

First-Year Scheme & Syllabus for
B.Voc. Degree Programme in

Graphics and Multimedia

([Dr Babasaheb Ambedkar Technological University, Lonere](#))

Semester II

Sr. No.	Course Code	Name of the Course	Teaching scheme			Evaluation Scheme			Credits	Total Marks
			L	T	P	IA	MSE	ESE		
General Education										
Theory										
1	BVGMC206	Pre-Production	3	0	0	25	0	25	3	50
2	BVGMC207	Audio Editing	3	0	0	25	0	25	3	50
3	BVGMC208	Video Editing	3	0	0	25	0	25	3	50
4	BVGMC209	Communication Skill- II	3	0	0	25	0	25	3	50
Total									12	200
Skill Components										
Lab/Practical										
5	BVGML207	Audio Editing-Lab	0	0	1	25	0	25	1.5	50
6	BVGML208	Video Editing-Lab	0	0	1	25	0	25	1.5	50
On-Job –Training (OJT)/Qualification Packs(Any One)										
Evaluation Scheme										
			IA			ESE				
7	BVGML219	Editor MES/Q1251	50			150			15	200
Total									18	300

Semester

I

Syllabus

Subject Name: Web Applications		
Course Code : BVGMC101		Semester: I
Weekly Teaching Hours: TH: Tut:		Scheme of Marking TH: IA: Total:
TH Exam Duration: Hours		Scheme of Marking PR: --
Content		Hours
Unit – I	Movie Editing Tools	09
	Familiarization of interface components, Importing pictures, Importing Audio and Video Files, Splitting and Joining Movie Clips, Adding Titles and Publishing.	
Unit – II	Customizing and Embedding Multimedia components in Web Pages	09
	Compatible Multimedia file formats for WebPages, Embedding Audio file, Embedding Video file, Embedding Flash file.	
Unit – III	Web Scripting–JavaScript	09
	Java Script review, Functions – user defined, String Object, Math Object, Array Object, Events, Case Studies	
Unit – IV	Work Integrated Learning IT – WA-II.	09
	Advanced Features of Web Design, Code view, Add-ins/Snippets and Page Transitions, Dynamic Web templates, SEO - Search Engine Optimization, Forms –Advanced, Publishing WebPages or websites-I.	
Text Books		
Name of Authors	Title of the Book	Publisher
Soma Das Gupta	Internet & Web Development	Khanna Publishing House

Subject Name: Communication Skill -I		
Course Code: BVGMC102		Semester: I
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: 50
Credit :03		
Content		Hours
Unit – I	Communication Process	15
	The magic of effective communication; Building self-esteem and overcoming fears; Concept, nature and significance of communication process; Meaning, types and models of communication; Verbal and non-verbal communication; Linguistic and non-linguistic barriers to communication and reasons behind communication gap/miscommunication.	
Unit – II	Structural and Functional Grammar	15
	Sentence structure, modifiers, connecting words and verbals, phrases and clauses; Case: subjective case, possessive case; objective case; Correct usage of nouns, pronouns and antecedents, adjectives, adverbs and articles.	
Books		
Name of Authors	Title of the Book	Publisher
Effective Communication Skills	Kulbhushan Kumar	Khanna Publishing House

Subject Name: Graphic Design(Basic Sketching and Human Anatomy in Drawing)		
Course Code : BVGMC103		Semester: I
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: --
Credit :03		
Content		Hours
Unit – I	Orientation into visual art form	15
	The Basics of traditional 2D animation, Introduction to the skill required there of, beginning life drawing, Use of simple shapes. How to draw sketches with the help of basic shapes Learning to draw lines, circles, ovals, scribbles, zigzag (random) patterns etc. Background elements, trees, mountains, clouds, water bodies, meadows, perspective drawing Lights and shadows day night scenes, layers (concept and implementation) layout design and staging. An intro on how to make drawings for animation shapes and forms, about 2D and 3D drawings, Caricaturing-fundamentals, Exaggeration, Attitude, Silhouettes, Boundary breaking exercises and warm-ups.	
Unit – II	Human anatomy	15
	Structure of man, proportion of body parts, drawing from basic form, Line of action, balance Rhythm, turnings, twisting, drawing plane surfaces, torso, face, eyes, nose, ears, mouth, hand and feet. FEMALE ANATOMY: Proportion and construction of female body, twisting of female body, chest, torso, face, parts of face, hands, hands in action, feet and gestures, curves, curls, rhythm and twist. CHILD ANATOMY: Understanding child's figure, proportion and construction of child body, face, chubbiness, hand, feet and gestures. ANIMAL ANATOMY: Animals from basic forms, understanding motion and grace of animals, turning animals to character, face, legs, tails, perspectives. CARTOON ANATOMY: Understanding cartoon characters, drawing from basic shapes, line of action, distortion of proportion, cartoon faces, eyes, mouths, hairs, nose, hands, feet, gestures and poses.	
Text Books		
Name of Authors	Title of the Book	Publisher
Internet and Web Technology	Soma Das Gupta	Khanna Publishing House

