

COURSE OUTCOME

Department of Vocational Studies(B.Voc)

Core course - Multimedia

Paper Name	Course Outcome
Fundamentals of Computer	<ul style="list-style-type: none">• Bridge the fundamental concepts of computers with the present level of knowledge of the students.• Understand operating system Unix language
Office Automation & Malayalam Computing	<ul style="list-style-type: none">• Able to understand current MS OFFICE packages and Malayalam computing.• Able to carry out the activities of an office.• Able to understand working of a modern office
New Media, Internet and Programming Web	<ul style="list-style-type: none">• On completion of this course, the student should be able to:• Get an exposure to develop and design simple web applications• Understand and Practice web development• Get hands on interactive web, JavaScript and CSS
Multimedia Tools & Techniques	<ul style="list-style-type: none">• Understanding the Tools and techniques of creating digital Illustrations• Understanding the Tools and techniques of creating digital image manipulations• Understanding the Tools and techniques of creating digital multi page layouts• Understanding the Tools and techniques of creating designs and layouts for the print media
Photography & Visual Effects	<ul style="list-style-type: none">• understanding of the visual and technical skills necessary to pursue and appreciate digital photography.• It is ideal for beginners who want to learn photography fundamentals such as controlling exposure, composition, depth of field, use of lenses
Digital Video Production	<ul style="list-style-type: none">• Explores the post-production process for non-linear editing of digital video for use in video production and multimedia applications.• Focuses on industry standard editing software to develop the foundation grammar of editing including continuity and montage principles.

Introduction to Animation	<ul style="list-style-type: none"> • To initiate the student into the history and intricacies of animation. • To Provide the students an opportunity for understanding the technological implication of animation.
Pre-Production	<ul style="list-style-type: none"> • Translate ideas and concepts into a cohesive and well-planned project. • Develop a student's creative, technical, planning and presentation abilities. • Familiarize the student with the (art) production process.
Production and Post-Production	<ul style="list-style-type: none"> • Evaluate digital video projects, identify items for improvement, and implement changes. • Understand how to make the art of writing for films
Advanced Techniques In Graphics and Animation	<ul style="list-style-type: none"> • An understanding the concept of dimension 2d and 3d objects. • An understanding of the primitives • An understanding Principles of animation • An understanding Story board and Animation
Media Laws and Ethics	<ul style="list-style-type: none"> • To provide students with an understanding of the basic legal concepts and press laws. • To give an over view of the ethical issues in the current media scenario
3D, Scripting and Game Development	<ul style="list-style-type: none"> • Design to help the students to model 3d models and props using specified 3d software. • Give an opportunity to work on a project in 3d, 2d and visual effects with in the area of study and gain further knowledge and insight in their area of interest.
Internship & Project (900 hrs.)	<ul style="list-style-type: none"> • The student shall undergo Industrial training and a project of four-month duration. • Industrial training should be carried out in an industry / company approved by the institution and under the guidance of a staff member in the concerned field. • The project is designed to develop practical ability and knowledge about practical tools/techniques in order to solve real life problems related to the industry, academic institutions and computer science research.