UNIT-I
Introduction to Animation, What is Animation, types of Animations, type of graphics, Comparing Vectors & Bitmaps, types of colors, Story Board Interdiction.

UNIT-II
Introducing the Flash Interface, document dimension and color modes working with drawing tool bar, Working with the Pen Tool, logo creation

UNIT-III
Practicing Your Vector Drawing Skills, Working with the Eye Dropper Tool, Working with the Ink Bottle Tool, Working with the Eraser Tool

UNIT-IV
Object-Based Drawing, Working with the Color Mixer eye dropper effects, properties bar – timeline

UNIT-V
Adding Elements to the Stage, Introduction to the Timeline Introducing, add layers, delete layers, working with onion skin layer

Reference Book
Adobe Flash Professional Classroom in a Book Paperback – Import, 14 May 2012

by Adobe Creative Team (Author)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING

PAPER-1, 2D ANIMATION

Sem-v

Student Practical

1. Working with shapes
2. Create simple drawings
3. Web buttons
4. Create and solid and gradient backgrounds
5. Create nature (use brushes)
6. Create 2d cartoons
7. Cartoon expression
8. Human walk cycle
9. Birds walk cycle
10. Animals walk cycle
11. Create mouth moments
Answer any five questions  5x15=75 Marks

1. What is animation
2. What is the purpose of 2d animation
3. What is the uses of flash user interface
4. What is the advantages of vector drawing
5. What is the purpose color mixture
6. What is purpose of 2d time line
7. What is the purpose property bar in flash
8. How many types panels in flash
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling&animation)
Sem-V

unit-I
3d interface- software and hardware- getting in control of 3d space - Tool bar – menu commands-
file menu- edit menu group menu-view menu- — Understanding About ViewPorts, Channel Box,
Hot Box, Channel Attributes, Outline Editor

unit-II
working with view port and files-controlling the view port- zooming a view-panning view- rotating
view- maximizing the active view port max scene files – saving files-opening files – merge and
replacing objects

unit-III
Introduction to modelling - Primitive objects - polygon modelling toolsto Organic and Industrial
designs – Editing Nurbs& Polygons, Learning Menus in Surfaces and Polygons Tabs, Shortcut.

unit-IV
panels- types of modelling-slid modelling and the tools of the trade- ply modelling –surface
modeling patch modelling –modify menu-hierarchy, motion- display- utilities- working with colors-
texture and surface styles

unit-V
material editor –colors and patterns multiple materials on single objects lofting- the materials –
bumping luminance values maps mapping coordinates- materials multi /sub object materials
procedural maps- Mapping coordinates, multi /sub-object materials production maps- material
types, assign material to selection-texture form the photoshp

Reference book
Mastering Autodesk 3Ds Max Design 2010 by Mark Gerhard (Author), Jeffrey M.
Harper (Author)


by Sham Tickoo (Author)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-V

Student Practical

1. Creating Cartoon Character.
2. Modeling Human Hands. (Male & Female)
3. Modeling Legs. (Male & Female)
4. Modeling Body. (Male & Female)
5. Modeling Face. (Male & Female)
7. Modeling Creatures.
9. Low poly modeling for Games.
11. Modeling a Set.
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-V

Answer any five questions 5x15=75 Marks

1. What is the purpose 3d animation?
2. What is the deference between 2d and 3d?
3. What is the purpose of modeling how many types of modeling
4. How many types of view port in 3d max
5. What is the purpose material editor
6. How many types of panels in 3dmax
7. What is the ribbon bar
8. How many types of transform option in 3d
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING

e-Commerce
Sem-V

Unit I
Introduction

Need for e-commerce

Online Transaction vs. Brick & Mortar

Unit II
Role of EDI, EFT

Computers and Internet Hardware aspects and Software aspects of e-commerce. Advantages and barriers.

Unit III:

Unit IV
Role of Financial System in e-Commerce.

Unit V
RBI Implementation through NEFT and RTGS

Reference Book
E-Commerce: An Indian Perspective Paperback – 2012 by Joseph P.T (Author)


by Gary P. Schneider - University of San Diego (Author)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
2D ANIAMTION
Sem-VI

UNIT-I
Animation- Key frames- working with guide layer-mask layer- the Transform Tool & Twining what is motion, what is shape animation with effects- working with mask layer-working with titles

UNIT-II
working with property bar- Creating Animations- Adding Audio-Introducing -how to measure animation Speed- import to stage - import to layer- working with guide layer, working with Symbols, working with scenes working with Symbol Effects,

UNIT-III
Advanced Animation Techniques, Importing & Adding Sound and video to the Timeline, working with flash Buttons, Action script, difference between flash and swish,

