

**SES's L. S. RAHEJA COLLEGE OF ARTS AND COMMERCE
(AUTONOMOUS)**



**Syllabus of Introduction to Computer I 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 : I	
Course : Introduction to Computers I Academic Year: 2024-2025 Batch: 2024-2027				Code: UGBAMMCISEC124	
Teaching Scheme			Evaluation Scheme		
Lectures	Practical	Tutorials	Credits	Internal Continuous Assessment (ICA)	Term End Examinations (TEE)
30	Nil	Nil	2	20 marks	30 marks

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"> 3. Utilize relevant applications of tools and technology in the creation, reproduction, and distribution of visual messages. 4. 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	<p>I A]Photoshop: Pixel based Image editing Software Introduction to Image editing theory Photoshop Bitmaps v/s Vectors When to use Photoshop and when to use drawing Tools Photoshop The tools, Toolbox controls Workspace Property bar, Options bar, Floating palates. Working with Image mode, Image size, canvas size images Image resolution, size and resampling What is perfect resolution? Cropping to size and resolution Resizing v/s resampling. Image Editing Levels, Curves, Contrast adjustment, Colour adjustment Photo filters Working with Text layer, Character palate, Paragraph palate, Text resizing, Text colour, Text attributes Working on simple project/ one page design</p>	<p>Experiential learning, peer learning, designing and implementation</p>	<p>15</p>
	<p>I B]CorelDraw: Vector based Drawing software Introduction to Corel Draw Interface, CorelDraw Tool Box, Importing files in CorelDraw, Different file formats Using text Artistic and paragraph text, Formatting Text, Embedding Objects into text, Wrapping Text around Object, Linking Text to Objects Text C2C Applying Power of Blends, effects Distortion and contour Effects, Envelopes, Lens effects, Transparency, Creating Depth Effects and Power Clips, Exporting in Exporting, CorelDraw Types of export, Exporting for other software Case study: Preparing a magazine or a Taking example of magazines or daily newspapers, Print series of posters of different students can come up with a sample. This will help size (type of a campaign them be industry ready with a fair hands-on-promotion) using either experience. quark of PS or Corel</p>		

<p>II</p>	<p>II A]Premiere Pro: Audio-visual: Video editing software Introduction to How premiere helps in editing, premiere Understanding the toolbar, Importing files, Experimenting with video and audio layers, Basics of editing (cut/layers/different windows/etc.) Understanding file formats Understanding different file formats (AVI/MPEG/MOV/H264, etc.), Importing raw footage for edits, Performing video checks while editing Using colour grading What is colour grading, Examples of colour grading, Using filters and presents in colour mixing, Applying presents on layers for editing</p> <p>II B]Sound Forge/Sound Booth: Sound Editing Software Introduction to Sound basics, Audio band pitch volume Digital Audio Understanding Digital audio Sampling, bit rate, Concept of Mono, Stereo, Quadrophonic Dolby Digital Surround sound, 5.1 Channel, Subwoofer Difference in Dolby Digital and DTS, More about DTS Three way sound speaker, Working with Workspace, Play bar, timeline, Transport tool bar Sound Working with audio file Basic editing, cut/copy/paste, Paste special Using Markers, Regions and Commands Sound processing techniques Channel converter, Bit depth converter Advanced Delay, Echo, Reverb, Chorus Sound Mixing sounds Noise gating. Processing Expansion, Changing pitch and Time duration, Sound track output Create your audio CD and mark chapters</p> <p>Case study: Making a short clip with the Making a short video clip with the fusion of 3D Electronic use of premiere and 3D Maya (some 3D element) and premiere to edit out a short clip (short film/ad/news reel, etc.)</p>	<p>Experiential learning, peer learning, designing and implementati on</p>	<p>15</p>
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REFERENCE BOOKS

1. Lisa DaNae Dayley, Brad Dayley, Photoshop Bible, Willey
2. Gary David Bouton, CorelDRAW X6 The Official Guide, McGraw Hill
3. Ben Goldsmith (2021), Adobe Premiere Pro: A Complete Course and Compendium of Features, Rocky Nook