

**SHIVAJI UNIVERSITY KOLHAPUR**

**Bachelor of Arts in MULTIMEDIA**

**B.A. (MULTIMEDIA) PART-III**

**(Semester V and Semester VI)**

**(Syllabus to be implemented from June 2020 onwards)**

## Semester V

### COURSE STRUCTURE B.A.(MULTIMEDIA) SEM - V

SR.NO.	SUBJECTS	TEACHING SCHEME	
		THEORY	PRACTICAL
		NUMBER OF LECTURES	NUMBER OF LECTURES
1	2D and 3D Animation I	03	03
2	News Reporting and Editing I	03	03
3	Digital Editing I	03	03
4	Realistic Concept of Animation and Special Effects I	03	03
5	Video Production Techniques I	03	03
6	Project Management and Estimation I	04	-
7	2D and 3D Animation (Practical)	-	03
8	News Reporting and Editing (Practical)	-	03
	<b>TOTAL</b>	19	21
	<b>TOTAL HOURS</b>	40	

REVISED SYLLABUS FOR  
**BA (Multimedia) Part III**  
**Sem. V**  
**Paper I: 2D & 3D Animation I**  
**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

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**Objectives:** - By studying 2D & 3D Animation students can understand what is actual option illusion is? & how to it works. How to give soul to nonliving things & create interest in videos student can able to present their visualizations more meaningfully by applying these techniques which is widely used in multiple professions to give this of their products information to crowd at a time in a simpler way & in short period of time.

**Unit 1:- Introduction to Animation (12 Lectures)**

What is Animation, History of Animation, Animator, Types of Animation, Flip book, Work on optical illustration, Stop motion Animation, Traditional Animation, Computer Animation, Process of Animation – Preproduction, Process – Production, Process – Postproduction

**Unit 2:- Preproduction (12 Lectures)**

Story Script Writing, Story Boarding, Character Designing, Background Designing, Colour Theory, X-sheet, Production Team & Workflow, Project Management, Animation Principles – Part I, Animation Principles – Part II, Animation Principles – Part III, Animation Principles – Part IV (3 Principles in Each Session/lecture)

**Unit 3:- Computer Animation 2D (12 Lectures)**

Software Introduction, Tracing, Key Poses, Break Downs, In-betweens, Timeline, Layers, Frame by Frame Animating, Tween Animation, Masking, Motion Path, Symbols & their Working

**Unit 4:- Computer Animation 3D (12 Lectures)**

Software Introduction, Interface Introduction, Basic of Modeling, Cow poly Modeling, Texturing – Materials, Lights, Camera, Modifiers, Time Line, Impact & Export – File Formats, Skinning & Rigging, Rendering

**References: -**

- 1) Animation from pencils to pixels – Tony White
- 2) The Animator's Eye – Francis Glebas
- 3) The Nine Old Man – Andreas Deja
- 4) Directing for Animation – Tony Bancraft

- 5) Animation Tip & Tricks – Shawn Kelly
- 6) Character Animation Crash Course – Eric Goldberg
- 7) The Animator’s Survival Kit – Richard Williams
- 8) Animation the Mechanics of Motion – Chris Webster
- 9) Creating 3D Animation – Peter Cord & Brain Siebly

**BA (Multimedia) Part III**  
**Sem. V**  
**Paper II: News Reporting and Editing - I**

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

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**Objective:** To develop candidates News Reporting and editing skills.

**Unit 1**

- Defining Communication
- Type of Communication
- The three stages of interpersonal Communication
- Group communication
- Mass Communication
- Western Models of Communication

**Unit 2**

- The Lasswell Model
- The Shannon and weaver model
- The Osgood and schramn circular model
- Indian Communication theories
- Mass Communication and culture
- Mass culture
- Popular culture
- Folk culture

**Unit 3**

- What is Journalism?
- What is News?
- News structure inverted pyramid
- Who , what ,where , when ,why and how ? An introduction to journalism
- Where does news come from?
- The journalist as investigator
- The journalist as entertainer

**Unit 4**

- Interviewing
- Writing news
- Writing features
- Sources of the news
- Headlines
- Photography

- Information graphics
- Publication design
- Editing for news

**Reference Book :**

- Media and communication – C.S.Rayudu, Himalaya Publishing House
- Dynamics of Media Editing – Vincent F. Filak , sage
- Mass communication in India – Keval .J. Kumar - jaico books
- Public Relations and Socail Theory key – Oyvind Ihlen, betteke van Ruler, Magnus Fredriksson – Routlege
- Journalism – second edition – Tony harcup –sage
- Mass communication in india - Keval .J. Kumar –jaico books

**BA (Multimedia) Part III**  
**Sem. V**  
**Paper III: Digital Editing I**  
**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

**Practical: 50 marks**

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**Objectives:** Learn the basics of Adobe Illustrator. Explore basic skills like working with color, creating and combining shapes, and using gradients. Create a basic landscape drawing and some simple logos -- and during the process we'll learn concepts important to creating artwork in Illustrator, such as working with paths, anchor points, and saving our finished artwork in different formats.

