



PUNE DISTRICT EDUCATION ASSOCIATION'S

ANANTRAO PAWAR COLLEGE

PIRANGUT. TAL. MULSHI. DIST. PUNE 412 115



COURSES-BROUCHURE



CERTIFICATE, ADD-ON, SHORT-TERM & DIPLOMA COURSES



2021-22

DIPLOMA AND CERTIFICATE COURSES (2021-2022)





Pune District Education Association's
Anantrao Pawar College, Pirangut,
Tal. - Mulshi, Dist. - Pune.



Academic Year: 2021-22

Name of the Add-on/ Certificate/ Value added program	:	Diploma in Multimedia & Animation
Duration	:	One Year

INDEX	
Sr.No.	Document
1	Notice / Brochure (Name of the program,)
2	List of students enrolled (with signature of students)
4	Time-Table (duration)
5	Report (Summary report)
6	Attendance sheet
7	Certificates


Principal
Anantrao Pawar College, Pirangut
Tal. Mulshi, Dist. Pune-412115





**Pune District Education Association's
Anantrao Pawar College, Pirangut**

Date: 27/07/2021

Important Notice for Students

All the students enrolled for **Diploma Course: Multimedia & Animation** are hereby informed that the lectures and Practicals of this course will be start from 01/08/2021.

Attendance is compulsory for all the enrolled students.

Coordinator

(Prof. Udale H.B.)

Principal

Anantrao Pawar College, Pirangut
Tal. Mursani, Dist. Pune-412115

A Diploma Course in Multimedia and Animation

CLASS: Open to all students of the college

DURATION: 01 YEAR

COORDINATOR: Prof. Snehal Tapkir

CONTACT NO.: 808500288

Objectives of the Course: To impart an all-rounded knowledge on the major aspects of creative multimedia which are Graphics, Interactive web design, 2D animation and imaging.

- To provide students with a comprehensive knowledge, imagination and creativity.
- To make student capable of making cartoon animation, adding special effects and corrections in photos, effects and web page designing.

Syllabus

Sr. No.	Name of the Course	Course Content(s)	Lectures (Hrs)		Intake	Course Fee (Rs.)
			T*	PP*		
1	Multimedia and Animation	Concept of Graphics and Digital Art	36		50	3500
2		Digital Design I, II, III	36			
3		Motion Graphics	36			
4		Digital Design Assessment's		30		
5		Creating social Media infographics Video content		30		
6		Hands on Training (Project - Branding)		15		
7		Photography Fundamentals	36			
8		Cinematography Fundamentals	36			
9		Audio Video Editing	36			
10		Outdoor/Product theme-based Photography		30		
11		Creating a Live action short film		30		
12		Hands on Training (Project - Film Making)		15		
13		Preproduction	36			
14		Stop Motion Animation	36			
15		2d Animation	36			
16		Drawing Assessment's		30		
17		2d Animation Project		30		
18		Hands on Training (Project - 2D/stop Motion Anim)		15		
19		Communication and Personality Development	36			
20		3D Architectural Design and Visualization	36			
21		3d Product Design	36			

DIPLOMA AND CERTIFICATE COURSES (2021-22)

22		AutoCAD Plan submission for a 2 BHK House		30		
23		3d Product Pack shot		30		
24		Hands on Training (Arch. Design walkthrough)		15		

T*- Theory

P**- Practical


Learning Outcomes:

- Knowledge for creating and editing multimedia content.
- Efficiency in designing 2D animations.
- Proficiency in digital multimedia, post-production, advertising, desktop publishing etc.

Job Opportunities:

To work as illustrator, multimedia designer, logo designer, animation artists, designer in advertising, print media, publication, social media etc.




Dr. Sharmila R. Chaudhari
Principal
Anantrao Pawar College, Pirangut

PDEA

“Your skill can be either an asset or a liability”



Pune District Education Associations

Anantrao Pawar College , Pirangut

B.VoC(Multimedia And Animation)

THREE YEAR SYLLABUS

Academic Year 2018-2019 to 2020-2021

Principal

Anantrao Pawar College, Pirangut
Tal. Mursi Dist. Pune-412115



Syllabus Structure

Sr. No.		Subject Code	Title	Credit	No. Of. Lectures Required
1	First Year Semester First	101	Drawing and Sketching	1	16
2		102	Color Theory ,Multimedia and Computer graphics	2	32
3		103	Computer Graphics [Corel] and Classical Animation	3	48
4		104	Programming Using C	3	48
5		105	Fundamentals Of Electronics	3	48
6		106	Practical based on Color Theory ,Multimedia and Computer graphics	6	96
7		107	Practical based on Computer Graphics [Corel] and Classical Animation	6	96
8		108	Practical based on Programming Using C	6	96
1		201	Computer Graphics [Photoshop & Adobe Reader]	1	16
2		202	Sound Editing(sound forge, Adobe	2	32



			Audition)		
3	First Year Semester Second	203	Animation Process And Visual Form	3	48
4		204	Database Management system	3	48
5		205	Computer Organization	3	48
6		206	Practical based on Computer Graphics [Photoshop & Adobe Reader]	6	96
7		207	Practical based on Sound Editing(sound forge, Adobe Audition)	6	96
8		208	Practical based on Animation Process And Visual Form	6	96
1	Second Year Semester First	301	Working with 3DS Max	1	16
2		302	Programming in C	2	32
3		303	Ethics and Cyber law	3	48
4		304	Working with action script	3	48
5		305	Character Design	3	48
6		306	Practical Working with 3DS Max	6	96
7		307	Practical Programming in C	6	96
8		308	Practical Working with action sc	6	96
1	Second Year Semester Second	401	Communication Skill Part D	1	16
2		402	Advance C	2	32
3		403	Business Data Processing and DBMS	3	48
4		404	Video Editing	3	48
5		405	3D Modeling with	3	48




			3DMax		
6		406	Practical Based On Advance C	6	96
7		407	Practical Based On Video Editing	6	96
8		408	Practical Based On 3D Modeling with 3D Max	6	96
1	Third Year Semester First	501	Internet Programming Using P.H.P.	1	16
2		502	Object Oriented Cpp	2	32
3		503	Relational Database Management System	3	48
4		504	Visual Effects With ROTO	3	48
5		505	Concepts Of Material maps Camera And Light	3	48
6		506	Practical Internet Programming Using P.H.P.	6	96
7		507	Practical Object Oriented Cpp	6	96
8		508	Practical Relational Database Management System	6	96
1	Third Year Semester Second	601	Advance P.H.P.	1	16
2		602	Network and Network Security	2	32
3		603	Programming Using Java	3	48
4		604	Script Writing And Story Boarding	3	48
5		605	Ringin Techniques With 3ds Max	3	48
6		606	Practical Based On Advance P.H.P.	6	96
7		607	Practical Based On	6	96

			Programming Using Java		
8		608	Practical Based On Script Writing And Story Boarding	6	96

Detail Syllabus First Year First Semester (2018-19)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
101	Drawing and Sketching	Unit-I Introduction to Drawing and sketching, History of drawing and sketching Various categories of drawing and sketching History of pencil, types of a Pencil, Instruments used in Drawing Unit-II Visual and creative development of an artist, How to	16	1



draw gestures,

Unit-III

Mannequin, Volume Construction, Balance, Muscles, Light & shade, Shape and Action Hands & Legs, Foreshortening, Facial expressions. Introduction to pose to pose sketching (Action analysis).

Unit-III

Introduction to Acting, Modeling, Sketching from Acting, Sketching from live models, Introduction to Rapid Sketching Techniques, Sketching from Memory, live action.

