

**MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION,  
MUMBAI**

1	Name of Syllabus	<b>C.C. IN MULTI MEDIA &amp; CREATIVE DESIGNING (101150)</b>												
2	Max. Nos of Student	25 Students												
3	Duration	6 Months												
4	Type	Full Time												
5	Nos Of Days / Week	6 Days												
6	Nos Of Hours /Days	7 Hrs												
7	Space Required	Workshop = 1000 Sq feet Class Room = 200 Sq feet TOTAL = 1200 Sq feet												
8	Entry Qualification	S.S.C. + ANY COURSE PASS FROM COMPUTER GROUP of MSBVEE OR ITI /COE /HSC Vocational / Diploma / Degree / Post Graduation / in Computer Group												
9	Objective Of Syllabus/ introduction	1. Awareness of Safety precautions 2. Knowledge of Engineering skill, use of tools in Computer technology 3. Awareness of E- Accountancy & Office Management. 4. Awareness of Repair & Maintenance of E- Accountancy & Office Management												
10	Employment Opportunity	The trainee will either to be able to take up jobs with agencies which Maintain, Develop, Repair in Multi Media & Creative Designing. or with working experience will be in a position to start his own independent Business.												
11	Teacher’s Qualification	1. Diploma in Computer Technology/ IT. With 3 year Teaching experience in Multi Media & Creative Designing 2. Diploma or Degree Computer Technology / IT or equivalent profession Qualification. With 1 year Teaching experience in Multi Media & Creative Designing												
12	Training System	<b>Training System Per Week</b> <table><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>12 Hours</td><td>30 Hours</td><td>42 Hours</td></tr></table>							Theory	Practical	Total	12 Hours	30 Hours	42 Hours
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12 Hours	30 Hours	42 Hours												
13	Exam. System	Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks						
		1	10115011	Multi Media & Creative Designing	TH - I	3 hrs	100	35						
		2	10115021	Basic Internet & Multimedia	PR - I	3 hrs	100	50						
		3	10115022	Multi Media & Creative Designing	PR - II	6 hrs	200	100						
				TOTAL			400	185						

# **MULTI MEDIA & CREATIVE DESIGNING**

## **Theory I & Practical - II**

### **1. PHOTOSHOP**

- i Working with Images in Photoshop
- ii Working with palettes i.e. layers palette, navigator palette, info palette, color palette, swatches palette, styles palette, history palette, actions Palette, tool preset palette, channel palette, path palette
- iii Working with layers
- iv Photo editing
- v Image adjustment options
- vi Preparing the file & work area
- vii Creating different shapes
- viii Creating three dimensional effects using layers
- ix Working with magic wand and lasso, burn, dodge, sponge, clone stamp tools
- x Options of wrap tool
- xi Editing selections
- xii Using layer styles
- xiii Produce an image by mixing two or more different images using layer masking & vector masking.

### **2. PAGEMAKER**

- i Efficiently Laying Out Pages
- ii Applying Master Pages
- iii Creating Guides
- iv Manipulating Graphics
- v Duplicating Graphics
- vi Masking and Automating Tasks with Scripts
- vii Advanced Type Techniques
- viii Using Paragraph Rules
- ix Creating Running Headers and Footers
- x Creating Continuation Lines

- xi Working with Imported Graphics
- xii Altering Imported Graphics
- xiii Trapping
- xiv Trapping a Document
- xv Managing Long Documents
- xvi Creating a Table of Contents
- xvii Creating an Index
- xviii Building a Book
- xix Importing and Exporting HTML
- xx Importing HTML
- xxi Exporting Stories to HTML
- xxii Exporting **Page** Layouts to HTML

### **3. CORELDRAW**

- i Customizing CorelDraw 10
- ii Introduction
- iii Customizing Options
- iv Using Text and Color
- v Working With Color
- vi Working With Paragraph Text
- vii Special Text Effects
- viii Layouts and Layers
- ix Special Page Layouts
- x Arranging Objects
- xi Using Layers
- xii Styles and Templates
- xiii Custom Creation Tools
- xiv Working With Bitmaps

### **4. FLASH**

- i Flash Editor,
- ii Panels,

iii Timeline,  
iv Tools,  
v Saving & Uploading Files  
vi More Tools, Utilities,  
vii Grouping, Arranging  
viii Graphic Symbols,  
ix Alignment,  
x Libraries,  
xi Layers  
xii Key frames,  
xiii Frame by Frame Animation, Onion Skins, Frame Rate  
xiv Motion Tweening, Stop Action, Rotate & Spin,  
xv Info Panel,  
xvi Movie Explorer, Shape Tweening  
xvii Button Symbols, getURL Action, Adding Sound to Buttons,  
xviii Publishing and Exporting

## **5. DREAMWEAVER**

Planning your site & site structure

Site navigation

Using templates & Library

Exploring Dream weaver, working with different tools & panel

Launcher and additional panel group

Creating & editing html documents, setting page properties

Adding text and formatting, changing the color of texts, aligning text and elements.

Creating lists, working with images, resizing images

Working with tables, setting table properties, resizing tables and cells, nesting tables

Linking and navigation

Creating an E-mail link, Associating remote server with a local site. Putting files  
on a remote server.

Getting files from a remote server.

## 6. HTML

Source codes of Web Pages, meaning of HTML, its features and advantages

Programming with HTML

Using scripts for active web pages

Picture formats, animated files and its usage in Web pages.

Web Page design using Front page. Procedure for hosting of Web Sites.

