

SES's L. S. RAHEJA COLLEGE OF ARTS AND COMMERCE

(AUTONOMOUS)



**Syllabus of Introduction to Computer II under NEP 2020 vertical -
SEC with effect from 2024-25**

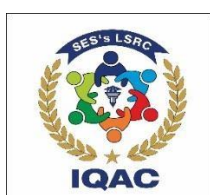
Department of Information Technology and Data Science

HoD/Sr. Person of the Department: Prajakta Joshi

Date of approval by the BoS: 27/04/2024

Approved by the Academic Council: 29/04/2024

Ratified by the Governing Body on: 06/05/2024



Programme: Bachelor of Arts in Multimedia and Mass Communication				Semester : II	
Course : Introduction to Computer II				Code: UGBAMMCIISEC124	
Academic Year: 2024-2025				Batch: 2024-2027	
Teaching Scheme			Evaluation Scheme		
Lectures	Practical	Tutorials	Credits	Internal Continuous Assessment (ICA) (weightage)	Term End Examinations (TEE) (weightage)
30	Nil	Nil	2	20	30

Learning Objectives :	<ol style="list-style-type: none"> 1. To help learners make media industry ready. This will help learners to be aware of the minimum requirement of the software when stepping out in the industry. 2. To introduce the media software to make the learners understand what goes behind the scene and help them choose their stream. 3. To help learners work on small scale projects during the academic period.
Learning Outcomes :	<ol style="list-style-type: none"> 1. Utilize relevant applications of tools and technology in the creation, reproduction, and distribution of visual messages. 2. Apply graphic design principles in the ideation, development, and production of visual messages.
Pedagogy:	Experiential learning, peer learning, designing and implementation

Each lecture session would be of one hour duration (30 sessions).

Module	Module Content	Module Wise Pedagogy Used	Module Wise Duration
I	I A] Photoshop: Advanced Image Editing Working with multiple images: Mixing Selection marquee, Lasso, Magnetic lasso, feather Slice tool, Erase tool, Pen tool and image tracing Clone tool, Stamp tool Image Effects Editing: Burning, Dodging Smudge, Sharpen, Blur Eyedropper, Choosing colour Swatches, Colour pick Filters Working with Layer basics: Changing background, Gradient Moving linking aligning layers Applying Transformations Masking layers Masts and extractions Layer effects, Adjustment layers	Experiential learning, peer learning, designing and implementation	15

	<p>Wonders of Blend modes : Blend Modes Advanced blending options, Layer blends</p> <p>Fully Editable Text: Text as art, Glyphs, Creative text, Type mask tool, Image in text to path and Direct selection Path selection (black arrow), Creating Professional design using all the tools</p> <p>I B] Adobe Illustrator: Vector based Drawing software</p> <p>Introduction to Illustrator Interface: Adobe Tool Box, Panels and Bars Illustrator Importing files in illustrator, Different file formats</p> <p>Using text : Artistic and paragraph text, Formatting Text, Embedding Objects into text, Wrapping Text around Object, Linking Text to Objects</p> <p>Creating Simple designs: Text based logo replication, Shape based logo replica, Creating new symbols, Fill colour, Outline colour, Weight and opacity</p> <p>Applying effects: Power of Blends, Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips</p> <p>Exporting in Illustrator : Exporting, Types of export, Exporting for other soft wares</p>		
<p>II</p>	<p>II A] InDesign: Layout Software</p> <p>Introduction to Adobe In Design: List the menus, List the tools, Palettes Benefits of using In Design, Application of In Design</p> <p>Text Edits in InDesign : Format of text, Character and Paragraph Bars Purpose of text selection, Aligning text in different design formats, Text alignment with embedded images</p> <p>Using palettes: Using palettes for different types of publications made in InDesign, Magazine in InDesign, Paragraph styles Newspaper in InDesign, Paragraphs type palate, Text wrap palate</p> <p>Colour correction in InDesign: Embedding images in proper formats, Colour correction on the images, Adjusting according to the color tone of the publication</p> <p>Exporting files: Types of files, Exporting for different publications/templates, Newspaper, magazine, etc.</p> <p>II B] Premiere Pro: Audio-visual: Advanced application</p> <p>Introduction to editing: Editing importance, Great editing examples, Editing for different formats (film/ad/news/etc.)</p> <p>Exploring Premiere Pro: How premiere helps in editing, Understanding the toolbar, Importing files, Experimenting with video and audio layers, Basics of editing (cut/layers/different windows/etc.)</p>	<p>Experiential learning, peer learning, designing and implementation</p>	<p>15</p>

	<p>Right application of various file formats: Understanding different file formats (AVI/MPEG/MOV/H264, etc.) Importing raw footage for edits, Performing video checks while editing Using inbuilt transitions</p> <p>Using colour grading: What is color grading, Examples of color grading, Using filters and presents in color mixing, Applying presents on layers for editing</p> <p>Exporting and rendering: Exporting in different formats, Choosing right formats for exposing, Managing quality while exporting, Rendering and maintain file format, Improving quality and time to render techniques</p>		
--	--	--	--

REFERENCE BOOKS

1. Lisa DaNae Dayley, Brad Dayley, Photoshop Bible, Willey
2. Brian Wood, Adobe Illustrator Classroom in a book, Adobe Press
3. Kelly Anton, Tina DeJarld, Adobe InDesign: Classroom, Adobe Press
4. Ben Goldsmith (2021), Adobe Premiere Pro: A Complete Course and Compendium of Features, Rocky Nook