### **Unit 1**

- Introduction to Illustrator
- Create Document
- Workspace
- Create Document
- Rulers, grids and guides
- Supported file formats

### **Unit 2**

- Drawing Basics
- Draw simple lines and shapes
- Edit Path
- Create 3D Object
- Draw With the Pen, Curvature, or Pencil tool
- About Color
- Gradients
- Paint with fills and strokes
- Brushes

### **Unit 3**

- Meshes
- Patterns
- Select Object
- Move, align, and distribute objects
- Group Objects

- Lock, hide and delete objects
- Duplicate Objects
- Rotate and reflect objects

#### **Unit 4**

- Transform object
- Edit Clipping Mask
- Save and Export
- Work with effects
- Drop shadows, glows and feathering
- Pathfinder
- File Extensions

#### **Reference Book:**

- Draw! Draw! Draw!– Mark Kistler
- Adobe for fashion – Robin Schneider
- Adobe Illustrator CC For Dummies- David Karlins
- Workshop for Designers - Arpad Ronaszegi

### **Paper III: Digital Editing (Practical)**

- Introduction to Illustrator
- Raster vs Vector
- Tool Box
- Tool Box
- Pathfinder
- Save vs Export
- Colors
- Blend
- Offset Path
- Clipping Mask
- Text
- Logo Design
- Effects



## BA (Multimedia) Part III

### Sem. V

#### Paper IV: Realistic Concept of Animation and Special Effects I

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

**Practical: 50 marks**

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**Objectives:** Adobe Premiere Pro CC is a powerful program for capturing footage from a variety of devices and assembling it into professional-quality video with sophisticated transitions, special effects, and text. You can also use Premiere Pro to export your video to many popular formats that your viewers can watch on a wide range of screens, including desktop computers and mobile devices like phones and tablets.

#### **Unit 1**

- Introduction to Adobe Premiere Pro
- Workspace and workflows
- Video Resolutions
- Project setup in Premiere Pro
- Importing footage into Premiere Pro
- Supported file formats
- Importing sequences, clip lists, and compositions

#### **Unit 2**

- Editing sequences and clips in Premiere Pro
- Add Clip to Sequences
- Find, Select, and Group Clips in Sequence
- Working With Markers
- Trimming Clips
- Create titles
- About Effects
- Applying, removing, finding and organizing effects
- Viewing and adjusting effects and key frames

#### **Unit 3**

- Effect presets
- Masking and Tracking
- Transition overview: applying transitions
- Modifying and customizing transitions

- Changing duration and speed of clips
- Motion: Position, Scale, and rotate Clips
- Adjustment Layers
- Color Correction Effects

#### **Unit 4**

- Three-Way Color Corrector
- Audio effects and transitions
- Working with audio transitions
- Applying effects to audio
- Animation and Key frames in Premiere Pro
- Adding and setting keyframes
- Render in Premiere pro

#### **Reference Book :**

- Creating Motion Graphics with After Effects– Chris Meyer, Trish Meyer
- After Effects Apprentice – Trish Meyer
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### **Paper IV: Realistic Concept of Animation and Special Effects (Practical)**

1. Introduction to Premiere Pro
2. Video Resolutions
3. Importing sequences, clip lists, and compositions
4. Working With Markers
5. Applying, removing, finding and organizing effects
6. Editing sequences and clips in Premiere Pro
7. Masking and Tracking
- 8.** applying transitions
9. Changing duration and speed of clips
10. Color Correction Effects
11. Working with audio transitions
12. Applying effects to audio
13. Render in Premiere pro

## **BA (Multimedia) Part III**

### **Sem. V**

#### **Paper V: Video Production Techniques - I**

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

**Practical: 50 marks**

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**Objectives:** To develop candidates with News Reporting and Editing skills.

