

SHIVAJI UNIVERSITY, KOLHAPUR - 416 004, MAHARASHTRA PHONE : EPABX – 2609000, www.unishivaji.ac.in, bos@unishivaji.ac.in

शिवाजी विद्यापीठ, कोल्हापूर - ४१६ ००४,महाराष्ट्र

दूरध्वनी - ईपीएबीएक्स - २६०९०००, अभ्यासमंडळे विभाग दुरष्वनी ०२३१–२६०९०९३/९४

Ref.No. SUK/BOS/ 556 To,

Date:25/07/2023

The Head,

Department of Library Information Science. Shivaji University, Kolhapur.

Subject : Regarding syllabi of B.A. Multimedia Part - II , Bachelor of Design (B.Des) Part - IV & B. Voc Course Structure Part - II under the Faculty of Inter- Disciplinary Studies.

Sir/Madam,

With reference to the subject, mentioned above, I am directed to inform you that the university authorities have accepted and granted approval to the syllabi of B.A. Multimedia Part - II, Bachelor of Design (B.Des) Part - IV & B. Voc Course Structure Part - II under the Faculty of Inter-Disciplinary Studies. as per National Education Policy 2020.(NEP)

1)	B.A. Multimedia Part - II	
2)	Bachelor of Design (B.Des) Part - IV	
3)	B.Voc Course Structure Part - II	

This syllabi shall be implemented from the academic year 2023-2024 onwards. A soft copy containing the syllabi is attached herewith and it is also available on university website <u>www.unishivaji.ac.in. (Online Syllabus)</u>

The question papers on the pre-revised syllabi of above mentioned course will be set for the examinations to be held in October /November 2023 & March/April 2024. These chances are available for repeater students, if any.

You are, therefore, requested to bring this to the notice of all students and teachers concerned.

Thanking you,

Yours faithfully,

Dr. S.M.Kubal (Dy Registrar)

Copy to:

1	Director, Board of Evaluation and Examination	7	Centre for Distance Education
2	The Dean, Faculty of IDS	8	Computer Centre / I.T.cell
3	The Chairman, Respective Board of Studies	9	Affiliation Section (U.G.) / (P.G.)
4	B.A.,B.Com.,B.Sc. Exam	10	P.G.Admission / P.G.Seminar Section
5	Eligibility Section	11	Appointment Section -A/B
6	O.E. I, II, III, IV Section	12	Dy.registrar (On/ Pre.Exam)

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Shivaji University, Kolhapur COLLEGE OF NON–CONVENTIONAL VOCATIONAL COURSES FOR WOMEN, CSIBER Trust, Kolhapur

Under the faculty of Arts and Fine Arts

NEP 2020 **B.A. in Multimedia**

B.A. (MM) Part- II- Semester III & IV Semester Pattern

Syllabus to be implemented from Academic year 2023-2024

INDEX

Sr. No.	Content	Page No.
1.	Ordinance and Regulations governing the Bachelor's Degree Course in B. A. Multimedia Under the faculty of Arts & Fine Arts	
2.	Course Structure	
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Preface:-

The need for Education in the field of Graphic Designing and various Designing Software is rising with the recent trends of the market and the aspirations of the society. The demand for Graphic Designers is on the most priority of the 21st century. To strengthen and sustain the quality of education in the field of Higher Education and to meet the challenging demands of the Designing World, the members of the Ad-Hoc Board for B.A. (Multimedia) came to an agreement to revise the syllabus and to introduce a few papers as per UGC guidelines. This would not only enhance and promote Women's education in the professional fields but also will create competent, self- reliant, entrepreneurs which are the basic aim of Non-Conventional approach of the Government policy. Ordinance and Regulations governing the Bachelor's Degree Course in B. A. Multimedia B.A. (Multimedia)

Eligibility and Admission Procedure:

1. Eligibility for Admission for First year B. A. in Multimedia

- A candidate for being eligible for admission to the first year degree in B. A. Multimedia must have passed the Higher Secondary Examination (10+2) of Maharashtra State Board or Diploma G. D. Art (Applied) or G. D. Art (Fine Art) or Art Teacher Diploma (A. T. D.) any Examination of any Statutory University with Science, Arts, Commerce or Vocational streams or MCVC Students can get admission only by submitting the government equivalence certificate.
- Students coming from Examination Board other than the HSC Examination Board Maharashtra, should obtain an 'Eligibility certificate' from the Registrar, Shivaji University for being considered for admission for I year.

2. Mode of Admission

• Admission for B.A. (Multimedia) degree course shall be based purely on Higher Secondary Result (H.S.C. or equivalence examination).

3. Duration of the course.

• The course of study for the degree B. A. in Multimedia shall be a full-time course extending to three academic years i.e. six Semesters consisting of 90 days of instruction per semester.

4. Duration to complete the course

• A candidate who fails to complete the course within a period of three years should complete the course within six years from the date of joining the course.

5. Medium of Instruction.

• The medium of instruction shall be in English.

6. Attendance

- The candidates have to complete the minimum units in theory and practical as prescribed in the syllabus.
- The candidate must have an attendance of 80% of total period devoted to theory, practical, orals, seminars, displays, workshops, project work and other related activities of the course.
- The candidate must submit the required number of tutorials, seminars, assignments, presentations etc.

Structure of Program and List of Courses are as follows:

Structure of B.A. Dress Making and Fashion Coordination (Entire) Part II Semester III &IV

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1	DSC-MM-C1	2	3	2.4		1	3	2.4		2	40	14		10	4	50	2
2	DSC- MM -C2	3	4	3.2		1	3	2.4		2	40	14	T	10	4	50	3
3	DSC- MM -C3	3	4	3.2		1	3	2.4		2	40	14	Based on Assignment/	10	4	50	3
4	DSC- MM -C4	2	4	3.2		-	-	-		2	40	14	Unit test	10	4	50	2
5	DSC- MM -C5	2	3	2.4	-	1	2	1.6		2	40	14	I	10	4	50	2
6	DSC- MM -C6	2	3	2.4	-	-	-	-		-	-	-	I	10	4	50	2
7	AECC-C	-	-	-		-	-	-		-	-	-		-	-	-	-
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1	DSC-MM-D1	2	3	2.4	1	3	2.4	2	4	10	14		10	4	50	2	2	3	2.4	150	2	
2	DSC- MM-D2	3	4	3.2	1	3	2.4		2 4	n	14	-	10	4	50	3	3	4	3.2	150	3	H
4				3.2	1	5	2.7		<u> </u>		14		10	-	50	P	5		3.2	130	5	H
3	DSC- MM-D3	3	4	3.2	1	3	2.4		2 40	0	14		10	4	2	50	18	50	18	150	3	1
4	DSC- MM-D4	2	4	3.2	-	-	-		2 4	0	14	-	10	4	-	-	<u> -</u>	50	18	50	2	-
5	DSC- MM-D5	2	3	2.4	1	2	1.6		2 4	0	14	1	10	4	2	50	18	50	18	150	2	1
6	DSC- MM-D6	2	4	3.2	-	-	-		2- 4	0	10		-	-		<u> </u>		50	18	50	-	Ē
8	AECC-D	4	4	3	-	-	-		2	70	20	Based on			- 1	30	10	-	-	100	4	rt
	Total (D)	18	26	20.6	4	11	8.8		-	-	-	 Based on Assignment/ Unit test 			-	-	-	-	-	800	16	4
9	SEC-IV	-	-	-	2	4	4		-	-	-	•				-	-	-	-	-	-	2+
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	Stuc	lent Co	ntact]	Hrs. Pe	er week:	28 Hot	ırs (Mir	1.)	•			Total marl	ks for I	BA (1	DMF	FC)-	II: 1	150			•	
	Theo	rv and	Practi	ical Le	ctures: 4	8 Minu	ites Eac	h				Total credit	s for B	A (D)	MFC	II-()	(Sem	ester	III & I	V): 52		

DSC: Discipline Specific Core Course-Candidate can opt four courses (Subjects) from DSC. However, Candidate shall opt for atleast one language course (subject) from DSC.