102

Color Theory, Multimedia and Computer graphics

Unit-I

Introduction of color science, History of Color, Introduction of materials, History of Printing Media, Range of visible spectrum, Color Terminology, Physics, Colorimetry, and Psychophysics, Computational Theories of Color Vision

Unit-II

Comparative Color Vision and Evolution, Dispositions, Dispositional Theories of Color, Color Eliminativism, Functional list Primary Quality Theories of Color, Spectrum Inversions, Color Ontology, Color psychology.

Unit-III

Color Vision, Color Gamma, Interactions of Gradation and contrast, Warm and cool Color, Mixing of primary, Secondary, Tertiary Colors, Tints, Tones and Shades, Making Color Wheel, Making composition with colors, Color Journal.

Unit-IV

Color Harmony, Aesthetic response to Harmonious color, Phenomenon of afterimages, After images and attributes of color, Albert Munsell's theory of balanced color, Definition of balanced color, Creating Harmony in color, Effect so flight, Color Constancy, Simultaneous

32

2

		Contrast, Color symbolism, Attaching noses to colors, Using Colors to express meaning , Symbolic meaning of colors,		
103	Computer Graphics [Corel] and Classical Animation	<p>Unit-I Introduction, Multimedia information representation Multimedia networks, Application Introduction, Compression principles, Text compression, Image compression Various methods of text and image compression.</p> <p>Unit-II Introduction to Computer Graphics Definition, Application, Pixel and Frame Buffer, Raster and Random Scan display Display devices CRT, Color CRT Monitors Scan, Conversion of line-DAD algorithm of line drawing, Scan conversion of circle- Bresenham's circle generating algorithm Polygon Filling-Scan-line polygon filling algorithm.</p> <p>Unit-III(2D and 3D) Dimensional transformation, Translation, Rotation, Scaling, Homogeneous Coordinates, Reflection Shear. 3-dimensional transformation, Translation, Rotation Scaling, Reflection, Shear.</p>	48	3
104	Programming Using C	<p>Unit 1 Problem Solving using Computers</p> <p>1.1 Problem-Solving 1.2 Writing Simple Algorithms 1.3 Algorithms 1.4 Flowcharts</p> <p>Unit 2 Programming Languages as Tools</p> <p>2.1 Machine language 2.2 Assembly language 2.3 High level languages 2.4 Compilers and Interpreters</p> <p>Unit 3 Introduction to C</p>	48	3



- 3.1 History
- 3.2 Structure of a C program
- 3.3 Functions as building blocks
- 3.4 Application Areas
- 3.5 C Program development life cycle R6(1.10)
- 3.6 Sample programs

Unit 4 C Tokens

- 4.1 Keywords
- 4.2 Identifiers
- 4.3 Variables
- 4.4 Constants – character, integer, float, string, escape sequences
- 4.5 Data types – built-in and user defined
- 4.6 Operators and Expressions Operator types (arithmetic, relational, logical, assignment, bitwise, conditional, other operators), precedence and associativity rules.

4.7 Simple programs using printf and scanf

Unit 5 Input and Output

- 5.1 Character input and output
- 5.2 String input and output
- 5.3 Formatted input and output

Unit 6 Control Structures

- 6.1 Decision making structures If, if-else, switch
- 6.2 Loop Control structures While, do-while, for R6
- 6.3 Nested structures

6.4 break and continue

Unit 7 Functions in C

- 7.1 What is a function
- 7.2 Advantages of Functions
- 7.3 Standard library functions
- 7.4 User defined functions :Declaration, definition, function call, parameter passing (by value), return keyword,
- 7.5 Scope of variables, storage classes
- 7.6 Recursion

Unit 8 Arrays

- 8.1 Array declaration, initialization
- 8.2 Types – one, two and multidimensional “
- 8.3 Passing arrays to functions

105	Fundamental	Unit 1 Number Systems and Logic Gates	48	3
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	s Of Electronics	<p>Introduction to decimal, Binary and hexadecimal number systems and their inter-conversions, Signed and fractional binary number representations, BCD, Excess-3 and Gray codes, Alphanumeric representation in ASCII codes. Positive and Negative Logic, Basic Logic gates (NOT , OR, AND) & derived gates (NAND, NOR, EX-OR) Symbol and truth table, Applications of Ex-OR gates as parity checker and generator.</p> <p>Unit 2: Boolean Algebra and Karnaugh maps</p> <p>Boolean algebra rules and Boolean laws: Commutative, Associative, Distributive, AND, OR and Inversion laws, De Morgen's theorem, Universal gates. Min terms, Max terms , Boolean expression in SOP and POS form, conversion of SOP/POS expression to its standard SOP/POS form., Simplifications of Logic equations using Boolean algebra rules and Karnaugh map (up to 3 variables).</p> <p>Unit 3: Arithmetic Circuits Rules of binary addition and subtraction, subtraction using 1's and 2's complements, half adder, full adder, Half subtracter, Full subtracter, Four bit parallel adder, Universal adder / subtracter, Digital comparator, Introduction to ALU.</p>		
106	Practical	Based on Color Theory ,Multimedia and Computer graphics	96	6
107	Practical	Based on Computer Graphics [Corel] and Classical Animation	96	6
108	Practical	Based on Programming Using C	96	6



Detail Syllabus First Year Second Semester (2018-19)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
201	Computer Graphics(Photoshop And Adobe Reader)	<p>Unit I (Workspace basics & Toolbox) Work space basics, Panels and menus, Tools, Positioning elements with snapping, Position with the Ruler tool, Rulers, Grid and guides, Pixel-Pixel-Resolution-Image Resolution-Printing Resolution-Monitor Resolution</p> <p>About drawing, Drawing shapes, Painting tools, Brush presets, Creating and modifying brushes, Painting with a pattern, Creating patterns, Drawing with the Pen tools, Editing paths, Adding color to paths. Gradients Creating type, Editing text, Creating type effects, Formatting Characters, Line and characters pacing, Formatting paragraphs</p> <p>Unit II(Image and color basics) Image essentials, Image size and resolution, Creating, opening, and importing images, Choosing colors in the Color and Swatches panels, Viewing multiple images, Convert an image to Bitmap mode, Customizing indexed color tables, About color, Choosing colors, High dynamic range images, Blending modes, Color modes, Converting between color modes, Customizing color pickers and swatches, Understanding color management</p>	16	1

		<p>Unit III (Layers & Selecting) Layer basics, Managing layers, Selecting, grouping, and link in layers, Moving, stacking, and locking layers, Editing layer masks, Masking layers with vector masks, Combining multiple images in to a group portrait, Revealing layers with clipping masks, Aligning layers, Create Smart Objects, Layer opacity and blending, Blending modes, Layer effects and styles</p> <p>Making selections, Moving, copying, and deleting selected pixels, Making quick selections, Selecting with the lasso tools, Selecting with the marquee tools</p> <p>Unit IV (Filters/effects & Saving, exporting, Printing) Filter basics, Oil Paint filter, Add Lighting Effects, Applying specific filters, Layer effects and styles</p> <p>Saving images, File formats supported file formats in Photoshop CS6, Saving files in graphics formats Printing from Photoshop CS6, Printing with color management</p>		
202	Sound Editing	<p>Unit-I Introduction to Sound for gepro –</p> <ul style="list-style-type: none"> -Workspace, Main Window, Docking and Floating Window, Data Window, Toolbars, Metadata Windows, ACID properties Window, -Extracting Audio from CD, Working with Projects, Editing Audio- Navigating, Selecting, And Zooming. -Changing File Property and Format, Editing Multichannel Audio. -Using Markers, Regions, Commands, Recording. Editing, Repairing, Synthesizing Audio. Use of Event Tool. Pre-processing Audio. Working With Effects. Use of Acoustic Mirror And Wave, working with video. <p>Unit-II</p>	32	2

