

# 2022

## DIPLOMA IN MULTIMEDIA AND ANIMATION



GURUKUL

EDUCATIONAL AND

RESEARCH INSTITUTE

Subject and Syllabus

# Syllabus

## DIPLOMA IN MULTIMEDIA AND ANIMATION

**DURATION:- 1 YEAR**

### **Introduction to Multimedia**

#### **569 INTRODUCTION TO COMPUTERS & NETWORKS**

Multimedia Hardware, Multimedia Software, Multimedia operating systems, Multimedia communication systems

#### **570 CONTENT DEVELOPMENT & DISTRIBUTION**

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Desktop publishing (Corel Draw, Photoshop, Page maker), Multimedia Animation & Special effects (2D/3D animation, Flash), Social Networking & Publishing (Blogging, Facebook, Youtube, Instagram, etc.), Content Distribution Systems (CD/DVD, Internet, Radio, Television)

#### **571 ART & SCIENCE OF MULTIMEDIA**

Audio fundamentals (Audio quality, formats and devices), Understanding Image and Video (Resolution, Color, Video standards, formats), Film and Digital photography (technology, techniques, composition & lighting etc.), Introduction to Printing technology

## **572 PROGRAMME PRODUCTION TECHNIQUES**

The Media Industry: Structure and Strategies, Audio-Video programme production(Concept to Mastering), Compositing and Audio-Video Editing, Web Design and Publishing (Web design and development)

## **573 MEDIA MANAGEMENT & MARKETING**

Ownership of Media, Media as Business & Media Economics, Income sources of Different Media, Government Policies for Media Ownership, Career avenues in multimedia

## **574 INTRODUCTION TO 2D ANIMATION**

Introduction to 2D Animation, Drawing concept, Colour theory & basics, Incorporating sound into 2D animation

## **575 LAYOUT & DESIGNING**

Basic of sketching, still life and assignment of basic drawing, Composition of basic elements, Work in different media, such as drawing, collage, and painting, Explore the relationship between elements and principal, Pixel and resolution: Vector and Bitmap Graphics

## **ANIMATION PRACTICAL**

### **2D animation**

1. Drawing fundamentals using lines
2. Sketching of cartoon characters
3. 2D Logo designing
4. Storyboarding of a 30 seconds film
5. Portfolio making of an organization

### **3D Animation**

1. Exploring the Interface of 3D application & Basic Modelling
2. Create different types of Materials and create a Shading
3. Create a simple walk cycle using the character rigs
4. Create a composition and Light set up
5. Create a Fluid simulation & rendering

