

## Schemes and Syllabus

(For academic session 2023-24 & onwards)

### **B. Voc. in Multimedia and Animation Designing**



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## SECTION 1

### Program Outcomes and Program Specific Outcomes

#### Program Outcomes

**PO1: Professional Knowledge:** It helps the students to train on subjects Professional Skill, Professional Knowledge, Engineering Drawing, Workshop Science & Calculation and Employability Skills related to job role.

**PO2: Research/Project Orientation:** The program helps students to recognize and apply basic research methods to different training in Auto.

**PO3: Entrepreneurship Capability:** It helps the students to develop their ethical and social value.

**PO4: Conformist:** Relating political, social, cultural, historical issues as affecting life of the individual, group and society.

**PO5: Critical Thinking Mindset:** Students will develop their critical thinking skills to analyze and evaluate the ways in which social scientists to examine the world.

**PO6: Leadership and Teamwork:** Student will learn about the leadership traits and conformity of a group and how to work as a team all these traits will be developed through the study.

**PO7: Professional Ethics:** It will help the students to recognize different value systems including your own, understand the moral dimensions of your decisions, and accept responsibility for them.

**PO8: Professional Empowerment:** Student is entrusted to make/do project work and Extra Curricular Activities to build up confidence.

**PO9: Communication:** It will help the students the ability to communicate to other about their viewpoints and connecting peoples by exchange ideas and opinions

**PO10: Social Responsibility and Environmental Conservation:** It will help the students to understand the issues of environmental contexts and the importance of environment conservation and social responsibility.

**PO11: Modern Analytical Knowledge:** Inculcate among students an ability to determine modern issues and outlook for their solutions.

**PO12: Life Long Skills:** Acquire the ability to engage in independent and life-long learning in the broadest context socio-political changes.

## **Program Specific Outcomes**

**PSO1:** Identify problems related to automobile and transportation engineering and provide solutions based on appropriate analytical methods.

**PSO2:** Be team players to manage men, materials and machinery in an orderly, energy efficient and eco-friendly manner.

**PSO3:** Provide research base to enhance and apply their knowledge and competence for development of novel products for the automobile industry.

**PSO4:** Implement theoretical and practical knowledge to solve real life problems related to automobile engineering and transportation.

## SECTION 2

### Semester wise Scheme

#### First Semester

Course Code	Course Title	L	T	P	CH	CP	Int. A	ESE	Total
B. Voc. MAD -101	Basics of Computer	4	-	-	4	4	40	60	100
B. Voc. MAD -102	Photography	4	-	-	4	4	40	60	100
B. Voc. MAD -103	Design Principles	4	-	-	4	4	40	60	100
B. Voc. MAD -104	OJT-I (On Job Training NSQF Level-4)	-	-	36	36	18	500		500
	<b>TOTAL</b>	<b>12</b>	<b>-</b>	<b>36</b>	<b>48</b>	<b>30</b>			<b>800</b>

**Assessment Criteria (100 Marks Per Subject)**  
**(For General Components)**

<b>S. No.</b>	<b>Components</b>	<b>Maximum Marks</b>
1	Assignment-1	20
2	Assignment-2	20
3	ESE	60

**Assessment Criteria (500 Marks) (For OJT)**  
**For Skill Component**

<b>S. No.</b>	<b>Components</b>	<b>Maximum Marks</b>
1	Attendance	50
2	General Behaviour & Discipline	50
3	Technical Skill	200
4	Presentation Skill	200

## Section 3

### Semester wise Syllabus

<b>Program: B. Voc. in Multimedia and Animation Designing</b>	<b>Semester: 1<sup>st</sup></b>
<b>Course Title: Basics of Computer</b>	<b>Course Code: B. Voc. MAD-101</b>

**Course Description:** This course provides the basic computer knowledge of various hardware and software to be used in a computer. It enables a student to do the basic operations on a computer which is necessarily required in the present day professional environment.

#### Course Outcomes

**CO1:** An understanding of the hardware and the software components to be used in computer.

**CO2:** Aims to provide students with basic practical knowledge of operating computer.

**CO3:** Students will be able to use various software applications to do a number of basic tasks on computer.

**CO4:** To understand the basic working of computer and various software applications used.

#### Theory

**4 Hrs/week**

Unit	Topic	Hours
1	Generations of Computer (I-V), Block Diagram of a Computer, Functions of the Different Units Input unit, Output unit, Memory unit, CPU (ALU+CU)	13 Hours
2	Input Devices: a) Keyboard, b) Point and draw devices mouse, joystick, track ball, light pen c) Data Scanning devices, image scanner, OCR, OMR, MICR, Bar code reader, card reader d) Voice Recognition Device e) Digitizers Output Devices: a) Monitor, b) Printer laser printer, dot-matrix printer, ink jet printer, c) Projector Memories [Memory hierarchy]Registers [Types of Registers] Cache Memory	13 Hours
3	Primary Memory i) RAM-DRAM and SRAM ii) ROM-ROM BIOS/ Firmware, Types of ROM, Secondary Memories- Hard disk, formatting of hard disk (low level formatting and hilevel formatting) Floppy & CD [data storage mechanism] Software; System Software; Operating System; Program Language-Translators, Assembler, Compiler, Interpreter; Utility Programs; Communication Software; Performance Monitoring Software	12 Hours
4	MS Office i) Microsoft Word ii) Microsoft Excel iii) Microsoft PowerPoint	12 Hours

<b>Program: Program: B. Voc. in Multimedia and Animation Designing</b>	<b>Semester: 1<sup>st</sup></b>
<b>Course Title: Photography</b>	<b>Course Code: B. Voc. MAD -102</b>

**Course Description:** A photography course encourages candidates to broaden their awareness and take new approaches to this creative stream. In addition, they are also motivated to build a portfolio that reflects their unique style as well as their understanding of technique, space, light, colour, and composition.

