10. Importing and exporting a document	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Creating, Saving and Opening a File • Importing and Exporting a file in various other file formats <p>Resource Recommended :</p> <ul style="list-style-type: none"> ➤ Through coreldraw.com 	6 Lectures (Practical)

LESSON PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER-III

ENVIRONMENTAL STUDIES

Topic	Notes/Strategies/ Resources	Time
The Multidisciplinary Nature of Environmental Studies	<ul style="list-style-type: none">• Students will learn about Definition, scope & its importance.• Need for public awareness ✓ Agarwal, K. C. 2001. Environmental Biology, Nidhi Publications Ltd. Bikaner.✓ Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad✓	2 Days
Natural Resources:	<ul style="list-style-type: none">• Students will learn about Natural resources and associated problemsa) Forest Resources: Use of over exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.b) Water Resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.c) Mineral Resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.d) Food Resources: World food problems, change caused by agriculture and overgrazing, effects or modern agriculture, fertilizer-pesticide problem, salinity, case studies.	15 Days

	<p>e) Energy Resources: Growing of energy needs, renewable and non-renewable energy resources, use of alternate energy sources, case studies.</p> <p>f) Land Recourses: Land as a resource, land degradation, soil erosion and desertification.</p> <ul style="list-style-type: none"> • Role of an individual in conservation of natural resources. • Equitable use of resources for sustainable lifestyles. <ul style="list-style-type: none"> ✓ Agarwal, K. C. 2001. Environmental Biology, Nidhi Publications Ltd. Bikaner. ✓ Down to Earth, Centre for Science and Environment, New Delhi ✓ Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut. 	
Ecosystem	<ul style="list-style-type: none"> • Students will learn about Concept of an ecosystem. • Structure and function of an ecosystem. <ul style="list-style-type: none"> • Producers, consumers and decomposers. • Energy flow in the ecosystem. • Ecological succession. • Food chains, food webs and ecological pyramids. • Introduction <ul style="list-style-type: none"> Types characteristic features structure and function of the following ecosystems: a. Forest ecosystem b. Grassland ecosystem Bachelor of Computer Applications c. Desert ecosystem 	10 Days

	<p>d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)</p> <ul style="list-style-type: none"> ✓ Jadhav, H. & Bhosale, V. M. 1995. Environmental Protection and Laws. Himalaya Pub. ✓ Joseph, K. and Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi. 	
<p>Social Issues and Environment</p>	<ul style="list-style-type: none"> • Students will learn about From unsustainable to sustainable development. • Urban problems related to energy. • Water conservation, rain water harvesting, watershed management. • Resettlement and rehabilitation of people; its problems and concerns. Case studies. • Environmental ethics: Issues and possible solutions. • Climate change, global warning, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies. • Wasteland reclamation. • Consumerism and waste products. • Environmental Protection Act: –Air (prevention and Control of Pollution) Act. –Water (prevention and Control of Pollution) Act. –Wildlife Protection Act. –Forest Conservation Act. • Issues involved in enforcement of environmental legislation. • Public awareness. <ul style="list-style-type: none"> ✓ Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi. ✓ Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co 	<p>15 Days</p>

National Service Scheme	<ul style="list-style-type: none"> • Students will gain knowledge about Introduction and Basic Concepts of NSS: History, philosophy, aims & objectives of NSS; Emblem, flag, motto, song, badge etc Organizational structure roles and responsibilities of various NSS functionaries. • Health, Hygiene & Sanitation: Definition needs and scope of health education Food and Nutrition Safe drinking water water borne diseases and sanitation (Swachh Bharat Abhiyan) National Health Programme Reproductive health ✓ Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi. ✓ Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co. ✓ Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut. 	10 Days
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LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER-V

