TAMILNADU OPEN UNIVERSITY

SCHOOL OF JOURNALISM AND NEW MEDIA STUDIES

BACHELOR OF SCIENCE - B.Sc (Multimedia)

Programe Project Report

1. **Objectives** :

The structure of B.Sc. (Multimedia) is designed by the industry experts who have dealt animation in detail. This is a single degree with multiple career options. It reinforces the full range of animation in multiple industry. It is more of a practical oriented degree which ensures the students, hands on experience in the animation products. Students will have a detailed knowledge in 3D, 2D, Visual Effects, Graphics and Web. The objective of this programme is to provide students with a basic understanding of multimedia systems. This programme focuses on topics in multimedia information representation and relevant signal processing aspects, multimedia networking and communications, and multimedia standards especially on the audio, image and video compression. All of these topics are important in multimedia industries

2. Target clientele profile:

Through this programme, students are expected to achieve a basic understanding of multimedia systems. With such background equipment, students would be able to evaluate more advanced or future multimedia systems. This programme will also arouse students' interest in the programme and further motivate them towards developing their career in the area of multimedia and internet applications.

3. DURATION

It is an Undergraduate Programme of 3 years duration

Code	Course title	Credits	Exam Hrs	Marks		Max. Marks	Pass Marks
				Assignment	Examination		
First Year							
BMM -01	Illustration	4	3 Hrs	25	75	100	40
BMM -02	Designing-Visual & graphics designing, Layout designing	4	3 Hrs	25	75	100	40
BMM -03	Anatomy Drawing	2	3 Hrs	25	75	100	40
BMM -04	Audio & Video Editing	4	3 Hrs	25	75	100	40
BMM -05	2D Animation and basic scripting	4	3 Hrs	25	75	100	40
BMM -06	E-Publishing	2	3 Hrs	25	75	100	40
BMM P-01	Practical I	6	3 Hrs	25	75	100	40
BMM P-02	Practical II	6	3 Hrs	25	75	100	40

Second Year							
BMM -07	Web designing	2	3 Hrs	25	75	100	40
BMM -08	Entrepreneurship development I &II	4	3 Hrs	25	75	100	40
BMM -09	3D Animation-Motion graphics, modelling, camera texture, lighting and rendering	4	3 Hrs	25	75	100	40
BMM -10	Visual effects	2					
CCE	Environmental Studies	6	3 Hrs	25	75	100	40
BMM P-03	Practical III	6	3 Hrs	25	75	100	40
BMM P-04	Practical IV	6	3 Hrs	25	75	100	40
Third Year							
BMM -11	Character Animation	6	3 Hrs	25	75	100	40
BMM -12	Paint effects & Dynamics	6	3 Hrs	25	75	100	40
BMM -13	Realistic feature & rigging	6	3 Hrs	25	75	100	40
BMM P-05	Practical V	6	3 Hrs	25	75	100	40
BMM P-06	Practical VI	8	3 Hrs	25	75	100	40

The programme will be offered through the Tamil Nadu Open University Programme Study Centre throughout the state. The PSC has the required infrastructure and facilities to conduct counseling and practical classes**.**

4. Eligibility and Evaluation:

Candidates for the Degree of Bachelor of Science (B.Sc. MULTIMEDIA) shall be required to have passed the +2 or Equivalent [Higher Secondary Examination conducted by the Government of Tamil Nadu (or) the Pre- University Examination.]

[or]

Candidates for the Degree of Bachelor of Science (B.Sc. MULTIMEDIA) under the Open University System shall be required to have attained the age of 21 years as on the year of admission. They shall further be required to TNOU - BPP in the first year.

Duration : Minimum 3 years : Maximum 8 years

Evaluation: 3 hour final examination carrying 75% of the total weight and continuous assessment carrying 25% of the total weight. To complete each course, the lease require to secure min of 35% of the 75% in the final examination and overall 40% in both final and continuous assessment taken together.

SCHEME OF EXAMINATION

Terminal Examination 75 Marks

Assignments 25 Marks

QUESTION MODEL (All Subjects)

	Theory Examination	(75 Marks)
Part – A	One Word Answers	10 × 1 = 10
Part – B	Paragraph Answers	5 × 2 = 10
Part – C	One Page Answers	5 × 5 = 25
Part – D	Three Page Answers	3 ×1 0 = 30
	Assignments	(25 Marks)

Passing Minimum

Candidates who have secured 40 per cent of the marks in each course shall be declared to have passed the examination in that course. All other candidates shall be declared to have failed in that course.

