

West Bengal State Council of Technical &
Vocational Education and Skill
Development
(Technical Education Division)



Syllabus
of

Diploma in 3D Animation & Graphics
[3DAG]

Part-II (3rd Semester)

Revised 2024

Semester-wise Detailed Curriculum
Semester III (Second year)
Branch/Course: 3D Animation & Graphics

Sl. No	Course Title	L	T	P	Contact Hours	Credit	Marks
1.	Fundamentals of Graphic Design - II	3	0	0	3	3	100
2.	Video and Audio Editing	3	0	0	3	3	100
3.	2D Animation	3	0	0	3	3	100
4.	Web Designing	3	0	0	3	3	100
5.	Graphic Design Lab – II	0	0	3	3	1.5	100
6.	Photography Lab	0	0	3	3	1.5	100
7.	Video and Audio Editing Lab	0	0	3	3	1.5	100
8.	2D Animation Lab	0	0	3	3	1.5	100
9.	Web Designing Lab	0	0	3	2	1	100
10.	Internship -1 (After II Sem)	0	0	4	4	2	100
Total Credit and Marks and Contact Hours					29	20	1000

Syllabus For: Fundamentals of Graphic Design -II

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Fundamentals of Graphic Design -II	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory: 3 hours/week	Internal Examination: 20
Tutorial:	Class Assessment: 10
Practical:	Class Assignment: 10
Credit: 3	End Semester Examination: 60
Course Objective:	
This course enables the student to:	
	To develop the skill & knowledge about Graphic Design
	To understand the application of Graphic Design in various fields
	To develop the knowledge about History of Graphic Design
	To understand the Principles and Techniques of Graphic Design
	To develop Creativity and Visual Communication
Course Outcome:	
After completion of this course, students will be able to:	
	Use Graphic Design in various fields
	Understand the Principles of Graphic Design needed to create effective design solutions
	Understand the various tips and techniques needed to create effective design solutions

Content Details		Hours/ Unit
Unit 1	History of Graphic Design	
	Evolution of graphic design through different eras. Influential movements and styles (e.g., Bauhaus, Art Nouveau, Swiss Design). Pioneering designers and their contributions.	6
Unit 2	Principles of Design	
	Balance, contrast, emphasis, movement, pattern, rhythm, and unity. Application of these principles in various design projects. Analyzing design works to understand principles.	8
Unit 3	Elements of Design & Layout and Composition	

	<p>Line, shape, form, space, color, value, and texture.</p> <p>Interaction of elements in creating cohesive designs.</p> <p>Practical exercises to master each element.</p> <p>Grid systems and their importance in design.</p> <p>Visual hierarchy, alignment, and balance.</p> <p>Negative space and its role in composition.</p> <p>Practical layout exercises for different formats and media.</p>	7
Unit 4	Branding and Identity Design	
	<p>Elements of a brand identity (logos, color schemes, typography).</p> <p>Creating and maintaining brand consistency.</p> <p>Designing logos and brand style guides.</p> <p>Case studies of successful branding projects.</p>	8
Unit 5	Print Design, Illustration and Image Editing	
	<p>Principles of print design and production.</p> <p>Designing for various print formats (brochures, posters, business cards).</p> <p>Prepress and printing processes.</p> <p>Understanding paper types, inks, and printing techniques.</p> <p>Basics of digital illustration and drawing.</p> <p>Techniques for photo editing and manipulation.</p> <p>Software tools (e.g., Adobe Photoshop, Illustrator).</p> <p>Integration of illustrations and images into design projects.</p>	10
Unit 6	Portfolio Development	
	<p>Creating a professional design portfolio.</p> <p>Presenting and critiquing design work.</p> <p>Preparing for job interviews and client presentations.</p>	6

Suggested Books:

1. Thinking with Type by Ellen Lupton
2. Logo Design Love by David Airey
3. Graphic Design: The New Basics" by Ellen Lupton and Jennifer Cole Phillips