Introduction of ADOBE SOUND BOOTH CS5-



-Introduction, Digital audio fundamentals, Workspace, Importing, recording, and playing audio-Editing and repairing audio files, Effects, Multi-track mixing and editing,-Working with Adobe Flash and video,
-Saving audio and video files,

Unit-III

Introduction of Adobe Audition

-Digital audio fundamentals, Workspace.-Viewing, zooming, and navigating audio, Customizing and saving application settings, Extracting audio from CDs, Recording audio, Editing audio files, Displaying audio in the Wave form Editor, Copying, cutting, pasting, and deleting audio, Working with markers, Inverting, reversing, and silencing audio,

Unit-IV

Applying effects-

Effects controls, Applying effects in the Multi track Editor, Effects reference, Multi track Editor overview, Basic multi track controls, Arranging and editing multi track clips, Clip volume matching, fading, and mixing, Video and surround sound, Importing video and working with video clips, surround sound, Saving and exporting files.

203

Animation Process and Visual Form

Unit-I Preproduction

Overview of the Process Preproduction, Production, Post Production, Story to script, Whether adapted or original, taking the story from a verbal or spatial medium like a book or graphic novel to a form suitable for making a film. What makes a good story? Plot & Character: Action Plots & Mind Plots. Analysis of different types of plots Archetypes/stereotypes-understanding of archetypes and a brief introduction to the monomyth (hero's journey). Why Animation?(instead of

48

3



Introduction of ADOBE SOUND BOOTH CS5-

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48

3

live action) Animation
asastorytelling(narrative) medium An imation
as an artistic medium Visual
Concepts,Character exploration & storyboards
Animatics Character design & Model
sheets,Layouts & scene Planning

Unit- II Production

AnimationActing-
Animationisnotaboutmovingimagesbutmovingpe
opletraditional2danima.Linetests-Keyframes &
timing(breakdowns & inbetweens) also brief
introduction to thumb nailing (for quick
exploration of alternative methods of animating
ascene) study comparisons between different
rhythms of animation executing straight ahead
and in between edplanned animation, limited
animation full animation drawing key frames,
breakdowns,in between, animation cycles
Cleanups

Unit- III Post Production

Voice, Music & effects, understanding the
dynamics of sound design and use of sound as a
key component of animation design ing a sound
track for animation including
music,dialogue,voice overs,lipsynchandf X
recording and mixing multiple tracks Post
processing s ound Compositing & editing Work
in Progress. Development of a film from
Animatictoed it with different cenes at different
stages. Coming to getherof the various elements
of the scene. Final Mix ingo fsound & final edit
understanding the dynamics of cameramoves and
magnifications experimenting with camera
techniques and working directly under camera
using registration fields, table moves and peg
movements screening &
feedbackPitchingaProject,financing,Production&
distribution

Unit-IV Visual Form exploring the look and
feel for an imation through concept art Planning
character design, layout design,illustration
style,composition,staging,backgrounds A study
of indigenous design and painting, both

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 distribution

Unit-IV Visual Form exploring the look and
 feel for an imation through concept art Planning
 character design, layout design,illustration
 style,composition,staging,backgrounds A study
 of indigenous design and painting, both

contemporary and traditional to understand and analyze a variety of styles and visual language



204	Database Management system	Unit I File Organization 1.1 Introduction 1.2 Physical / logical files 1.3 Types of file organization (heap,sorted, indexed,hashed) 1.4 Choosing a file organization Unit II Introduction of DBMS 2.1 Overview 2.2 File system Vs DBMS 2.3 Describing & storing data (Data models (relational,hierarchical, network)) 2.4 Levels of abstraction 2.5 Data independence 2.6 Structure of DBMS 2.7 Users of DBMS 2.8 Advantages of DBMS Unit III SQL 3.1 Introduction 3.2 Basic structure 3.3 Set operations 3.4 Aggregate functions 3.5 Null values 3.6 Nested Sub queries 3.7 Modifications to Database 3.8 DDL commands with examples 3.9 SQL mechanisms for joining relations (inner joins, outer joins and their types) Unit IV 4.1 Examples on SQL (case studies)	48	3
205	Computer Organization	Unit I Boolean Algebra and Logic Gates Basic definition, Axiomatic Definition, Basic theorem and Properties of Boolean algebra, Minterms and Maxterms, Logic Operations, Digital logic gates, IC digital logic families	48	3

Unit II

Simplification of Boolean functions: Different types map method, product of sum simplification, NAND or NOR implementation, Don't care condition, Tabulation method, Adder, subtractor, Code Conversion, Universal Gate

Unit III Sequential Logic: Flip - flops, Triggering of Flip - flops, analysis of clocked sequential circuits, State reduction and Assignment, Flip - flop excitation, Design of counters, Design with state equations

Unit IV

Overview Of Register Transfer And Micro operations
Register Transfer Language, Register transfer. Bus and Memory transfer
Arithmetic Micro-operations. Logic Micro -operations
Shift Micro operations, Arithmetic Logic Shift Unit

Unit V

Basic Computer Organization And Design Instruction codes, Computer registers Computer instructions. Timing and Control, Instruction cycle.
Memory -Reference Instructions Input - output and interrupt. Design of Basic computer, Design of Accumulator Unit.

Unit VI

Programming The Basic Computer Introduction, Machine Language, Assembly Language, the Assembler. Program loops.
Programming Arithmetic and logic operations. Subroutines IO Programming

Unit VII

Central Processing Unit Introduction, General Register Organization, Stack Organization Instruction format. Addressing Modes Data transfer and manipulation
Program Control, Reduced Instruction Set Computer (RISC).

Unit VIII

Pipeline Processing Parallel Processing Pipelining
Arithmetic Pipeline

Instruction Pipeline RISC Pipeline



206	Practical based on Computer Graphics [Photoshop & Adobe Reader]	96	6
207	Practical based on Sound Editing(sound forge, Adobe Audition)	96	6
208	Practical based on Animation Process And Visual Form	96	6

Detail Syllabus Second Year First Semester (2019-20)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
301	Communication Skill Part C	UNIT-I Grammar – Overview Making sentences using Parts of speech Tenses Articles UNIT-II Enhancing writing skills Short story writing Topic expansion UNIT-III Applications for leave, job, Resignations and General letter writing Resume writing UNIT-IV Language of business writing Requisites of public speaking Body language. Grooming and etiquette	16	1
302	Ethics and Cyber law	Unit-I Basic Concepts of Technology and Law , Understanding the Technology of Internet, Scope of Cyber Laws , Cyber Jurisprudence Unit-II Law of Digital Contracts , The Essence of Digital Contracts, The System of Digital Signatures, The Role and Function of Certifying Authorities, The Science of Cryptography Unit-III E-Governance Cyber Crimes and Cyber Laws Unit-IV Information Technology Act 2000 Cyber Law: Issues in E-Business Management Major issues in Cyber Evidence Management Cyber Law Compliancy Audit,	32	2