A candidate shall be declared eligible for the Degree of B.A. if he/she has completed the programme of study and passed all the papers detailed in the regulations aforesaid.

Passing minimum (Practical): Not applicable

Class distinction

Candidates who pass under Regulation shall be classified as follows.

i. First Class : Candidates securing 60 percent and above of the marks in all the papers shall be placed in the First Class.

ii. Second Class : Those who obtained less than 60 percent but not less than 50 percent of the marks shall be placed in the Second Class.

iii. Third Class : Those who obtain less than 50 percent but not less than 40 percent of the marks shall be placed in the Third Class.

Statement of marks relating to each examination may be made available to the candidate on payment of the prescribed fees.

5. Availability of Lab Facility:

Lab classes are conducted in the programme study centres that are identified by the University for conducting this programme, recognition of these Study Centres are given after it is found that there is sufficient facility for conducting practical sessions. They give exposure to various practical elements required for fulfilled learning in various areas such as advertising, drawing, designing, multimedia, television production

6. Library Resources:

A well equipped library is available in the university headquarter with about 24000 books and lot of research journals. Especially for Media alone there are more than 1000 books available at present

7. Budget allocation:

S.No	Details	Amount in Rs.
1.	Programme development and launching cost (expenditure)	879970
2.	Programme fee charged for 3 years (income)	1,05,000
3.	Examination fee charged for 3 years (income	1,500
4.	Examination expenses per student for 3 years (Expenditure)	1,000

8. Programme outcomes:

Students will have multiple careers in

- Graphic Designing
- Web Designing
- 2D Animation
- 3D Animation
- 3D characters
- Visual Effects

9. Quality assurance: B.Sc. Multimedia is maintained by adopting the curriculum suggested by the UGC. The curriculum of B.Sc. Multimedia maintenance was approved by the Board of Studies which included subject experts from various Universities and Institutions. As a part of Quality assurance the curriculum for the programme will be updated once in three years. Necessary steps will be taken to obtain feedback from the students and the Academic Counsellors who are part of the programme for effective delivery of the programme.

10. Syllabus:

Year 1

BMM – 01 Illustration

Unit 1: About Images – Types of Images, Vector Images,and Raster Images –Resolution in Images – Creating a new document – Tool box - Foreground and background color- Graph Tools –Opening an existing document – Saving documents – Place Command.

Unit 2: About colors – Color Models – Selecting Objects – Correcting Mistakes – Basic Shapes – Grouping of Objects – Transformation Tools – Arranging Objects – Bring to

Front, Bring Forward , Send Backward, Send to Back, Palette – Live Color, Swatches Palette , Stroke Palette, Transparency Palette ,Gradient Palette, Brushes Palette

Unit 3: Path – Anchor Points – Direction Lines- Direction Points – Drawing Tools –Pen tool, Pencil tool, Paintbrush tool, Smooth tool, Path erase tool , Symbolism Tools –Slice Scaling – Graphic Styles – Text tool –Warping text ,character styles , paragraph styles

Unit 4: Layers – Layers Panel-Creating New layer, Releasing Objects to Separate Layers, Consolidating Layers and Groups – Lock/Unlock Layers – Compound Paths –Clipping Mask –Filters & Effects

Unit 5: Illustrator for Web – Saving for the web – Importing /Exporting , scalable Vector Graphics – Shock Wave Files – Linking Objects to URLs for Internet Web Pages – Slices-Creating Slices, Setting Slice Options, Viewing Slices, Selecting and Modifying Slices

BMM-02 – Designing-Visual & graphics designing, Layout designing

Unit 1: Resolution - size of Images – scanning and bringing in – new images – creating workspace – about tools and tool bars – tool presets –menus – selection & copying & pasting selection – Viewing, Annotation and Measurement Tools – Color Modes – Preference Panel -Layers- about layers – creating new layer- adjustment layer – Solid Color, Gradient, Pattern, Pattern, Levels, Curves, color balance, Hue, Saturation ,channel Mixer , Photo Filter, Threshold, Posterize, Selective Color