Syllabus For Video and Audio Editing

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Video and Audio Editing	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory: 3 hours/week	Internal Examination: 20
Tutorial:	Class Assessment: 10
Practical:	Class Assignment: 10
Credit: 3	End Semester Examination: 60
Course Objective:	
This course enables the student to:	
	To develop the skill & knowledge about Video and Audio Editing
	To understand the application of Video and Audio Editing in various fields
	To develop the knowledge about History of Video and Audio Editing
	To understand the Principles and Techniques of Video and Audio Editing
	To develop the knowledge of Video and Audio Editing in Production Pipeline
Course Outcome:	
After completion of this course, students will be able to:	
	Understand Video and Audio Editing and use it in various fields
	Will be able to edit their own films
	Will be able to understand how audio video works.

Content Details		Hours/ Unit
Unit 1	History and Evolution of Video Editing	
	Early film editing techniques and pioneers. The transition from analog to digital editing. Impact of technological advancements on video editing.	6
Unit 2	Fundamentals of Video Editing	
	Basic concepts: timeline, cuts, transitions, and sequences. The role of a video editor in storytelling. Principles of continuity and match cuts.	8
Unit 3	Narrative Structure and Pacing	

	Understanding three-act structure and other narrative frameworks. Techniques for controlling pacing and rhythm. The role of editing in building tension and emotion.	7
Unit 4	Visual Aesthetics and Composition	
	Principles of visual composition in editing. The impact of shot selection and framing on narrative. The role of color correction and grading in visual storytelling.	8
Unit 5	Fundamentals of Sound Design	
	Basic concepts: waveform, frequency, amplitude, and decibels. The role of sound in enhancing narrative. Principles of sound design in film and media.	8
Unit 6	Case Studies in Video and Audio Editing	
	In-depth analysis of famous editing examples in film and media. Breakdown of editing techniques used in iconic scenes. Lessons learned from successful editing projects.	8

Suggested Books:

1. In the Blink of an Eye by Walter Murch
2. Digital Video Editing Fundamentals by Wallace Jackson
3. The Technique of Film Editing by Karel Reisz and Gavin Millar
4. The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects by Ric Viers

Syllabus For 2D Animation

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: 2D Animation	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory: 3 hours/week	Internal Examination (Two Class Tests will be conducted): 20
Tutorial:	Class Attendance: 10
Practical:	Class Assignment: 10
Credit: 3	End Semester Examination: 60
Course Objective: This course enables the student to:	
	To develop the skill & knowledge about Animation
	To understand the application of Animation in various fields
	To develop the knowledge about History of Animation
	To understand the Principles and Techniques of Animation
	To develop the knowledge of Storyboard and Animation Production Pipeline
Course Outcome: After completion of this course, students will be able to:	
	Understand Animation and types of animation and its use in various fields
	Understand the History and Principles of Animation
	Understand the various techniques of Animation in the Animation studio

Content Details		Hours/ Unit
Unit 1	Introduction of Animation	
	<ul style="list-style-type: none"> • Definition of Animation • Objectives of Animation • Understanding about 2D and 3D Animation • Application of Animation in various fields 	6
Unit 2	History of Animation	
	<ul style="list-style-type: none"> • Concept of early animation devices • Concept of Camera Obscura and discovery of photography • History of animation – Stop motion, Clay motion, Walt Disney, Cartoon Animation 	8

	<ul style="list-style-type: none"> • The Silent Era and Golden Era 	
Unit 3	Principles of Animation	
	<ul style="list-style-type: none"> • Concept of Twelve Principles of Animation • Concept of Traditional and Cell Animation 	7
Unit 4	Types and Techniques of Animation	
	<ul style="list-style-type: none"> • Concept of various types of Animation – Real time and Non real time Animation, Sprite Animation, Computerized Animation • Concept of character drawing, character creation • Concept of drawing various human body postures, facial expressions, eyes and lips expression • Concept of Walk cycle, fly cycle and run cycle of Human, birds and animals • Objects needed in the Animation Studio 	10
Unit 5	Storyboard	
	<ul style="list-style-type: none"> • Concept of Storyboard in Animation • Use of Storyboard in Animation • Understanding and drawing Storyboard Template 	6
Unit 6	Animation Production Technique	
	<ul style="list-style-type: none"> • Concept of Animation Production Pipeline • Concept of render and rendering process • Understanding various file formats of animation and animation films 	8

