



ST. ALOYSIUS COLLEGE(AUTONOMOUS), JABALPUR

Reaccredited 'A+' Grade by NAAC(CGPA:3.68/4.00)

College with Potential for Excellence by UGC

DST-FIST Supported & STAR College Scheme by DBT

Faculty of Science

Bachelor of Computer Application

SUBJECT: COMPUTER APPLICATION

B.CA. II Semester

Paper-Elective

Multimedia & Animation

Course Outcomes

CO. No.	Course Outcomes	Cognitive Level
CO 1	Describe the various elements and aspects of Multimedia and animation .	U, A
CO 2	Understand the role played by various multimedia platforms .	U
CO 3	Learn to add pictures ,graphics , sound and animation to prepare a project.	U
CO 4	Learn the presentation skills and ideas with creativity by using multimedia tools.	U, Analyze
CO 5	Apply tools and techniques to create basic 2D and 3D animation .	Apply

Credit and Marking Scheme

	Credits	Marks		Total Marks
		Internal	External	
Theory	3	40	60	100
Practical	1	40	60	100
Total	4		200	

Evaluation Scheme

	Marks	
	Internal	External
Theory	3 Internal Exams of 20 Marks (During the Semester) (Best 2 will be taken)	1 External Exams (At the End of Semester)
Practical	3 Internal Exams (During the Semester) (Best 2 will be taken)	1 External Exams (At the End of Semester)








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Theory

No. of Lectures (in hours per week): 2 Hrs. per week

Total No. of Lectures: 60 Hrs.

Maximum Marks: 60

Units	Topics	No. of Lectures
I	Introduction to Multimedia: What is Multimedia, Multimedia and Hypermedia, Components of multimedia -textual, images, graphics, animation, audio and video, Linear and Non-Linear Multimedia, Application of Multimedia, Requirement of Multimedia System. Multimedia Authoring Tools: Multimedia Authoring, Multimedia Production, Multimedia Presentation and tools, Editing and Authoring tools, Multimedia Hardware, Compression & Decompression.	15
II	Fonts and Hypertext: Usage of text in Multimedia, Families, and faces of fonts, outline fonts, bitmap fonts, International character sets and hypertext, Digital font's techniques. Image fundamentals: Image formats, Bitmap and Vector, Color Models, Color palettes, 20 Graphics, Image Compression and File Formats: GIF, JPEG, JPEG 2000, PNG, TIFF, EXIF, PS, PDF, Basic Image Processing, Use of image editing software, Photo Retouching, Image resolution, Colour, Raster and Vector Graphics.	15
III	Corel Draw- Drawing-lines, shapes, inserting pictures, objects, tables, templates, Use of various tools such as Pick tools, Zoom tools, Freehand tool, square tool, rectangle tool, Text tool, Fill tool etc. Working of Menu bar options. Design Principles & Color Harmony Introduction to colors -Primary and Secondary in both RGB & CMYK schemes/modes.	15
IV	Photoshop- Introduction of Photoshop, Anatomy of Photoshop, Concept of White, Background and Layer, Basic operations on image-Altering Size, Working of tools, Changing of mode of an image, Save Selection, Effects on image by Adjustment, Flatten image, preparation of image, Effect of filter on image, Animation using Image Ready	15

Text Books:

- Tay Vaughan, "Multimedia Making It Works", Tata McGraw-Hill.
- Ze-Nian Li and Mark S. Drew "Fundamentals of Multimedia" Pearson Education International.
- Rajneesh Aggarwal & B. B Tiwari, "Multimedia Systems", Excel Publication, New Delhi
- Li & Drew, "Fundamentals of Multimedia", Pearson Education.
- Parekh Ranjan, "Principles of Multimedia", Tata McGraw-Hill.

Reference Books:

- M.Mahalakshmi, "Multimedia", Margham Publications,
- Pakhira. Malay K, "Computer Graphics. Multimedia and Animation", Prentice Hall



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List of Practical

1. Design an Identity Card in Corel Draw.
2. Design a certificate in Corel Draw.
3. Design a template card in Corel Draw.
4. Design a logo in Corel Draw.
5. Design a Greeting card in Corel Draw.
6. Create an Identity Card in Photoshop.
7. Create an ATM card in Photoshop.
8. Design a certificate in Photoshop.
9. Design an invitation card in Photoshop.
10. Create an animated in photoshop.



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