ADOBE PREMIERE PRO

Topic	Notes/Strategies/ Resources	Time
OVERVIEW TO ADOBE PREMIERE PRO	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Nonlinear editing in Adobe Premiere Pro • Workflow • Interface <p>Books Recommended : - Adobe Premiere Pro CC Classroom in a Book</p> <p>Learning Practical Source: -Live Demonstration in class on a project file</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
CREATING A NEW PROJECT & THE WORKSPACE.	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Exploring the Program • Studying the Project Panel • Arranging Your Workspace • Exploring Preference Settings • Setting up a Sequence • Starting a New Project & Reviewing the Media Browser, Info, Effects, Source Panels & History Panels <p>Books Recommended : - Adobe Premiere Pro CC Classroom in a Book</p> <p>Learning Practical Source: -Live Demonstration in class on a project file</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
IMPORTING ASSETS	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Capturing Video & Logging Clips • Importing Photoshop Files • Organizing the Project Panel • Importing Photoshop Files <p>Books Recommended : - Adobe Premiere Pro CC Classroom in a Book</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<p>Learning Practical Source: -Live Demonstration in class on a project file</p>	
<p>THE TIMELINE PANEL & SEQUENCE</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Embedding Sequences • Placing Clips from the Source • Panel Placing Clips from the • Project Panel <p>Books Recommended : - Adobe Premiere Pro CC Classroom in a Book</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>DESIGNING & INSERTING TITLES</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Using & Creating Styles with the Title • Creating Text on a Path • Lower Thirds • Rolling & Crawling • Working with Masks • Titles <p>First assignment: Create & Edit a prayer in Premiere Pro using Stock Footage.</p> <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Video Co-Pilot 2. Lynda.com 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>ADDING AUDIO & EXPORTING FILES</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Exporting a Project • Adding Audio to a Project <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in class on a project file <p>Second assignment: Recreate a short advertisement Film with your own footage and editing.</p>	<p>2 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>EDITING VIDEO</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • The Ripple • Editing Video in the Timeline Panel & The Slip • Rolling Edit Tools • Time Remapping • The Rate Stretch Tool 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<ul style="list-style-type: none"> • Trimming Clips in the Source Panel • Slide Tools <p>Resource Recommended (online) :</p> <ol style="list-style-type: none"> 1. Digital Tutors 2. YouTube Videos 3. Live Demonstration <p>Books Recommended :</p> <p>- Adobe Premiere Pro CC Classroom in a Book</p>	
<p>APPLYING VIDEO TRANSITIONS</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Setting & Adjusting Transition Settings in the Effect Controls Panel • Working with Transitions Applying Default Transitions <p>Resource Provided:</p> <ol style="list-style-type: none"> 1. Chroma Setup 2. Camera 3. Tripod <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in class on a project file <p>Third assignment: A short Film to be made by Student in Group of Seven Student in each group.</p> <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Session in Classroom using a Project File. 2. Adobe Premiere Pro CC Classroom in a Book 	<p>5 Lectures (Practical)</p> <p>3 Lectures (Theory)</p>
<p>ADVANCED EDITING & VIDEO EFFECTS</p>	<p>Students will gain knowledge about:</p> <ul style="list-style-type: none"> • Adjusting Motion • Stabilizing Shaky Footage • Converting Video Formats with Adobe Media Encoder • Applying Color Correction Using Adjustment Layers <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. Adobe Premiere Pro CC Classroom in a Book 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

<p>WORKING WITH AUDIO</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Studying the Basics of Editing with Audio • Transcribing Speech • Recording a Narration with the Audio Mixer <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Video Co-Pilot or Lynda.com 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>EXPORTING THE FINAL PROJECT</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Credits • Working with Adobe Media Encoder • Exporting Media • Using the Project Manager <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Digital Tutor 3. Motion Graphic and Animation Studio Visit in Chandigarh 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>SUMMING UP THE SUBJECT</p>	<ol style="list-style-type: none"> 1. Students will be asked for Inputs about the Course and Their set of Experience. 2. Suggestion on the plan to be recommended for further implementation 	<p>2 Lectures</p>

LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER- V

ADOBE AFTER EFFECTS

Topic	Notes/Strategies/ Resources	Time
1. Overview & Introduction to After Effects	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Setting up a project • Creating a project • Importing footage Item • Opening & closing a project o Saving a project <p>Books Recommended : - Adobe After Effects CC Classroom in a Book</p> <p>Learning Practical Source: -Live Demonstration in class on a project file</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
2. Importing Media Basics	<p>Students will learn about:</p> <ul style="list-style-type: none"> • File formats supported for import in After Effects • Preparing still image file for import into After Effects • Using interpretation rules • Importing image containing alpha channel • Importing layered adobe Photoshop files • Importing layered Adobe illustrator files <p>Book Recommended : - Adobe After Effects CC Classroom in a Book</p> <p>Learning Practical Source: -Live Demonstration in class on a project file</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
3. Working with imported footage	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Working with imported footage • Introducing the switch columns • Seeing & hearing A/V panel • Global composition switches • Flipping switches in the switches panel • Finding the hidden panel • Knowing the time graph • Changing position • Changing scale • Changing degree of rotation • Adjusting the anchor point • Fading opacity 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<ul style="list-style-type: none"> • Modifying motion path • Understanding key frame • Setting key frames • Moving & copying key frames • Setting & animating a layer property in timeline window • Setting & animating anchor point • Setting & animating mask property • Modifying mask • Putting mask in motion o Using mask with effects <p>Book Recommended : - Adobe After Effects CC Classroom in a Book</p> <p>Learning Practical Source: -Live Demonstration in class on a project file</p>	
<p>4. Composition setting</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Setting general preferences • Setting import preferences • Setting output preferences • Setting grid & guides preferences • Setting label colors & label defaults preferences • Replacing & substituting footage • Nesting a composition <p>Book Recommended : - Adobe After Effects CC Classroom in a Book</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>5. Creating mattes</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Understanding transparency o Working with tracks matte • Using layer's alpha channel as a track matte • Using layer's luminance as a track matte • Inverting mattes • Using the preserve transparency switch <p>First assignment: Logo Design and Animation in After Effects</p> <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Video Co-Pilot School 2. Lynda.com 3. Adobe After Effects CC Classroom in a Book 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

<p>6. Transform modes</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Using add • Using multiply • Using Screen • Using overlay • Using soft light • Using hard light • Using color dodge & color burn • Using darken & lighten • Using exclusion & difference • Using hue, saturation, color & luminosity • What is interpolation • Controlling change through interpolation • Interpolation method • Changing speed of a layer • Using time reverse key frame assistant • Time stretching a layer • About time remapping • Reversing the playback direction of a layer <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in class on a project file <p>Second assignment: RotoScoping in After Effects using a self shot Footage</p>	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>7. Working with render queue</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • About rendering • Using the render queue window • Changing render settings • Saving a RAM preview as a rendered movie • Choosing compression option <p>Resource Recommended (online) :</p> <ol style="list-style-type: none"> 1. Digital Tutors 2. YouTube Videos 3. Live Demonstration <p>Book Recommended : - Adobe After Effects CC Classroom in a Book</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>8. Using effects</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Using all standard effect (adjust, audio, blur, sharpen, channel etc.) • Particles • What is particle • Understanding the particle playground effect <p>Resource Provided:</p>	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<ol style="list-style-type: none"> 1. Chroma Setup 2. Camera 3. Tripod <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in class on a project file <p>Third assignment: Creating Duplicate Effect in Adobe After Effects using a self shot Footage in chroma Studio.</p> <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Session in Classroom using a Project File. 2. - Adobe After Effects CC Classroom in a Book 	
<p>9. Working with text</p>	<p>Students will gain knowledge about:</p> <ul style="list-style-type: none"> • Working with text filter • Using basic text • Using the number filters • Using path text effect • Working with mask in text layer <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. <p>Fourth Assignment: Creation of Motion Graphic Resume in Adobe After Effects.</p>	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>10. Working with 3D composition</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Introduction to 3D • Adjusting 3D layer's position & rotation Animating in 3D Adding camera & light to 3D • Working with virtual camera Understanding 3D auto orientation • 3D <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Video Co-Pilot or Lynda.com 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