UNIT-IV
exporting types, import swish files, difference between web animation, TV advertisements and system presentation. Characters Drawings- Backdrop- Tracing - Props.- Creating Site in Flash

UNIT-V
Introducing action script. - Action script basic syntax - Creating web elements - Create a dynamic button - Create a dynamic menu – bring movement to web-optimized flash

Reference Book
Adobe Flash Professional Classroom in a Book Paperback – Import, 14 May 2012
by Adobe Creative Team (Author)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
2D ANIMATION
Sem-VI

Student practical

1. types eyes
2. create web advertisement
3. type role and scrolls
4. globe animation
5. mask animation
6. guide layer based animation
7. create college course details by scenes
8. create any scientific experiment
9. create flash based website
10. create your college 2d tv advertisement
create any action script project (use images and cartoons and sounds)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
2D ANIMATION
Sem-VI

Answer any five questions 5x15=75 Marks

1. What is advantages of key frame animation
2. What is purpose of document properties in flash
3. Explain advantages of scenes
4. What is the purpose of guide layer
5. What is the purpose of action script
6. What is the purpose of publish settings in flash
7. How to use flash library in flash
8. Explain dynamic text and static text
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-VI

Unit-I
Types of rigging-Basic Rigging – Creating Bones For Character – Creating Bones For
Four Leg- Character – Biped Rig – Quadruped Rig – Vehicle Rig – Facial Rig.

Unit-II
Animation -Principles of animation (squash and stretch, timing) Working with
Animation Curves - Graph Editor – time line

Unit-III
Introduction to Materials: – Understanding the Materials & Behavior of material,
Understanding UV Texture Editor, Applying Single Color to object, Hyper shade –
Understanding

Unit-IV
Understanding Color Theory, Introduction to lighting – importance of lighting
animation - Basic Lighting Concepts – types of lights – Change the color of the light –
light attributes – rendering – Shortcuts

Unit-V
Introduction to rendering, Knowing Renderers – software Rendering, Hardware
Rendering, Vector Rendering, Mental Ray Rendering, Selecting a Render Type,
Interactive Photorealistic Rendering (IPR), Batch Rendering, Working with the
Options in Render setting.

Reference book
Mastering Autodesk 3Ds Max Design 2010 by Mark Gerhard (Author), Jeffrey M.
Harper (Author)

Tickoo (Author)
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-VI

**Student practical**

1. Unwrapping the Character.
2. Unwrapping Animals.
3. Unwrapping & Texturing Vehicles.
4. Understanding Diffuse in Materials.
5. Understanding Specular in Materials.
8. Apply Alpha Map.
9. Texturing Like Old and Rusty Wood.
12. Knowing About 3D Paint Effects.
Answer any five questions  

1. What is rigging?  
2. What is animation explain animation principles  
3. What is material editors  
4. What is color theory  
5. What is lighting how many types of lights in 3d  
6. What is camera how many types  
7. What is render what is use  
8. What is UV
Unit I
Credit/Debit card models and Usage , Usages of ATM

Unit II
Payment System – Urban vs. Rural implementation.

Unit III:
Data Base Implementation, 2 Tier/3 Tier Structure,

Unit IV
Need and Implementation of Networks / Routers, Security and Encryption.

Unit V
Web Site Plan’ Web Page Creation with HTML/ Java Script, Development of Products and Service Catalog with PERL Implementation CRM.

Reference Book
E - Commerce: An Indian Perspective Paperback – 2012 by Joseph P.T (Author)
e-Commerce: Strategy, Technology and Implementation Paperback – 2007 by Gary P. Schneider - University of San Diego (Author)
Degree 3rd year
B.Sc. ERP MULTIMEDIA WEBDESIGNING
e-commerce
sem-VI

Answer any five questions

1. Electronic Funds Transfer Defined
2. Mobile commerce
3. Inventory management software
4. What Are the Advantages of Trade Barriers?
5. Technologies needed for an e-commerce system
6. What is RTGS System
7. How RTGS is different from National Electronics Funds Transfer System
8. debit and credit card
Degree 3rd year
B.Sc. ERP MULTIMEDIA WEBDESIGNING
DBMS

UNIT I

UNIT II
Entity-Relationship Model: Introduction, the building blocks of an entity relationship diagram, classification of entity sets, attribute classification, relationship degree, relationship classification, reducing ER diagram to tables, enhanced entity-relationship model (EER model), generalization and specialization, IS A relationship and attribute inheritance, multiple inheritance, constraints on specialization and generalization, aggregation and composition, entity clusters, connection types, advantages of ER modeling.