Unit 2: Layer Comps – Visibility, Position, appearance, Smart objects – smart filters - painting tools –Brush tools, pencil tool, color replacement tool, History Brush Tool, Art History Brush Tool, paint bucket tool, Eye dropper tool, Gradient Tool – Types of Gradient - Brush Presets – creating a new brush tip – mixer brush tool – stroking selections – shape tools – custom shape tool options – work Path – Pen tools – Path Selection Tools – Creating new Path -work path – Clipping Path

Unit 3: Retouching tools – doing color corrections- transforming tools – how to crop images – smart filters – lens correction filter – Filter Gallery – Type tools -Channels- Conversion of Modes – Bit Depths – Camera Raw – working with Automations- Slices and Saving Files for Web – Animation in Photoshop

Unit 4: About Layouts – Drawing Basic shapes – Selecting Objects – Selecting Objects – Transforming Objects – Duplicating Objects – Organizing Objects – Saving the Document - Drawing Lines – types of lines – lines for engineering measurements – calligraphy – reshaping objects – applying fills and outlines – creating default fills and outlines – gradient fill – types – custom fill – copy – clone – mesh – gradient mesh

Unit 5: Working with Layers – Working with Table – Symbol Library – Text tool – Artistic and Paragraph text – - Formatting text – wrapping text – Fir text to path – converting text to curves – linking text to objects – Aligning and Spacing text –font Identification-Special Effects – Blend – Perspective – Extrude – Shadows – Envelope – Contour – Lens – Types of Lens – Power clip - Bevel – Create Boundary – Copying and Cloning Effects – Transparency-Importing and Exporting Bitmaps – Working with Bitmaps – Internet Toolbar – Setting Web Pages – Creating Buttons with Rollover Effects – Publishing to PDF – Printing

BMM-03 Anatomy Drawing

Unit 1: Importance of Anatomy in animation – Basic Forms in Anatomical Drawing – Proportion of Human Body – Perspective Drawing – Drawing Planes – Surface of a Male Body – Chest study of a Man

Unit 2: Face study of a man – Parts of the head – symmetry of the Head – Angle selection of the head – hand study of a man – feet study of a man - drawing foot in proportions - drawing the foot - angle selection of feet – how to sketch the full figure of a man

Unit 3: Female Anatomy - Proportion of Female Body, Construction of Female Body – Face study – symmetry of the face – parts of the face – Hand study of female – Drawing the hand – Drawing arms in different angles – Feet study – construction of feet – construction of legs – understanding balance of the body

Unit 4: Understanding child's figure – Construction of child – line of action – Volume study through chest – face study of a child - Face study of a child, Parts of Child's face, Symmetry with proportions, Chubbiness of a child, Feet study, Proportions of Feet, Drawing child in various angles

Unit 5: Animal Anatomy – drawing animal figure in basic forms – angle selection of drawing – drawing animal character, face study , leg study , leg movement, understanding material quality of tail ,creating animal in perspective

BMM -04 - Audio & Video Editing

Unit 1: Introduction to Audio – about audio Channels – Audio Mixer Panel – Unlinking and Editing Audio – Working with Submix Tracks – Panning and Balancing Audio – Automation and Recording during Playback – Break out Audio Clips – Audio Transitions – Audio Effects

Unit 2: Video Editing – Video Broadcast standards – Video Terminologies – Stages of video Making – Basic Editing – Video Composting –Video Broad cast – Video Editing – Project Panel, Media Browser – Monitor Panel – Resource Central – Metadata Panel, Timeline Panel – Importing Files

Unit 3: Opening Projects – Saving Projects – Video Capturing – DV and HDV Capturing, capturing clips with device control – capturing clips without device control Batch Capturing – Time code – Offline Files – Clip properties and Data rate – metadata – Tools Panel

Unit 4: Working with Monitor Panel – Working with Timeline Panel – Working with Clips – Adjusting Trim Clips in the Trim Panel – Replacing Clips – Merge Clips – History Panel – Working with Sequences – Using Markers

Unit 5: Story boards and rough cuts - creating a universal lead counter – transitions – exporting video and still images – exporting DVD or Blue Ray Discs – Exporting to Web and Mobile Devices – Working with Title Designer