<p>11. Expression</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Introduction to expression o Expression icon o Converting expression to key frame • Creating & editing expression o Working with layer & time in expression • Controlling expression by using effect controls <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Digital Tutor 3. Motion Graphic and Animation Studio Visit in Chandigarh 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>12. Working with audio</p>	<p>Students will gain knowledge about</p> <p>Editing audio levels Using standard audio effects (backward, bass, treble, delay, flange, chorus, reverb etc)</p> <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Video Co-Pilot or Lynda.com 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>13. Summing Up the Subject</p>	<ol style="list-style-type: none"> 1. Students will be asked for Inputs about the Course and Their set of Experience. 2. Suggestion on the plan to be recommended for further implementation 	<p>3 Lectures</p>

LESSON PLAN B.DESIGN MULTIMEDIA (BMM) SEMESTER-V

WORKSHOP - III (CINEMATOGRAPHY)

Topic	Notes/Strategies/ Resources	Lectures
Overview to Cinematography	Students will learn about: <ul style="list-style-type: none"> • Students will gain knowledge about Basic of Cinematography Resource Recommended : <ol style="list-style-type: none"> 1. Through PowerPoint Presentation 2. YouTube Videos 	2 (Practical)
Overview to Pre-Production	Students will learn about: <ul style="list-style-type: none"> • Script writing overview • Storyboard • Budgeting, Location, Staffing • Different type of Frame rate • Introduction to Equipment for Cinematography Resource Recommended : <ol style="list-style-type: none"> 1. Through PowerPoint Presentation 2. YouTube Videos 3. Live Demonstration 	15 (Practical)
Overview to Production	Students will learn about : <ul style="list-style-type: none"> • Students will gain knowledge about Camera preparation • Different Type of Camera Shots • Introduction to Monitor • Different type of Camera Shooting equipments Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class & Photography and chroma Studio 	10 (Practical)
Understanding Camera & Lenses	Students will learn about : <ul style="list-style-type: none"> • Different types of Camera & Lenses • Camera Functions Overview • Camera Output Formats • Introduction to Shutter speed & Shutter angle • Introduction to ISO • Introduction to Aperture • White/black balance • Frame rate, Depth of field, filters Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class & Photography & Chroma Studio 	15 (Practical)

Types and guidelines for using lights for Production	Students will learn about : <ul style="list-style-type: none"> • Basic Concept of Lightning • Lighting for Production Overview • Types and guidelines for using lights • Lighting Effects overviews Books & Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class & Photography Studio 2. Film and Video Lighting Terms & Concept by ferncase R K 	8 (Practical)
Process of building Final Cinematography Project	Students will learn about : <ul style="list-style-type: none"> • Students will Learn Different types of Post- Production Workflow • Rendering Books & Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Video Editing with Adobe Premiere by Peck, Dank D 3. Audio Post Production in Film and Video by Amyes, Tim 	15 (Practical)
Primary Educational Objective	To understand and practice the techniques and procedures for Pre-Production, Production and Post Production.	
Classroom Activities	Create Script writing, story boarding, Learn Cinematography Techniques, Production and Post Production and try out all of the tools demonstrated by the instructor.	
Assignments	As Assign by the instructor.	
Reference Materials	<ol style="list-style-type: none"> 1. Film and Video Lighting Terms & Concept by ferncase R K 2. Audio Post Production in Film and Video by Amyes, Tim 3. YouTube Videos 4. PowerPoint Presentation 5. Digital Tutors 	
Technology Requirements	<ul style="list-style-type: none"> • Video Camera and Equipment for Cinematography. • Adobe Premier • Adobe After Effect • High End Computer Lab 	
The instructor demonstrates a set of tools and procedures while the students observe. Then the students try them out. Time is allotted for questions and review.		