UNIT III
Relational Model: Introduction, Codd Rules, relational data model, concept of key, relational integrity, NORMALIZATION 1NF, 2NF, 3NF, BCNF, 4NF, DENORMALIZATION, clustering

UNIT IV
Structured Query Language: Introduction, History of SQL Standard, Commands in SQL, Data Types in SQL, Data Definition Language, Selection Operation, Projection Operation, Aggregate functions, Data Manipulation Language, Table Modification Commands, Table Truncation, Imposition of Constraints, Joins, set operators

UNIT V
PL/SQL: Introduction, Shortcoming in SQL, Structure of PL/SQL, PL/SQL Language Elements, Data Types, Operators Precedence, Control Structure, Steps to Create a PL/SQL, Program, Iterative Control, Cursors, Steps to create a Cursors, Procedure, Function, Packages, Exceptions Handling, Database Triggers, Types of Triggers

. Reference Books
4. "An Introduction to Database Systems" by Bipin C Desai
5. "Principles of Database Systems" by J. D. Ullman

Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
DBMS

DATABASE MANAGEMENT SYSTEMS LAB

1. Draw ER diagrams for train services in a railway station
2. Draw ER diagram for hospital administration
3. Creation of college database and establish relationships between tables
4. Write a view to extract details from two or more tables
5. Write a stored procedure to process students results
6. Write a program to demonstrate a function
7. Write a program to demonstrate blocks, cursors & database triggers.
8. Write a program to demonstrate Joins
9. Write a program date functions
10. Write a program to demonstrate of Aggregate functions
11. Creation of Reports based on different queries
12. Usage of file locking table locking, facilities in applications.

Nagya
K. Gajendra
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
DBMS

ANSWER ANY 5 5*15=75 MARKS

1. Explain components of DBMS?
2. What are the advantages of DBMS?
3. Explain 3 schema?
4. Write short notes on ER MODELS?
5. Explain any 3 normalizations?
6. What is joins? explain with examples?
7. What is trigger?
8. Explain super type/subtype EER models
UNIT-I
Forms, form events, creating and controlling windows, frames, adding and controlling timers,

UNIT-II
cookies and other client-side storage techniques: The javascript sandbox and cookie security,

UNIT-III
Dynamic pages: javascript, CSS and the DOM :fonts and text, position and movement, size and clipping ,display, visibility, and opacity, revisiting the DOM:Collapsing Forms,

UNIT-IV
creating your own custom javascript objects, object Encapsulation, Chaining Constructors and Javascript inheritance One-off Objects

UNIT-V
Object libraries: packaging your Objects for Reuse, advanced error Handling Techniques-

Reference Book:
Learning Javascript, 2nd edition, By Shelley Powers, Publisher O'Reilly Media, 2008
marjin haverbeke, eloquency javascript: a modern introduction to programming Nicholas C.Zakas, Professional Javascript for Web developers, Wrox:3 ed 2011,960 Pages
David Flanagan, javascript: the definitive Guide: Activate Your Web Pages(Definitive Guides),2011
Students practical's

1. Popup Boxes
2. Display an alert box
3. Write text to the output with document.write()
4. Return the innerHTML of the first anchor in a document
5. Return the number of images in a document
6. Use a for...in statement to loop through the elements of an array
7. Random link
8. Button animation
9. Create a welcome cookie
10. Return the alternate text for an area in an image-map
Answer any five questions 5x15=75 Marks

1. what while Loop write flow chart
2. what is For Loop write with example
3. What are Functions write with example
4. What is an Event?
5. What are Cookies? How It Works?
6. How to Page Print in javascript?
7. What are disadvantages of using JavaScript?
8. How to create form In javascript?
Unit-1
Finance with ERP
HR functions with ERP
Components of ERP

Unit-2
Components of SAP
Components of Oracle with Finance
Components of People Soft with Finance

Unit-3
Marketing with ERP
Chain management of ERP
Logistics

Unit-4
Components of SAP in Marketing
Components of Oracle in Marketing
Components of People Soft in Marketing

Reference book

TALLY ERP 9  Shraddha Singh, Navaneet Mehra
Student practical

- Enabling Payroll
- ESI
- PF
- NIS
- Entries relayed to payroll
- Voucher entries
- Report generations
- Enabling Features
- Enabling Accounting Features
- Enabling Inventory Features
- Enabling Statutory and Taxation Features
- Configuration Entries
- Cost Categories Creation
- Cost Centers Creation
- Entries Related to Cost categories
- Entries Related to Cost enters

[Signature]
Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
Enterprise Resource Planning
Sem-VI

Answer any 5 questions  \hspace{2cm} 5x15=75m

1. write about financials with erp?
2. write about components of Sap, oracle and people soft with financials?
3. write about logistics and chain management?
4. write about components of Sap, oracle and people soft with financials in marketing?
5. HR functions?
6. marketing with Erp?
7. write the knowledge management, cost factors and training staff with ERP?
8. write about functional with HR and financial management with Erp?