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:
- 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:
- 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)