

Vikram University, Ujjain

Board of studies in Computer science (Faculty of Engineering Science)

SYLLABUS of

Diploma in Graphical Animated Web Designing

Exclusively for University Teaching Department (ICS,VUU)

6 Months Diploma in Graphical Animated Web Designing

PROGRAMME of UTD (ICS,VUU)

(Effective from Academic Session 2020-21)

[Modified as according to the provision of “Ordinance”]

PROGRAMME TITLE: Diploma in Graphical Animated Web Designing

PROGRAMME OBJECTIVES:

Diploma in Graphical Animated Web Designing is an extremely well-rounded program that prepares you for a number of careers. Our graduates are highly sought after by potential employers because of their ability to multitask in highly specialized areas.

Basic qualification is 12th in any subjects. Exam Mode will be as Multiple Choice Questions (MCQ) or descriptive type. This Diploma in Graphical Animated Web Designing has been designed with a 6 month program approach in mind.

During this intensive, 6 month program, you'll learn every aspect of creating awe-inspiring graphic design. Combine this with a comprehensive understanding of database driven websites, multimedia components, and digital applications, and you will be a double threat able to chart your own career course.

Common course topics encompass:

- HTML coding
- Website design
- Graphic design
- Photoshop
- Front Page

COURSE STRUCTURE

Diploma in Graphical Animated Web Designing

Time Duration: 6 Months

SN	Course code	Title	End term sem Exam	Internal	Max Marks
1	DIG-101	Web Designing	75	25	100
2	DIG-102	Computer Graphics and Multimedia	75	25	100
3	DIG-103	Project Work	150	50	200
		Total			400

DIG-101 Web Designing

UNIT-1

Introduction of Internet, World Wide Web, client server architecture, web server, web browser, domain names, URL, web pages and web sites, hosting website.

UNIT-2

Basic HTML: Introduction of HTML, HTML structure, HTML editor, tags, attributes, Comments, divisions, Elements, nested elements, Formatting, Heading, paragraph, Phrase tag, hyperlink-absolute and relative URL linking, outer link and inner link, tooltip on link, where to open linked document.

UNIT-3

Advanced HTML: Display Images, Table, list, iframe, Form tag, Form attributes-action and method, Form Input Types- text, password, checkbox, radio, submit and reset. Form elements- input, label, select, textarea, fieldset. HTML multimedia-audio, video, play youtube video on our webpage.

UNIT-4

CSS: Introduction, Syntax, Selector, Add CSS to HTML, CSS comments, CSS properties-background, color, border, margin, padding, Height, width, outline, text formatting, fonts, float, alignments, pseudo-classes, opacity, design website layout using CSS.

UNIT-5

JavaScript: Introduction, Script element, external JavaScript file, comments, output functions, variables, data types, operators, If statements, switch, loop, arrays, string, objects, events, Alert box, Getting data with forms, Validation. Basic overview of server side scripting languages like PHP.

Book References:

HTML & CSS: The Complete Reference, Fifth Edition by Thomas A. Powell

Mastering HTML, CSS & Javascript Web Publishing by Jennifer Kyrnin Laura Lemay, Rafe Colburn

PHP The Complete Reference by Steven Holzner

Mastering PHP 7 by Branko Ajzele

E-References

<https://www.javatpoint.com/>

<https://www.w3schools.com/default.asp>

https://www.tutorialspoint.com/web_development_tutorials.htm

DIG-102 Computer Graphics and Multimedia

UNIT-1

Overview of Graphic Systems: Display Devices, Refresh Cathode-Ray Tubes, Random-Scan and Raster-Scan Monitors, Color CRT Monitors, Direct-View Storage Tubes, Plasma-Panel Displays, LED and LCD Monitors. Hard-Copy Devices: Printers, Plotters. Interactive Input Devices.

UNIT-2

Output Primitives: Points and Lines, Line-Drawing Algorithms, Circle-Generating Algorithms, Character Generation. Two Dimensional Transformations: Basic Transformations, Translation, Scaling, Rotation. Windowing and Clipping: Windowing Concepts, Clipping Algorithms, Line Clipping, Polygon Clipping, Area Clipping, Text Clipping, Window to Viewport Transformation.

UNIT-3

Introduction to Multimedia, Multimedia Components, Multimedia Hardware, SCSI, IDE, MCI, Multimedia Data and File Formats, RTF, TIFF, MIDI, JPEG, DIB, MPEG, Multimedia Tools, Presentation Tools, Authoring Tools. Computer Aided Design. Graphs Charts and Models. Computer Art, Computer Animation, Graphical User Interface, Graphics for Home use, Image Processing.

UNIT-4

Photoshop: Introduction, Basics & Version History, Workspace, Layers, Layer Styles & Effects, Draw Shapes in Photoshop using Shape Tool, Smart Object, Blending Tool & Modes, Pen Tools, Remove Background from Image, Brush Tools, Text Tools, Filters & Effects.

UNIT-5

Flash: Introduction, logging onto server, basic Macintosh skills, Working in Flash, Drawing with Flash, Basic animation, Working in the timeline, Working with symbols, Shape tween, staggering animation effect, Animation Review, Break apart and distribute, Intro to Motion Guide, Motion Guide Paths, Mask layers, Button Intro, Intro to scripting.

References:

1. Computer Graphics, Donald Hearn and M.Pauline Baker, PHI 2nd Edition
2. Multimedia Making it Works, Third Edition: Tay Vaughan, Tata-McGraw-Hill
3. Adobe Photoshop CC For Dummies (For Dummies (Computer/Tech)), by Peter Bauer
4. Sams Teach Yourself Adobe Flash CS3 Professional in 24 Hours, Phillip Kerman