#### **Unit 1**

- Introduction to video production
- Visual language syllabus Of news reporting and editing, Video production Techniques
- What is video?
- Video Camera and support systems
- Parts of a Video camera
- On/off/ record /pause button
- Lens
- Viewfinder
- Led viewfinder
- Zoom

#### **Unit 2**

- Internal microphone
- Types of video cameras : tapes and tapeless
- How the camera works
- Developing idea in video production
- Budget
- Duration
- Time
- Don't let your ideas go to waste
- Elements of Video Production :- Scriptwriting
- Scriptwriting basics

#### **Unit 3**

- Elements of Video Production :- lighting/ shooting
- Lighting for video production
- Elements of Video Production :- Sound
- Sound
- Music
- Background sound
- Foley sound
- Elements of Video Production :- Editing
- Introduction video Editing
- Pre-Production and Post-production

## **Unit 4**

- What is script or screenplay
- Screenplay writing
- What is storyboard?
- Role of storyboard in video production
- What storyboard look like
- Different storyboarding methods
- Screenplay and storyboard
- How does video camera works
- Video camera and support systems
- SLR camera
- DSLR camera

### **Reference Book :-**

- A writes's commonplace book – rosemary friedman –michael o'mara books limited.
- Digital film making – mike figgis –faber and faber
- Short films , how to make and distribute them – Nathan parker- creative essentials
- Video production –second edition – vasuki belavadi –oxford

## **Paper V: Video Production Techniques (Practical)**

### **Unit 1**

- Scriptwriting
- Storyboard template
- Camera handling
- On/off/ record /pause button
- Shutter speed setting
- Aperture setting
- White balance setting
- White balance setting for indoor

### **Unit 2**

- White balance setting for outdoor
- IOS setting
- Camera modes
- Mode dial
- Auto mode
- Manual mode setting
- Portrait mode
- Landscape mode
- Camera movements
- Dolly

### **Unit 3**

- Boom/JIB
- PAN
- TILT
- ROLL
- Truck
- Camera angles

### **Unit 4**

- Eye level angles
- Low angles
- High angles
- Dutch angles
- Ground level angles
- Overhead angles
- Areal angles

**BA (Multimedia) Part III**  
**Sem. V**  
**Paper VI: Project Management & Estimation I**  
**Total Contact Lecture: 48 Lectures of 45 minutes**

**Theory : 50 Marks**

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**Objectives:**

To understand the aspects of Project Management from concept ,principles, practices to finalization of projects.

**UNIT 1 : Basics of Project Management**

Introduction, Need for Project Management, Project Management Principles  
Characteristics and types of project

**UNIT 2 : Project Management Processes**

Introduction , The Project Life Cycle – Meaning and various phases of project life cycle  
, Project scope Vs Product scope

**UNIT 3: Project Identification and Selection**

Introduction, Project Identification Process, Project Initiation, Pre-Feasibility  
Study, Detailed Project Report (DPR)

**UNIT4 : Project Appraisal**

Introduction ,Types of Appraisals –Technical , Commercial, Financial ,Economic ,  
Management and Social Cost Benefit Analysis , Project Risk

**References :**

1. Project Management – by Clifford F Gray, Erik W Larson and Gautam V Desai
2. Project Management –Planning and Control Techniques by Rory Burke “ Wiley Student Edition’
3. Project Management –by Gido Clements
4. Production and Operations Management by S A Chunawalla ,D R Patel ,Himalaya Publishing House
5. Production And Materials Management –by K Shridhara Bhat ,Sowmya R Rao- Himalaya Publishing House

## Semester VI

### COURSE STRUCTURE B.A.(MULTIMEDIA) SEM - VI

SR.NO.	SUBJECTS	TEACHING SCHEME	
		THEORY	PRACTICAL
		NUMBER OF LECTURES	NUMBER OF LECTURES
1	2D and 3D Animation II	03	03
2	News Reporting and Editing II	03	03
3	Digital Editing II	03	03
4	Realistic Concept of Animation and Special Effects II	03	03
5	Video Production Techniques II	03	03
6	Project Management and Estimation II	04	-
7	2D and 3D Animation (Practical)	-	03
8	News Reporting and Editing (Practical)	-	03
	<b>TOTAL</b>	19	21
	<b>TOTAL HOURS</b>	40	

## **BA (Multimedia) Part III Sem. VI**

### **Paper I: 2D & 3D Animation II**

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

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**Objectives:** - By studying 2D & 3D Animation students can understand what is actual option illusion is? & How to it works. How to give soul to nonliving things & create interest in videos student can able to present their visualizations more meaningfully by applying these techniques which is widely used in multiple professions to give this of their products information to crowd at a time in a simpler way & in short period of time.

