**KAVAYITRI BAHINABAI CHAUDHARI**

**NORTH MAHARASHTRA UNIVERSITY, JALGAON.**

# Syllabus for T.Y.B.A Computer

# Choice Base Credit System Pattern (CBCS)

# Semester System

# For Semester V & Semester VI

# Syllabus

# With effect from June -2020

## Computer Knowledge & Applications-I

## Semester- V Course Title: Computer Knowledge & Applications-I$^{st}$

Total Marks-100 Internal Marks- 40

Credit: - 3 External Marks- 60

**Learning Objectives:-**

- To familiarize the Students with Web contents creation.
- To understand the use of Graphics.
- Able to know the how to deploy graphical content in web site.
- To acquire the basic knowledge of Animation.

**Learning outcomes**

Student will be

- able to understand different commands of Corel Draw
- able to use Photoshop commands skilfully
- able to create simple animation.

# Semester - V

**Theory Paper** **Total Marks (100)**

**Unit- I. COREL-DRAW** **Marks (15)**

- Introduction to Coral-Draw
- Setting the size and orientation of the Printable Page
- creating a new drawing Opening a drawing
- Opening a drawing using drag and drop
- Saving a new drawing
- Printing a drawing
- Choosing commands Choosing tools
- Working with dialog boxes
- Working with text boxes.

**Unit- II. PHOTOSHOP Marks (25)**

- Introduction to Photoshop
- Getting Images into Photoshop and Image Ready
- Working with colors
- Making Color and Tonal Adjustments:
- Selecting

- Transforming and Rotating
- Drawing
- Painting

## Unit- III. Introduction to Animation using Flash Marks (20)

- **Basics of Animation**

Animation –Concept, Principles of Animation, Types of Animation and Animation, Techniques. Components used for designing animation such as Light Box, Concept of 2D and 3D Animation, Difference 2D and 3D Animation

- **Introduction Flash Using CS3**

· Introduction to Flash CS3, Area of Application Flash CS3, Tools of Flash CS3, Working with Panels : Property Panel, Color Panel, Library Panel, Working with Filter : Drop Shadow, Blur, Glow, Bevel. Adding and Formatting Static Text Tool. Working with different Graphics Format, Identifying the Development Cycle.

- **Creating Animation**

· Working with Timeline.

· Using Frames, Key Frames, and Blank Key Frames.

· Creating Motion Tween and Shape Tween.

· Understanding Vector Graphics

· Understanding Inverse Kinematics.

## Reference Books -


1. · Photoshop CS4 in Simple Steps –Dreamtech press
2. · CorelDRAW X4 in Simple Steps –Dreamtech press
3. · Flash MS Bible (By BPB Publisher).
4. · Flash 8 – Straight to Point, Author – Dinesh Maidasani (Firewall Media Publisher) · Macromedia Flash 8 : A Tutorial Guide, Author – Jay Armstrong, Jen deHaan (By BPB Publisher).


## Semester - VI Course Title: Computer Knowledge & Applications-II$^{nd}$

## Practical

Total Marks-100 Internal Marks- 40
Credit: - 3 External Marks- 60

- **Practical based on CorelDraw**

1. Creating a new file and new design
2. Appling Colours
3. Planning and designing
4. Saving a file and Printing a file.

- **Practical based on PhotoShop**

5. Creating a new file and new design
6. Appling colour
7. Planning and Designing
8. Saving a file and Printing a file

- **Practical based on Animation using Flash CS3**

9. Drawing a house with a pencil.
10. Demonstrate different static text formats using Filters.
11. Creating E-Cards of Birthday Wishes.
12. Creating Advertisements for Websites.
13. Creating Animated Visiting Cards.
14. Creating Animation Facial Expression with the help of Smiley.
15. Demonstrate the use of Motion Tween.

# JOB Opportunities for the syllabus are follows.

1. They will get job in Web development organization
2. They will get job in private & Govt. offices as computer operator and D.T.P. operator
3. They can start own business as D.T.P. centre and animation.