

## DIPLOMA IN **MULTIMEDIA & DESIGN**

### **Objective :**

The objective of this subject is to teach the principles of how different types of media can be processed and presented by computers. It introduces how multimedia can be used in various application areas. It provides a solid foundation to the students so that they can identify the proper applications of multimedia, evaluate the appropriate multimedia systems and develop effective media & design.

### **Learning Outcomes:**

- You will understand multimedia in respect to many application including There are so many industries such as advertisement agencies, films and production houses, Academic Institutions, Entertainment Industry, Web Industry, Designing, Print News Media, Publishing Industry, Cartoon Production, Journalism, and news channels .

- You will understand the hardware and software needed to create projects using creativity and organization to create them.
- You will develop multimedia skills understanding the principal players of individual players in multimedia teams in developing projects.
- You can work with all aspects of images.
- You can work with all aspects of sound.
- You can work with all aspects of video.
- You will learn copyright laws associated with multimedia.
- You will learn the cost involved in multimedia planning, designing, and producing.
- You will learn ways to present their multimedia projects.

## Course Duration

18 months, 450 hrs

## Appr. Fees (INR):

Rs. 1,50,500

## Minimum Eligibility Criteria

**Academic Qualification** : 10+2, ITI

**Must have** : Basic computer Knowledge

## Course Content :

S. No	Topics	No. of Hours
1	Introduction Multimedia & Design	05 hrs
2	Adobe Indesign	20 hrs
3	Adobe Photoshop	30 hrs
4	Coral Draw	36 hrs
5	Adobe Illustrator	30 hrs
6	Project on Graphic Design	20 hrs
6	Adobe Premier Pro	45 hrs
7	Adobe After effects	45 hrs
4	Project on video Editing	20 hrs
2	Adobe Animate	30 hrs
3	Autodesk 3ds Max	35 hrs
4	Autodesk Maya	30 hrs
6	Project on Animation	15 hrs
2	2D DRAWINGS	08 hrs
3	MODIFICATION OF DRAWING	15 hrs
4	ISOMETRIC DRAWING	20 hrs
5	3D DRAWING & EDITING	15 hrs
2	2D DRAWINGS	15 hrs
6	Project on Autocad 2D 3D	15 hrs
	Apprx Total	100 hrs

# INDESIGN

- Introduction to InDesign
- Creating Documents
- Managing and Text Formatting
- Master Page
- Paragraphs in InDesign
- Working with Objects
- Colors and Swatches
- Numbering
- Working with Tables

# CORELDRAW

- Introduction to Corel DRAW
- Working with Shapes
- Tracing, Pen tool & Drawing tools
- Text and Paragraph
- Effects in Corel DRAW
- Transparency, Gradient and Pattern
- File management
- Import, Export & Print Merge
- Conversion to PDF & Other Format
- Find & Replace (Object and Text)
- Grid & Rulers
- Guidelines & Snapping
- Management of Layout
- Creation of Barcode
- Symbol, Power clip & Transformation
- Alignments & Distributes
- Orders, Groups & Lock

- Shaping options, Rollover
- Working with Bitmaps
- Text Formatting
- Table options

## PHOTOSHOP

- Introduction to Photoshop
- Background Change
- Retouching on Image
- Working with brush
- Creation of pattern, brush & gradient
- Pen & Other Vector tools
- Types of Layers
- Types of Masking
- Manipulation Techniques
- Alignments and Distributes
- Linking and grouping
- File management
- Import / Export
- Action & Batch
- Image Adjustments with Levels and Curves
- Tips and Tricks
- Saving web page
- Creating GIF's & video
- Variables & Print
- Styles & Blending options
- Type & Selection
- Liquify & Vanishing point
- Working with 3d objects