		The Ethics of Computer Security		
303	Working with action script	<p>UNIT-I 1. Introduction To Action Script: Introducing the Actions Panel, When to Use Action Script, Working in Normal Mode & Expert Mode, Using the Reference Panel, Understanding Action Script Syntax, Creating Action Script Movies: About Flash Symbol Types, Adding an Action to Your Script, Adding an Action to a Key frame, Adding an Action to an Object, Adding an Action to a Button. Controlling The Timeline & Movie Content With Action Script: Starting and Stopping the Movie, Navigating to Frames and Scenes, Creating an Interactive Animation, Navigating to URLs, Opening a URL in a Different Browser Window, Creating Presentations, Working with Flash Levels, Using the Load Movie and Unload Movie Action</p> <p>UNIT-II Creating Action Script Loops: About Loops, Looping Between Frames, Creating a For Loop, Creating a While Loop, Creating a Do While Loop, Working With Variables And Arrays: About Variables and Arrays, Understanding Variable Data Types, Variable and Array Naming Conventions, Declaring a Variable, Creating an Array, Working with Arrays, Getting Data From an Array</p> <p>UNIT-III Modifying An Object With Action Script: Creating a Movie Clip & Movie Clip Instances, Using the Set Property Action, Changing an Object's, Getting an Object's Properties, Using Action Script with Text: Creating Input Text Blocks, Creating Dynamic Text Blocks, Loading Text From an External Document, Creating Rich Formatted Text</p> <p>UNIT-IV 2. Flash UI Components: Push Button , Checkbox , Radio Button, Message Box, Combo Box, List Box, Linking a Combo Box with a List Box, Creating a Master-Detail View, Scrollbars Component, Changing the Look and Feel of Components</p>	48	3
304	Character Design	<p>UNIT-I 1. Introduction to Animation Artist: Skills required for an animation artist, Terms used in Animation, 2. Introduction to equipment required for animation: Animator's Drawing Tools, 2 D virtual drawing for Animation, Rapid Sketching & Drawing,</p> <p>UNIT-II 3. Animator's Art Skills: Basic Drawing, Perspective,</p>	48	3



		<p>Light & shade, Cloth, Facial expressions, Introduction to pose to pose sketching, basic concepts in Drawing scenes and background 4. Character Anatomy: Basic Shape, Basic Proportions, Key Lines, Heads, Hands & Legs, Muscles. UNIT-III 5. Character Design and Development: Character Design, Artistic Approach, Types of Design, Designing a Character UNIT-IV 6. Developing the character on Model Sheet Paper: Research, Skeleton, Construction, Sketching, Tracing, Body Language, Shape, Shading, Adding Colors, Three dimensional drawings of characters</p>		
305	Working with 3DS Max	<p>UNIT-I 1. Exploring the Max Interface: The Interface Elements, Using the Menus, Toolbars, Viewports, Command Panel, Lower Interface Bar Controls, Interacting with the Interface 2. Working with the Viewports Files and XRefs: Understanding 3D Space, Using the Viewport Navigation Controls, Configuring the Viewports, Working with Viewport Backgrounds, Working with Max Scene Files, Setting File Preferences, Importing and Exporting, Referencing External Objects UNIT-II 3. Creating and Editing Primitive Objects: Creating Primitive Objects, Exploring the Primitive Object Types, Selecting Objects and Setting Object Properties: Selecting Objects, Setting Object Properties, Hiding and Freezing Objects, Using Layers, Transforming Objects—Translate, Rotate, and Scale: Translating, Rotating, and Scaling Objects, Working with the Transformation Tools, Using Pivot Points, Using the Align Commands, Using Grids, Using Snap Options. UNIT-III 4. Cloning Objects and Creating Object Arrays: Cloning Objects, Understanding Cloning Options, Mirroring Objects, Cloning over Time, Spacing Cloned Objects, Creating Arrays of Objects, Introducing Modifiers for Basic Object Deformation: Exploring the Modifier Stack, Exploring Modifier Types UNIT-IV 5. Grouping and Linking Objects: Working with Groups, Building Assemblies, Understanding Parent, Child, and Root Relationships, Displaying Links and Hierarchies, Working with Linked Objects, Working with the Schematic View: Using the Schematic View Window, Working with Hierarchies, Setting Schematic View</p>	48	3

	Preferences		
306	Practical Working with 3DS Max	96	6
307	Practical Programming in C	96	6
308	Practical Working with action script	96	6

Detail Syllabus Second Year Second Semester (2019-20)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
401	COMMUNICATION SKILLS-PART D	<p>UNIT-I Personal Interviews: • Self introductions. • FAQ's of interviews.</p> <p>UNIT-II • Preparations for interviews • Interviewee's questions</p> <p>UNIT-III Public speaking: • Requisites of public speaking • Body language. • Grooming and etiquette</p> <p>UNIT-IV Oral Communication: • Speeches and Presentations • Dialogues.</p> <p>Reference Books: 1. Business Communication, By Urmila Rai & S.M.Rai. Himalaya Pub. 2. Communication Skill for Effective Management By Dr. Anjali Ghanekar. Everest Pub. House. 3. Developing Communication Skill By Krishna Mohan, Meera Banerji. McMillan</p>	16	1
402	ADVANCED 'C'	<p>UNIT – I 1. Functions • Introduction, types of functions. Defining functions, Arguments, Function prototype, actual parameters and formal parameters, Calling function, Returning function results, Call by value, Recursion.</p> <p>UNIT – II 2. Structure & Union • Structure: Introduction,</p>	32	2



		<p>Declaration and initializing structure, Accessing structure members, Nested structures, Arrays of structure, typedef statement.</p> <ul style="list-style-type: none"> • Unions: Declaration, Difference between structure and union <p>UNIT - III</p> <p>3. Pointers:</p> <ul style="list-style-type: none"> • Introduction, Memory organization. Declaration and initialization of pointers. The pointer operator * and &, De-referencing, Pointer expression and pointer arithmetic, Pointer to pointer. <p>UNIT - IV</p> <p>4. Storage Class:</p> <ul style="list-style-type: none"> • Storage classes, Scope, visibility and lifetime of variable, block and file scope, auto, extern, static and register storage classes. 		
403	BUSINESS DATA PROCESSING AND DBMS	<p>UNIT-I</p> <p>Introduction to Data Processing : Records and files : Data collection, preparation, verification, editing and checking. Business Files : Master and transaction files, file generations, backups and file recovery procedures.</p> <p>UNIT-II</p> <p>DBMS and its advantages; Data independence, data models; network model. DBTG proposal; data definition and manipulation languages, hierarchical and relational models, storage organization for relations, relational algebra and calculus, relational query, languages query, processor and optimizer.</p> <p>UNIT-III</p> <p>Design of a Database : Normalization theory for design of relational</p>	48	3

		<p>databases. Functional dependencies, normal forms, multivalued dependencies, decomposition, integrity.</p> <p>UNIT – IV</p> <p>Introduction to SQL (Mysql/Oracle): Queries under DDL, DML, DCL & TCL.</p>		
404	VIDEO EDITING	<p>UNIT-I</p> <p>1. Editing sequences and clips: Creating and changing sequences, Editing multi-camera sequences, Creating and Playing clips Synchronizing audio and video with Merge Clips (CS5.5 and later), Working with offline clips, Modifying clip properties with Interpret.</p> <p>2. Working with clips in a sequence: Creating special clips (synthetics), adding clips to sequences, trimming clips, Rearranging clips in a sequence, Rendering and previewing sequences, correcting Mistakes, remove alerts with the Events panel, working with markers.</p> <p>UNIT-II</p> <p>3. Titling and the Titler: Creating and editing titles, creating and formatting text in titles, Drawing shapes in titles, Add images to titles, Working with text and objects in titles, Fills, strokes, and shadows in titles, Titler text styles, Rolling and crawling titles</p> <p>UNIT-III</p> <p>4. Effects: About effects, Applying, removing, finding, and organizing effects, Viewing and adjusting, Effects and key frames, Applying effects to audio, working with audio transitions, Effect presets, Creating common results, Motion: position, scale, and rotate a clip, Eliminate flicker</p> <p>UNIT-IV</p> <p>5. Transitions: Duration and speed, Interlacing and field order, Color correction and adjustment,</p>	48	3