**Course Outcomes**

**CO1.** Articulate photographic compositional skills.

**CO2.** Analyze and compare photography art and variations.

**CO3.** Adapt the principles, elements, concepts and rules of Photography using good references.

**CO4.** Correlate various types of photography and reconstruct their own style.

**CO5.** Devise art photography by collaborating cultural aspects.

**CO6.** Contribute effectively in course- specific interaction

**Theory**

**4 Hrs/Week**

<b>Unit</b>	<b>Topic</b>	<b>Hours</b>
1	<b>Brief history of photography and camera:</b> Basic Characteristics of camera, Types of Camera- SLR Camera, DSLR Camera, Film Camera, structure of camera, Aesthetics of Photography in documentary and Creative photography	12 Hours
2	<b>Digital Photography:</b> Introduction to Exposure, exposure triangle, Aperture, Shutter speed, ISO setting, Techniques of shooting photographs Framing, focusing, Menu setting in digital cameras. Types of photography genres- Documentation, Art, Advertisement, Candid Street, Portraits, Product Photography.	13 Hours
3	<b>Introduction to Picture Composition:</b> Rule of thirds, types of composition, Camera angles, Types of shots , Shot framing techniques <b>Photographic Lighting:</b> Definition, Natural & Artificial Lighting; Three Point Lighting; Bounce Lighting, Special effects lighting.	12 Hours
4	<b>Photographic Lights:</b> Spot Light, Its characteristics & usage; Soft light, its characteristics & usage, reflectors, Time-lapse and Light Painting Photography <b>Photography Optics:</b> Types of photographic Lenses- Zoom Lens, Lens Extenders, Filters and Other Accessories, Motion picture photography, Movie camera, Post production techniques, Compression of data, Storage, Transmission.	13 Hours



<b>Program: B. Voc. in Multimedia and Animation Designing</b>	<b>Semester: 1<sup>st</sup></b>
<b>Course Title: Design Principles</b>	<b>Course Code: B. Voc. MAD -103</b>

**Course Description:** Recognize ways to work with graphic designers and other creative professionals. Understand the history and design process of the graphic design profession. Compare the concepts of balance, proximity, alignment, repetition, contrast and space. Discover the use of white space to develop shape, form, and structure in graphic projects.

**Course Outcomes**

**CO1.**Classify, compare and interpret the concepts of color theory using famous paintings from art history.

**CO2.** Analyze famous design layouts and renowned artwork from history.

**CO3.** Implement design elements and principles; color Theory, typography on their own projects.

**CO4.** Compose illustrations using design principles.

**CO5.** Create & design compositions using perspectives and colors, with speed, accuracy and dexterity and variety of media.

**CO6.** Contribute effectively in course- specific interaction

**Theory**

**4 Hrs/Week**

<b>Unit</b>	<b>Topic</b>	<b>Hours</b>
1	<b>Introduction to Colors:</b> Color Palettes- Primary Colors, Secondary Colors, Tertiary Colors. The Color Wheel. Color Schemes supported by Color Wheel: Complementary Color Scheme. Analogous Scheme, Complementary Scheme, Split- Complementary Scheme, Triadic Scheme, Rectangle or Square Color Scheme.	13 Hours
2	<b>Color Concepts:</b> Monochromatic, Achromatic and Neutral colors, Color Temperature: hot, warm, cold, cool. Hue Saturation. Intensity: light, pale, bright, dark. RGB and CMYK. Vector and Bitmap/Raster Graphics, Image Formats, Color Modes	12 Hours
3	<b>Introduction to Elements of Design:</b> Color, Line, Shape, Space, Texture, Value. Introduction to basic shapes- Circle, Square, and Triangle. Playing with shade and shadow. Lights & Texture- Texture through light, Patterns. Introduction to Principles of Design- Balance, Contrast, Emphasis/Dominance, Harmony, Movement/Rhythm, Proportion, Repetition/Pattern, Unity, Variety. <b>Introduction to Perspective:</b> Definition, and Types of Perspective, Special Views, Converging Points, Vanishing Points, Observer's Points	13 Hours
4	<b>Typography-</b> typeface, typeface family, font, anatomy of type, typographic measurement –point and pica, text type and display type, classification of type - old style, transitional period, modern, slab serif, sans serif, script, decorative etc. selection of a type face in design-clarity: readability and legibility, integration with visuals, concept and theme etc.	12 Hours

<b>Program: B. Voc. in Multimedia and Animation Designing</b>	<b>Semester: 1<sup>st</sup></b>
<b>Course Title: OJT-II (On Job Training NSQF Level-5)</b>	<b>Course Code: B. Voc. MAD-104</b>

**Note: Trainee will conduct all the important point on job training.**