

FOUR YEAR UNDERGRADUATE PROGRAM (2024 – 28)
DEPARTMENT OF COMPUTER SCIENCE
COURSE CURRICULUM

PART- A: Introduction		
Program: Bachelor of Science (CS) (Certificate / Diploma / Degree)		Semester - II/IV/V/VI
		Session: 2024-2025
1	Course Code	CSSEC-01
2	Course Title	Multimedia and Animation
3	Course Type	Skill Enhance Course (SEC)
4	Prerequisite	As Per Program
5	Course Learning Outcomes (CLO)	After Completing this course, students will be able to: <ul style="list-style-type: none"> • Understand about Multimedia Framework. • Work with Adobe Flash. • Create games using Flash. • Film editing using VFX.
6	Credit Value	2 Credits (1C+1C) <i>Credit =15 Hours Theoretical Learning and = 30 Hours Laboratory or Field learning/Training</i>
7	Total Marks	Max. Marks: 50 Min Passing Marks: 20
PART -B: Content of the Course		
Total No. of Teaching-learning periods: Theory- 15 Periods (15 Hrs.) and Laboratory or Field learning/Training Periods: 30 Periods (30 Hours)		
Module	Topics (Course contents)	No. of Period
<i>Theory Content</i>	1. Introduction to multimedia, multimedia hardware, multimedia software and frameworks. 2. Introduction to flash, creating games, making presentations, animation, visualizations. 3. Introduction to VFX, VFX compositing and editing, animation, motion, modelling artist, texture artist, painting, rigging.	15
<i>Lab/Field Training Content</i>	1. Create and Edit 2D animation using Flash. 2. Create and Edit 3D animation using Flash. 3. Making presentation using Flash. 4. Creating games using Flash. 5. Audio/video Editing using VFX. 6. Film editing using VFX. 7. Color grading using VFX. 8. Motion graphics designing using VFX.	30
Keywords	<i>Multimedia, Animation, Flash, VFX.</i>	
Name and Signature of Convener & Members of CBoS:		
<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="text-align: center;"> <p><i>Dr. H.S. Holga</i> chairman</p> <p><i>Jankit</i></p> </div> <div style="text-align: center;"> <p><i>Krunal</i></p> <p><i>(Suresh Thakur)</i></p> </div> <div style="text-align: center;"> <p><i>Shruti</i></p> <p><i>Shruti</i></p> </div> <div style="text-align: center;"> <p><i>Amey</i></p> <p><i>Amey</i></p> </div> <div style="text-align: center;"> <p><i>Dr. H.S. Holga</i></p> <p><i>Dr. H.S. Holga</i></p> </div> <div style="text-align: center;"> <p><i>Dr. H.S. Holga</i></p> <p><i>Dr. H.S. Holga</i></p> </div> <div style="text-align: center;"> <p><i>Dr. H.S. Holga</i></p> <p><i>Dr. H.S. Holga</i></p> </div> </div>		
<p>ANJEETA KUMAR</p>		

PART-C: Learning Resources

Text Books, Reference Books and Others

Text Books Recommended:

- Brian Underdahl, Macromedia Flash MX: The Complete Reference, McGraw-Hill
- Ibis Fernandez, Flash Animation and Cartooning: a creative guide
- Tony white, The animators to Adobe Flash.
- Ian failles, Masters of FX.

Reference Books Recommended:

- Jan Marrelli , A Guide to Web Development Using Adobe Dreamweaver CS3 with Fireworks and Flash, Lawrenceville Press
- Codex Jeffrey A. Okun and Susan Zwerman, The VES handbook of Visual Effects: Industry Standard VFX Practices and Procedures.

Online Resources:

- Introduction to Multimedia:
<https://www.javatpoint.com/multimedia-definition#:~:text=Multimedia%20combines%20several%20media%20formats,users%20engage%20with%20the%20information.>
- Introduction to Multimedia:
https://www.w3schools.com/html/html_media.asp
- Introduction to Flash:
<https://www.javatpoint.com/what-is-flash#:~:text=Adobe%20Flash%20is%20usually%20installed,of%20disabling%20the%20browser%20extension.>
- Introduction-To-Macromedia-Flash-8:
<https://www.geeksforgeeks.org/introduction-to-macromedia-flash-8/>

PART -D: Assessment and Evaluation

Suggested Continuous Evaluation Methods:

Maximum Marks: 50 Marks

Continuous Internal Assessment (CIA): 15 Marks

End Semester Exam (ESE): 35 Marks

Continuous Internal Assessment (CIA): (By Course Teacher)	Internal Test / Quiz-(2): 10 & 10	Better marks out of the two Test / Quiz + obtained marks in Assignment shall be considered against 15 Marks
	Assignment/Seminar +Attendance - 05 Total Marks - 15	
End Semester Exam (ESE):	Laboratory / Field Skill Performance: On spot Assessment A. Performed the Task based on lab. work - 20 Marks B. Spotting based on tools & technology (written) - 10 Marks C. Viva-voce (based on principle/technology) - 05 Marks	Managed by Course teacher as per lab. status

Name and Signature of Convener & Members of CBoS:

Dr. H.S. Hota
Chairman

Dr. S. J. Jadhav

Dr. P. P. P. P.

Dr. A. A. A. A.

Dr. S. S. S. S.

Dr. S. S. S. S.

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Dr. ANJEETA KUMAR