**LESSON PLAN FOR B.DESIGN MULTIMEDIA (BMM) SEMESTER-VII
MAYA**

Topic	Notes/Strategies/ Resources	Lectures
<p>Overview to CG Production Workflow</p> <p>Autodesk Maya Basics</p> <p>User Interface of Autodesk Maya</p>	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Computer Graphics Workflow • Principles and Elements of 3D Graphic Design • Introduction to Maya <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Through PowerPoint Presentation 2. YouTube Videos <p>Students will learn about:</p> <ul style="list-style-type: none"> • What is Maya Workspace? • Introduction to 3-D Elements • Coordinates, story boarding • Different type of 3D Modeling software • Introduction to Modeling, Texturing, Rigging and Animation <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Through Presentation 2. Live Demonstration 3. YouTube Videos <p>Students will learn about :</p> <ul style="list-style-type: none"> • User Interface Overview • Constructing User Interfaces • Students will gain knowledge about various panels of Maya • Toolbox • Shelf • Menu bar • Hot Box • Attribute Editor Overview • Channel Box Overview <p>Books & Resource Recommended :</p> <ol style="list-style-type: none"> 1. Learning Autodesk Maya 8 Foundation, Official Autodesk Training Guide and DVD 2. Through Live Demonstration in Class 	<p>15 (Theory & Practical)</p>

Modeling Techniques	Students will learn about : <ul style="list-style-type: none"> • Different types of Creation Methods • Polygon Basics & Geometric theory of Polygon • Introduction to Polygon Modeling • Introduction to Nurbs Modeling • Introduction to Spline Modeling • Boolean Operation Books & Resource Recommended : <ol style="list-style-type: none"> 1. The Art of Maya: An Introduction to 3D Computer Graphics by Alias Learning Tools 2. Maya Essential by Steven Brooks 3. Through Live Demonstration in Class 	<p style="text-align: center;">18 (Theory & Practical)</p>
Texturing Overview	Students will learn about : <ul style="list-style-type: none"> • Students will be Acquainted with different types of Shaders/Materials nodes • Process of UVW mapping Overview • Introduction to Material Library Uses Book and Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Maya Essential by Steven Brooks 	<p style="text-align: center;">10 (Theory & Practical)</p>
Types and guidelines for using lights	Students will learn about : <ul style="list-style-type: none"> • Basic Concept of Lightning • Types and guidelines for using lights • Common Attributes of Lights • Lighting Effects overviews Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 	<p style="text-align: center;">6 (Theory & Practical)</p>
Animation Techniques	Students will learn about : <ul style="list-style-type: none"> • Introduction to Basic Animation Concept • Twelve animation principles • Principles of using a camera • Transforms and Animation • Non Linear Animation overview Book Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 2. Animation Survival Kit by William Richard 3. Digital Tutors 	<p style="text-align: center;">10 (Theory & Practical)</p>

Process of building output files from computer animations (Rendering)	Students will learn about : <ul style="list-style-type: none"> • Students will Learn Different types of Rendering Methods • Rendering Effects • Setting up environment • Atmospheric effects • Particle systems Resource Recommended : <ol style="list-style-type: none"> 1. Through Live Demonstration in Class 1. Digital Tutors 2. Live Demonstration 	8 (Theory & Practical)
Primary Educational Objective	To understand and practice the tools and procedures for 3D modeling and animation using Autodesk Maya.	
Classroom Activities	Create Low and High Polygon models, Nurbs Modeling, Spline Modeling, Rigging and Morphing, apply materials, animate the objects, and try out all of the tools demonstrated by the instructor.	
Assignments	As Assign by the instructor.	
Reference Materials	<ol style="list-style-type: none"> 1. Learning Autodesk Maya 8 Foundation, Official Autodesk Training Guide and DVD 2. The Art of Maya: An Introduction to 3D Computer Graphics by Alias Learning Tools 3. Maya Essential by Steven Brooks in a Book 4. Maya Essential by Steven Brooks 5. YouTube Videos 6. PowerPoint Presentation 7. Digital Tutors 	
Technology Requirements	<ul style="list-style-type: none"> • Autodesk Maya • Adobe Photoshop • High End Computer Lab 	
<p>The instructor demonstrates a set of tools and procedures while the students observe. Then the students try them out. Time is allotted for questions and review.</p>		