GEC: Generic Elective Compulsory Course –Candidate can opt any one course (Subject).

AECC: Ability Enhancement Compulsory Course (Communication Skills for Self Employed).

SEC: Skill Enhancement Course (Vocational Studies): Field Projects/ Internship/

Apprentice/ Community Engagement and Service. Any one from pool of 4 credit

courses.

For SEC courses there shall be practical examination of 100 marks at the end of semester – II which is assisted by Sector Skill Council.

SEC-IA & IIB are two parts of Vocational Course-I.

Link for the pool of SEC courses. (You may add or delete any courses as per availablefacilities)https://drive.google.com/file/d/176Vwvx4SC2ONrt69XADruzI2qnfBPI_o/ view?usp=sharing

(A)Non-Credit Self Study Course: Compulsory Civic Courses(CCC)

For SemI: CCC–I: Democracy, Elections and Good Governance (B)Non-

Credit Self Study Course: Skill Development Courses (SDC) For Sem II: SDC–I: Any one from following (i)to(v)

i)BusinessCommunication&Presentationii)Eventmanagementiii)PersonalityDevelo

pment, iv)Yoga & Physical Management) Resume, Report & proposal writing

• Exit option after Level 5: Students can exit with Certificate Course in Arts with the completion of courses equal to minimum of 48 credits and also shall have to acquire additional 8 credits by successfully completing SEC-IA and SEC-IIB courses which are assisted by Sector SkillCouncil.

B. A. Multimedia (Entire): List of courses:

Course code	Name of Course	Course code	Name of Course
	Sem III		Sem IV
DSC MM -C1	Digital Art Photography - I	DSC MM -D 1	Digital Art Photography - II
DSC MM -C2	Script Writing and Story Board Designing - I	DSC MM -D 2	Script Writing and StoryBoard Designing - II
DSC MM -C3	Sound Editing - I	DSC MM -D 3	Sound Editing - II
DSC MM -C4	Advertising - I	DSC MM -D 4	Advertising - II
DSC MM -C5	Flash Website Design - I	DSC MM -D 5	Flash Website Design - II
DSC MM –C6	Management skills - I	DSC MM –C6	Management skills - II
AECC – C		AECC - D	
SEC - I		SEC - II	
VBC-I		VBC-II	

B. A. (MM). Part 2 (Sem III & IV)

- DSC MM: Discipline Specific Core Course Multimedia
- AECC: Ability Enhancement Compulsory Course: Compulsory English
- SEC: Skill Enhancement Course
- VBC: Value Based Course (NSS/NCC/Sports/Cultural, etc.

Scheme of Examination

- Total marks allotted for the theory paper shall be 50 written exam.
- Total marks allotted for the practical paper shall be 50 marks including15 marks for External assessment.
- Head of passing for Written Exam, Internal Assessment, Practical Exam and External Exam will be separate.
- Total marks allotted for Internship report for the IIIrd year shall be 200 marks out of which 100 marks will be Internal Internship report Assessment and 100 marks for External Internship report assessment and viva voce at the even semester.

Standard of Passing

- To pass the examination a candidate must obtain a minimum of 35 % of marks in each paper subject.
- The minimum passing in theory paper of 50 marks shall be 18marks.
- The minimum passing in practical paper of 50 marks shall be 18marks.
- The minimum passing for the Internship report will be 35% i.e35 marks for internal assessment and 35 marks for External assessment.
- A candidate should pass a minimum of 2/3rd of the subjects of B.A. (DMFC) Ist year i.e semester 1 and 2 including Internal assessment, Theory exam, Practical exam and External assessment. If a candidate fails to pass the minimum of 2/3rd of the subject she will not be allowed to take admission to the second year.
- A candidate should pass a minimum of 2/3rd of the subjects of B.A. (DMFC) IInd year i.e semester 3 and 4 including Internal assessment, Theory exam, Practical exam and External assessment. If a candidate fails to pass the minimum of 2/3rd of the subject she will not be allowed to take admission to the Third year.
- A candidate of second year has to clear all the subjects from First year i.e semester I and II or else she will not be allowed to take admission to the third year.

Award of Class

• Class or Grade will be as per the Shivaji University CBCS Guidelines.

Examination Pattern

Sr No	Examination	Marks Distribution	Marks	Total marks
1	Theory	Written Exam	40	
		1) Objective type of Questions like	5x1=5	_
		• Fill in The blanks		
		Match The following		40
		• True or false		
		• Answer in one sentence.		
		Multiple choice questions		
		2) Answer in Brief (Any 3 out of4)	5x3=15	
		3) Descriptive type questions (Any 2 out of4)	10x2=20	-
2	Internal	Based on Assignments/ Displays/ Unit tests	10	10
		Total		50
3	Practical	Practical Exam	35	
		1) Question No 1	10x1=10	
		2) Question No 2	10x1=10	35
		3) Question No 3	15x1=15	
	External	Viva Voce	15	15
		Total		50
4	Internship			
	Report			
		1) Internal assessment of Report	100	200
		2) Estemal account (Viva Vaca of Dan of	100	-
		2) External assessment/Viva-Voce of Report	100	

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM - C1 Digital Art Photography - I

SEMESTER III

Preamble:

Digital photography refers to the introduction and initial stages of the development of digital photography as a technology and medium. It encompasses the key advancements, innovations, and events that laid the foundation for the widespread adoption of digital photography in today's digital age.

In the early days of photography, the dominant form of capturing images was through traditional film-based cameras. However, with the advent of digital technology, the concept of capturing and storing images in a digital format emerged. Here is a summary of the preamble of digital photography:

Digital photography represents a transformative period in the history of photography, where traditional film cameras gave way to digital technology. The advancements made during this time laid the groundwork for the digital imaging capabilities and possibilities we enjoy today.

Course Outcomes:

Participating in a digital photography course can offer various outcomes and benefits to individuals looking to enhance their photography skills and knowledge. Here are six potential outcomes of a digital photography course:

Technical Proficiency: A digital photography course provides participants with a solid foundation in technical aspects such as camera operation, exposure settings, composition techniques, and post-processing. Students gain a deeper understanding of how to use their cameras effectively, resulting in improved image quality and control over the creative process.

Artistic Expression: Digital photography courses encourage students to explore their creativity and develop their unique photographic style. Participants learn about composition principles, lighting techniques, color theory, and visual storytelling, enabling them to express their artistic vision

through their photographs.

Expanded Knowledge: Photography courses often cover various genres and styles of photography, including portrait, landscape, documentary, and still life. Students gain exposure to different approaches and techniques, broadening their understanding of photography as a whole. They learn about the history of photography, influential photographers, and contemporary trends, fostering a deeper appreciation for the medium.

Feedback and Critique: In a digital photography course, participants typically receive feedback and constructive critique on their work from instructors and peers. This feedback helps students identify strengths and areas for improvement, facilitating their growth as photographers. Learning to give and receive feedback also enhances their ability to objectively evaluate and analyze photographs.

Practical Assignments: Many digital photography courses include practical assignments that allow students to apply the concepts and techniques they learn. These assignments provide opportunities to practice different genres, experiment with various settings, and develop their skills. Completing assignments helps students build a portfolio of work that showcases their progress and versatility.

Community and Networking: Joining a digital photography course connects individuals with likeminded photography enthusiasts and provides opportunities for networking. Students can engage in discussions, share ideas, collaborate on projects, and form valuable connections within the photography community. This sense of community fosters ongoing learning, inspiration, and potential collaborations beyond the course itself.

