

UNIT I**Flash Action Script**

Using the Actions panel, Using Script Assist for easy Action Script, Proper Action Script syntax, Creating and data typing variables, Manipulating variables through statements, Using functions to group repetitive code, Further organizing and modularizing your code via classes.

UNIT II**Premiere Pro**

Touring the workspace, Importing Media , Organizing Media, Essentials of Video Editing, Working with Clips and Markers, Adding Transitions, Putting Clips in Motion, Multi-camera Editing, Editing and Mixing Audio , Adding Video Effects , Exploring Compositing Techniques, Creating Titles , Managing Your Projects

UNIT III**Audition**

Introduction : Audio interfacing and Audition environment, Wave form View : Basic Editing, Signal processing, Mastering, Sound design, Creating and recording files , Multi track View : Basic multi track orientation, Track parameters, Clips, Creating music with sound libraries, Creating music by overdubbing and multi track recording, Mixing strategies, Working with Video

UNIT IV**After Effects**

About Workspace, Creating a Basic Animation Using Effects and Presets, Animating Text, Working with Shape Layers, Animating a Multimedia Presentation, Animating Layers, Working with Masks, Distorting Objects with the Puppet Tools, Keying , Building 3D Objects, Using 3D Features

UNIT V**3Ds MAX**

The 3ds Max Interface: Navigate the Workspace, User Interface Elements, Graphite Modeling Tools Set, Command Panel, 3ds Max Project : Project Workflow , Reference Material, Building a Simple Model, Modeling in 3ds Max: Architectural Model , Character Modeling , Introduction to Materials, Character Studio: Rigging and Animation , Introduction to Lighting: Interior Lighting , 3ds Max Rendering

Reference Book(s):

1. Adobe Flash Professional CS6 Classroom in a Book (English) 1st Edition, Author: Adobe Creative Team Publisher: Pearson
2. Adobe Premiere Pro CS6 Digital Classroom [With DVD] (English), Publisher: John Wiley & Sons
3. Adobe Audition CS6 Classroom in a Book, by Adobe Creative Team (**Author**)
4. Adobe After Effects CS6 Classroom in a Book (English) 1st Edition Author: Adobe Creative Team Publisher: Pearson
5. Autodesk 3ds Max 2015 Essentials: Autodesk Official Press
6. Autodesk 3ds Max 2014 Essentials: Autodesk Official Press by Randi L. Derakhshani, Dariush Derakhshani May 2013, Paperback
7. AUTODESK 3DS MAX 2013 BIBLE, Kelly L. Mudroc, publication :Wiley

Practical(s):**Flash ActionScript**

1. Creating Animation using ActionScript
2. Controlling the Timeline with ActionScript
3. Creating preloaders in ActionScript
4. Controlling Sound with ActionScript
5. Create a Dynamic Slideshow with ActionScript

Premiere Pro

1. Create custom workspaces to speed up your workflow
2. Import, organize, and log your footage and other assets
3. Sync separate video and audio tracks quickly
4. Create, use, and manage effect presets
5. Export video in a variety of formats, from Blu-ray to mobile devices

Audition

1. Importing audio, applying effects, waveform editing and multitrack mixing.
2. Import, edit, mix, and export the dialogue, sound effects, and music for a short film and provide the best audio impact for the video's story.

After Effects

1. Combine text and video in After Effects in order to create visually stunning scenes.
2. Compositing and creating popular effects like film flash and depth of field
3. Optimize Photoshop images for animation in After Effects
4. Composite 3D and 2D elements and creating 3D animated text.

3Ds MAX

1. Create 3D places and characters, objects and subjects of any type.
2. Arrange them in settings and environments to build the scenes for your movie or visualization.
3. Animate the characters, set them in motion, make them speak, sing and dance, or kick and fight.
4. Shoot movies of the whole virtual entities.