#### **Unit 1:- Production (12 Lectures)**

Kay Frames, In-betweens, Breakdowns, Scanning, Inking, Cleanup, Layout Setup, Voice-Audio Files, Staggering, Frames Per Second, Timing for Animation, Footage Making with respect to Aspect Ratio

#### **Unit 2:- Post-Production (12 Lectures)**

Rendering of Movie, Background Music, Special Effects, Footage Editing, Scenes, Rain Effect in 2D, Starving Effect in 2D, How to Use Graphics in 2D, How to Use Movie in 2D, How to Use Library in 2D, Archs in Drawings, Character Model Sheets for 2D as well as for 3D

#### **Unit 3:- Computer Animation 2D (12 Lectures)**

Run Cycle – Character Animation, Walk Cycle - Character Animation, Jumping - Character Animation, Lifting Weigh - Character Animation, Lip Synch, Expressions of Characters, Vegetarian Animal – Walk Cycle, Non-Vegetarian Animal – Walk Cycle, Bird Flying Animation, Use of Sound / Audio Files for Animation, Vehicles Animation, Background Movements

#### **Unit 4:- Computer Animation 3D (12 Lectures)**

Auto Key Animation, Ghosting, Dummy Object & Animation, Track View – Dope Sheet, Looping Animation, Weight List Controllers, Set Key Animation, Path Constraint & Path Deform Animation Methods, Schematic View Improvement, Animation Control Through List Controllers, Morphing, Sound Track Editing

#### **References: -**

- 1) Cartoon Animation – Preston Blain
- 2) Gesture Drawing for Animation – Walt Stanchfield
- 3) Producing Independent 2D Characters Animation – Mark Simon
- 4) 3D Animation for the RAW Beginner using Images – Roger Buzz King



**BA (Multimedia) Part III**  
**Sem. VI**  
**Paper II: News Reporting and Editing - II**

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

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**Objective:** To develop candidates News Reporting and editing skills.

**Unit 1**

- A short history of Indian Journalism
- News and News Values
- Media Law and Ethics
- freedom of speech and expression
- Article 19(1)(a)
- copyright act in india The (Indian) Copyright Act, 1957
- Freedom of the press : The right to publish

**Unit 2**

- history of radio
- Development of Radio as Mass Medium
- Indian Broadcasting : The Early years
- All India Radio at Independence
- All India Radio in late 1990s
- FM Broadcasting
- FM radio
- Radio Journalism
- Radio news
- live studio broadcast
- Radio bulletin
- radio interview

**Unit 3**

- Early Experiments in Television
- The story of Indian Television
- Cable TV
- Satellite TV
- Television and Journalism
- Visual communication
- communicating with still pictures and video
- shooting with TV camera
- camera mounting
- Colour balance

## Unit 4

- basic shots and camera movement.
- News in Television
- formats of TV news
- studio interview
- studio discussion
- studio chat shows with audience participation
- TV documentary production
- History of internet
- online journalism

### Reference Book :

- Media and communication – C.S.Rayudu, Himalaya Publishing House
- Dynamics of Media Editing – Vincent F. Filak , sage
- Mass communication in India – Keval .J. Kumar - jaico books
- Public Relations and Socail Theory key – Oyvind Ihlen, betteke van Ruler, Magnus Fredriksson – Routlege
- Journalism – second edition – Tony harcup –sage
- Mass communication in india - Keval .J. Kumar –jaico books

**BA (Multimedia) Part III**  
**Sem. VI**  
**Paper III: Digital Editing II**  
**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

**Practical: 50 marks**

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**Objectives:** Adobe InDesign is the industry-leading layout and page design software for print and digital media. Create beautiful graphic designs with typography from the world's top foundries and imagery from Adobe Stock. Quickly share content and feedback in PDF. Easily manage production with Adobe Experience Manager. InDesign has everything you need to create and publish books, digital magazines, eBooks, posters, interactive PDFs and more.