These outcomes of a digital photography course contribute to overall growth and improvement as a photographer. They equip individuals with technical skills, artistic vision, and a deeper understanding of the medium, enabling them to create compelling photographs and pursue their passion for photography with confidence.

Total Credits: 02 Workload: 03 Lectures per week week Total Marks: 50 Theory: 03 Lectures per

Module 1: Introducing of digital Camera

- 1.1. Analog Camera History
- 1.2. Types of Analog Camera History
- 1.3. Development of Cameras: Pinhole to DSLR
- 1.4. Types of Lenses and its Uses

Module 2: Camera Accessories

- **2.1.** Camera MOS, Camera Tripod, Monopod
- 2.2. Filters, Reflectors, and Light Cutters
- 2.3. Backgrounds
- 2.4. Studio Lights

Module 3:- Working in Studio

- 3.1. Ambient Light and Studio Lights
- 3.2. Three Lights arrangement
- 3.3. Pillers of Photography: ISO, Shutter Speed, Aperture Settings
- 3.4. Principles of Photography

Module 4:- Camera and Lenses Handling

- 4.1. Framing techniques
- 4.2. Lenses: Premium Lenses, Standard Lenses, Zoom Lenses
- 4.3. Lighting: Human Figure, Products,
- 4.4.Table Top Photography

Practical:-

Practical 1

- 1. Using Pinhole, Fix Lens Camera,
- 2. Using Analog Camera
- 3. Camera Functions
- 4. Working with Lens

Practical 2

- 1. Camera settings: CMOS, ISO
- 2. Camera settings: Shutter Speed
- 3. Camera settings: Aperture Settings

4. Photo shoot: using Studio Lights

Practical 3

- 1. Photo shoot: using Ambient Light
- 2. Photo shoot: Human full Figure and Group Photography
- 3. Photo shoot: Moving Object / Objects
- 4. Photo shoot: Depth of Field

Practical 4

- **1.** Photo shoot: Shallow Depth of Field
- 2. Nature Photography / Wide Photography
- 3. Photo shoot: Principle of Framing
- 4. Photo shoot: Using Golden Ratio

Reference:

- 1. The Digital Photography Book
- 2. The Step-by-step Secrets for how to Make Your Photos Look Like the Pros'!
- 3. Extraordinary Everyday Photography
- 4. Fundamentals of Photography: The Essential Handbook for Both Digital and Film Cameras
- 5. The Complete Guide to Digital Photography
- 6. Creative Composition Digital Photography Tips and Techniques

weblinks:

- 1. <u>https://www.google.co.in/books/edition/Fundamentals_of_Photography/9yGNEAAAQBAJ?hl=en</u>
- 2.https://www.google.co.in/books/edition/Extraordinary_Everyday_Photography/sCyPEAAAQBAJ?hl=en
- 3. <u>https://www.google.co.in/books/edition/The_Digital_Photography_Book/6TNvAQAAQBAJ?hl=en</u>
- **4.** <u>https://www.google.co.in/books/edition/The_Complete_Guide_to_Digital_Photograph/_0I3-</u>8jOwtcC?hl=en&gbpv=1&dq=photography&printsec=frontcover
- 5. https://www.google.co.in/books/edition/Creative_Composition/F5n6jwEACAAJ?hl=en

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM – C2 Script Writing and Story Board Designing - I

SEMESTER III

Preamble:

Script writing and storyboarding refers to the initial stages of developing a script and creating a visual plan for a film, television show, or other visual media project. It involves the processes of conceptualizing, outlining, and structuring the story, as well as visually planning the scenes and shots. Here is an overview of the preamble of script writing and storyboarding:

Story Conceptualization: The first step in script writing and storyboarding is developing the initial concept or idea for the story. This may involve brainstorming, research, and exploring different themes, genres, or narratives to create a compelling story.

Collaboration between the writer, director, and other key creatives is vital. Feedback, revisions, and discussions take place to refine the script and storyboards, ensuring a cohesive vision and effective storytelling.

Script Writing and storyboarding sets the foundation for the production process, providing a roadmap for the creative team to follow during filming and post-production. It allows for effective communication and planning, ensuring that the story is effectively translated from script to screen.

Total Credits: 02 Workload: 03 Lectures per week Total Marks: 50 Theory: 03 Lectures per week

Module 1: Concept of Script Writing and Story Board Designing

- 1.1. Understanding: Idea, Story, Script, Screenplay
- 1.2. Difference between Script and Screenplay
- 1.3. Study of Content
- **1.4.** Items of making a great Screenplay

Module 2: Basis of Script Writing

- **2.1.** How to Manage Action, Scene, Heading character name (Slug Line)
- **2.2**. Elements of Script Writing
- 2.3. How to develop Content and Story writing Ideas
- **2.4.** Treatment and Synopsis

Module 3: Story Boarding

- 3.1. Story Boarding: Introduction
- 3.2. Story Boarding: Benefits
- 3.3. Story Boarding: Multimedia Story Boarding Tools
- 3.4. Story Boarding: using interactive Story Boarding to speed up the content writing resources.

Module 4: Story Boarding

- 4.1. Story Boarding: Using Template
- 4.2. Story Boarding: best way to show Visual Narration
- 4.3. Story Boarding: Expression, Gesture and Character Design,
- 4.4. Story Boarding: Movement Layout Perspective, Composition, Environmental final sketching

Practical:-

Practical 1

- 1. Visualization: to create Idea, Story or Script
- 2. Create Screenplay from Script
- **3.** Study of Content, Concept
- 4. Study of Conflict, Character Situations, Location, Convincing Protagonist, Antagonist

Practical 2

- 1. Study of Basis of Scriptwriting
- 2. Study of Screenplay Page Breaking, Character Name, Scene Heading, and Action, to use in Script Writing
- 3. Study of Elements of Script Writing
- 4. Study of how to Generate or Create Ideas or Concepts

Practical 3

- 1. Study of Benefits of Story Boarding
- 2. Study of Multimedia Tools
- 3. Study of Multimedia Tools
- 4. Study of Interactive Story Board

Practical 4

- 1. Study of Templates in Story Board Designing
- 2 best way to Show Visual Narration in Script Writing
- 3. Study of Character Design, Gesture and Expressions
- 4. Study of movement layout Perspective Composition in final sketching of Storyboard

Reference:

- **1.** Judith H. Haag, Hillis R. Cole (1980) The Complete Guide to Standard Script Formats: The Screen Play. CMC Publishing.
- **2.** David Trottier (1998). The Screenwriter's Bible: A Complete Guide to Writing, Formatting, and Selling Your Script. Silman-James press
- 3. Yves Lavender (2005). Writing Drama, A Comprehensive Guide for Playwriting.
- 4. The Complete Book of Script writing by J. Michel Straczynski
- 5. The Story of Walt Disney (Henry Holt, 1956)

Web links:

- 1. <u>https://comics.ha.com/itm/books/general/the-story-of-walt-disney-first-edition-hardbound-book-henry-holt-and-co-1957-/a/122135-19957.s</u>
- 2.https://www.google.com/search?q=The+Complete+Book+of+Script+writing+by+J.+Michel+Stra czynski&rlz=1C1CHBD_enIN810IN812&ei=SP2jZM7BI5ay4-
 - <u>EP_ZCnkAw&ved=0ahUKEwjOhbO89PT_AhUW2TgGHX3ICcIQ4dUDCA8&uact=5&oq=Th</u> <u>e+Complete+Book+of+Script+writing+by+J.+Michel+Straczynski&gs_lcp=Cgxnd3Mtd2l6LXN</u> <u>lcnAQAzIFCAAQogRKBAhBGABQAFgAYMAUaABwAHgAgAG8AYgBvAGSAQMwLjGY</u> <u>AQCgAQKgAQHAAQE&sclient=gws-wiz-serp#imgrc=BqOwQzvicSX9JM</u>:
- 3. https://www.amazon.com/Complete-Guide-Standard-Script-Formats/dp/0929583000
- $\underline{4.\ \underline{https://www.amazon.in/Screenwriters-Bible-Complete-Writing-Formatting/dp/1935247212}$
- $\underline{5}.\ \underline{https://ia800309.us.archive.org/21/items/practicalmanual00 herm.pdf}$

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM – C3 Sound Editing - I

SEMESTER III

Preamble:

The preamble of sound editing refers to the initial stages of working with audio in the postproduction process of a film, television show, or other visual media project. It involves manipulating and enhancing the recorded audio elements to create a cohesive and immersive auditory experience.

