



PSGR Krishnammal College for Women



UGC-certified College of Excellence • Autonomous • Affiliated to Bharathiar University • Accredited with 'A' Grade by NAAC • ISO 9001:2015 Certified • Ranked 10th in NIRF2020 by MHRD

COMMUNITY COLLEGE

**Syllabus for Multimedia and Animation
(Diploma level)
2020-2021**

Diploma in Multimedia and Animation

Duration: 6 Months

LIFE COPING SKILLS - II

SUBJECT CODE: YC14G05

CREDITS: 2

TOTAL HOURS: 30

Objective: To familiarize students with various Personal skills and to develop Life Coping Mechanisms

UNIT – I (3 hrs)
Goal Setting

Unit-II (7 hrs)
Meaning and Attitude to Success

UNIT – III (8 hrs)
Problem Solving- Decision Making

Unit-IV (7 hrs)
Time Management

UNIT – V (5 hrs)
Stress Management

TEXT BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Xaviour Alphonse	We Shall Overcome: A Textbook on Life Coping Skills	ICRDCE Publication	2011

FOUNDATION ART

SUBJECT CODE: YM14G06

CREDITS: 5

TOTAL HOURS: 75

Objective:

To provide a basic foundation of the methods and techniques of developing an Art.

Unit I (15hrs)

Drawing Gestures - Basic Proportions - Heads – Hands - Rotation in Arcs.

Unit II (15hrs)

Key Lines -Perspective-Mannequin–Muscles-Light & shade-Shape and Action Hands & Legs Foreshortening.

Unit III (15hrs)

Facial expressions - pose to pose sketching (Action analysis) - Rapid sketching techniques - Memory sketching - Live action

Unit IV (15hrs)

Indoor & Outdoor Sketching & Drawing-Basics of Sketching & Drawing Lines in different grades of pencils - Shading in pencil medium- shading in different angles of pencil strokes-formatting in different textures with pencil- Shading- simple objects in drawing- simple shapes of geometrical shapes- paper division & forming of sky.

Unit V (15hrs)

Land- stones- deserts-trees & plants- roadsides- rivers- perspective in lines in landscapes different head-Shapes, characters, human anatomy -Drawing Geometrical Drawing & Perspective Drawing-Still Life-Compositions (Based on historical, Social & Cultural) Mediums & techniques of Paintings- Clay Modeling.

TEXT BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	PeterStanyer, Terry Rosenberg.	“Foundation Course in Drawing	Watson-guptill	1999

REFERENCE BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Albert Handell, Anita Louise West	Painting the Landscape in Pastel	Watson-guptill	2000
2	James Markel, Layne Vanover	The Ultimate Guide to Painting from Photographs	NorthLight books	2005
3	Robert Beverly Hale	Master Class in Figure Drawing	Watson-guptill	1991

WEB DESIGNING

SUBJECT CODE: YM19G07

CREDITS:5

TOTAL HOURS:75

Objective:

To provide a basic understanding of the methods and techniques of developing a simple to moderately complex website.

UNIT I

(15hrs)

Basics of Adobe Photoshop –Learn the tools & why they do, basic workflow, creating effective storing, batch renaming, how to save photos, digit asset management, File types, File sizes, color types. Layer styles, opacity, adjustment layers.

UNIT II

(15hrs)

Basic Retouching –Color manipulation, Levels, curves, seeing color accurately, patch tool, cropping, reading your palettes, dust & scratches.

UNIT III

(15hrs)

Outline of an HTML Document-Head Section-Body Section-Paragraphs- Text Formatting-Linking-Internal Linking – Lists – Tables-Frames.

UNIT IV

(15hrs)

DHTML-Introduction- Cascading style Sheets- Coding CSS-Properties of Tags-Property Values-In-line Style Sheets-External Style Sheets

UNIT V

(15hrs)

Working with a images-Cataloging your images, editing your photo-shoot, naming your shoots, automating your shoots, Creating web pages.