Suggested Books:

1. An animator's survival kit By Richard Williams
2. The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation by Kit Laybourne, Publisher -Three Rivers Press (ca) (1998)
3. Multimedia And Animation by V.K. Jain
4. The Illusion of Life by Frank Thomas and Ollie Johnston

Syllabus For Web Designing

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Web Designing	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory: 3 hours/week	Internal Examination (Two Class Tests will be conducted): 20
Tutorial:	Class Attendance: 10
Practical:	Class Assignment: 10
Credit: 3	End Semester Examination: 60
Course Objective: This course enables the student to:	
	To understand the history of Internet
	To develop the skill & knowledge about Web page Design
	To understand the application of Web page Design in various fields
	To develop the knowledge about the basics and elements of HTML.
	To develop the knowledge of Web pages using JavaScript & CSS.
Course Outcome: After completion of this course, students will be able to:	
	Explain the Basic Principle of Web page Design
	Describe the components of Web pages.
	Understand the basics and elements of HTML.

Content Details		Hours/ Unit
Unit 1	Basics in Web Design	
	Brief History of HTML World Wide Web HTML Standards HTML Structure Markup Tags Document Structure Tags Designing Navigation bar Page design and Home Page Layout	6
Unit 2	Creating HTML Pages	
	Paragraph Formatting and Block-level Elements Text-level Elements Lists	8

	Adding Hidden Comments Adding Horizontal Ruling Line. Horizontal Rule Attributes HTML Tables Column and Row Spanning	
Unit 3	Graphical Elements, Image Techniques and Hyperlinks	
	Page Colors and Backgrounds Incorporating Images to wave pages Image Maps Image Transparency Interlacing Animated GIFs The Anchor Tag Using Image as Links Internal Links	7
Unit 4	Creating Form, Using Frames, and Floating Frames, Incorporating Audio and Video file	
	Form Overview The <Form> Tags Form Fields The <Frameset>, <Frame> and <Noframes> Tags. Targeting Frames with Hyperlinks Specifying BASE Target Multiple Framessets Frame Relationships: Parent and Top Floating Frames Embedding Audio and Video Files	10
Unit 5	Basic in Cascading Style sheets	
	Introduction to Style Sheets CSS Terminology CSS Properties CSS and HTML Inline Style Sheets. Embedded Style Linking External Style Sheets Style Inheritance Style Sheets and Browser Compatibility	6
Unit 6	JavaScript Basic	

	<p>Scripting Languages, Origins of JavaScript. JavaScript Characteristics. JavaScript and Common Programming Concepts Comparison between Java and JavaScript. JavaScript vs. VBScript Server-Side vs. Client-Side Applications. JavaScript Variable, Keywords, Expressions and Operators Methods, Defining Function, Calling a function Events and JavaScript Event Handlers Controlling Program Flow and Loops JavaScript Language Objects and Objects Models Window, Array, Date, Math, String, Navigator, objects</p>	8
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Suggested Books:

1. Web Designing and Development Training Guide by Prof. Satish Jain, Ambarish K. Rai, M. Geetha
2. Web Designing with HTML & CSS Complete Beginner's Guide by Prem Kumar
3. Beginning CSS: Cascading Style Sheets for Web Design by Ian Pouncey, Richard York
4. Mastering Html, CSS& JavaScript Web Publishing By Laura Lemay, Rafe Colburn, Jennifer Kyrnin