The preamble of sound editing is a critical phase in the post-production process, where the audio elements are refined, enhanced, and carefully crafted to elevate the overall audio experience of the project. The sound editor's expertise and creative decisions contribute to creating a rich and immersive auditory world that enhances the visuals and engages the audience.

Total Credits: 02 Workload: 03 Lectures per week Total Marks: 50 Theory: 03 Lectures per week

Module 1: Foley

- 1.1. The Art of Foley, Foley Materials and Props
- 1.2. Foley Tips
- 1.3. Studio Equipments and Field Recording Package
- 1.4. Professional Audio File Formats, Mono Tracks, Stereo Tracks and Recorders

Module 2: Effects

- 2.1. Acoustics
- 2.2. Multimedia Effects
- **2.3.** Musical Effects
- 2.4. How to Create the Sound

Module 3: Sound Software I

- 3.1. Reverse, Silence, Invert, Amplify, Channel Mixer, Echo
- 3.2. Noise Reduction, Hiss Reductions, Reverts, Speed, Tempo
- 3.3. Bass Boost, Appearance, Audio Channel Mapping Hardware,
- 3.4. Control Surface Effects, Playback Display, Disk Cache Multi Track, Marcus and Metadata

Module 4: Sound Software II

- 4.1. Split, Clip Gain
- **4.2**. Mute, Loop, Stretch Mode
- 4.3. Fade in, Fade Out, Cross fade, Various other Faders
- 4.4. Nudge, Trim, Stereo Mix Recording

Practical:

Practical 1

- 1. Collection of Various type Material for Foley
- 2. Create of Various Sound by using collected Material
- 3. How to Care of Studio Materials
- 4. Study of Various professional Sound Tracks

Practical 2

- 1. Use Acoustics Material
- 2. Create Various Sound by using collected Material
- 3. Create Various Multimedia Sound Tracks
- 4. Create Various Sound Tracks

Practical 3

- 1. Working with Sound Channel Mixer
- 2. Noise Reduction
- 3. Hiss Controlling
- 4. How to Control Surface Effects

Practical 4

- 1. Creating Sound Track and Save particular Format
- 2. Working with Stretch Mode, Fade In and Fade Out
- 3. Working with Cross Fade and Various other Faders

4. Stereo Mix Recording

Reference:

- 1. Sound-On-Film Interviews with Creators of Film Sound By Vincent LoBrutto
- 2. Sound Editing in Final Cut Studio By Jeff Sobel
- 3. PC Audio Editing By Roger Derry
- 4. Dialog Editing for Motion Pictures By John Purcell
- 5. Digital Audio Editing By Simon Longford
- 6. The Sound Effects Bible By David Sonnenschie Web Links:
- 1. https://www.amazon.in/Sound-Film-Interviews-Creators-Sound/dp/0275944433
- 2. https://www.amazon.in/Apple-Pro-Training-Editing-Studio/dp/0321647483
- 3. https://www.amazon.in/-/hi/Roger-Derry/dp/0240516974
- 4. https://www.amazon.in/Dialogue-Editing-Motion-Pictures-Invisible/dp/0415828171
- 5. https://www.amazon.in/Digital-Audio-Editing-Correcting-Enhancing/dp/0415829585
- 6. https://www.amazon.in/Sound-Effects-Bible-Create-Hollywood/dp/1615932046

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM – C4 Advertising - I

SEMESTER III

Preamble:

Advertising refers to the early stages and foundational elements of creating and implementing an advertising campaign. It encompasses the process of developing a strategic plan, identifying target audiences, and crafting compelling messages to promote a product, service, or brand.

advertising sets the stage for a successful advertising campaign by laying the groundwork for strategic planning, audience targeting, and message development. It involves understanding the goals, researching the market, and crafting compelling content to effectively reach and engage the target audience. With careful planning and execution, advertising can drive brand awareness, generate leads, and influence consumer behaviour.

advertising sets the stage for a successful advertising campaign by laying the groundwork for strategic planning, audience targeting, and message development. It involves understanding the goals, researching the market, and crafting compelling content to effectively reach and engage the target audience. With careful planning and execution, advertising can drive brand awareness, generate leads, and influence consumer behaviour.

Total Credits: 02 Workload: 03 Lectures per week

Total Marks: 50 Theory: 03 Lectures per week

Module 1: Advertising Definition and Functions

- 1.1. Definition and Meaning, Origin and Development
- 1.2. Growth of Advertising in India and Current Global Perspective
- **1.3.** Publicity, Propaganda and Advertising, Limitations of Advertising
- 1.4. Introduction of Photoshop Software, Colour Modes such as RGB, CMYK etc.

Module 2: Roll and Benefits of Advertising

- 2.1. Roll of Advertising, Benefits of Advertising to Manufacturer, Consumer, Media and Society
- 2.2. Advertising as Business Process and Communication Process
- **2.3.** Communication Principles Theories applied to Advertising
- 2.4. Tool Box in Photoshop Colour Wheel Software Oriented

Module 3: Types of Advertising

- **3.1.** Print, Electronic, Radio and Internet
- 3.2. Types of Advertising: Commercial, Government and Social

- **3.3.** Types of Advertising: Local, Regional, National.
- **3.4.** Corporate Advertising and Integrated Marketing Communication

Module 4: Advertising Copy and Production

- **4.1.** Advertising Copy, Types of Copy, Content Writing, Translating Advertising Message in to Copy
- 4.2. Elements of Print: Heading, Slogan, Body Copy and sub Slogan
- 4.3. Stages in Creative Visualization, Design and Layout
- 4.4. Production Process: Print, Audio-Video

Reference:

- 1. Jethwaney J. and Jain Shruti: Advertising Management, Oxford University Press, New Delhi, 2006
- 2. Philip Kotler: Marketing Management, Pearson Prentice Hall, 2002
- 3. https://www.coursehero.com/file/p2ujsbd/BOOK-FOR-STUDY-Jefkins-Frank-Advertising-New-Delhi-Pearson-Education-2007-BOOKS/
- **4.** Clow E Kenneth: Integrated Advertising, Promotion and Marketing Communication, Printice Hall, 2002 Co.Ltd. 2008
- 5. Willaim F. Arens: Contemporary Advertising. Tata McGraw Hill Publishing
- 6. Batra Myers and Aaker: Advertising Management, Prentice Hall, New Delhi

Web Links:

- 1. <u>https://global.oup.com/academic/product/advertising-management</u> 9780198074120?cc=jp&lang=en&
- 2. <u>http://www.ir.harambeeuniversity.edu.et/bitstream/handle/123456789/1486/Marketing%</u> 20Management%2C%20Millenium%20Edition%20%28%20PDFDrive.com%20%29.pdf?se quene=1&isAllowed=y
- 3 https://www.coursehero.com/file/p2ujsbd/BOOK-FOR-STUDY-Jefkins-Frank-Advertising-New-Delhi-Pearson-Education-2007-BOOKS/
- **4**.https://books.google.co.in/books/about/Integrated_Advertising_Promotion_and_Mar. html?ii=O54rAQAAMAAJ&redir_esc=y
- **5** https://www.indianjournals.com/ijor.aspx?target=ijor:xijmms&volume=3&issue=2& article=020
- 6. https://www.amazon.in/Advertising-Management-5e-BATRA/dp/8177588508

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM – C5 Flash Website Design- I

SEMESTER III

Preamble:

Flash Website Design refers to the early stages and foundational elements of creating websites using Adobe Flash technology. Flash was a multimedia platform that allowed for interactive and animated content on websites. While Flash is no longer widely supported or recommended due to its security vulnerabilities and lack of compatibility with modern devices, understanding its historical context is still valuable.