BMM -05 - 2D Animation and basic scripting

Unit 1: Flash workspace – Creating a new document , Setting Document Properties, Opening Existing Documents, Saving Document – Working with Panels Drawing and Reshaping Objects – Drawing Models, Drawing Basic Shapes -Selecting Objects – types – Arranging Objects

Unit 2: Working with Layers – Creating and Naming layers – Layer Features – Organizing Layers in Folders –Fills and Outlines – selecting colors – creating custom colors – creating gradients – organizing objects – Grouping Objects –Aligning Objects , Stacking Objects combining Objects – Rulers, Guides and Grids- Using Brush and Eraser Tool – Pencil and Pen tools

Unit 3: Symbols and Instances – Creating Patterns – Working with Text – 3D Spaces – What is Animation – Frame by Frame animation – Frame Rate – Timeline – Onion skin – previewing the animation

Unit 4: Motion Tween – Motion Editor- Color Effects and Filters – Property Key frames – Editing Motion Tween Path – Ease In and Ease Out – Motion Tween Presets – Classic Tweening – Shape Tweening – working with masks and scenes - exporting images and videos

Unit 5: Introduction to Programming fundamentals – basic programming concepts – basic event handling – data types – array – string – conditional loops – working with movie clips and text fields.

BMM -06 - E-Publishing

Unit 1: About workspace – Document Window – Color and Pages panels – Menu bar – Control Panel – Tools panel – Documents and Layouts – Creating, saving and opening documents. Layouts – working with layouts – adding, creating, moving , deleting pages – numbering and sectioning

Unit 2: Rulers – Guides – Grids –Layers –Templates – Master Pages – Library – Object Library –Text – Threading text – Modifying Text Frames – Formatting Character – Character Panel Menu – Paragraph Formatting – Alignments and indents, Text styles – inserting special characters

Unit 3: Importing and Placing Graphics – Image Layers – Managing Links – Clipping Path – Creating Objects – Creating Lines and Paths – Colors and Strokes to Objects – Color Panel – Swatches Panel – Editing Objects –Object Styles

Unit 4: Text on Path – Wrapping Text around Objects – Effects – Type of Effects – Animation Effects – Exporting Animation – Tables – Modifying Tables Table Styling

Unit 5: Creating a book –Adding documents to the book – Synchronizing Style Source – Page numbering – Creating Table of Contents – indexing – Preflight – Exporting Documents – Exporting to E-book format – Printing

BMM P-01 Graphic Designing LAB

1) Create matte painting in Photoshop
2) Create a brochure design for a jewelry shop.
3) Create front page of a web site using Photoshop slice pages.
4) Create a logo for a library and create a table with book names, author names and year of purchase.
5) Create poster design for a competition, which has background images, new logo and corresponding text.

BMM P-02 -2D Animation Lab & Graphic Designing Lab

1) Create a remix of a movie song by editing the existing video as per the song.
2) Create motion tweening of a ball
3) Create a flower blooming animation using onion skinning
4) Create a 2D animation story and add sound to it.
5) Create a paper presentation with 5 buttons, for next, previous, play, stop and home and make interactive

Year 2

BMM -07 - Web designing

Unit 1: Interface – Workspace Elements – Images – Text – External Image Editor – Creating Rollover Images – Line Breaks in Text – Non Breaking Space in Text – Formatting text – Creating a website – creating new page – using templates – Page properties – Viewing a site map – Previewing Web Page in Browsers

Unit 2: Importing External Applications- Lists – Bulleted or Numbered List, Definition Lists, Nested Lists – Creating tables in standard and layout modes – exporting table data – tracing images – Attach JavaScript behaviors to Links – linking to specific place in a document – e-mail link – linking using hyper link – updating links automatically – Image Maps – Rollover Images – Frames

Unit 3: Create and validate forms- create and modify cascading style sheets – applying cascading style sheet properties – dic tags – animate API elements – Spry widgets – Spry effects – Behaviors – coding tool bar and code hint – apply actions to objects - create and use snippets – create and modify library items

Unit 4: Creating Templates – applying templates to various documents – modifying templates – flash text and flash button – insert java applet and set its properties – insert shockwave , java applets and active in a document – Using Photoshop integration – Using Adobe Bridge and device control – using java applet – using plug ins

