

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

Practicals: 06 Labs/Week

Paper Code:UM06CBB102	Total Credit:3
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 %

Basic Text & Reference Books:-

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