### **Unit 1**

- Introduction to InDesign
- Workspace basics
- Create New Document
- Adjust workflow
- Save documents
- Create a book files
- Add basic page numbering
- Create a text and text frames
- About page

### **Unit 2**

- Create type on a path
- Linked content
- Align and distribute object
- Layout frames and pages
- Clipping Path
- Grids
- Threading text
- Wrap text around objects
- Bullets and numbering
- Find and Change
- Work with swatches
- Gradients

### **Unit 3**

- Paragraph and character styles
- Drop caps and nested style
- Work with style
- Tab and indents
- Format paragraphs
- Align text
- Leading
- Kerning and tracking

### **Unit 4**

- Format tables
- Create tables
- Table strokes and fills
- Hyperlinks
- Dynamic PDF documents
- Bookmarks
- Buttons

### **Reference Book :**

- The Adobe InDesign Creative Cloud Revealed– Chris Botello
- Adobe InDesign CC on Demand– Steve Johnson

### **Paper: Digital Editing (Practical)**

1. Introduction to Indesign
2. Text
3. Tool Box
4. Tool Box
5. Swatches
6. Links
7. Pages
8. Layout
9. Type
10. Object
11. Table
12. PDF
13. Wrap
14. Creating a Magazine

## BA (Multimedia) Part III

### Sem. VI

#### Paper IV: Realistic Concept of Animation and Special Effects II

**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 mark**

**Practical: 50 marks**

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**Objectives:** Adobe Premiere Pro CC is a powerful program for capturing footage from a variety of devices and assembling it into professional-quality video with sophisticated transitions, special effects, and text. You can also use Premiere Pro to export your video to many popular formats that your viewers can watch on a wide range of screens, including desktop computers and mobile devices like phones and tablets.

#### Unit 1

- Introduction to After Effects
- Workflows
- System requirements
- Workspaces
- Workspaces, Panels and viewers
- Projects
- Composition basic
- Pre-composing, nesting and pre-rendering

#### Unit 2

- Importing Footage
- Importing and interpreting footage item
- Layers and Properties
- Creating Layers
- Selecting and arranging Layers
- Managing Layer
- Layer Properties
- Blending modes and layer styles

#### Unit 3

- 3D Layer
- Camera, Lights, and points of interest
- Animation and key frames
- Animation basics
- Setting, Selecting, and deleting key frames

- Editing, moving, and copying key frames
- Tracking 3D camera movement
- Face Tracking
- Animation with Puppet tool
- Tracking and stabilizing motion
- Color basic

#### **Unit 4**

- Text
- Creating and editing text Layer
- Formatting Paragraphs and the Paragraph panel
- Alpha channels, mask and mattes
- Keying
- Roto brush, Refine Edge
- Layer markers and composition markers
- Rendering and exporting

#### **Reference Book:**

- The After Effects Illusionist: All the Effects in One Complete Guide – Chad Perkins
- The Cool Stuff in Premiere Pro– Jarle Leirpoll, Dylan Osborn

### **Paper IV: Realistic Concept of Animation and Special Effects (Practical)**

1. Creating a new project/composition
2. Key frame
3. Arrange, organize and navigate layers
4. Fun with shape layers
5. Examples of effects / Applying effects
6. Mask
7. Tracking
8. Working with transparency
9. Type
10. Green Screen
11. Track Matte
12. Basic Sky Replacement
13. Color grading and look
14. 3D tracking
15. Exporting

**BA (Multimedia) Part III**  
**Sem. VI**  
**Paper V: Video Production Techniques - II**  
**Total Contact Lecture: 48 lectures of 45 minutes**

**Theory: 50 marks**

**Practical:50 marks**

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**Objectives:** To develop candidates with News Reporting and Editing skills.

**Unit 1**

- MIRRORLESS camera
- Depth of field
- Camera position
- Camera Framing
- Camera angles
- Speed
- Color
- Types of shot
- Camera moves
- Aspect ration

**Unit 2**

- Video resolution
- Analogue
- Digital
- Resolution
- Why use a higher resolution?
- PAL/ NTSC
- STANDARD - DEFINITION (SD) /SDTV
- HIGH – DEFINITION (HD) /HDTV
- What is FPS?
- What is 24/25p?