While the Flash Website Design showcases the historical significance and creative possibilities of Flash, it's important to note that the technology is no longer recommended for web development due to its limitations and security concerns. Modern web development focuses on utilizing HTML5, CSS3, JavaScript, and other web standards to create interactive and visually compelling websites that are compatible with a wide range of devices.

Total Credits: 02 Workload: 03 Lectures per week

Total Marks: 50 Theory: 03 Lectures per week

Module 1: Concept of Script Writing and Story Board Designing

- **1.1.** Introduction to Flash
- 1.2. Flash Vs HTML
- 1.3. Important or Scope of Flash

Module 2: Concept of Script Writing and Story Board Designing

- **2.1.** Exploring the Flash user Interface
- **2.2**. Working with Colour
- **2.3.** Objects and Text
- 2.4. Dockers

Module 3: Concept of Script Writing and Story Board Designing

- **3.1.** Getting Familiar with the Timeline Panel
- **3.2**. Symbols
- 3.3. Instances and Library

Module 4: Concept of Script Writing and Story Board Designing

- 4.1. Working with an Animation
- 4.2. Getting Familiar with Action Script
- **4.3.** Introduction to Dreamweaver

Practical:

Practical 1

- 1. Working with Flash: Menus, Bars, Dockers
- 2. Working with Tool bar
- 3. Working with Page
- 4. Working with HTML

Practical 2

- 1. Working with Flash: Complete Interface
- 2. Working with Colour
- 3. Working with Objects
- 4. Working with Text

Practical 3

- 1. Working with Flash: Time Line
- 2. Working with Panels
- 3. Instances of Flash
- 4. Working with Flash Library

Practical 4

- 1. Creating Simple Human Character for Animation
- 2. Creating Simple Animal Character for Animation
- 3. Working with Action Script
- 4. Working with Dreamweaver

Reference:

- 1. Flash Web Design: The Art of Motion Graphics By Hillman Curtis
- 2. Learning Web Design: A Beginners Guide By Jennifer Nicelerrt Robbins
- 3. Building Flash Web Sites for Dummies By Dough Sahlin
- 4. WWW Design: Flash By Daniel Donnelly
- 5. Flash 3 Web Animation Design By Ken Milburn, Janine Warner

Web Links:

- 1. https://www.amazon.in/Flash-Web-Design-Hillman-Curtis/dp/0735708967
- 2. https://www.amazon.in/Learning-Web-Design-Beginners-JavaScript/dp/9352137388
- 3. https://www.amazon.in/Building-Flash-Web-Sites-Dummies/dp/0471792209
- 4. https://www.amazon.com/WWW-Design-Flash-Designs-Around/dp/1564969061
- 5. https://www.amazon.in/Flash-Web-Animation-Design-Milburn/dp/157610382X

B.A. (Multimedia) Part II Semester III

June 2022 onwards

DSC MM – C6 Management Skills- I

SEMESTER III

Preamble:

Management skills refers to the foundational elements and key aspects of effective management. Management skills encompass a range of abilities and competencies that enable individuals to effectively lead, organize, and coordinate people, resources, and processes within an organization. Here is an overview of the preamble of management skills:

Management skills highlights the foundational abilities and competencies necessary for effective management. These skills provide managers with the tools to lead teams, make informed decisions, solve problems, and create a positive and productive work environment. Continual development and refinement of management skills are essential for successful leadership and organizational growth.

Total Credits: 02 Workload: 03 Lectures per week

Total Marks: 50 Theory: 03 Lectures per week

Module 1: Introduction to management:

- Introduction to management: Concept and Nature of Management, need for the study, Managerial levels and Functions of Management.
- Contribution to Development of Management Theory: F.W.Taylor, Henri Fayol, Elton Mayo and Peter Drucker

Module 2: Planning and Decision Making:

- **1.** Planning -Concept, Types, Steps in Planning process. Environmental Analysis (internal and external environment).
- 2. Forecasting- Meaning and Techniques
- 3. Decision Making- Concept, Types and decision making process

Module 3: Organizing and Staffing:

- 1. Organizing Concept, Principles and Process.
- 2. Types of organizations
- **3.** Authority and Responsibility.
- 4. Staffing- Nature and importance of Staffing

Module 4: Directing and controlling

- 1. Direction: Concept and Principles of direction
- 2. Communication : Concept, Types and Communication Process
- 3. Motivation : Concept and Maslow's Need Hierarchy Theory
- 4. Controlling : Meaning and steps in controlling

Reference:

- 1. TN Chhabra, Management Concepts and Practice, DhanpatRai& Co. (Pvt. Ltd.), New Delhi
- 2. Peter F Drucker, Practice of Management, Mercury Books, London
- 3. Organisation and Management- Dr. C.B. Gupta
- 4. Business Organization and Management –M.C.Shukla
- 5. Essentials of Management- Koontz and O' Donnell
- 6. Management- Principlesa nd practice- Shriniwas & Chunawala
- 7. Principles of management: Terry,G.R. and Stephen Franklin

Web Links:

1. https://www.amazon.in/Principles-Practices-Managment-2018-2019- Session/dp/8177002155

- 2. https://www.amazon.in/Practice-Management-Peter-F-Drucker/dp/0060878975
- 3. https://www.amazon.in/Business-Organisation-Management-Gupta-C-B/dp/9351611132
- 4. https://www.amazon.in/Management-Principles-Practice-R-Srinivasan/dp/9351422089

5.https://books.google.co.in/books/about/Principles_of_Management.html?id=WWo_YgEACAAJ &redir_esc=y



Shivaji University, Kolhapur

COLLEGE OF NON-CONVENTIONAL VOCATIONAL COURSES FOR WOMEN, CSIBER Trust, Kolhapur

Under the faculty of Interdisciplinary Studies

Revised CBCS Syllabus for

B.A. in Multimedia

B.A. (Multimedia) Part- II- Sem IV Semester Pattern

Syllabus to be implemented from Academic Year 2022-2023

SHIVAJI UNIVERSITY, KOLHAPUR SYLLABUS Choice Based Credit System B.A. (Multimedia) Part II Semester IV June 2022 onwards DSC MM - D1 Digital Art Photography - II SEMESTER IV

Preamble:

Digital photography refers to the introduction and initial stages of the development of digital photography as a technology and medium. It encompasses the key advancements, innovations, and events that laid the foundation for the widespread adoption of digital photography in today's digital age.

In the early days of photography, the dominant form of capturing images was through traditional film-based cameras. However, with the advent of digital technology, the concept of capturing and storing images in a digital format emerged. Here is a summary of the preamble of digital photography:

Digital photography represents a transformative period in the history of photography, where traditional film cameras gave way to digital technology. The advancements made during this time laid the groundwork for the digital imaging capabilities and possibilities we enjoy today.

Course Outcomes:

Participating in a digital photography course can offer various outcomes and benefits to individuals looking to enhance their photography skills and knowledge. Here are six potential outcomes of a digital photography course:

Technical Proficiency: A digital photography course provides participants with a solid foundation in technical aspects such as camera operation, exposure settings, composition techniques, and post-processing. Students gain a deeper understanding of how to use their cameras effectively, resulting in improved image quality and control over the creative process.