		Transition overview: applying transitions, Modifying and customizing transitions, Effects and transitions reference, Audio effects and transitions reference		
405	3D MODELING WITH 3DS MAX	UNIT-I 1. Modeling Basics: Principles of 3D modeling, concepts like polygons, nurbs, and sub surface modeling etc. Form, scale and proportion of various models, View ports, Command Panel, Lower Interface Bar Controls, Interacting with the Interface UNIT-II 2. Working with Meshes and Poly's & Splines: Creating Compound Objects, Creating Editable Mesh and Poly Objects, Editable mesh Objects, Editing Poly Objects, Using Mesh Editing Modifiers, types of shapes like Circle, Line and Ellipse etc. UNIT-III 3. Creating and Editing Models: Human anatomy, skeleton structure, joints, facial muscles etc. create various types of Models (organic, non-organic, simple, complex) characters machines, sets and props, Game modeling, objects, locations/ background elements such as environment, Architecture, landscapes, interiors and blend shapes, UNIT-IV Details techniques of sculpting, Work flow of UV mapping, Unwrapping Reference Book: 1. 3Ds Max 6 Bible by Kelly L. Murdock	48	3
406	Practical	Based On Advance C	96	6
407	Practical	Based On Video Editing	96	6
408	Practical	Based On 3D Modeling with 3D Max	96	6

Detail Syllabus Third Year First Semester (2020-21)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
501	INTERNET PROGRAMMING USING PHP	<p>UNIT-I Introduction to PHP, Configuring Apache, Configuring PHP</p> <p>UNIT-II The building Block of PHP. Decision and loops, functions in PHP types of functions,</p> <p>UNIT-III Arrays in PHP, Objects in PHP.</p> <p>UNIT-IV Working with String, Date and Time, handling Forms (HTML). Reference Books: 1."BEGINNING PHP 5.3" by MATT DOYLE WROX publication 2."PHP, MySQL and Apache All in One" by Juliea C. Meloni, SAMS series</p>	16	1
502	ADVANCE PROGRAMMING IN 'C'	<p>UNIT-I Arrays: • Introduction, Declaration and initialization Accessing array elements, Memory representation of array. • One dimension and multidimensional arrays, character array, Introduction to string. Functions • Introduction, types of functions. Defining functions, Arguments, Function prototype, actual parameters and formal parameters, Calling function, Returning function results, Call by value, Recursion.</p> <p>UNIT - II 3) Structure & Union • Structure: Introduction, Declaration and initializing structure, Accessing structure members, Nested structures, Arrays of structure, typedef statement. • Unions: Declaration, Difference between</p>	32	2



structure and union

4) Pointers:

- Introduction, Memory organization. Declaration and initialization of pointers. The pointer operator * and &, De-referencing, Pointer expression and pointer arithmetic, Pointer to pointer.

UNIT – III

5) Storage Class & Library Functions:

- Storage classes, Scope, visibility and lifetime of variable, block and file scope, auto, extern, static and register storage classes.
- String handling functions: strcpy(), strcmp(), strcat(), strlen(),strupr(),strlwr(), gets(), puts()

UNIT – IV

- Data conversion functions from stdlib.h: atoi(), atol(), atof(), itoa(), ltoa(), random(), calloc(), malloc(), exit(), abs(), toupper(), tolower()

6) Miscellaneous Features:

- Bitwise Operators: Introduction, Masking, Internal representation of data, Bit fields, Enumerated data types, Type casting.

Text Books:

1. Let us C Solutions : Y.P. Kanetkar [bpb publication]
2. Programming in C : E. Balagurusamy. [Tata McGraw hill]
3. Programming in C : Goterfried [Shaums Series]

References Books:

1. Spirit of "C" : Moolish Kooper.
2. Test your Skills in C : Y. Kanetkar

503	BUSINESS DATA PROCESSING AND DATA BASE MANAGEMENT SYSTEM	<p>UNIT-I</p> <p>Introduction to Data Processing : Records and files : Data collection, preparation, verification, editing and checking. Business Files : Master and transaction files, file generations, backups and file recovery procedures.</p> <p>UNIT-II</p> <p>DBMS and its advantages; Data independence, data models; network</p>	48	3
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		<p>model. DBTG proposal; data definition and manipulation languages, hierarchical and relational models, storage organization for relations, relational algebra and calculus, relational query, languages query, processor and optimizer. UNIT-III Design of a Database : Normalization theory for design of relational databases. Functional dependencies, normal forms, multivalued dependencies, decomposition, integrity. UNIT – IV Introduction to SQL (Mysql / Oracle): Queries under DDL, DML, DCL & TCL. Reference Books: 1. Database System concepts : Korth, Siberschatz , Fifth Edition 2. An Introduction to Database System : B. Desai, Revised Edition</p>		
504	VISUAL EFFECTS WITH ROTO	<p>UNIT-I 1. Working Foundations: Composite in After Effects, The Time line, Selections: The Key to Compositing, Color Correction, Color Keying, Rot scoping and Paint, Effective Motion Tracking, Color and Light UNIT-II 2. Climate and the Environment: Visual Effects Description Types, Particles, Analysis, Size, Sand Effects, Smoke Effects, Fire Effects, Cloud Effects, Snow Effects. Fluid Effects, Coloring, Color grading, designing Clouds Background, Designing Fog Effects. Explosion Effects, Fire Effects with flames, Space Effects and designs, Designing Thick Smoke. UNIT-III 3. Designing: Designing Paint Effects, Coloring paints, Designing Trees and green effects, Gather raw footage, materials, Effects on seasons, Designing Glass image, Designing Different glass reflection, Designing Glow Effects, Liquid Effects and Reflection design 4. Special Effects: Designing Special Effects, Designing effects of Hair and shape, Designing Fur Effects, Designing Clothes and effects.</p>	48	3



		UNIT-IV 5. Visual Effects Tool: Introduction and advanced functions, Converting images from 2D to 3D Pictures.		
505	CONCEPT OF MATERIAL, MAPS, CAMERA & LIGHT	UNIT-I 1. Texturing : Exploring the Texture Editor: Understanding Material Properties, Bones, wrinkles, bricks, ground, rust, wood, tiles, plastic, paper, metal, food, water, fire, skin, hair and eyes, cloth, walls and ceiling, imaginary UNIT-II Creating Advanced Multi-Layer Materials: Using Raytrace Materials, Using the Matte/Shadow Material, Create textures for human, animal, character, location, which may include organic and inorganic surfaces Maps: Adding Material Details with Maps: Understanding Maps, Understanding Material Map Types, , Reflection and refraction maps, Using the Map Path Utility, Using Map Instances Controlling Mapping Coordinates: Mapping Modifiers, Using the Unwrap UVW modifier, Relaxing vertices. UNIT-III 2. Cameras: Working with Cameras: Understanding the overall style and creative aspect ratio Creating a Camera Object, Creating a Camera View, Controlling a camera, Aiming a camera, Aligning cameras, Setting Camera Parameters, Camera Correction Modifier Close -up, wide-shot, long shot and mid shot, high/low, aspect ratio. 3. Lighting: Basic Lighting Techniques: Principles of lighting Understanding the Basics of Lighting, Getting to Know the Light Types, principles of lighting, shadows, exposure, natural light, colour space, reflections, Spotlight and directional light parameters, Shadow Color, Working with Photometric Lights, Using the Sunlight	48	3

		and Daylight Systems, Using Volume Lights UNIT-IV 4. Advanced Lighting and Light Tracing: Selecting Advanced Lighting, Using Local Advanced Lighting Settings, Working with the Advanced Lighting Override Material, Hard and Soft Shadow. Reference Book: 1. 3Ds Max 6 Bible by Kelly L. Murdock 2. Digital Lighting and Rendering, Third Edition by Jeremy Birn		
506		Practical Internet Programming Using P.H.P.	96	6
507		Practical Object Oriented Cpp	96	6
508		Practical Relational Database Management System	96	6

