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with CGPA 3.16

SHIVAJI UNIVERSITY, KOLHAPUR-416 004. MAHARASHTRA  
PHONE : EPABX-2609000 GRAM : UNISHIVAJI  
FAX 0091-0231-2691533 & 0091-0231-2692333 –BOS- 2609094  
शिवाजी विद्यापीठ,कोल्हापूर-416 004 अभ्यास मंडळे विभाग 2609094  
फॅक्स : 0091 - 0231 -2691533 व 2692333; e-mail : bos@unishivaji.ac.in

1

SU/BOS/Social Sciences / 22018

Date : 11/06/2015

The Principal,  
College of Non-Conventional  
Vocational Courses for Women,  
SIBER, Kolhapur.

**Subject : Regarding syllabi of Bachelor of Multi Media Part-IV (Sem.VII & VIII) under the Faculty of Social Sciences.**

**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 **Bachelor of Multi Media Part-IV (Sem.VII & VIII)** under the Faculty of Social Sciences.

This syllabi shall be implemented from the academic year 2015-2016 (i.e. from June 2015) onwards. A C.D. containing the syllabi is enclosed herewith and is made available on university website **www. unishivaji.ac.in**.

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

Thanking you,

Yours faithfully,  
Sd/-  
Dy. Registrar

Copy to:

1	The Dean, Faculty of Social Sciences	For information
2	The Chairman, Ad-hoc Board in Journalism & Communication Science	
3	Eligibility Section	
4	O.E. II Section	For information and necessary action
5	Appointment Section	
6	Computer Centre	
7	Affiliation Section (U.G.)	
8.	P.G.Seminar	
9.	P.G.Admission	

# **SHIVAJI UNIVERSITY, KOLHAPUR.**



**' A ' Reaccredited By NAAC**

**BACHELOR OF MULTIMEDIA**

**PART IV**

**Semester VII & VIII**

**Syllabus to be implemented from June2015**

## PAPER – I : Script Writing and Story Board Designing

Theory: - 60 Marks

Practical: - 40 Marks

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### **Objectives:**

1. To learn concepts of story board designing and writing.

### **Unit 1: Introduction to Scriptwriting:**

Basics of Scriptwriting, Use of Scriptwriting, Action, Scene Headings, Character Name, Screenplay Page breaking. What exactly is a script? What make good script, script style? The elements of scriptwriting (Action, Character, Setting, Theme, Structure), Storytelling, Story writing-idea generation, treatment and synopsis.

### **Unit 2: Introduction to Storyboard**

Introduction, Multimedia storyboarding tools, the advantages of storyboarding, Interactive storyboarding, using interactive storyboarding to speed-up the content-writing resources.

Storyboard is the best way to show your vision.

Character-design gesture, expression, movement layout design-perspective, composition, environment final sketching of storyboard.

### **Unit 3: Three pillars of storyboard**

Events, camera, sound. Storyboard language/conventions/iconography. Stick figures, perspective boxes, camera arrows, multiple panels, transitions, dialogue, soundtrack concept & design development. Model sheet, character expression sheet.

### **Unit 4:**

Camera angle, BG, platform, timing, Sc & Sq., Series of shots, titles & openings, animatic, voice recording, final output.

### **References:**

- \* Judith H. Haag, Hillis R. Cole (1980). The Complete Guide to Standard Script Formats: The Screenplay. CMC Publishing.
- \*David Trottier (1998). The Screenwriter's Bible: A Complete Guide to Writing, Formatting, and Selling Your Script. Silman-James press
- \*Yves Lavandier (2005). Writing Drama, A Comprehensive Guide for Playwrights and Scriptwriters. Le Clown & l'Enfant.
- \*The Complete Book of ScriptWriting by J.Michael Straczynski
- \*'The Story of Walt Disney' (Henry Holt, 1956)
- \* The Art of the Storyboard, A Filmmakers Introduction By John Hart
- \*Lee, Newton; Krystina Madej (2012). Disney Stories: Getting to Digital. London: Springer Science+Business Media.
- \*Krasniewicz, Louise (2010). Walt Disney: A Biography. Santa Barbara: Greenwood.
- \*Storyboards: Motion In Art, Mark Simon

## PAPER – II: Digital Editing-I

Theory: - 60 Marks

Practical: - 40 Marks

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### **Objectives:**

To develop candidates ability to apply the concepts of digital editing & basic design skills using imported text & graphic objects.

### **Unit 1:**

Fundamentals of editing, art and techniques of editing

### **Unit 2:**

Analysis of good editing, basics of image editing, image editor features.