Artistic Expression: Digital photography courses encourage students to explore their creativity and develop their unique photographic style. Participants learn about composition principles, lighting techniques, color theory, and visual storytelling, enabling them to express their artistic vision through their photographs.

Expanded Knowledge: Photography courses often cover various genres and styles of photography,

including portrait, landscape, documentary, and still life. Students gain exposure to different approaches and techniques, broadening their understanding of photography as a whole. They learn about the history of photography, influential photographers, and contemporary trends, fostering a deeper appreciation for the medium.

Feedback and Critique: In a digital photography course, participants typically receive feedback and constructive critique on their work from instructors and peers. This feedback helps students identify strengths and areas for improvement, facilitating their growth as photographers. Learning to give and receive feedback also enhances their ability to objectively evaluate and analyze photographs.

Practical Assignments: Many digital photography courses include practical assignments that allow students to apply the concepts and techniques they learn. These assignments provide opportunities to practice different genres, experiment with various settings, and develop their skills. Completing assignments helps students build a portfolio of work that showcases their progress and versatility.

Community and Networking: Joining a digital photography course connects individuals with likeminded photography enthusiasts and provides opportunities for networking. Students can engage in discussions, share ideas, collaborate on projects, and form valuable connections within the photography community. This sense of community fosters ongoing learning, inspiration, and potential collaborations beyond the course itself.

These outcomes of a digital photography course contribute to overall growth and improvement as a photographer. They equip individuals with technical skills, artistic vision, and a deeper understanding of the medium, enabling them to create compelling photographs and pursue their passion for photography with confidence.

Total Credits: 02 Workload: 03 Lectures per week week

Module 1: Types of Photography

- 1.1. Industrial Photography
- 1.2. Commercial / Product Photography
- **1.3.** Modelling Photography
- 1.4. Social Photography

Module 2: Techniques of Photography

- 2.1. Wild Life Photography
- 2.2. Composition Rules of Photography
- 2.3. Rule of Third
- 2.4. Premium Lenses

Module 3: Lighting

- 3.1. Types of Lights
- **3.2**. Types of Soft Box
- 3.3. Types of Umbrella
- 3.4. Barn doors

Module 4: Photography

- **4.1.** Creative Photography
- 4.2. Trick Photography
- 4.3. Out Door Photography: Architectural Photography
- 4.4. Sport Photography

Practical:

Practical 1

- 1. Machine Photography, Site Photography
- 2. Table Top Photography: Product, Cosmetic etc.
- **3.** Portrait Photography: Human, Animal, Flowers etc.
- 4. Social Photography: Traffic, Nature, Disaster etc.

Practical 2

- 1. Out Door Photography: Wild Life, Nature etc.
- 2. Thought wise Photography: As per Visualiser Theme
- 3. Photography: Using All Rules of Photography
- 4. Photography Lenses: Normal lens, Wide lens, Zoom lens

Total Marks: 50 Theory: 03 Lectures per

Practical 3

- 1. Working with Lights: Ambient Light, Artificial Light,
- 2. Working with Lights: Studio Lights, Probe Lights, All Umbrella Lights.
- 3. Working with Lights: All types of Umbrella Lights.
- 4. Cut Light Photography: Using Barn Door, Snoot, Honey combs.

Practical 4

- 1. Using all Equipments of Photography
- 2. Creative Photography
- 3. Out Door Photography: Buildings, Arches, Seashore, Flyovers,
- 4. Sport Photography: Different Games, etc.

Reference:

- 1. The Digital Photography Book
- 2. The Step-by-step Secrets for how to Make Your Photos Look Like the Pros'!
- 3. Extraordinary Everyday Photography
- 4. Fundamentals of Photography: The Essential Handbook for Both Digital and Film Cameras
- 5. The Complete Guide to Digital Photography
- 6. Creative Composition Digital Photography Tips and Techniques

weblinks:

- 1. <u>https://www.google.co.in/books/edition/Fundamentals_of_Photography/9yGNEAAAQBAJ?hl=en</u>
- 2.https://www.google.co.in/books/edition/Extraordinary_Everyday_Photography/sCyPEAAAQBAJ?hl=en
- 3. <u>https://www.google.co.in/books/edition/The_Digital_Photography_Book/6TNvAQAAQBAJ?hl=en</u>
- **4.** <u>https://www.google.co.in/books/edition/The_Complete_Guide_to_Digital_Photograph/_0I3-</u> 8jOwtcC?hl=en&gbpv=1&dq=photography&printsec=frontcover
- 5. https://www.google.co.in/books/edition/Creative_Composition/F5n6jwEACAAJ?hl=en

B.A. (Multimedia) Part II Semester IV

June 2022 onwards

DSC MM – D2 Script Writing and Story Board Designing - II

SEMESTER IV

Preamble:

Script writing and storyboarding refers to the initial stages of developing a script and creating a visual plan for a film, television show, or other visual media project. It involves the processes of conceptualizing, outlining, and structuring the story, as well as visually planning the scenes and shots. Here is an overview of the preamble of script writing and storyboarding:

Story Conceptualization: The first step in script writing and storyboarding is developing the initial concept or idea for the story. This may involve brainstorming, research, and exploring different themes, genres, or narratives to create a compelling story.

Collaboration between the writer, director, and other key creatives is vital. Feedback, revisions, and discussions take place to refine the script and storyboards, ensuring a cohesive vision and effective storytelling.

Script Writing and storyboarding sets the foundation for the production process, providing a roadmap for the creative team to follow during filming and post-production. It allows for effective communication and planning, ensuring that the story is effectively translated from script to screen.

Total Credits: 02 Workload: 03 Lectures per week Total Marks: 50 Theory: 03 Lectures per week

Module 1: Story Structure

1.1. The Three-Act Structure1.2. Act I: Set up1.3. Act II: Confrontation1.4. Act III: Resolution

Module 2: Story Content

2.1. The Creation of Character

- **2.2**. Setting up the Story
- 2.3. Key Incident
- 2.4. Dramatic Premise, Plot Point

Module 3: Three Pillars of Story Board

- 3.1. Event, Camera, Sound and Story Board Language / Iconography / Conventions
- 3.2. Stick Figures, Perspective Boxes, Camera Arrows, Multiple Panels
- 3.3. Sound Track, Concept and Design Development
- **3.4.** Model Sheet, Character Expression Sheet

Module 4: Three Pillars of Story Board

- 4.1. Camera Angle, Platform
- 4.2. Timing, Sc and Sq. Series of Shots,
- 4.3. Title and Openings
- **4.4.** Animatic Voice Recording and Final Output.