TEXT BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Andrew Faulkner	Adobe Photoshop CC Classroom In A Book	Official Adobe	2018
2	N. P. Gopalan, J. Akilandeswari	Web Technology, A Developer's Perspective	East Economy Edition	2007

REFERENCE BOOKS:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Robert W.Sebesta	Programming the World Wide Web	Pearson Education	2015
2	F.S.Hill.Jr , StepenM.Kelley	Computer Graphics Using open GL	Asoke.K.Ghosh	2007

MAYA MODELING AND ANIMATION

SUBJECT CODE: YM19G08

CREDITS: 4

TOTAL HOURS: 60

Objective: *To provide a basic understanding of the methods and techniques of animating and modeling.*

UNIT – 1 (12 hrs)

Advanced Modeling –Interactive split tool- Blend Shape Modeling Pipeline – Sneers, Blinks, and Smiles – The Paint, Blend Shape Weights Tool- Linear Deformers – Booleans.

UNIT -2

History of chart and Inbetween – Extremes and Breakdowns – Keys –Three ways to Animate- Classic Inbetween mistakes - Bouncing Ball Animation– squash and stretch (12 hrs)

UNIT – 3 (12 hrs)

12 Principles of Animation – Anticipation –Weights – Timing and Spacing – wave and whip – Follow through

UNIT – 4 (12 hrs)

Character Animation – Preparing to Animate – The Animation Process – Pose-to- Pose blocking – Establishing Timings – Refining Animation.

UNIT – 5 (12 hrs)

Walk Cycles – Getting the Weight – Tempo – Passing position – Two ways to plan a Walk cycle – Double bounce – Normal walking space –Weight shifts – Arm movements – Sneaks.

TEXT BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Richard_Williams	The_Animator _Survival_Kit	Faber and Faber	2001

REFERENCE BOOK:

S.No	Author	Title of the book	Publisher	Year & Edition
1.	Tom Meade and Shinsaka Anima	The Complete Reference Maya 8	by Tata MC.Graw Hill	2007
2	Steve Roberts	Character Animation Fundamentals	Focal Press	2011

WEB DESIGNING PRACTICAL – III

SUBJECT CODE: YM19P03

CREDITS: 5

TOTAL HOURS: 75

1. Designing and placing an image in an attractive frame using Layers. **(6hrs)**
2. Creation of a Morphing effect from Lion to Tiger & Vice Versa. **(6hrs)**
3. Designing a sky & lightning image using special effects (Rendering & Lens Flair) **(6hrs)**
4. Developing an animated Clock using Visual Effects & Design a Web page to describe about the history of the clocks. **(6hrs)**
5. Designing a web page using HTML & special effect tools Photoshop. Narrate the beauty of nature **(6hrs)**
6. Designing an E-Tutorial for any one of the subject. **(6hrs)**
7. Designing a HTML program for a simple registration page to get information as an input from the user using internal CSS. **(7hrs)**

The page should be displayed as:

NAME :

GENDER :

AGE :

QUALIFICATION :

ADDRESS FOR COMMUNICATION :

SUBMIT

RESET

8. Designing a HTML program to create a portfolio for your website **(6hrs)**
9. Developing an online Voting Portal using external CSS. **(6hrs)**
10. Creating a simple web application form for College Admission. **(6hrs)**
11. Designing a simple website with multiple pages for a boutique **(7hrs)**
12. Creating a login page with database connectivity. **(7hrs)**

MAYA MODELLING PRACTICAL - IV

SUBJECT CODE: YM19P04

CREDITS: 5

TOTAL HOURS: 75

1. Creating a monitor using box object. (5 hrs)
2. Designing a chair using Maya modelling tools. (5 hrs)
3. Modelling a toy car. (6 hrs)
4. Designing an Interior. (5 hrs)
5. Designing an Exterior (5 hrs)
6. Modelling a Character (6 hrs)

7. Unwrapping a box and applying texture for dice (5 hrs)

8. Unwrapping a Sofa and applying Texture (5 hrs)
9. Designing a Ring. (5 hrs)
10. Applying material and Light for Ring (5 hrs)

11. Creating a light effect for Interior and applying textures and rendering using V ray. (6 hrs)

12. Creating Light for Exterior Scene. (6 hrs)
13. Animating a bouncing ball. (6 hrs)
14. Animating Open and Closing Door (5 hrs)