Subject Name: Illustrations and Photo Editing		
Course Code : BVGMC104	Semester: I	
Weekly Teaching Hours: TH: 03 Tut: 00	Scheme of Marking TH: 25 IA: 25 Total: 50	
TH Exam Duration: 02 Hours	Scheme of Marking PR: --	
Credit :03		
Content		Hours
Unit – I		09
	Introduction to Adobe Illustrator: Introduction to Adobe Illustrator, work area and workspaces and tools. Opening files, importing art work, viewing art work, rulers and grids, Drawing in Illustrator, drawing lines and shapes, pencil tool, pen tool, editing drawing, tracing, symbols, coloring, applying colors, swatches, adjusting color and color settings.	
Unit – II		09
	Painting with illustrator, fills, strokes, brushes, transparency, blending, gradient, meshes and color blending. Selecting, transformation, scaling, grouping, reshaping, cutting, blending of object, creating 3Dobject, text and typing, special effects, filters, shadows, glow, feathering graphic styles.	
Unit – III		09
	Photoshop and its interface, Navigation and All tools, Working with basic selections, advanced selections-1(on the basis of channels, color range, extract, filter etc),Exercises on selections, Quick Masks, Layer Mask, Vector Mask, Layers & Layer Blending Modes, Play with Photoshop, Filter Gallery. Exercises, Bring some object and try to make it in computer, Make your own cartoon character.	
Unit – IV		09
	Scene (summer) digital painting. Make digital painting (Use brush, pencils, mudge etc), Make something like modern art keeping in mind color combination, and make a collage of Indian art and culture. Make a collage of wild life animals; Make a portrait of celebrity (Digital painting). Convert a B&W image into color(Use variation),"Choose a theme (Music, Festivals, Sports, Dance) and Design 5-8 graphics on them.", Color Modes, Color Corrections, Advanced color correction techniques (levels, Curves, Hue, Saturation etc),Design that Ad from your own style. Design motifs tribe art, Make an animal character, "Plan a story of that character & Make its backgrounds in three/four frames", Make posters on nature/earth, Matte Painting-Composition.	

Books		
Name of Authors	Title of the Book	Publisher
Learning Illustrator	Ramesh Bangia	Khanna Publishing House

Subject Name: Web Applications Lab

Course Code: BVGML101	Semester: I
Weekly Teaching Hours: TH: 03 Tut: 00	Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours	Scheme of Marking PR: 50
Credit :03	

Content

1. Movie Editing Tools.
2. Customizing and Embedding, Multimedia Components in Web Pages.
3. Web Scripting - Java Script.

Subject Name - Illustration And Photo-Editing –Lab

Course Code : BVGML104	Semester: I
Weekly Practicals: PR: 01 Tut: 00	Scheme of Marking TH: --
TH Exam Duration:--	Scheme of Marking PR: 25, IA: 25, Total: 50
Credit:1.5	

Content

Suggested List of Experiments:

- 1 Script breakdown
- 2 Storyboards
- 3 Costumeacquisition
- 4 Sets and Properties design and sourcing
- 5 Location recce and hire
- 6 Locationpermissionsandlegalrequirements,permissionsfromcivicauthorities
- 7 Equipment requirements and bookings
- 8 Travel and Transport
- 9 Catering for crew
- 10 Hospitality for out of town shoots

Semester V - On-Job-Training (OJT)/Qualification Packs (Any One)
Group BVEGM of Qualification Packs

Subject Name: Character Designer MES/Q0502	
Course Code : BVGME115	Semester: I
Weekly Skilling Hours: PR: 24 Tut: 00	Scheme of Marking TH: 00 , IA: 00 , Total: 00
PR Exam Duration: 06 Hours	Scheme of Marking PR: 200 , IA: 00 , Total: 200
Credit: 15	Choose any one from specified Group BVEGM of Qualification Packs
Syllabus for this qualifier Pack is available on http://mescindia.org/images/schemes/pmkvy/qp/CharacterDesignerQP.pdf	

Subject Name: Storyboard Artist MES/Q0507	
Course Code : BVGME116	Semester: I
Weekly Skilling Hours: PR: 24 Tut: 00	Scheme of Marking TH: 00 , IA: 00 , Total: 00
PR Exam Duration: 06 Hours	Scheme of Marking PR: 200 , IA: 00 , Total: 200
Credit: 15	Choose any one from specified Group GEM1 of Qualification Packs
Syllabus for this qualifier Pack is available on https://www.nqr.gov.in/sites/default/files/QP-Story%20Board%20Artist.pdf	

Semester

II

Syllabus

Subject Name: Pre-Production		
Course Code : BVGM206		Semester: II
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: ---- 25 Practical 25 Term work
Credit : 03		
Content		Hours
Unit – I		10
	Research, brainstorming & story concept creation: Intention / purpose & audience (what you intend to say & why). Story structure & character development: Narrative structure and character back story.	
Unit – II		10
	Sequence & shot analysis: Analysis and re-creation of timing and shot composition from professionally produced film/video productions. Storyboards: Visual design(layout/composition, style, color, lighting etc.); Language of cinema (narrative structure, shot composition, spatial/directional continuity).	
Unit – III		10
	Animatics/pre-viz: Timing and transitions Audio layering(music, ambient sound, narration) Budgeting and planning: Consideration of schedules, costs and other planning issues.	