Practical:

Practical 1

- **1.** Write a Story based on Story Structure
- 2. Study of Three Act Structures
- 3. Act Structures I and II
- 4. Act Structure III

Practical 2

- 1. Study of Characters
- 2. Study of Characters Creation Process
- 3. Key Incident
- 4. Creating Scene

Practical 3

- 1. Study of Camera Angles, Sound,
- 2. Study of Language / Conventions / Iconography
- 3. Study of Camera Arrows, Multiple Panels
- 4. Conceptive Sound Track, Model Sheet

Practical 4

- 1. Study of Camera Angles, Platforms and Timing
- 2. Study of Scene Sequence

- 3. Study of Series of Shots
- 4. Final Output

Reference:

- **1.** Judith H. Haag, Hillis R. Cole (1980) The Complete Guide to Standard Script Formats: The Screen Play. CMC Publishing.
- **2.** David Trottier (1998). The Screenwriter's Bible: A Complete Guide to Writing, Formatting, and Selling Your Script. Silman-James press
- 3. Yves Lavender (2005). Writing Drama, A Comprehensive Guide for Playwriting.
- 4. The Complete Book of Script writing by J. Michel Straczynski
- 5. The Story of Walt Disney (Henry Holt, 1956)

Web links:

- 1. <u>https://comics.ha.com/itm/books/general/the-story-of-walt-disney-first-edition-hardbound-book-henry-holt-and-co-1957-/a/122135-19957.s</u>
- 2.https://www.google.com/search?q=The+Complete+Book+of+Script+writing+by+J.+Michel+Stra czynski&rlz=1C1CHBD_enIN810IN812&ei=SP2jZM7BI5ay4-EP_ZCnkAw&ved=0ahUKEwjOhbO89PT_AhUW2TgGHX3ICcIQ4dUDCA8&uact=5&oq=Th e+Complete+Book+of+Script+writing+by+J.+Michel+Straczynski&gs_lcp=Cgxnd3Mtd2l6LXN lcnAQAzIFCAAQogRKBAhBGABQAFgAYMAUaABwAHgAgAG8AYgBvAGSAQMwLjGY AQCgAQKgAQHAAQE&sclient=gws-wiz-serp#imgrc=BqOwQzvicSX9JM:
- 3. <u>https://www.amazon.com/Complete-Guide-Standard-Script-Formats/dp/0929583000</u>
- 4. <u>https://www.amazon.in/Screenwriters-Bible-Complete-Writing-Formatting/dp/1935247212</u>
- 5. https://ia800309.us.archive.org/21/items/practicalmanual00herm/practicalmanual00herm.pdf

B.A. (Multimedia) Part III Semester IV

June 2022 onwards

DSC MM – D3 Sound Editing - II

SEMESTER IV

Preamble:

The preamble of sound editing refers to the initial stages of working with audio in the postproduction process of a film, television show, or other visual media project. It involves manipulating and enhancing the recorded audio elements to create a cohesive and immersive auditory experience.

The preamble of sound editing is a critical phase in the post-production process, where the audio elements are refined, enhanced, and carefully crafted to elevate the overall audio experience of the project. The sound editor's expertise and creative decisions contribute to creating a rich and immersive auditory world that enhances the visuals and engages the audience.

Total Credits: 02 Workload: 03 Lectures per week Total Marks: 50 Theory: 03 Lectures per week

Module 1: Foley

- 1.1. The Art of Foley, Foley Materials and Props
- 1.2. Foley Tips
- 1.3. Studio Equipments and Field Recording Package
- 1.4. Professional Audio File Formats, Mono Tracks, Stereo Tracks and Recorders

Module 2: Effects

- 2.1. Acoustics
- **2.2**. Multimedia Effects
- **2.3.** Musical Effects
- 2.4. How to Create the Sound

Module 3: Sound Software I

- 3.1. Reverse, Silence, Invert, Amplify, Channel Mixer, Echo
- 3.2. Noise Reduction, Hiss Reductions, Reverts, Speed, Tempo
- 3.3. Bass Boost, Appearance, Audio Channel Mapping Hardware,
- 3.4. Control Surface Effects, Playback Display, Disk Cache Multi Track, Marcus and Metadata

Module 4: Sound Software II

- 4.1. Split, Clip Gain
- 4.2. Mute, Loop, Stretch Mode
- 4.3. Fade in, Fade Out, Cross fade, Various other Faders
- 4.4. Nudge, Trim, Stereo Mix Recording

Practical:

Practical 1

- 1. Collection of Various type Material for Foley
- 2. Create of Various Sound by using collected Material
- 3. How to Care of Studio Materials
- 4. Study of Various professional Sound Tracks

Practical 2

- **1.** Use Acoustics Material
- 2. Create Various Sound by using collected Material
- 3. Create Various Multimedia Sound Tracks
- 4. Create Various Sound Tracks

Practical 3

- 1. Working with Sound Channel Mixer
- 2. Noise Reduction
- 3. Hiss Controlling
- 4. How to Control Surface Effects

Practical 4

- 1. Creating Sound Track and Save particular Format
- 2. Working with Stretch Mode, Fade In and Fade Out
- 3. Working with Cross Fade and Various other Faders
- 4. Stereo Mix Recording

Reference:

- 1. Sound-On-Film Interviews with Creators of Film Sound By Vincent LoBrutto
- 2. Sound Editing in Final Cut Studio By Jeff Sobel
- 3. PC Audio Editing By Roger Derry
- 4. Dialog Editing for Motion Pictures By John Purcell
- 5. Digital Audio Editing By Simon Longford
- 6. The Sound Effects Bible By David Sonnenschie

Web Links:

- 1. https://www.amazon.in/Sound-Film-Interviews-Creators-Sound/dp/0275944433
- 2. https://www.amazon.in/Apple-Pro-Training-Editing-Studio/dp/0321647483
- 3. https://www.amazon.in/-/hi/Roger-Derry/dp/0240516974
- 4. https://www.amazon.in/Dialogue-Editing-Motion-Pictures-Invisible/dp/0415828171
- 5. https://www.amazon.in/Digital-Audio-Editing-Correcting-Enhancing/dp/0415829585
- 6. https://www.amazon.in/Sound-Effects-Bible-Create-Hollywood/dp/1615932046

SHIVAJI UNIVERSITY, KOLHAPUR SYLLABUS Choice Based Credit System B.A. (Multimedia) Part II Semester IV June 2022 onwards DSC MM – D4 Advertising - II SEMESTER IV

Preamble:

Advertising refers to the early stages and foundational elements of creating and implementing an advertising campaign. It encompasses the process of developing a strategic plan, identifying target audiences, and crafting compelling messages to promote a product, service, or brand.

advertising sets the stage for a successful advertising campaign by laying the groundwork for strategic planning, audience targeting, and message development. It involves understanding the goals, researching the market, and crafting compelling content to effectively reach and engage the target audience. With careful planning and execution, advertising can drive brand awareness, generate leads, and influence consumer behaviour.

advertising sets the stage for a successful advertising campaign by laying the groundwork for strategic planning, audience targeting, and message development. It involves understanding the goals, researching the market, and crafting compelling content to effectively reach and engage the target audience. With careful planning and execution, advertising can drive brand awareness, generate leads, and influence consumer behaviour.

Total Credits: 02 Workload: 03 Lectures per week

Total Marks: 50 Theory: 03 Lectures per week

Module 1: The Structure of A Campaign Plan

1.1 Situation Analysis
1.2 SWOT Analysis
1.3 Campaign Strategy
1.4 Communication Strategy
1.5 Media Plan
1.6 Other Marketing Communication Activity
1.7 The Appropriation and Budget'
1.8 Introduction to COREL Draw

Module 2: Dagmar Approach

- 2.1. History
- 2.2. Advantages of Dagmar Approach
 - a. Target Audience
 - **b**. Concrete and Measurable
 - c. Specified Timeframe and Benchmark
 - **d**. Written Goal
 - e. Objectives of Dagmar Approach
- **2.3.** Example of Dagmar Approach
- 2.4. Interface of COREL Draw

Module 3: Advertising Agency and its Functions

- 3.1. Advertising Agency: Structure, Pattern
- 3.2. Functions of Various Types of Departments of an Agency
- **3.3.** Utility of Agency for Client and the media.
- 3.4. Services rendered by Modern Advertising Agencies
- 3.5 Methods of Paying the Agency Services above the line and below the line
- **3.**6 Making Advertisement using COREL Draw

Module 4: Legal and Ethical Aspects of Advertising

- 4.1. Trade Marks Act, Copyright and Patents
- 4.2. Drugs and Magical Remedies Act
- 4.3. Laws related to obscene and indecent representation
- 4.4. Laws related to advertisement of Liquor and Tobacco Products
- 4.5 Laws related to Political Advertisement
- 4.6 Misleading untruthful and impugned advertisement
- 4.7 Surrogate advertising
- 4.8 Ethics in advertising ASCI Code of Conduct
- 4.9 Advert making using COREL Draw and Photoshop