Unit 5: Testing a Website – using checklist for site launch – applying check target browser feature – validate markup feature – transferring site and files to the Internet – Synchronizes the site files – compare files for difference – test the website – setting up a dynamic site

BMM -09 - 3D Animation-Motion graphics, modelling, camera texture, lighting and rendering

Unit 1:3Dimensions – viewports– standard primitives – transformations – file formats and operations – selection – cloning – group – ungroup – alignment – basic rendering -Array – Array Transformations –Splines – Common Rollouts - editing splines – architectural tools – max scene files –modifiers- World space modifiers – object space modifiers – modifier stack – instanced modifier - Compound Objects –types

Unit 2: Modeling – Nurbs– converting objects to NURBS- Mesh Modeling – converting objects to editable mesh – sub objects – Vertex, Edge, Face, Polygon, Element- Edit Mesh Modifier – Editable Poly Modeling - Material Editor – toolbar buttons- assigning materials to objects – material editor options- material properties – material types - Concepts of Light – Omni Lights , spotlight , Target Lights, Free Lights , Directional Light, Area Lights – Mental Ray – Skylight, Creating Max Basic Lights – Lights Parameters- Positioning Lights, Creating Max light in exterior and Interior Environment

Unit 3 : Introduction to Cameras, Types of camera– About Lenses – Creating Camera View, Controlling Camera, Camera Parameters & effects - Introduction to Materials, Material Editor Basics, Interface of Materials Editor-Reflections and Refractions , Shininess and Specular High Lights , Usage of all Material types – animating materials

Unit 4 : Rendering, Rendering Techniques, Options in Rendering Menu, File formats that can be saved – For still images – animation files - Introduction to VRay, Introduction to VRay Features, VRay Lights , VRay Lights options , VRaySun , VRay Ambient Light - Vray Materials - Vray Textures - Rendering with Vray - Miscellaneous Plug- ins

Unit 5 : Creating Animations, Particles and dynamics – rendering the animation ,automating the output of Multiple still images, rendering a shadow study, creating a walkthrough, Output Options, Particle

Systems- Creating Hierarchies, Animating Modifiers, Animating elements, Animation Helpers, Using Dummy Objects , Utilities Panel – Introduction – Dynamics and Reaction , Dynamic Objects – Damper, Spring, Simulation Mass FX, camera match -, Video post

BMM -10 - Visual Effects

Unit 1: Introduction to Visual Effects – CG VFx, Live VFX, work area customization , Importing Files, creating a project and importing footage - importing illustrator and photoshop files, importing image sequence , Creating a Composition ,animating the compositing , Tools Panel , Timeline Panel

Unit 2: Basic Effects , Adding Effects – working with layers, layers , columns and switches , creating layers from footage, arranging and managing layers, applying effects to a layer, applying an animation preset, previewing the effects, adding transparency

Unit 3: About Text layers, Creating and formatting point text, using text animate preset, animating text opacity, Masks – about mask , creating mask with a pen tool , editing a mask, feathering the edges of a mask, replacing, adding a reflection, Color Keying – keying presets- keying techniques using keylight, blending modes, tracking mattes – types of track mattes – applying track mattes

Unit 4: Motion Stabilization – Track Point Fundamentals-Motion Stabilization Basics, Motion Tracking, Multipoint Motion Tracking Time Remapping Techniques – Time Remap – Timewrap Effect

Unit 5: Converting 2D layer into 3D – Converting a Layer to 3D – 3D layer controls – using 3D camera, shadowing , text animation , particles, previewing the work, rendering process, exporting to different output media

BMM P-03

1) Create a web page about seasons and link the corresponding pages to the home page
2) Create a model of a basket ball court using standard primitives
3) Create a fully furnished dining room
4) Create a animation of volcano with larva along with fire flowing out
5) Crete a logo animation for a TV Channel

BMM P-04

1) Create motion graphics ‘Text Title’ effect using After Effects
2) Create a Roto animation using RotoBrush.
3) Using Keying create a work with color correction taken using Green matte
4) Create a video tracking using After Effects
5) Create a special effects for composite video(minimum 1 minute)

BMM -11 - Character Animation

Unit 1: Introduction to Modeling , Exploring the Maya Interface, Customizing the Menu , Modeling menu , Techniques in Modeling – Polygon Modeling, Nurbs Modeling, subdivision surfaces modeling, Primitive Objects -Polygon Basics – Transforms - creating Simple models from primitives - Boolean operations – Modeling, Modifying & Adjusting Object Components - Box Modeling , models using extrude

