

Title of course:			Multimedia and Animation		
Nodal Department of HEI to run course					
Board Area/Sector-			Sector of Information Technology		
Sub Sector-					
Nature of Course-Independent and Progressive			Independent and Progressive		
Name of Suggestive Sector Skill Council			Sector of Information Technology		
Aliened NSQF Level			4		
Expected fee of the Course-Free/Paid					
Stipend to Student expected from industry					
Number of Seats.....					
Course Code-VOMA (VOMA101, VOMA102, VOMA201, VOMA202)			Credits-03(1 Theory,2 Practical)		
Max Mark 25+75			Minimum Marks.		
Name of proposed skill Partner (Please Specify, Name of industry, company etc for practical/training/internship/OJT.					
Job prospects- Expected field of Occupation where student will be able to Get job after the completing this course in (Please Specify, Name of industry, company etc).			Animator, Graphic Designer, Journalist, Media Assistant, Print & Advertisement Media		
Syllabus:-					
Unit	Topics	General/Skill Component	Theory/Practical /OJT/internship /Training	No. of Theory Hours (Total-15 Hours=1 credit)	No. of skill hours (Total=60 Hours=2 credits)
Semester-1 VOMA101			3 Credits		
I.	Basics of Animation	General	Theory/Practical	15 Hours	
II.	Skills for Animation Artist	Skill	Practical		30 Hours
III.	Introduction to equipment required for animation	Skill	internship /Training		30 Hours
Semester-2 VOMA102			3 Credits		
I.	Element of art	General	Theory/Practical	15 Hours	
II.	Graphic Designing	Skill	Practical		30 Hours
III.	Design	Skill	internship /Training		30 Hours
Semester-3 VOMA201			3 Credits		
I.	Photoshop, Coral Draw	General	Theory/Practical	15 Hours	
II.	Coral Draw	Skill	Practical		30 Hours
III.	Quark Xpress	Skill	internship /Training		30 Hours
Semester-4 VOMA202			3 Credits		

I.	Graphic algorithm	General	Practical		30 Hours
II.	Tools for editing	Skill	Practical		30 Hours
III.	Automatic motion Control	Skill	Internship /Training		30 Hours
Suggested Readings: Introduction to Multimedia and Hypermedia MULTIMEDIA AND ITS APPLICATIONS by Pavithra Graphic Design and Multimedia By					
Suggested Digital platforms/web link for reading- http://epgp.inflibnet.ac.in/Home/ViewSubject?catid=24 https://www.ebookphp.com/computer-graphics-multimedia-and-animation-epub-pdf/ http://www.eee.bham.ac.uk/spannm/Teaching%20docs/EE1F2/New%20Material/007177064x_chap01.pdf https://freebookcentre.net/ComputerScience-Books-Download/Computer-Graphics-and-Multimedia.html					
Suggested OJT/internship/Training/Skill partner :					
Suggested Continuous Evaluation Methods: Internal Assessment: Every month will have one or two Grade test/Quiz/Practical test/ Seminar on the bases of theory and practical syllabus. Best 3 test/Quiz/Practical test/ Seminar marks will be considered for internal marks and carry 30 % of overall result. End term Exam will have 40 theory (Objective type) + 60 skill test plus report assessment marks based on visit and will carry 70 % of overall result. All students, who obtain 40% marks in internal assessment and 40% marks in end term, will be eligible for certificate and credit transfer. Course learners who qualify the end course examination can get a passing certificate and a marksheet for credit transfer. Course learners can get participation certificate and completion of the course for the participation in the course					
Course Pre-requisites: <ul style="list-style-type: none"> • No pre-requisite required, open to all • To study this Course, a student must have the Subject Computer in class/12th/certificate/diploma. • If progressive to study this course a student must have passed previous courses of this series. 					
Suggested Equivalent online courses:					
Any remarks/suggestions:					
Notes: <ul style="list-style-type: none"> • Number of units in theory/practical may vary as per need. • Total credit Semester-3(it can be more credits, but student will get only3 credits/semester or 5 credits/year). • Credit for theory=01(Teaching hours=15) • Credit for internship/OJT/Training/Practical=02(Training hours =60) 					