SARDAR PATEL UNIVERSITY
Programme: BBA (Information Technology Management)
Semester: VII
Syllabus with effect from: November/December-2013
(Batch-2010)

Paper Code: UM07CBBI01	Total Credit:4
Title Of Paper: Graphics Design	

Unit	Description in detail	Weighting (%)
I	**Introduction and Use** Flash Editor - Introduction and use of stage - Timeline - Rulers - Grids - Drawing Tools - Various Menus - Creating and Modifying Simple objects.	25%
II	**Working with Flash Properties** Working with colors, gradients, curves, lines - Grouping objects and stacking objects -Aligning working with objects on Single layer - Timeline Layers - Creating and deleting layers working with objects on different layers - Stacking of layers - Types of layers: Guide and Mask layers	25%
III	**Creating Objects** Object Library: Create and use - Object & symbols - Symbol Instance - Importing and using Non-Flash graphics - Import graphics - Turning Bitmaps into Vector graphics -Use of Magic wand tool - What is Key Frame? Frame by Frame animation - Onion Skinning	25%
IV	**Animation and Action Script** Controlling animation speed - Motion tweening - Color Effects Animation - Changing object size animation - Rotating, Spinning and moving objects - Tweening Properties -Shape tweening - Morphing - Shape and motion tweening of objects - Introduction to Action Scripts - Adding Actions (Play, Stop, Go To)	25%
V	**Laboratory (Credit -1-Marks – 25)** Students will be required to Complete ten Flash Animation. Journal shall be prepared by student and evaluation of that shall be made by the concerned teacher.	

Basic Text & Reference Books:-

- Flash for Windows & Macintosh - Katherine Ulrich, Pearson Education Asia.
- Macromedia Flash - Bonnie Blake, Tata McGraw Hill.