Syllabus For Graphic Design Lab II

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Graphic Design Lab II	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory & Tutorial: Nil	Continuous Evaluation :40
Practical: 3	Class Attendance :10
Credit: 1.5	Viva Voce: 20
	Assignment and Project submission on the day of Final Sessional Exam: 30
Course Objective:	
This course enables the student to:	
	Be acquainted with hardware & software required for Graphic Design.
	Edit images by Adobe Photoshop including adjustment of image size, resolution etc.
	Develop the concept of working with various tools, filter effects, masking and Generative Ai
	Develop the concept of creating various product advertisements, Office stationeries by using Adobe Photoshop.
Course Outcome:	
After completion of this course, students will be able to:	
	Create Image editing and Photo Retouching
	Create Flyer, Brochure, Advertisement, Office Stationeries
	Create Poster, Social Media post with Generative Ai

Content Details		Hours/ Unit
Unit 1	Interface of Adobe Photoshop	
	<ul style="list-style-type: none"> • Getting to know the work area of Adobe Photoshop • Concept of Raster and Vector Graphics • Concept of Pixel, Resolution, Color depth, Color mode, Image size, Canvas size • Selecting and working with tools from the tool palette • Customizing the workspace • To open and save a file in Photoshop, working with various Photoshop extension file formats. 	5

Unit 2	Image Editing with Adobe Photoshop	
	<ul style="list-style-type: none"> • Working with Image menu • Concept of Straighten and Crop image, Automatic adjustment, Auto color and Remove color, replacing color. • Working with Clone tool, Healing Brush tool, Spot Healing Brush Tool, Patch Tool • Working with Content-Aware fill option • Working with Generative ai option (remove background, fill background) 	8
Unit 3	Selection and Drawing with Adobe Photoshop	
	<ul style="list-style-type: none"> • Concept of working with Selection tools • Working with various types of Marquee tools • Working with Pen tool and creating path with pen tool • Creating path with the help of pen tool, Converting selection to path and vice versa • Using custom shapes • Working with Gradient tool and its types, saving gradient color and editing color. 	8
Unit 4	Layer in Adobe Photoshop	
	<ul style="list-style-type: none"> • Concept of Background layer, Layers, Hide, view, reposition, delete, rename, merge layers • Concept of Isolating part of image, Lock Layers • Working with various Layer Styles and applying it to multiple layer 	6
Unit 5	Type in Photoshop	
	<ul style="list-style-type: none"> • Working with text • Concept of Formatting, Warping text, spacing, kerning, leading, Using special effects in text. 	6
Unit 6	Mask and Channels in Photoshop	

	<ul style="list-style-type: none"> • Concept of Masking and Channels • Working with Layer Mask, Vector Mask, Clipping Mask, Quick Mask • Using Alpha channel • Saving a selection as a mask, Loading a mask as a selection and applying an adjustment. 	6
Unit 7	Effects in Photoshop	
	<ul style="list-style-type: none"> • Working with various Filter Effects in Effects menu • Correcting and Enhancing Digital Photographs • Working with camera raw, processing camera raw files, correcting digital photographs. 	6

Suggested Books:

1. Adobe Photoshop 2024 Classroom in a Book by Conrad Chavez
2. Adobe Photoshop 2024 Guide by Matt E Walker
3. Mastering Adobe Photoshop 2024 by Gary Bradley

Syllabus For Photography Lab

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Photography Lab	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory:	Continuous Evaluation :40
Tutorial:	Class Attendance :10
Practical: 3	Viva Voce: 20
Credit: 1.5	Assignment and Project submission on the day of Final Sessional Exam: 30
Course Objective: This course enables the student to:	
	Gain hands-on experience with cameras, lenses, lighting, and editing software
	Develop a unique visual style and artistic vision
	Choose various career paths, including roles in media, advertising, fashion, journalism, and fine arts.
	To convey stories and emotions through images
	Improve Visual Communication
Course Outcome: After completion of this course, students will be able to:	
	Master photography's technical aspects, such as camera settings, lighting, composition, and post-processing.
	Develop their artistic style and learn to create visually compelling and meaningful images.
	Apply photography skills in fields like journalism, commercial photography, fine arts, and digital media.