**Unit 3**

- 1080p/1080i/720p
- HDV
- Digital video formats and tapes
- **Types of Camera's**
- LENSES AND FILTERS
- Lens basics
- Lens types
- Focus
- White balance
- Outdoor White balance

## **Unit 4**

- Indoor White balance
- Aperture
- Lens speed
- Filters
- LIGHTING
- Exposure
- Mood
- Light temperature and color
- Brightness
- Light meter
- Types of light
- Light control
- The basics of lighting
- 3 point lighting
- GRIP GEAR
- Tripod
- Monopod
- Jib/Boom
- Steadicam
- EDITING
- Linear editing
- NON-Linear editing
- Cuts and transitions
- Sound editing
- Dialogue
- Sound effects / Foley
- Music

## **Paper V: Video Production Techniques (Practical)**

### **Unit 1**

- Types of camera shots
- Establishing shots
- Wide
- Medium
- Close –up
- Extreme close up
- High angle

### **Unit 2**

- Two shots
- Over the shoulder shot
- Perspective shot
- Point of view shot



### **Unit 3**

- Sound recording -1
- Sound recording -2
- Sound recording -3
- Sound recording -4

### **Unit 4**

- Video editing
- Types of cuts in Video editing
- Basic transitions in in Video editing
- Fade in –fade out
- Zoom
- Pan
- Wipe
- Export file

**BA (Multimedia) Part III**  
**Sem. VI**  
**Paper VI: Project Management & Estimation II**  
**Total Contact Lecture: 48 Lectures of 45 minutes**

**Theory : 50 Marks**

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**Objectives:**

To understand the aspects of Project Management from concept ,principles, practices to finalization of projects.

**UNIT 1: PERT and CPM**

Introduction, Determination of the Critical Path, Project Scheduling using PERT & CPM Problems on PERT ,CPM to be discussed

**Unit 2: Organizational Structure**

Introduction, Concept of Organisational Structure, Roles and Responsibilities of Project Manager, Leadership Styles for Project Managers, Conflict Resolution, Team Management and Diversity Management

**Unit 3 - Project Performance Measurement and Evaluation:**

Introduction ,Performance Measurement, Productivity, Project Performance Evaluation, Benefits and Challenges of Performance Measurement and Evaluation

**Unit 4 - Project Execution and Control:**

Introduction, Project Execution, Project Control Process, Purpose of Project Execution and Control

**References :**

1. Project Management – by Clifford F Gray, Erik W Larson and Gautam V Desai
2. Project Management –Planning and Control Techniques by Rory Burke “ Wiley Student Edition’
3. Project Management –by Gido Clements
4. Production and Operations Management by S A Chunawalla ,D R Patel ,Himalaya Publishing House
5. Production And Materials Management –by K Shridhara Bhat ,Sowmya R Rao- Himalaya Publishing House

## Paper VII: 2D & 3D Animation Practical

### Practical: 50 marks

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1. Flip Book
2. Thoumatrop
3. Cut Out Animation
4. Clay Animation
5. Stop Motion Animation
6. Script Writing
7. Story Boarding
8. Character Designing
9. Background Designing
10. X-sheet
11. Key Frame + In-between
12. Frame by Frame Animation
13. Tween Animation – Shape Tween & Motion Tween
14. Masking
15. Motion Path
16. Symbols – Graphics + Movie + Button
17. Simple Object Modeling in 3D – Chair
18. Simple Character Modeling in 3D
19. Material Application to Object
20. Lights Application
21. Camera Application
22. Modifiers
23. Skinning & Rigging
24. Rendering
25. Character Sheet (Model Sheet)
26. Character Tracing in 2D
27. Background Tracing in 2D
28. Run Cycle – 2D
29. Walk Cycle – 2D
30. Lip Synch
31. Animal Walk Cycle – 2D
32. Character Modeling in 3D – Low Poly
33. Material to Character
34. Ragging to Character
35. Object Modeling
36. Light Effects on Object
37. Set Key Animation
38. Auto Key Animation
39. Walk Through

40. Interior Spaces Modeling
41. Bouncing Ball – 2D + 3D
42. Pendulum – 2D + 3D
43. Rendering in 3D of Animation
44. Object Animation (Modeled in 3D as per above scheduled)

**BA (Multimedia) Part III**  
**Sem. V**  
**Paper VIII: News Reporting and Editing (Practical)**

**Practical: 50 marks**

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- news analysis of newspaper
- news analysis - Radio
- news analysis – Tv
- news analysis - Online
- report on 1 Folk culture topic
- Comparative study of a news in different newspapers
- Writing news
- Writing news for political events
- Writing news for business
- Writing news for sports
- Recording news for Radio
- Radio
- Radio bulletin news
- TV news recording
- Chroma key
- news bulletin for TV
- online news – in the format of Text/ audio/ video

**BA (Multimedia) Part III**

**Sem. V**

**Paper IX: Internship report/Project/Assignment/Display**

**200 marks**

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