### 1. WEB SITE HOSTING

SR. NO.	NAME OF ITEM	QUANTITY (Nos)
1	Intel Pentium 4.0 @ 1.86 GHz Core 2 Duo,DDR2 2 GB RAM ,Intel Motherboard (965 with LAN), Hard Disk 300 GB, SATA II, Monitor 17" TFT, Keyboard, Mouse, DVD Writer 18 X, 4.1 Speakers or Latest Configuration with preloaded Operating System minimum WINDOW XP Professional or WINDOW VISTA Premium	10 Nos
2	Lap Top- Core 2 Duo 2 GHz Processor, Hard Disk SATA 160 GB, RAM 2 GB DDR2, LCD Screen 17", DVD Writer, Battery 8 cells, Preloaded Operating System minimum WINDOW XP Professional or WINDOW VISTA Premium, Carry Case	01
3	Inkjet Printer (132 cols.)	02
4	Laser Printer (B & W)	02
6	24 port switch	02
7	ISDN Line for Broadband connection (unlimited download capacity),	02
8	UPS 500 VA for each Computer	02
9	Vacuum Cleaner	02
10	Scanner	02
11	Web Camera of latest configuration	02
12	Computer Tool Kit	02
13	Digital Camera	02
14	Digital Video Camera	02
15	Analogue Video Camera	02
16	Cable Connectors	02

### BASIC INTERNET & MULTIMEDIA

Topic	Practical - I
<b>Basic Internet &amp; Multimedia</b>	<b>Accessories</b> Practice on paint, entertainment & games <b>Internet</b> Open web pages using URL and domain name. Save web pages. Store web pages as favorites. Use search engines to find sites offering free Email services. Create Email account. Send Email. Copy received Email. Copy/Print received mail. Send Email with attachment. Open/Download attachments. Set-up for Chat. Practice chatting. Practice chatting with Video. Join News group. Getting connected using FTP. Down loading software's. Upgrading Browser versions.

	<p>Using Telnet to get connected to remote computer.</p> <p><b>MS Outlook Express</b></p> <p>Using features of OUTLOOK Express for sending and receiving Emails. Setting multiple accounts in outlook express to send/receive mails. Maintaining Address book.</p> <p><b>Connecting to Internet</b></p> <p>Installing modem in computer. Installing Web Browsers. Setup internet connection using ISP. Setup browser settings.</p>
	<p><b>HTML</b></p> <p>Working with HTML tags. Working with Fonts, colors, Working with Hyper text Links. Develop Unordered Lists, Develop Ordered Lists. Develop Definition Lists , Write different types of Marquee effects. Develop HTML Pages using Tables. Develop User registration forms. Develop Web pages using Forms (2 pages, 3 pages, Multi pages). Open pages in parent windows. Use Embed tag to insert Media. Insert flash file safe mode. Auto play Videos and Audio files. Play Audio and Video files from specific time. Hide controls on web page. Set different colors to different Headings. Change paragraph font size and color using styles. Print “Hello World” on web page using Jscript. Validate Password given by the user. Validate User input date. Validate E Mail Address. Register free website and upload pages Setting up the work area.</p>
	<p><b>Adobe Photoshop</b></p> <p>Practice use of Photoshop tools. Practice use of palettes. Draw &amp; edit with the pencil tools. Smoothen the path with smooth tool. Draw with the Paint tool.</p> <p>Draw curve segments. Use reshape tool. Draw &amp; edit brushed paths. Practice managing brushes. Create brushes. Create a pattern brush. Practice using the brush libraries. Use rulers, guides &amp; grids.</p> <p>Practice use of selection tools. Practice moving, copying and deleting objects. Practice grouping &amp; ungrouping objects. Practice transforming selected objects. Practice distorting with free transform tool. Practice Punking &amp; Bloating. Create blends. Practice using the pathfinder palette. Practice working with clipping masks. Practice changing vector Graphics into Bitmap images. Practice linking objects to URLS for Internet packages.</p>
	<p><b>MULTIMEDIA –Audio</b></p> <p>Practice sound Recording in different channels – Mono-stereo. Practice sound editing and giving special effects. Use various formats of sound files. Carryout conversion of analog audio to digital audio. Practice Frequency management. Practice distorting recorded audio using Effects.</p> <p><b>Multimedia –Video</b></p> <p>Get acquainted with the arrangement of different Tool Bars, Panels, Tools and View Ports. Draw and visualize simple objects in terms of Top View, Front View and Side View. Create simple objects. Practice Moving, Rotating and Scaling objects. Practice changing dimensions of objects using modifiers, Create different objects using Standard Primitives and Extended Primitives. Make shapes renderable and create splines, Practice manipulation of the shape of the model using Compound Objects. Practice application of Lathe Option for creating symmetrical objects.</p> <p>Apply animation to the models created so far. Practice modeling of real world objects through LPM using Editable Mesh and Editable Poly. Convert a model to an editable mesh and working with Extrude and bevel options.</p>

**TOOLS, MACHINERY, EQUIPMENTS**

<b>Sl. No.</b>	<b>Name of Item</b>	<b>Quantity (Nos.)</b>
<b>Hardware</b>		
1	Intel Pentium IV @ 2.0 GHz or higher, 512 MB RAM, Intel Motherboard, 40 GB Hard Disk, 17" Monitor, Keyboard, Mouse, 52-X CD ROM Drive, 1.44 MB FDD, Multimedia kit, Network Interface Card or latest configuration	10
2	Inkjet printer	01
3	Laser printer (B & W)	02
4	Scanner	01
5	8/16 port Hub	02
6	ISDN Line (For Internet)/ cable broadband connection	01
7	UPS 500 VA for each Computer	10
8	Vacuum cleaner	01
9	Computer Tool kit	02
<b>Software</b>		
10	Microsoft Window	As required
11	Adobe Photoshop	As required
12	3D STUDIO Max	As required
13	Anti virus latest version	As required

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