# Adobe Illustrator

- Drawing & Shape tool
- Vector based path
- Working with layer
- Alignment of shapes
- Fill and stroke
- CMYK vs RGB
- Working with swatches
- Fill, Pattern & Gradient
- Offset path dialogue Box
- Grouping Paths
- Scale Tools and Rotate tool
- Drawing with pen tool
- Modifying a path
- Editing Spline Curves
- Formatting of Text
- Using Gradient Palette and Gradient Slider Bar
- Applying Clipping Mask
- Illustrator Brush Tool
- Brush Dialogue Box
- Illustrator Art Brushes
- Creating an Art Brushes
- Changing Text to an Art Brush
- Saving and Loading Graphic Styles
- Paint-Bucket Basic
- Symbol Creating and Editing
- 3D Effects in Illustrator
- Extrude and Bevel effect & Resolve Effect
- Printing and Exporting

# Adobe Premier Pro

- Selecting up a project
- Importing Footage
- Organizing Media
- Panel management
- Project Panel
- Using media in sequence
- Basic transform controls
- Animation using transform
- Sequence, subsequence, a
- nested sequence
- Seq. setting, fps, ets.
- Razor tool
- Cut paste of media
- Adjust the duration of media
- Speed and duration
- Reverse video
- Masking Default
- New items, caption
- Fx button on media layer(right-click)
- Clipping mask(track matte)
- Ease in ease out.
- Transition, Effects
- map animation, maMarers
- Playback quality
- Source panel window
- Creating Panel window
- Essentials of video editing
- Multi-Camera Editing
- Adding video effects
- Color Correction and Grading
- Audio Editing
- Rendering

# Adobe After Effect

- Introduction to the interface
- Working with layers
- Workflow in After Effects
- Working with Mask
- Resolution
- Pixel Aspect Ratio
- Frame Rate
- Parenting & Nesting
- Null objects
- Splitting work between comps
- Looping Key frames
- The wiggle expression
- 3D Motion Paths
- Multiple views
- Shape layers
- Convert to Bezier Path
- Advanced strokes
- Extruding shape layers Adding a camera
- Using the camera
- Ray-traced 3D Renderer
- Extrusion and beveling
- Refraction & Reflections
- Advanced Editing
- Applying Special Effects Advanced strokes
- Extruding shape layers
- Adding a camera
- Using the camera
- Ray-traced 3D Renderer
- Extrusion and beveling
- Refraction & Reflections
- Advanced Editing
- Applying Special Effects
- Keying, compositing, and Mattes



- Distorting Objects with Puppet Tool
- Enhancing Your Animation
- Making of time Based Effects
- Creating a Basic Animation
- Animation Text & Shape
- Simulation Lighting Changes in After Effects

## Autodesk 3DS MAX

- Introduction to 3Ds max
- Extended primitives
- Modifiers (Compound objects, Bend, Taper, Twist, Stretch, Skew, FFD, Ex- trude, shell, Lattice & etc.)
- Modeling
- Edit Poly Modeling
- Symmetry, Mirror etc.
- Lines and Nurbs
- Doors and Windows & AEC extended
- Railing and Trees & Stairs
- Texturing
- Diffuse and Bump Mapping
- ink and paint
- Environment and back ground images
- Material library/Architectural
- Materials
- Omni, Spot, Direct Lights
- Sky light and Light tracer rendering
- Light effects, IES Lights
- Ambient, Sun & Mesh Lights
- Free and Target Camera
- Camera Animation
- Physical Camera
- Particles and Dynamics
- Rendering

# AUTODESK MAYA

- Exploring the UI of Maya
- Creating Primitive Objects
- Polygon Modeling
- NURBS Modeling
- Working with Booleans
- Products Modeling
- Interior & Exterior Modeling
- Environment Modeling
- Texturing
- Types of Lighting
- Understanding Shadows
- Working with Cameras
- Exploring the UI of Maya
- Creating Primitive Objects
- Polygon & NURBS Modeling
- Types of Materials
- Hypershade Window
- UV Texturing Mapping
- Exploring the Types of Lighting
- Creating Lighting Effects
- Understanding Mental Ray
- Working with Cameras
- Animation Methods
- Rigging &, Constraints
- Deformers
- Paint Effects Stroke
- Dynamics & Particle System
- nParticles, Fluids, nHair & nCloth
- Rendering Methods
- Rendering a Video