Reference:

- Jethwaney J. and Jain Shruti: Advertising Management, Oxford University Press, New Delhi, 2006
- 2. Philip Kotler: Marketing Management, Pearson Prentice Hall, 2002
- 3. https://www.coursehero.com/file/p2ujsbd/BOOK-FOR-STUDY-Jefkins-Frank-Advertising-New-Delhi-Pearson-Education-2007-BOOKS/
- **4.** Clow E Kenneth: Integrated Advertising, Promotion and Marketing Communication, Printice Hall, 2002 Co.Ltd. 2008
- 5. Willaim F. Arens: Contemporary Advertising. Tata McGraw Hill Publishing
- 6. Batra Myers and Aaker: Advertising Management, Prentice Hall, New Delhi

Web Links:

- 1. <u>https://global.oup.com/academic/product/advertising-management</u> 9780198074120?cc=jp&lang=en&
- 2. <u>http://www.ir.harambeeuniversity.edu.et/bitstream/handle/123456789/1486/Marketing%</u> 20Management%2C%20Millenium%20Edition%20%28%20PDFDrive.com%20%29.pdf?se quene=1&isAllowed=y
- 3 https://www.coursehero.com/file/p2ujsbd/BOOK-FOR-STUDY-Jefkins-Frank-Advertising-New-Delhi-Pearson-Education-2007-BOOKS/
- **4**.https://books.google.co.in/books/about/Integrated_Advertising_Promotion_and_Mar. html?ii=O54rAQAAMAAJ&redir_esc=y
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- 6. https://www.amazon.in/Advertising-Management-5e-BATRA/dp/8177588508

B.A. (Multimedia) Part II Semester IV June 2022 onwards

DSC MM – D5 Flash Website Design- II

SEMESTER IV

Preamble:

Flash Website Design refers to the early stages and foundational elements of creating websites using Adobe Flash technology. Flash was a multimedia platform that allowed for interactive and animated content on websites. While Flash is no longer widely supported or recommended due to its security vulnerabilities and lack of compatibility with modern devices, understanding its historical context is still valuable.

While the Flash Website Design showcases the historical significance and creative possibilities of Flash, it's important to note that the technology is no longer recommended for web development due to its limitations and security concerns. Modern web development focuses on utilizing HTML5, CSS3, JavaScript, and other web standards to create interactive and visually compelling websites that are compatible with a wide range of devices.

Total Credits: 02 Workload: 03 Lectures per week

Module 1:

1.1. Creating Flash Template1.2. Tools1.3. Publishing File1.4 Exploring the HTML Wrapper Options

Module 2:

- 2.1. UI Components
- 2.2. Button Component
- **2.3.** Check Box Component
- **2.4.** Combo Box Component etc.
- 2.5 Writing XML, getting familiar with action script, features of action script, working with action script
- 2.6 Mobile Development

Total Marks: 50 Theory: 03 Lectures per week

Module 3:

- 3.1. Styling with CSS, Loading external CSS
- **3.2**. Custom Tags, Style Inheritance, Hyperlink
- 3.3. Minifying CSS, JavaScript
- 3.4 How to Minify CSS and JavaScript

Module 4:

- 4.1. Publishing and Web Format (Flash, HTML)
- 4.2. Scripting (JavaScript), optimizing publishing flash movies
- **4.3.** SSL (Secure Socket Layer)
- 4.4 Cloud Hosting, DNS (Domain Name System)

Practical:

Practical 1

- 1. How to Create Flash Template
- 2. Working with Menus, Bars, Dockers and Tools
- 3. Create Publishing Files
- 4. Working with HTML Wrapper Options

Practical 2

- **1.** Working with UI Components
- 2. Working with Button Components
- 3. Working with Checkbox Components, Writing XML
- 4. Study of Action script and Mobile Development

Practical 3

- 1. Getting familiar with CSS, Loading External CSS
- 2. Working with Custom Tags, Style Inheritance
- 3. Hyperlinks
- 4. Working with Minifying CSS and Java Script

Practical 4

1. Creating Publishing and Web Format (Flash, HTML)

- 2. Working with Optimize Publishing Flash Movies
- 3. Working with Secure Socket Layer (CSS)

4. How to Cloud Hosting, Domain Name System (DNS)

Reference:

- 1. Flash Web Design: The Art of Motion Graphics By Hillman Curtis
- 2. Learning Web Design: A Beginners Guide By Jennifer Nicelerrt Robbins
- 3. Building Flash Web Sites for Dummies By Dough Sahlin
- 4. WWW Design: Flash By Daniel Donnelly
- 5. Flash 3 Web Animation Design By Ken Milburn, Janine Warner

Web Links:

- 1. https://www.amazon.in/Flash-Web-Design-Hillman-Curtis/dp/0735708967
- 2. https://www.amazon.in/Learning-Web-Design-Beginners-JavaScript/dp/9352137388
- 3. https://www.amazon.in/Building-Flash-Web-Sites-Dummies/dp/0471792209
- 4. https://www.amazon.com/WWW-Design-Flash-Designs-Around/dp/1564969061
- 5. https://www.amazon.in/Flash-Web-Animation-Design-Milburn/dp/157610382X

B.A. (Multimedia) Part II Semester IV June 2022 onwards DSC MM – D6 Management Skills- II

SEMESTER IV

Preamble:

Management skills refers to the foundational elements and key aspects of effective management. Management skills encompass a range of abilities and competencies that enable individuals to effectively lead, organize, and coordinate people, resources, and processes within an organization. Here is an overview of the preamble of management skills:

Management skills highlights the foundational abilities and competencies necessary for effective management. These skills provide managers with the tools to lead teams, make informed decisions, solve problems, and create a positive and productive work environment. Continual development and refinement of management skills are essential for successful leadership and organizational growth.

Total Credits: 02 Workload: 03 Lectures per week Total Marks: 50 Theory: 03 Lectures per week

Module 1: Management as a Profession

- **1.1** Meaning and Definition of Profession
- **1.2** Characteristics of Professional Management
- 1.3 Need of Efficient Professional Management

Module 2: Communication Skils

- **2.1** Meaning and Definition of Communication
- 2.2 Process of Communication
- 2.3 Methods of Communication
- 2.4 Barriers to Communication and Importance of Communication to Managers

Module 3: Conflict Management

- 3.1 Meaning and Definition of Conflict Management
- 3.2 Causes of Conflicts in Organization
- 3.3 Role of Manager in Managing Conflicts

Module 4: Trends in Management

4.1 Meaning and Definition of TQM (Total Quality Management)

4.2 Importance of TQM and Time Management

Reference:

- 1. TN Chhabra, Management Concepts and Practice, DhanpatRai& Co. (Pvt. Ltd.), New Delhi
- 2. Peter F Drucker, Practice of Management, Mercury Books, London
- 3. Organisation and Management- Dr. C.B. Gupta
- 4. Business Organization and Management –M.C.Shukla
- 5. Essentials of Management- Koontz and O' Donnell
- 6. Management- Principlesa nd practice- Shriniwas & Chunawala
- 7. Principles of management: Terry, G.R. and Stephen Franklin

Web Links:

- 1. https://www.amazon.in/Principles-Practices-Managment-2018-2019- Session/dp/8177002155
- 2. https://www.amazon.in/Practice-Management-Peter-F-Drucker/dp/0060878975
- 3. https://www.amazon.in/Business-Organisation-Management-Gupta-C-B/dp/9351611132

4. https://www.amazon.in/Management-Principles-Practice-R-Srinivasan/dp/9351422089

5.https://books.google.co.in/books/about/Principles_of_Management.html?id=WWo_YgEACAAJ &redir_esc=y