LESSON PLAN B.DESIGN MULTIMEDIA(BMM) SEMESTER-VII

MUDBOX

Topic	Notes/Strategies/ Resources	Time
<p>1. Overview to Digital Sculpting and its Application in Industry</p>	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Mesh Creation • Loading models from a file • Exploration of the Sculpt Tools Tray • Exploration of Polygonal Meshes • Mudbox hotkeys <p>Books Recommended :</p> <ol style="list-style-type: none"> 1. Introducing Mudbox –Ara Kermanikian 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>2. Sculpting Basics</p>	<p>Students will learn about:</p> <ul style="list-style-type: none"> • Preparing a model for sculpting • Setting UV Texture Coordinates • Selecting Quads or N-gon faces • Adjusting the size and shape of polygon faces • Edge loop/ring flow o X, Y, and Z coordinates o Conversion of subdivision surfaces to polygons prior to export • Polygon topology <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Digital Sculpting with Mudbox: Essential Tools and Techniques for Artists by Mike de la Flor and Bridgette Mongeon 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>1. Sculpting Tools</p>	<p>Students will learn about :</p> <p>Editing Sculpt Tool Properties</p> <ul style="list-style-type: none"> • Trays window menu • Fall off • Adjusting pen pressure • Mirroring on the X, Y and Z 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<ul style="list-style-type: none"> axis • Invert function <p>Erasing Sculpting on a model</p> <p>Books Recommended :</p> <ol style="list-style-type: none"> 1. Introducing Mudbox –Ara Kermanikian 2. Digital Sculpting with Mudbox: Essential Tools and Techniques for Artists by Mike de la Flor and Bridgette Mongeon 	
<p>2. Making the Model ready for Sculpting</p>	<p>Students will learn about :</p> <p>Increasing a model's resolution:</p> <ul style="list-style-type: none"> • Adding Subdivision levels • Displaying different subdivision levels <p>Selecting and moving items:</p> <ul style="list-style-type: none"> • Select/Move Tools Tray • Select/Move Tools presets • Selecting Faces • Selecting objects • Deselecting faces and objects • Create and select a selection set <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Introducing Mudbox –Ara Kermanikian 2. Youtube Videos from Digital tutors 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>3. Masking or Freezing regions on a model</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Freezing vertices on a model • Unfreezing vertices on a model • Masking regions of a model • Masking and Freezing hotkeys <p>First assignment: Sculpting a T Rex Dinosaur in Autodesk Mudbox.</p> <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Gnomon School 2. Digital Sculpting with 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<p>Mudbox: Essential Tools and Techniques for Artists by Mike de la Flor and Bridgette Mongeon</p>	
<p>4. Digital Sculpting using Stamps</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Using the Stamp Tray • Sculpting using a repeat stamp image • Imprint tool • Editing Stamp properties • Turing off a Stamp image • Importing Stamp images <p>Resource Recommended :</p> <ol style="list-style-type: none"> 1. Live Demonstration in class on a project file 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>5. Digital Sculpting using Stencils</p>	<p>Students will learn about :</p> <ul style="list-style-type: none"> • Using the Stencil Tray • Sculpting using a stencil • Moving, rotating, and scaling a stencil • Turning off a stencil • Editing stencil properties • Modifying the transparency of a stencil • Modifying the orientation of a stencil • Making a stencil appear as a repeat pattern • Importing stencil images <p>Resource Recommended (online) :</p> <ol style="list-style-type: none"> 1. Digital Tutors 2. YouTube Videos 3. Live Demonstration <p>Book :</p> <ol style="list-style-type: none"> 4. Digital Sculpting with Mudbox: Essential Tools and Techniques for Artists by Mike de la Flor and Bridgette Mongeon <p>Second assignment: Sculpting a Human Model with details like cloths and props in Autodesk</p>	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	Mudbox.	