Content Details		Hours/ Unit
Unit 1	Introduction to Photography	
	History of Photography Impact of digital technology on photography. Understanding Cameras and Lenses Types of cameras: DSLR, mirrorless, point-and-shoot, and smartphone cameras. Camera components and their functions. Types of lenses and their uses: prime, zoom, wide-angle, telephoto, and macro.	6

Unit 2	Fundamentals of Photography	
	<p>Exposure Triangle Understanding ISO, aperture (fstop), and shutter speed. How these three elements interact to create a properly exposed image. Camera Modes and Settings Automatic, semiautomatic (aperture priority, shutter priority), and manual modes. White balance, metering modes, and focusing modes. Customizing camera settings for different shooting conditions.</p>	8
Unit 3	Composition and Framing	
	<p>Rules of Composition Rule of thirds, leading lines, symmetry, and patterns. Framing, perspective, and depth of field. Breaking the rules creatively. Visual Elements Lines, shapes, textures, colors, and forms. Creating balance and harmony in a photograph. Using negative space effectively.</p>	7
Unit 4	Lighting in Photography	
	<p>Natural Light Understanding different qualities of natural light (golden hour, blue hour, midday sun). Using reflectors and diffusers to control natural light. Techniques for shooting in various weather conditions. Artificial Light Types of artificial lighting: flash, continuous, studio lights. Lighting setups: onelight, twolight, threepoint lighting. Using light modifiers: softboxes, umbrellas, grids, and gels.</p>	10
Unit 5	Portrait Photography	

	<p>Posing and Directing Subjects</p> <p>Techniques for posing individuals and groups. Communicating effectively with subjects. Capturing candid versus posed portraits.</p> <p>Lighting for Portraits</p> <p>Rembrandt lighting, butterfly lighting, split lighting, and loop lighting. Using reflectors and fill lights to enhance portraits. Postprocessing techniques for skin retouching.</p>	6
Unit 6	Post Processing and Editing	
	<p>Basic Editing Techniques</p> <p>Introduction to editing software (Adobe Lightroom, Photoshop, etc.). Cropping, straightening, and basic adjustments (exposure, contrast, white balance). Understanding histograms and levels.</p> <p>Advanced Editing Techniques</p> <p>Layer masks, selections, and blending modes in Photoshop. Retouching, cloning, and healing tools. Creating and applying presets and filters for consistent editing.</p>	8

Suggested Books:

1. Mastering Photography: A National Geographic Guide
2. Digital Photography: Pro Tips for Amazing Photos by Jeff Carlson
3. On Photography by Susan Sontag

Syllabus For Video and Audio Editing Lab

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Video and Audio Editing Lab	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory:	Continuous Evaluation :40
Tutorial:	Class Attendance :10
Practical: 3	Viva Voce: 20
Credit: 1.5	Assignment and Project submission on the day of Final Sessional Exam: 30
Course Objective: This course enables the student to:	
	Learn to create stories and messages through video clips.
	Become skilled with editing software to edit videos, add effects, and make them look better.
	Understand how to tell stories visually with good composition and pacing.
	Get good at using audio tools and know how audio files and rules work.
	Make audio clearer, more balanced, and consistent using editing, mixing, and fixing tools.
Course Outcome: After completion of this course, students will be able to:	
	Make polished videos and audios that meet standards and impress people.
	Work on many projects like films, ads, podcasts, and more.
	Find jobs in film, ads, media, and more, making things people want to see and hear.