### **Unit 3:**

Introduction to Photoshop, its use & importance, Photoshop's environment, image size and resolution, main editing tools, layers facilities, various filters and effects, working with text, color and image, editing tools in Photoshop

**Unit 4:**

Basic introduction to Adobe Premiere, Advantages over premiere elements, create new project in Premiere, import your source clips, create one or more sequences, edit your clips or sequences together, add effects, if desired, export to desired format, use of Photoshop in animation industry

**References:**

1. \*Adobe Photoshop Bible by Brad Dayley, DaNae Dayley
2. \*The Essential Visual Reference Guide: Book by Peter Bargh
3. \*Digital Image Processing, by S. Sridhar
4. \*Principles Of Digital Image Processing: Fundamental Techniques, Brand-Springer India Private Limited., by Burger.
5. \*The Digital Photographer's Guide. Indianapolis, Indiana: Wiley Publishing, Inc.
6. \* Adobe Premiere bible by Adele Droblas And Seth Greenberg

PAPER – III: Realistic Concepts of Animation and Special Effects

Theory: - 60 Marks

Practical: - 40 Marks

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**Objectives**

To develop candidates ability to apply the concepts of animation & basic design skills.

**Unit 1:**

Comparison between animated and realistically animated films(watch the different animated flicks and make a comparison report on them)

**Unit 2:**

Movements in animation, understanding key frames, key frame animation, manual animation, path follow animation, frame rate of animation

**Unit 3:**

Frames, frame rate, resolution size, video standards used worldwide, and fps.

**Unit 4:**

Video formats, Introduction to Adobe after effects, understanding the workspace, compositions, editing on croma, managing layers, environmental effects and morphing keying, color correction, depth of field, particles, fire, fog, cg camera, CG lights, motion blur masking, text making, rendering and getting output.

**References**

\*Thomas, Frank and Johnston, Ollie (1981, rev. 1995). Disney Animation: The Illusion Of Life. Los Angeles: Disney Editions.

\*Williams, Richard (2002). The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators.

\*Techniques of Special Effects Cinematography by Raymond Fielding

\*Richard Rickitt: Special Effects: The History and Technique

## PAPER – IV: Project

Total Marks: 100

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### **Objectives**

To give exposure about practical orientation. Project work based on syllabus (Practical work presentation via Project Report) of IV<sup>th</sup> year

BACHELOR OF MULTIMEDIA (NEW COURSE)

PART IV Semester VIII

PAPER – I: Video Introduction and Advance

Theory: - 60 Marks

Practical: - 40 Marks

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**Unit 1:**

Advanced Image Editing

- Introduction to scanner, Digital still & video camera

**Unit 2:**

- Image file formats & compression
- Basic of image editing

**Unit 3:**

Digital Video Editing

- Record & edit digital audio using sound editing software

Video capturing

**Unit 4:**

- Transitional effects, advanced keying & transparency
- Conversion from .avi to .MPEG

**References –**

\*Advanced Editing: The Essential Guide to Advanced Computer Video Editing Techniques,

\*The technique of Film and Video Editing by Ken Dancyger.

\*Editing Digital Video by Robert M. Goodman

\*The Technique of Film and Video Editing by Ken Dancyger.

## PAPER – II : Digital Editing-II

Theory: - 60 Marks

Practical: - 40 Marks

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### **Unit 1:**

Advance Introduction to Adobe Premiere, workspace, preparing the footages, capturing the media

### **Unit 2:**

Non-linear editing: meaning and process, creating timeline, cut, fade, mix and wipe, main tools of editing-selection, range select, rolling, edit, razor, hand tool, cross fade, in point etc.

### **Unit 3:**

Video transitions, titling and graphics, rendering and authoring

### **Unit 4:**

Rendering and authoring, Introduction to editing aesthetics.

### **References –**

\*eBook- Adobe Premiere Pro CC Help

\*Adobe Premiere Pro Techniques with Andrew Devis

\*eBook-Adobe Premiere Elements For Dummies,Publisher:Wiley,By:Keith Underdahl

\*Adobe Premiere Pro Classroom in a Book,by Adobe Creative Team

## PAPER – III: Adobe Illustrator

Theory: - 60 Marks

Practical: - 40 Marks

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### **Unit 1**

Introduction to Adobe Illustrator, using Adobe Illustrator for desktop publishing, its use and importance.

Meaning, Features & Characteristics, Definition of management.

### **Unit 2**

Creating quality artworks & graphics utilizing the various tools in illustrator, develop skills in using: page layout, image capture and manipulation

### **Unit 3**

Develop good skill in vector drawings and logo designing

### **Unit 4**

Demonstrate knowledge of text and typography, color, image manipulation and basic layout for print-based output for multimedia.

### **References –**

1. \*Adobe Illustrator Bible,Publisher:Wiley,By:Ted Padova, Kelly L. Murdock
2. \*<http://www.creativebloq.com>
3. \* Wichary, Marcin. "Illustrator splash screens". Guidebookgallery.org.
4. \*The Adobe Illustrator WOW Book ( Hundreds of Tips,Tricks, & Techniques From Top Illustrator Artists) Sharon Steuer & The Illustrator WOW! Team
5. \*eBook -ADOBE ILLUSTRATOR CC HELP,

## PAPER – IV: Project

Total Marks: 100

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### **Objectives**

To give exposure about practical orientation. Project work based on syllabus (Practical work presentation via Project Report) of IV th year