Books		
Name of Authors	Title of the Book	Publisher
Bali & Bali	Pre-Production	Khanna Publishing House

Subject Name: Audio Editing		
Course Code : BVGMC207		Semester: II
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: --
Credit :03		
Content		Hours
Unit – I		15
	Sonic Sound Forge: Manipulating audio: Auto trim/crop, mute, DC offset, resample, reverse, smooth/enhance, Fadein/out, insert silence, bitdepth converter etc, understanding various digital audio formats like .WAV, .AIFF, .MP3, swf, WMA etc, understand audio plug-in, importing and exporting into multiple audio file formats like MP3, real audio, QuickTime formats, etc.	
Unit – II		15
	Event tool: move, split, slip and trim multiple events, create fades, apply ASR (Attack/Sustain/Release). Understanding script editor window, Spectrum analysis tools, scrub tool etc, statistics tool (Max, RMS, DC offset, zero crossings), sampler tool etc, Audio editing: workflow, real-time editing, event based editing, waveform volume and an envelopes, Edit, record, encode and master digital audio, editing audio by drag and drop options, cross fading audio tracks, balancing sound levels, creating smooth fades etc.	

Text Books		
Name of Authors	Title of the Book	Publisher
Bali & Bali	Audio & Video Systems	Khanna Publishing House

Subject Name: Video Editing		
Course Code : BVGMC208		Semester: II
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: --
Credit :03		
Content		Hours
Unit – I		12
	Adobe Premiere: Concept of non-linear editing, The basics of editing: Overview, Importing and Exporting: various audio, video and graphics in various formats, Edit, manipulate and arrange these elements in visual timeline, understand all Tools of toolbox for editing clips. Titling and super imposing.	
Unit – II		12
	Panels: Tools panel, Project, Monitors: Source and program, Timeline, Audio meters,	
Unit – III		12
	Misc: Tasks and functions: Titles, Transitions, speed and duration, Effects, Key frames, Types of edit, Opacity, trimming. Adding Special effects like: Start rek transporter effect, Blur part of an image, Ghost effect, Highlight part of an image etc.	
Text Books		
Name of Authors	Title of the Book	Publisher
Bali & Bali	Audio & Video Systems	Khanna Publishing House

Subject Name: Communication Skill- II		
Course Code: BVGMC209		Semester: II
Weekly Teaching Hours: TH: 03 Tut: 00		Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration: 01 Hours		Scheme of Marking PR: --
Credit :03		
Content		Hours
Unit – I	Communication Process	15
	Basic Communication Skills: Listening, Speaking, Reading and Writing Skills; Precise writing/abstracting/summarizing; Style of technical communication Curriculum vitae/resume writing; Innovative methods to enhance vocabulary, Analogy questions.	
Unit – II	Structural and Functional Grammar	15
	Agreement of verb with the subject:tense,mood,voice;Writing effective sentences; Basic sentence faults;	

Text Books		
Name of Authors	Title of the Book	Publisher
Kulbhushan Kumar	Effective Communication Skills	Khanna Publishing House
Varinder Bhatia	Business Communications	Khanna Publishing House

Subject Name :- Audio Editing Lab

Course Code : BVGML207

Semester: II

Weekly Practicals: PR: 01 Tut: 00

Scheme of Marking TH: --

TH Exam Duration:--

Scheme of Marking PR: 25, IA: 25, Total: 50

Credit:1.5

Content

Suggested List of Experiments:

1. Using Editing Software– editingbasicsandimplementationofvarioustechniquesusedinnon-linear editing.
2. Mastering final edit line– audio levels, colour correction, audio mixing, mixed and un-mixed versions.
3. Importing and applying compatible graphics files.
4. Understanding compression and its affects along with various methods.

Subject Name: - Video Editing Lab	
Course Code : BVGML208	Semester: II
Weekly Teaching Hours: TH: 03 Tut: 00	Scheme of Marking TH: 25 IA: 25 Total: 50
TH Exam Duration:	Scheme of Marking PR: --
Credit :1.5	

Content
<ol style="list-style-type: none"> 1. Assisting Production department on shoot 2. Assisting Direction department on shoot 3. Assisting Art department on shoot 4. Assisting Camera department on shoot 5. Assisting Sound department on shoot

Group BVEGM of Qualifier Packs

Subject Name: Editor MES/Q1251	
Course Code : BVGME 219	Semester: II
Weekly Skilling Hours: PR: 24 Tut: 00	Scheme of Marking TH: 00 , IA: 00 , Total: 00
PR Exam Duration: 06 Hours	Scheme of Marking PR: 200 , IA: 00 , Total: 200
Credit: 15	Choose any one from specified Group GEM3 of Qualification Packs
Syllabus for this qualifier Pack is available on https://nsdcindia.org/sites/default/files/MC_MES-Q1251_Editor.pdf	