Detail Syllabus Third Year Second Semester (2020-21)

Subject Code	Subject Name	Content	Number Of Lectures required	Credits
601	ADVANCE PHP	UNIT-I Introduction to PHP: Cookies and user sessions in PHP, File and directories in PHP UNIT-II Introducing Database and SQL, Retrieving data, Manipulating data from SQL UNIT-III PEAR, working and generating Images, Working with XML UNIT-IV Introduction to AJAX and Integrating AJAX with PHP Reference Books: 1. "BEGINNING PHP 5.3" by MATT DOYLE WROX publication 2. "PHP, MySQL and Apache All in One" by Juliea C. Meloni, SAMS series 3. "AJAX Black Book" by KOAGENT SOLUTIONS INC.	16	1
602	Network and Network Security	UNIT-I Introduction: Communication System, Components of communication system, Computer network Advantages and applications of	32	2



		<p>computer n/w. Point-to-point and multipoint line configuration, LAN, MAN and WAN. Analog and Digital signals,</p> <p>UNIT-II</p> <p>Data Transmission: Parallel and Serial, Synchronous and Asynchronous transmission,</p> <p>Transmission Mode: Simplex, half-duplex and full-duplex. Network Topologies: Mesh, Star, Tree, Bus and Ring and Hybrid Topology (Advantages and disadvantages of each).</p> <p>UNIT-III</p> <p>Security Perspective: Basics of Computer Systems from the Security Perspective, Security Features in an Operating System- Windows/Linux, Networks and Security Challenges.</p> <p>Internet Security Issues: Technology of Internet and Internet Protocols Internet Security</p> <p>Risks Access Control Risks Protocol Related Risks.</p> <p>UNIT-IV</p> <p>Digital Signatures for Securing Information Assets: Cryptography Digital Signatures</p> <p>Security Protocols, SSL, SET and HTTPS. Protecting Information Assets: Firewalls Intrusion Detection Systems Ethical Hacking Cyber Forensic Tools.</p> <p>Reference Books:</p> <ol style="list-style-type: none"> 1. Computer Networks by A.S Tannenbaum. 2. Data Communication and Networking : Behrouz A. Forouzan; Mc-Graw Hill Pub. 3. William Stallings ,Network Security Essentials: Applications and Standards, 3rd edition, 2006, Prentice Hall 4. William Stallings Cryptography and Network Security: Principles and Practice, 3/E,Prentice Hall 		
603	PROGRAMMING USING java	<p>Unit I An Introduction to Java</p> <p>A Short History of Java,Features or buzzwords of Java,Comparison of Java and C++,Java Environment,Simple java program,Java Tools jdb, javap,</p>	48	3

javadoc, Java
IDE ,Eclipse/NetBeans (Note:
Only for Lab Demonstration)

Unit II

An Overview of Java, Types of
Comments, Data Types, Final
Variable, Declaring 1D, 2D
array ,Accepting input using
Command line
argument, Accepting input from
console (Using BufferedReader
class)

Unit III

Objects and Classes Defining
Your Own Classes Access
Specifiers (public, protected,
private, default) Array of Objects
Constructor, Overloading
Constructors and use of 'this'
Keyword static block, static Fields
and methods Predefined class
Object class methods (equals(),
toString(), hashCode(),
getClass()) Inner class, Creating,
Accessing and using Packages 3.9
Creating jar file and manifest file
Wrapper Classes, Garbage
Collection (finalize() Method),
Date and time processing.

Unit IV

Inheritance and Interface
Inheritance Basics (extends
Keyword) and Types of
Inheritance, Superclass, Subclass
and use of Super Keyword, Method
Overriding and runtime
polymorphism

604	SCRIPT WRITING & STORY BOARDING	UNIT-I 1. Scriptwriting: Storytelling, Audiovisual Writing- The format for writing the Synopsis, Step-outline, Screenplay and Script for a film, The Elements of Scriptwriting-	48	3
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Action, Character,
Setting, Theme, Structure,
Characterization- A character
sketch of one of the major
characters of a film & an analysis
of how the character has been
established in the film,
Structuring- Scene-by-scene
analysis of a film the student likes
UNIT-II

2. The process:

Storyboard stages from concept
sketches and previs
(previsualization), to thumbnails,
to

Storyboards, to animatic, and
beyond, Effective boarding
strategies

UNIT-III

3. Tools of the trade:

Tools and methods for storyboard
creation

4. Blocking and composition:

Controlling the eye, Coherence
between shots, making sure
boards "read", "Acting" and
visual Character development:
bringing the script to life

UNIT-IV

5. Conveying the mood:

Scene tone - comedic, dramatic,
action--based, et cetera, visual
idioms and tropes

Storyboarding and the rest of your
team: Scripts and screenplays,
character design,
props and backgrounds, layout,
animation, audio design

Storyboarding for your bosses:
"the network," producers,
directors, art director,
Etc.

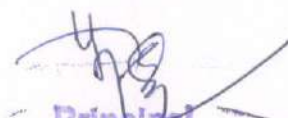
Reference Books:

1. Storyboard Design Course:
Principles, Practice, and
Techniques by Giuseppe

		<p>Cristiano</p> <p>2. From Word To Image, Storyboarding and the Film making Process. 2nd Ed. by Begleiter, Marcie. Studio City, CA: Michael Wiese Productions, 2010. Print</p> <p>3. Directing the Story, Professional Storytelling and Storyboarding Techniques for Live by Glebas, Francis</p> <p>4. Action and Animation. Burlington, MA: Focal Press, 2009. Print.</p> <p>5. Storyboards, Motion in Art. By Simon, Mark. 3rd Ed. Burlington, MA: Focal Press,</p>		
605	RIGGING TECHNIQUES WITH 3DS MAX	<p>UNIT-I</p> <p>1. Character Modeling: Understanding Your Character, Building Bodies, Positioning pivots, Modeling techniques</p> <p>UNIT-II</p> <p>2. Rigging Characters: Building a Bones System, Using the Bone Tools, Making objects into bones, Using the Skin Modifier, Working with weights, Mirror settings, Display and Advanced settings, Using deformers, Rigs are smooth, intuitive and responsive and meet production requirements, Rigged assets deform correctly from all required camera positions and angles, solutions for complex rigging problems when required.</p> <p>UNIT-III</p> <p>2. Animating Characters: Motion Capture and key frame animation Creating Characters, Saving and loading characters, Destroying characters, Working with Characters, Saving</p>	48	3



		and inserting character animations, Using Character Animation Techniques UNIT-IV 3. Using Inverse Kinematics: Rigging principles, processes, systems and techniques like Forward versus Inverse Kinematics, Creating an Inverse Kinematics System, Using the Various Inverse Kinematics Methods, Applied IK, History Independent (HI) IK solver, History Dependent (HD) IK solver, IK Limb solver, Spline IK solver		
606	Practical	Based On Advance P.H.P.	96	6
607	Practical	Based On Programming Using Java	96	6
608	Practical	Based On Script Writing And Story Boarding	96	6


