Programme Outcomes

PO1: Would enable the students completing M.Voc to make a meaningful participation in acceleratory India' economy by gaining appropriate employment and creating appropriate knowledge.

PO2: Be involved in projects right from project planning to final outcome ready for client delivery

PO3: Entrepreneurship development. Student can gain the skills of setting up their own business.

PO4: Develop introductory level competencies in the areas of character and location design, life-drawing and animation.

PO5: Gain real world project experience throughout their learning cycle, that helps them to better understand the roles and processes in wide range of computer generated design and animation careers.

PO6: Develops proficient skills in the field of computer graphics for still and animated contents with the use of latest creative technologies in Media and Entertainment industry.

Class: M. VOC (Web Technology and Multimedia)

Course Name : Advanced Graphic Design (Practical-701)

Class: M. VOC (Web Technology and Multimedia) Semester: I

Objectives of the Course:

Digital Media Production is a course designed to educate students on the ever-changing digital world, as well as to provide hands-on experience with industry standard software and equipment. Topics covered in Digital Media classes include graphic design, animation, audio production, video production, pre-production and post-production during filmmaking.

Program Learning Outcomes:

Students will Learn

- Computer Fundamentals
- Graphic Design Introduction
- Raster & Vector Graphic Design
- Measurement & Sizing
- Introduction to Drawing Techniques
- Single and Multicolored Artwork
- Conceptual Thinking in Creativity
- Visual Design Grammar
- Projects related to Graphic Design
- Advanced Raster Techniques
- Collage and Masking Training
- Training in Image Retouching and Color Balancing
- Special Effects, Patterns, and Background Designing
- Training in Product Photography - Complimentary
- Training in Still Photography - Complimentary
- Corporate Identity Designing
- Designing of Brochures, Catalogues, Calendars, Posters etc
- Newspaper Layouting
- Magazines & All Types of Publications
- Case Studies & Projects Related to Graphic Design

Course Name : Image Capturing & Processing (Paper – 702) Practical

Class: M. VOC (Web Technology and Multimedia) Semester: I

Objectives of the Course: Image capturing and processing is a course designed to educate students about camera. In this focus on DSLR how it works, camera angles, shots, How to handle camera, How to work on Aperture, shutter speed and ISO. Knowledge about lenses. This course basically provide information about camera and how to use it professionally.

Program Learning Outcomes:

Students will Learn

- Demonstrate about camera its basic functions
- Knowledge about Aperture, Shutter speed and ISO and how they work duing photography
- Knowledge about camera lenses
- Understanding lighting used during photography
- Learn about Camera angles and shots
- Learn about HDR Imaging, Lightroom, capturing video
- Working on Chroma

Course Nmae : 2D Animation & Character Design (Paper – 703) Practical

Class: M. VOC (Web Technology and Multimedia) **Semester: I**

Objectives of the Course:

2D Animation & Character Design is a course designed to educate students about how to design characters and animate them. What are the process/stages through which our characters go when it creates and also educate the students about principles of animation and importance of these principles when we animate something. For this subject Flash software will be used. In Flash teach the students about its basic tools, symbols, tweening, frame by frame animation, timing, action script etc.

Program Learning Outcomes:

Students will Learn

- Working in Flash and how to use tools
- Learn about how to create characters, buttons etc.
- Working on symbols and library
- Demonstrate principles of animation, timeline, tweening, onion skin
- Work on expressions of character
- Learn how to work professionally in Flash that is followed in industry

- Demonstrate their skills in advance level in software

Learn them about 2D animation creating and working in flash **Course Outcome**

Course Name: Javascript- 704

Class : M.Voc(Web Technology and Multimedia)` Semester: I

Objectives of the Course:

- Understand JavaScript's role in websites and web apps.
- Learn basic programming structures such as: variables, functions arrays etc.
- Students will learn how JavaScript works with HTML and CSS.
- Process HTML Forms using Javascript
- Handling Events in Javascript
- Using JavaScript to manipulate page elements on the fly in conjunction with HTML and CSS.

Course Outcome

After the successful completion of the course, students will be able to do the following:

- Explain separation of concerns and identify the three layers of the web.
- Use operators, variables, arrays, control structures, functions and objects in JavaScript.
- Map HTML using the DOM - Document Object Model.
- Identify popular JavaScript Libraries.
- Create dynamic styles.
- Use regular expressions for form validation.
- Using various Dialog boxes like Alert, Message boxes on form
- Handling Events on web page

Course Name: Digital Media Production (Theory-705)

Class: M. VOC (Web Technology and Multimedia) Semester: I

Objectives of the Course:

Digital Media Production is a course designed to educate students on the ever-changing digital world, as well as to provide hands-on experience with industry standard software and equipment. Topics covered in Digital Media classes include graphic design, animation, audio production, video production, pre-production and post-production during filmmaking.

Program Learning Outcomes:

Students will Learn

- Demonstrate a strong familiarity and proficiency with professional software for video editing, audio production and editing, basic animation, and web development.

- Demonstrate understanding and competency with the production pipeline of at least two of the following: Digital Cinema Production, Digital Audio Production, Web & App Development, and Animation.

- Demonstrate mastery over media file formats, conversion protocols, and storage frameworks.

- Use critical thinking skills to solve industry-related problems on real world projects and in collaboration with other students.

- Carry out applied learning activities focused on the production and post production process for digital media productions.