Unit 2: Polygon Editing- Introduction to Nurbs and Nurbs modeling - NURBS Primitive Components, Nurbs Curves- Editing Curves- Modeling Techniques, Loft, Extrude, Beveling, Creating subdivision primitives, Editing subdivision in Polygon proxy mode - Symmetrical Models - Sculpting Polygons

Unit 3: Animation in Maya – Squash & Stretch- Anticipation – staging- straight ahead action and pose to pose action, follow through and overlapping action , ease – in and out - Time line –Key frame Animation - Animation control menus- Deformers- Basics of Animation using ball bouncing sketch - Walk Cycle Poses – Timing for Walk Cycle- Body Weight When Walking – Poses for Run Cycle- Poses for Weight Push

Unit 4: Textures, texturing in Maya, Selecting Textures- Hyper shades- Common Surface Material Attributes - Types of 2D textures & 3D Textures - Lights in Maya - Render Settings, Render Engine, Rendering with Mental Ray, Animation in Maya Time line – Timeline Slider, Range Slider, Play back Controls, Edit Animation Preferences, , Key frame Animation, graphic editor and animate keys.

Unit 5: Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Sound Deformers- Blend Shape, Lattice, Cluster, Non Linear Deformers, Edit Deformers - Basics of Animation using ball bouncing sketch, Poses for a Weight Lift - Anticipation of Weight Lift – Timing for Weight Lift- Walk Cycle Poses – Timing for Walk Cycle- Body Weight When Walking – Poses for Run Cycle- Poses for Weight Push

BMM -12 - Paint effects & Dynamics

Unit 1: Introduction to Paint Effects, Paint Effect Canvas, paint Effect Interface, Painting a Scene, Painting Canvas – Default brush strokes – modifying and saving brush strokes – blending brushes

Unit 2: Brushes, - working with brushes, Applying forces - Applying Displacement and Spiral Bend, Animating Strokes, Adding Turbulence, Animating Growth and Modifiers

Unit 3: Rendering Paint Effects - Introduction – Illumination – Scene Light - Shading – Shadow – shadow Options - Texturing – converting Strokes to Geometry – Cartoon Fills and Outlines

Unit 4: Maya Dynamics ,Creating Clothing for Character – Crating n cloth – ncloth Node – Applying the ncloth Presets, Making the Surface Sticky, Creating nconstraints making nCloth , Expand creating nCloth and nParticle interactions

Unit 5: Hair and Fur – about Fur – Adding fur to Character –fur of sheep, human hair,Preparing Polygons for Maya Fur, Preparing Polygon for Maya Fur – Creating and Editing Fur Adding Hair to Character

BMM -13 Realistic feature & rigging

Unit 1: Rigging, Elements of Rigging, Intro to joint hierarchies, creating joint hierarchy, gimbal lock, joint display size, adding extra joints, orientation of joints ,naming joints, mirroring joints, connecting and disconnecting a joint chain

Unit 2: Inverse Kinematics, IK handlers and solvers, Forward Kinematics, Custom Attributed, Intro to Skinning Geometry and the Maya Muscle System, Binding Geometry, skin weights, muscles, sliding weights

Unit 3: Hair Overview, hair output, basic hair workflow, hair creation – create hair options window .Start, rest, current position. Hair Curves, Hair Presets, make curve dynamic, delete hair

Unit 4: Simulating Hair – how to play a hair simulation , hair cache creation , Hair Modification – Hair Styling , Hair Texture Painting, Hair System Modifiers, Hair Length Adjustment -Hair Rendering –Rendering Scenes with Hair, making Hair Collide, Setting up hair constraint and types of Hair Constraints

Unit 5: About Fur, Loading fur from Plug – in Manager, Fur Creation and Modification , Fur Presets, Delete, Attach and Detach Fur, Change Fur Attributes, Reverse Fur Normal s, Advanced Fur System Modification , Fur Animation , Fur Movement, Shading Effect , Rendering Fur

BMM P-05

1) Create a face modeling with low poly details
2) Create a character modeling and attaching the face with materials/Lighting
3) Select any old Indian Temple for with Lighting /Materials effects.
4) Download any character and give Animation for it. Select any 3 options

a) Walk b) Run c)Jump face

Do cloth animation using Dynamics

BMM P-06 – Project

Create your portfolio along with a gallery of your assignments and works, along with sound and recorded video shoots.