Principal
Anantao Pawar College, Pirangut
Tal. Murshid Dist. Raichur



Pune District Education Association's,
Anantrao Pawar College, Pirangut
Diploma Course: S.Y.B.Voc.Multimedia & Animation

List of Student

(Academic Year-2021-22)

Sr. No.	Student Name	Signature
1	JAIN BHAVESH SANJAY	
2	BODDU OMKAR RAJARAM	
3	JAIN JUGAL KISHOR	
4	PARIHAR THANSINGH SHRIRAM	
5	SANKHLA YASH KUMAR	
6	ANDIA PRADEEPTA	
7	BABAR SHUBHAM RAJU	
8	BAWANKAR AKSHAY MANOJ	
9	DEY KRISHANU KAMAL	
10	HARDAS VISHAL SEWAK	
11	KAUSHIK UTKARSH MANOJ	
12	KAUSHAL PRATEEK RAHUL	

Co-Ordinator

Nodal officer

Principal
Anantrao Pawar College
Pirangut, Tal. Mulshi Dist. Pune - 412115

Pune District Education Association's

Anantrao Pawar College, Pirangut, Tal: Mulshi, Dist-Pune 412115

Attendance Report: Certificate Course: F.Y.B.Voc. Multimedia & Animation



		(Academic Year : 2021-22)																			
	Student Name	Date																			
		01/02/21	02/02/21	03/02/21	04/02/21	05/02/21	06/02/21	07/02/21	08/02/21	09/02/21	10/02/21	11/02/21	12/02/21	13/02/21	14/02/21	15/02/21	16/02/21	17/02/21	18/02/21	19/02/21	20/02/21
1	JAIN BHAVESH SANJAY	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
2	BODDU OMKAR RAJARAM	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
3	JAIN JUGAL KISHOR	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
4	PARIHAR THANSINGH SHRIRAM	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
5	SANKHLA YASH KUMAR	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
6	ANDIA PRADEEPTA	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
7	BABAR SHUBHAM RAJU	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
8	BAWANKAR AKSHAY MANOJ	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
9	DEY KRISHANU KAMAL	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
10	HARDAS VISHAL SEWAK	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
11	KAUSHIK UTKARSH MANOJ	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
12	KAUSHAL PRATEEK RAHUL	B	B	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A

Teacher

Notal Office

Principal

Anantrao Pawar College
Pirangut, Tal. Mulshi, Dist. Pune - 412115

Pune District Education Association's
Anantrao Pawar College, Pirangut.

Tal- Mulshi, Dist.Pune-412115

5-y. B.voc. Multimedia & Animation.

Presenty Report : ADD-ON Course:

(Academic Year-2021-22)

Student Name	Date																				
	03/03/22	04/03/22	05/03/22	07/03/22	08/03/22	10/03/22	12/03/22	14/03/22	15/03/22	16/03/22	17/03/22	19/03/22	21/03/22	22/03/22	23/03/22	25/03/22	28/03/22	29/03/22	30/03/22	31/03/22	
Jain Bhavesh Sanjay	BRAIN	BRAIN	BRAIN	BRAIN	BRAIN	BRAIN	BRAIN	BRAIN	BRAIN	A	A	A	BRAIN	A	BRAIN	A	BRAIN	A	BRAIN	A	
Borkar Omkar R.	MA	MA	MA	MA	MA	MA	MA	MA	MA	A	A	MA	MA	MA	MA	MA	MA	MA	MA	A	
Jain Jagat K.	KRAIN	KRAIN	KRAIN	KRAIN	KRAIN	KRAIN	KRAIN	KRAIN	KRAIN	A	A	KRAIN	KRAIN	KRAIN	KRAIN	A	KRAIN	KRAIN	A	KRAIN	
Pasihar Phansingh S.	SEP	SEP	SEP	SEP	SEP	SEP	SEP	SEP	SEP	A	SEP	SEP	SEP	SEP	SEP	SEP	A	SEP	SEP	A	
Sankhla Yash Kumar	RA	A	A	RA	RA	RA	RA	RA	RA	RA	RA	RA	RA	A	A	A	A	A	A	A	
Andia Pradepta	RA	A	RA	A	RA	A	RA	RA	RA	RA	RA	RA	RA	RA	RA	A	A	A	A	A	
Babbar Shubham R.	RA	RA	A	RA	RA	A	RA	A	A	A	A	RA	RA	A	RA	RA	A	A	A	A	
Bawankar Akshay M.	RA	RA	RA	A	RA	A	RA	A	RA	A	A	A	RA	RA	RA	A	RA	A	A	A	
Dey Keishanu K.	KDEY	KDEY	KDEY	A	KDEY	KDEY	KDEY	A	A	A	KDEY	A	KDEY	A	KDEY	A	KDEY	A	KDEY	A	
Hardar Vishal S.	HA	HA	A	HA	HA	A	HA	HA	A	HA	HA	A	HA	HA	HA	A	HA	A	HA	HA	
Kaushik Uttkarsh M.	KA	KA	KA	KA	KA	KA	KA	A	KA	KA	KA	KA	KA	KA	KA	KA	KA	A	KA	KA	
Kaushal Pratik Rahul	KA	KA	A	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	KA	A	

Teacher

Principal

Nodal officer

Anantrao Pawar College, Pirangut
 Tal- Mulshi, Dist. Pune - 412115



पुणे जिल्हा शिक्षण मंडळाचे
अनंतराव पवार महाविद्यालय, पिरंगुट

ता.- मुळशी जि. पुणे- ४१२११५

वार्षिक अहवाल

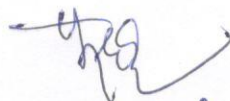
Diploma Course: S.Y.B.Voc.Multimedia & Animation
(शैक्षणिक वर्ष: २०२१-२२)

पुणे जिल्हा शिक्षण मंडळाचे अनंतराव पवार महाविद्यालय, पिरंगुट या महाविद्यालयात शैक्षणिक वर्ष २०१८-१९ पासून UGC-NSQF च्या योजनेअंतर्गत बी.व्होक 'मल्टीमीडिया अँड ॲनिमेशन' हे पदवी अभ्यासक्रम चालू करण्यात आली आहेत. अनंतराव पवार महाविद्यालय, पिरंगुट हे मुळशी तालुक्यातील एकमेव अनुदानित महाविद्यालय असून या महाविद्यालयातून पारंपारिक पदवी अभ्यासक्रमाचे शिक्षण दिले जाते. या पदवी अभ्यासक्रमाबरोबर विद्यार्थ्यांना व्यवसायिक शिक्षण घेता यावे या उद्देशाने या महाविद्यालयात बी.व्होक.अंतर्गत 'मल्टीमीडिया अँड ॲनिमेशन' हा पदवी अभ्यासक्रम सुरू करण्यात आला. पिरंगुट हे गाव हिंजवडी आय.टी. पार्क पासून नजदीक आहे, तसेच पुणे शहरापासून जवळ असल्याकारणाने संगणक तसेच त्यासंबंधी असलेल्या विविध क्षेत्रातील संधी मोठ्या प्रमाणावरती उपलब्ध आहेत. या कारणास्तव मल्टीमीडिया अँड ॲनिमेशन या क्षेत्रात विद्यार्थ्यांना मोठ्या प्रमाणावर रोजगाराच्या संधी उपलब्ध आहेत. या क्षेत्रातील शिक्षण घेण्यासाठी विद्यार्थ्यांना पुणे -मुंबई या शहरांमध्ये जावे लागते.तसेच पुणे विद्यापीठात प्रथमच या अभ्यासक्रमाची सुरुवात करण्यात आली आहे. या अभ्यासक्रमाची प्रवेश फी इतर खाजगी संस्थांमध्ये जास्त असल्याकारणाने विद्यार्थी या क्षेत्रात शिक्षण घेण्यापासून वंचित राहत आहेत. महाविद्यालय या विद्यार्थ्यांना कमी प्रवेश फी आकारून या विद्यार्थ्यांना शिक्षण देत आहे.