Content Details		Hours/ Unit
Unit 1	Introduction to Video Editing	
	Overview of video editing history and evolution. Understanding the role of a video editor. Basic terminology and concepts (e.g., timeline, cuts, transitions).	6
Unit 2	Video Editing Software and Basic Editing Techniques	

	<p>Overview of popular video editing software (Adobe Premiere Pro).</p> <p>Basics of software interfaces and tools.</p> <p>Importing and organizing media files.</p> <p>Cutting and trimming video clips.</p> <p>Using transitions and effects.</p> <p>Adjusting video speed and duration.</p>	8
Unit 3	Advanced Editing Techniques	
	<p>Multi-camera editing and synchronization.</p> <p>Advanced transitions and video effects.</p> <p>Color correction and grading.</p> <p>Keyframing and animation.</p> <p>Creating and integrating titles and text graphics.</p> <p>Using motion graphics and animations.</p> <p>Working with templates and custom designs.</p>	10
Unit 4	Sound Design and Audio Editing	
	<p>Importance of sound in video editing.</p> <p>Basics of audio editing software (Adobe Audition, Audacity, etc.).</p> <p>Synchronizing audio and video tracks.</p> <p>Adding sound effects and background music.</p> <p>Adjusting audio levels and mixing.</p>	7
Unit 5	Audio Editing Techniques	
	<p>Cutting, trimming, and splicing audio clips.</p> <p>Using fades, crossfades, and transitions.</p> <p>Basic noise reduction and audio cleanup.</p> <p>Equalization (EQ) and frequency manipulation.</p>	6
Unit 6	Short Film or Documentary	
	<p>Apply all learned skills in a comprehensive project.</p> <p>Create a 3-5 minute short film or documentary on a topic of your choice. Plan, shoot, and edit the project, incorporating audio and video editing techniques. Include titles, music, sound effects, and color grading. Present the final project for review and critique.</p>	8

Suggested Books:

1. The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects by Ric Viers
2. The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age by Steven Ascher and Edward Pincus
3. The Technique of Film Editing by Karel Reisz and Gavin Millar

Syllabus For 2D Animation Lab

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: 2D Animation Lab	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory & Tutorial: Nil	Continuous Evaluation :40
Practical: 3	Class Attendance :10
Credit: 1.5	Viva Voce: 20
	Assignment and Project submission on the day of Final Sessional Exam: 30
Course Objective:	
This course enables the student to:	
	To develop the skill & knowledge about 2D Animation
	To understand and develop knowledge of Adobe Animate
	To develop knowledge on Tweening, Symbols, ActionScript
	To create Short 2D Animation
Course Outcome:	
After completion of this course, students will be able to:	
	Create frame by frame animation, tweening animation
	Create Animation with symbols, ActionScript, sound
	Create various short 2D Animation Projects

Content Details		Hours/ Unit
Unit 1	Interface of Adobe Animate	
	<ul style="list-style-type: none"> • Introduction to Adobe Animate • Working with the Stage, Workspace and Timeline Panel • Working with Toolbar panel, Property panel, Control bar • Importing bitmap and vector graphics • Transformation of Graphics • Use of Layers in Adobe Animate 	5
Unit 2	Animation with Adobe Animate	
	<ul style="list-style-type: none"> • Understanding the concept of Frames, Keyframes and Blank Keyframes • Creating Frame by Frame animation • Working with Onion Skinning 	6

	<ul style="list-style-type: none"> • Understanding Frame rate • Working with Motion Guide 	
Unit 3	Tweening in Animation	
	<ul style="list-style-type: none"> • Concept of Motion Tween, Classic Tween and Shape Tween • Working with Easing: – Ease In And Ease Out • Creating short animation with Motion Tween and Shape Tween • Creating animation of Walk Cycle, Fly Cycle, Run Cycle, Jump Cycle of Human, Birds and Animals 	8
Unit 4	Symbols, Masking and Text Effect in Animation	
	<ul style="list-style-type: none"> • Concept of Symbols and Instance Properties • Concept of types of Symbols • Creating Animation with Symbols • Concept of Masking in Animation • Creating short Animation with masking effect • Creating Text animation with various effects 	8
Unit 5	Sound in Animation	
	<ul style="list-style-type: none"> • Importing Sound files in Animation • Synchronising the Sound with Animation • Creating short Animation with Sound Synchronization • Exporting Sound 	7
Unit 6	Action Script in Animation	
	<ul style="list-style-type: none"> • Concept of Action Panel • Concept of various Mouse Events Handlers • Concept of Full Screen command, Duplication Movie Clip, Custom Mouse Cursor • Creating short animation with these action scripts. 	6
Unit 7	Saving and Publishing the File	