## 2D DRAWINGS

- I Line, Circle, Rectangle, Polyline, Arc, Ellipse, Spline & Polygon
- Construction Line & Ray
- Revision cloud, Point, Donut etc.
- Erase, Copy, Move, Join, Region, Blend, Trim, Explode, Mirror, offset, Spline edit, Rotate, Stretch, Scale, Extend, Fillet, Chamfer, Break, Divide, Distance, Zoom, Undo, Redo, Units & Limits, Point Style
- Oops, Calculator, Quick properties
- Properties of object
- Quick select, Dimensions, Dimension Style Manager, Leader
- Create layer, Layer on, Layer Off, Layer Properties, Match Properties
- Table, Text (Multiline Text, Single line text, Arc Text)
- Create a block, Edit block & Write block

## MODIFICATION OF DRAWING

- S Array, Edit Array
- Hatch, Boundary, Gradient, Hatch edit
- Reverse
- Line Type, Line type scale, Line weight,
- Create group, Ungroup, Group Edit
- Design center & External Reference
- Import & Export
- Inquiry command

# 3D DRAWING & EDITING

- Introduction to the 3D Modeling Workspace
- Basic 3D-Viewing Tools
- 3D Navigation Tools
- Overview of 3d command
- 3d UCS
- Box, sphere, pyramid, Polysolid, Extrude, Union, Subtract, Intersect, Views, Visual styles
- View ports configuration
- Loft, Revolve, Press Pull, 3darray, 3d mirror, 3drotate & 3dalign
- Slice, Separate, Shell & Imprint
- Color edges, Copy edges & Extract edges
- Taper Face, Rotate face, Extrude face, Move face, Offset face, Fillet edge, Chamfer edge & Interfere
- Section plane & Live section
- Convert to Solid or surface
- Thicken, Thickness, Mesh, Assembly, Materials & Animation
- Camera & Rendering

## Assignment

- Create decorative labels, envelopes, trading cards, calendars, and charts.
- Design packaging for retail merchandise from wrappers for bars of soap to software boxes.
- Design store signs, highway signs, and billboards.
- Take work designed by others and putting it into the correct format for digital or offset printing or for publishing online.

- Create more attractive, readable reports, posters, and print or on-screen presentations for school or business.
- Keep it short! Video editing can be a very time-consuming process. A two or three minute video can convey a lot of information and, when done well, can be a challenging assignment. Limiting the scope of a video project also introduces an element of information curation into the assignment process.
- Have students submit a storyboard as the first step of the assignment. A storyboard is simply an outline of the video with possible shots, scenes, and basic dialogue.
- A video assignment may be a new experience for many students. Consider outlining your expectations in a grading rubric to provide a scaffold.
- Animate a character of your choice doing a basic 16 drawing walk cycle. Keep the character design very simple, using just shape
- Skeletal animation: You will draw a skeleton in your preferred 3D graphics environment. You will write classes to represent the joints and skeleton hierarchy. You will also write an animation player class to play a keyframe animation.
- AutoCAD is used in the different industries by architects, project managers, engineers, graphic designers, and many other professionals. Hence if you are seeking the job in these areas, then you must be familiar with AutoCAD, and you must make sure to be proficient in it in future.

- precision drawing & drawing aids, geometric shapes, basic printing, editing tools, architectural views & drafting views,
- 3d modeling with AutoCAD (surfaces, solids), 3d modeling with sketch up, annotating in AutoCAD with text & hatching, layers, templates & design center, advanced plotting (layouts, viewports), and dimensioning.

## Why choose ifda institute

### Our key feature and facilities

1. Expert and Experience Trainer
2. Extra batches for doubt session
3. 100% job assistant
4. Job oriented practical training
5. Job oriented practical training
6. Job fair & interview session
7. Work on Live Project
8. Latest trend and technique
9. Flexible batch timing

## Career Opportunity

- DTP operators
- DTP Executive
- Industrial Designers
- Graphic Designers
- Graphic Editor
- Post and Template designer
- Cover Page Designer
- Visual artist

- Multimedia Designer
- Publication Designer
- Animator
- Video Editor
- Layout Designer
- Template Designer
- Digital Artist
- Animation Director
- Illustrator Designer
- Product Designer
- 2D 3D Designer
- UI/UX Designer
- Portfolio Designer
- Visual art Designer

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