२०२१-२२ या शैक्षणिक वर्षात या या अभ्यासक्रमास द्वितीय वर्षात (Diploma Course) एकूण १२ विद्यार्थ्यांनी प्रवेश घेतला होता. या प्रवेशित झालेल्या सर्व १२ विद्यार्थ्यांनी हा कोर्स पूर्ण केला. तसेच या पदवी अभ्यासक्रमाच्या द्वितीय वर्षाचा अभ्यासक्रम(Diploma Course) प्रत्येक सत्रात १८० सैद्धांतिक तासिका, १५० प्रात्यक्षिके तासिका व १५ प्रत्यक्ष प्रशिक्षण याप्रमाणे एकूण ३६० सैद्धांतिक तासिका, ३०० प्रात्यक्षिके तासिका व ३० प्रत्यक्ष प्रशिक्षण तासिका यांच्या माध्यमातून पूर्ण करण्यात आला. या प्रवेशित झालेल्या सर्व १२ विद्यार्थ्यांनी दोन्ही सत्रांच्या परीक्षा दिलेली होती. तसेच या शैक्षणिक वर्षाचा निकाल १००% लागलेला आहे.

हा अभ्यासक्रम पूर्ण करण्यासाठी संबंधित क्षेत्रातील तज्ञ व्यक्तींचे मार्गदर्शन विद्यार्थ्यांना करण्यात आले. तसेच प्रत्यक्षरीत्या कार्यरत असलेल्या व्यावसायिक कंपनीच्या माध्यमातून विद्यार्थ्यांना प्रत्यक्षरीत्या ट्रेनिंग देण्यात आले. हा अभ्यासक्रम पूर्ण करण्यासाठी मल्टीमीडिया अँड ॲनिमेशन क्षेत्रातील श्री. बाबासाहेब दिघे यांनी विद्यार्थ्यांना विशेष मार्गदर्शन केले. तसेच हा अभ्यासक्रम पूर्ण करण्यासाठी बी.व्होक विभाग प्रमुख तसेच महाविद्यालयाचे उपप्राचार्य डॉ. प्रवीण शेळके व प्राचार्या डॉ.शर्मिला चौधरी यांचे विशेष मार्गदर्शन लाभले.या पदवी अभ्यासक्रमास समन्वयक म्हणून प्रा.हेमंत उबाळे यांनी कामकाज पाहिले


समन्वयक


Nodal officer


प्रचारक

अनंतराव पवार महाविद्यालय, पिरंगुट
ता. मुळशी, जि.पुणे-४१२११५.

Pune District Education Association's
Anantrao Pawar College, Pirangut
Tal.- Mulshi Dist. Pune- 412115



Annual Report
Diploma Course: S.Y.B.Voc.Multimedia & Animation
(Academic Year: 2021-22)

Under the scheme of UGC-NSQF, B.Voc 'Multimedia and Animation' degree courses have been started in Pune District Education Association's Anantrao Pawar College, Pirangut from the academic year 2018-19. Anantrao Pawar College Pirangut is the only aided college in Mulshi Tehsil and traditional degree course education is imparted from this college. With the aim that the students can get professional education along with this degree course (Certificate Course). The course was started under B.Voc.in this college. Pirangut is a village Being close to Hinjewadi I.T. park, as well as being close to the city of Pune; there are ample opportunities in computer and related fields. For this reason, there are ample employment opportunities available to students in the field of Multimedia and Animation. To get education in this field, students have to go to Pune-Mumbai cities. Also, this course has been started for the first time in Pune University. As the admission fee for this course is high in other private institutes, students are deprived of studying in this field. The college is providing education to these students by charging a low admission fee.

In the academic year 2021-22, a total of 12 students were enrolled in this course in the second year (Diploma Course). All 12 admitted students completed the course. Also, the second year course of this degree course (Diploma Course) was completed through 180 theoretical hours, 150 practical hours and 15 practical training in each session, total 360 theoretical hours, 300 practical training hours and 30 practical training hours. All the 12 admitted students had appeared in both the sessions. Also the result of this academic year is 100%.The students were guided by experts in the respective fields to complete this course. Also, the students were directly trained through a commercial company that was working directly.

To complete this course, in the field of Multimedia and Animation Mr. Babasaheb Dighe gave special guidance to the students. Also, to complete this course, Special guidance was provided by vice principal Pravin Cholke and Principal Dr.Sharmila Chaudhari. The Prof. Hemant Ubale worked as the coordinator of this course..

Co-ordinator

Principal

Anantrao Pawar College, Pirangut
Tal Mulshi, Dist Pune 412115



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CERTIFICATE

DEPARTMENT OF B.VOC.


ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. Jain Bhavesh Sanjay has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


Nodal Officer


Dr. Sharmila R. Chaudhari
Principal



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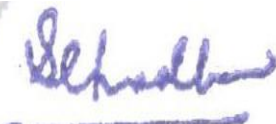
ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Bodd Omkar Rajaram** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


Nodal Officer


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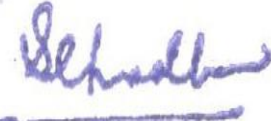
ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. Jain Jugal Kishor has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


Nodal Officer


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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. Parihar Thansingh Shriram has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




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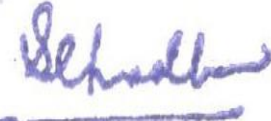
ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. Sankhla Yash Kumar has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms/Mrs. **Andia Pradepta** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Babar Shubham Raju** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Bawankar Akshay Manoj** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


Nodal Officer


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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Dey Krishanu Kamal** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




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ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. Hardas Vishal Sewak has actively participated and successfully completed the **Diploma Course in Multimedia & Animation** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.

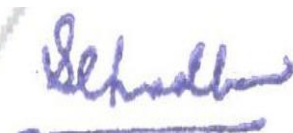
Date: 20/05/2022

Place: Pirangut, Pune.




Coordinator


Nodal Officer


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Principal



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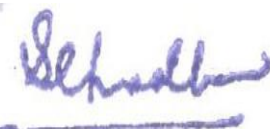
ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Kaushik Ukarsh Manoj** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




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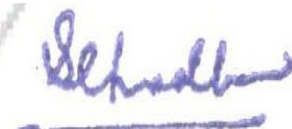
ACADEMIC YEAR -2021-22

This is to certify that Mr./Ms./Mrs. **Kaushal Prateek Rahul** has actively participated and successfully completed the ***Diploma Course in Multimedia & Animation*** in the academic year 2021-22, offered by Department of B.Voc., PDEA's Anantrao Pawar College, Pirangut, Tal. Mulshi, Dist. Pune. This course is approved by UGC-NSQF, Govt. of Maharashtra & SPPU.




Coordinator


Nodal Officer


Dr. Sharmila R. Chaudhari
Principal