	<ul style="list-style-type: none">• Saving an Animation document• Publishing an Animation document• Exporting an Animation document into Movie, Video, Animated GIF file	5
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Suggested Books:

1. Adobe Animate 2024 Classroom in a Book by Russel Chun
2. Adobe Animate – A Complete Guide by Gerardus Blokdyk

Syllabus For Web Designing Lab

Name of the Course: Diploma in 3D Animation and Graphics	
Name of the Subject: Web Designing Lab	
Course Code:	Semester: Third
Duration: 15 Weeks	Maximum Marks: 100
Teaching Scheme:	Examination Scheme:
Theory:	Internal Examination (Two Class Tests will be conducted): 60
Tutorial:	Class Attendance: 10
Practical: 3 hours/week	Class Assignment: 10
Credit: 1.5	End Semester Examination: 60
Course Objective: This course enables the student to:	
	To understand the history of Internet
	To develop the skill & knowledge about Web page Design
	To understand the application of Web page Design in various fields
	To develop the knowledge about the basics and elements of HTML.
	To develop the knowledge of Web pages using JavaScript & CSS.
Course Outcome: After completion of this course, students will be able to:	
	Design Web pages.
	Identify different components of Web pages.
	Design Web pages using HTML Tag & Cascading Style Sheet.

Content Details		Hours/ Unit
Unit 1	Basic in HTML & Elements of HTML	
	Write Simple HTML, Save the HTML Page, View the HTML Page in Your Browser HTML Headings, Paragraphs, Horizontal Rules, Line Breaks HTML Text Formatting, Formatting Elements, Quotation and Citation Elements Creating Form and Fields Use of Web Page Editors	6
Unit 2	Elements & Media	
	HTML Images, Image Maps, Background Images, <picture> Element Working with Lists, Tables and Frames Working with Hyperlinks, Iframes & Multimedia	8

	Working with Forms and controls. HTML Graphics (Canvas & SVG) HTML Media (Video, Audio & YouTube) Creating page design through table, frame etc.	
Unit 3	Basic in Cascading Style sheets	
	CSS Syntax CSS Colour, Background Colour, Text Colour, Border Colour CSS Margins& Padding CSS Height and Width, CSS Box Model Properties for formatting text, Font Selection CSS Links, List, Table, Display CSS Position, Z-index, overflow, float CSS Layout-display: inline-block.	7
Unit 4	Advanced in Cascading Style Sheets	
	CSS Navigation Bar CSS Drop downs CSS Image Gallery CSS Forms Automatic Numbering with Counters CSS Web site Layout	10
Unit 5	Java Script Basics	
	Using Document.write(), window.alert(), window.prompt() JavaScript Statements, JavaScript Syntax JavaScript Variables, Operators Java Script Data Types, Functions Real Life Objects, Properties, and Methods Conditional Statements, Loops Window, Documents, String, Array, Math, Date Objects applications Defining Function, Calling Function	6
Unit 6	Advanced JavaScript	
	Developing Interactive Forms Controlling Frames in JavaScript Creating JavaScript Objects Creating an Instance of a Custom Objects. Image Map, Adding Script to an Image Map	8

Suggested Books:

1. Web Designing and Development Training Guide by Prof. Satish Jain, Ambarish K. Rai, M. Geetha

2. Web Designing with HTML & CSS Complete Beginner's Guide by Prem Kumar
3. Beginning CSS: Cascading Style Sheets for Web Design by Ian Pouncey, Richard York
4. Mastering Html, CSS& JavaScript Web Publishing By Laura Lemay, Rafe Colburn,
Jennifer Kyrmin