6. Digital Painting on a model	<p>Students will learn about :</p> <p>Painting Modes</p> <ul style="list-style-type: none"> • 3D Paint • Stencil Projection • Paint Layers <p>Preparing a Model for Painting</p> <ul style="list-style-type: none"> • Existence of UV Texture Coordinates • Overlapping UVs • Spacing around UV shells • Shape and relative size of UV faces in relation to the 3D faces • Paint Tray • Paint file format • Painting presets • Paint Brush • Projection • Color Picker • Air Brush • Pencil • Paint Erase <p>Resource Provided:</p> <ol style="list-style-type: none"> 1. Digital tablets and Pen to work on Digital Platform. <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Live Session in Classroom using a Project File. 2. Maya for Games: Modeling and Texturing Techniques with Maya and Mudbox by Michael Ingrassia 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
7. Editing Painting Properties	<p>Students will gain knowledge about:</p> <ul style="list-style-type: none"> • Copying color from a model or image • UV overview • UV baking • Creating paint masks • Painting using symmetry <p>Book Recommended :</p> <ol style="list-style-type: none"> 1. Introducing Mudbox –Ara Kermanikian 2. Live Demonstration in Classroom using a Project 	<p>4 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<p>File.</p> <p>3. YouTube Videos by Digital Tutors</p> <p>Third assignment:</p> <ol style="list-style-type: none"> 1. Painting the Human Model Sculpted Earlier with color details like texture of Skin, cloths and props in Autodesk Mudbox. 2. Painting the TREX Dinosaur Sculpted Earlier with color details like texture of Skin, wounds, teeth and nails in Autodesk Mudbox. 	
<p>8. Extracting Texture Maps</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Normal or Displacement Map • Extract a Normal or Displacement Maps • Exporting for other Software • Using the Extracted File in Autodesk 3Ds Max or Autodesk Maya • Applying the Texture Maps in Maya • Troubleshooting the Problems back in Mudbox. <p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Gnomon or Lynda.com 3. Introducing Mudbox –Ara Kermanikian 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>9. Lighting & Shading in Mudbox</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Apply visual effects • Change the model display • Display a model as a silhouette • Display a model without lights and shading • Display shadows on a model • Lighting & Materials • Troubleshoot lighting and shading 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>

	<p>Resources Recommended:</p> <ol style="list-style-type: none"> 1. Live Demonstration in Classroom using a Project File. 2. YouTube Videos by Digital Tutor 3. Animation Studio Visit in Chandigarh 	
<p>10. Posing in Mudbox</p>	<p>Students will gain knowledge about</p> <ul style="list-style-type: none"> • Posing overview • Adjust a joint's pivot location • Adjust a joint's region of influence • Create joints • Create symmetrical poses • Delete joints • Import models with existing joints • Pose a model component • Pose Tools tray <p>Third assignment:</p> <ol style="list-style-type: none"> 1. Posing the Human Model Sculpted Earlier with 5 Different Poses in Autodesk Mudbox. 2. Posing the TREX Dinosaur Sculpted Earlier with 3 Different Poses in Autodesk Mudbox. 	<p>3 Lectures (Practical)</p> <p>2 Lectures (Theory)</p>
<p>11. Summing Up the Subject</p>	<ol style="list-style-type: none"> 1. Students will be asked for Inputs about the Course and Their set of Experience. 2. Suggestion on the plan to be recommended for further implementation 	<p>2 Lectures</p>