Main menu should have titles

a) Graphic Designing

b) 2D Animation with sound

c) 3D Models

d) 3D animation

e) Visual Effects

f) Set designs

g) Advanced Animations

Can add additional sub headings as per the students' creativity and works they have, Order of the menu can be changed, but it should be linked to the respective content pages

11. Approval from relevant authorities

a. Approved from BOS members, School of Journalism

b. Academic council and syndicate

Tamil Nadu Open University is the first open university of Tamil Nadu. The university aims to provide benefit to the people who are not able to afford higher education. The courses offered by the University are recognized by University Grants Commission [UGC], National Council for Teacher Education [NCTE], RCI and DEB. Tamil Nadu Open University (TNOU) offers education in 3-year under-graduation in B.A., B.Com., B.Sc., BBA, and BCA. College offer studies in 2-year Masterâ€™s program in MBA, MCA, M.A., M.Com. and M.Sc., Diploma and Post-graduation Diploma courses in multiple specializations. TNOU Important Date 2021. Tamil Nadu Open University in Chennai India - information about programs, tuition, ranking, admission process, deadlines - {name_local} founded in {established} India.Â Tamil Nadu Open University - higher education institution in India. The campus is located in Chennai. Universities related to Tamil Nadu Open University. Universities in this city. Advanced search. Showing 1-5 of 33 items. An insititution for open and distance learning, Tamil Nadu Open University was established by the government of Tamil Nadu in the year 2002, with a view to increasing the access to higher education and improving the quality of education offered through the open and distance learning modes by coordinating such provisions in the state. The growth of the University during the past 14 years has been phenomenal. With a cumulative student strength of 5,29,263 in 113 Programmes of study across various disciplines and skills at different levels from Certificate to Post- Graduate that are imparted thro Conference hall of Tamil Nadu Open University Chennai. Workshop on jewllery of Tamil Nadu Open University Chennai. Library of Tamil Nadu Open University Chennai. Seminar hall of Tamil Nadu Open University Chennai. Campus-View of Tamil Nadu Open University Chennai. Cultural Events of Tamil Nadu Open University Chennai.Â Tamil Nadu Open University is the first open university of Tamil Nadu. Admission through 10+2 scores are for the courses B.A,B.Com., B.Sc., BCA and BBA. Admission into these undergraduate courses are based on completion of 10+2 orTNOU BPP conducted by the Tamil Nadu Open University. To know more about admissions and how to apply visit their official website here :- http://www.tnou.ac.in/admission-procedure/. Hope it helps. Tamil Nadu Open University (TNOU) is an Indian institution for open and distance learning established by the government of Tamil Nadu, India. It was founded in 2002 and is based in Chennai. The university was established by the Legislative Assembly of the government of Tamil Nadu in Act 27 of 2002 to provide access to higher education for those who had been previously unable to pursue it. It opened in 2003, was recognized by the University Grants Commission in September 2015, and is one of five

The Tamil Nadu Open University was established by an Act (No.27 of 2002) of the Legislative Assembly of the Government of Tamil Nadu to benefit those who have beenÂ With a view to increasing the access to higher education and improving the quality of education offered through the open and distance learning modes by coordinating such provisions in the state, the Government of Tamil Nadu established. Read more. News & Events. Tamilnadu Open University shall make available innovative, socially-relevant educational provisions that are learner-centred, seamless and are of high-quality by employing appropriate technologies to achieve equity in education, sustainable social transformation and composite national development. Mission. Towards becoming a Centre of Excellence in Open and Distance Learning (ODL) by offering quality programs to meet the current and emerging needs of the adult Tamilnadu Open University. (Govt. of Tamil Nadu), No. 577, Anna Salai, Saidapet, Chennai-600015 (Tamil Nadu), Phone No.: 044-24306600, Email: contact@tnou.ac.in, Website www.tnou.ac.in. Distance Education. Get Latest Entrance Exam Alerts. Delivered by www.SuccessCDs.net. Exam. Admissions.