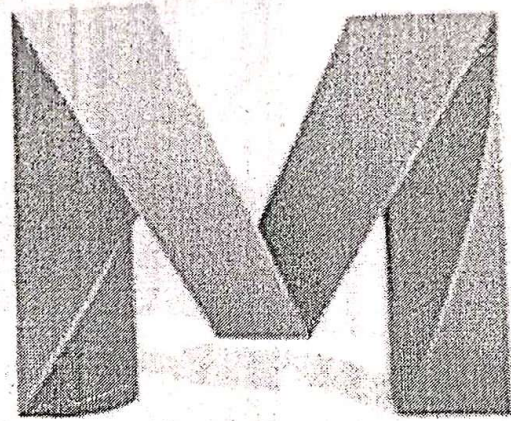


HINDU COLLEGE, AMRITSAR

PG Department of
Computer Science & Multimedia

BASIC MAYA



MAYA

Rakesh

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Add on Course

PG Department of Computer Science and Multimedia

Academic year 2022-2023

NOTICE

This is for the information of the students that the PG Department of Computer Science and Multimedia is going to start the value added course on 3rd july,2022

Course Name	Timings
Basic Editing	2:20 pm to 3:00 pm
Basic Maya	8:20 am to 9:00 am

Incharge

PG Department of Computer Science and Multimedia

Rakesh

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PG Department of Computer Science and Multimedia
Syllabus of Basic Maya
(Add on Course)

Sr. No.	Topic Name	Days
1.	Introduction of Maya	1
2.	Lights	3
3.	Modelling	5
4.	shaders	5
5.	Lighting	5
6.	Rendering	5
7.	camera	6
8.	Paint Effects	5
9.	Animation	3
10.	Effects	4

Vision of Course: The goal is to prepare students for outlines the company's long-term goals and aspirations for the future in terms of its growth and impact on the world. Your mission defines what your organization does and what you stand for, while your vision statement speaks to your goals and ideals for the future.

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Course Outcomes

- **Understanding of Maya Interface:** Students will become proficient in navigating the Autodesk Maya interface, including understanding the layout of panels, menus, and toolsets, and using keyboard shortcuts for efficient workflow.
- **Proficiency in 3D Modeling:** Graduates will demonstrate proficiency in creating 3D models using various modeling techniques in Maya, including polygonal modeling, NURBS modeling, and sculpting tools such as the Sculpt Geometry Tool and the Multi-Cut Tool.
- **UV Mapping and Texturing:** Students will learn how to unwrap UVs and apply textures to 3D models in Maya, including creating UV layouts, applying materials, shaders, and textures using the Hypershade editor, and using UV texture editors for precise texture placement.
- **Lighting and Rendering:** Graduates will understand principles of lighting and rendering in Maya, including different types of lights, light properties, shadow types, and rendering techniques using the Maya software renderer or third-party render engines like Arnold or V-Ray.
- **Animation Techniques:** Students will learn animation principles and techniques in Maya, including keyframing, animation curves, constraints, blend shapes, and rigging for character animation using the HumanIK or Biped rigs.
- **Rigging and Character Setup:** Graduates will learn rigging concepts and techniques in Maya, including creating bone structures, skinning, IK/FK systems, controllers, and setting up complex character rigs for animation.
- **Particle Systems and Dynamics:** Students will explore particle systems and dynamics simulations in Maya, including effects such as smoke, fire, water, cloth simulation, and rigid body dynamics using the nCloth and nParticle systems.
- **Maya Scripting and Automation:** Graduates will understand basic scripting concepts in Maya using MEL (Maya Embedded Language) or Python scripting, and how to automate repetitive tasks, create custom tools, and extend Maya's functionality through scripting.
- **Workflow Optimization:** Students will learn tips, tricks, and workflow techniques for optimizing their workflow in Maya

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List of students

Add on Course

Basic Maya 2022

Sr.No.	Roll No.	Name	Signature
1	9012	Robin	R. Pone
2	9024	Prerna	Prerna
3	9102	Jashandeep	Jashandeep
4	9106	Kunal	Kunal
5	9014	Gautam	GAUTAM
6	9005	Sam	SAM
7	9101	Abhay	Abhay
8	9105	Deepshikha	Deepshikha
9	9161	Aayush	Aayush
10	9159	Khushaal	Khushaal
11	9151	Harleen	Harleen
12	9153	Sagar	Sagar
13	9155	Nipun	Nipun


Rakesh Joshi

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HINDU COLLEGE,

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Register of Daily Attendance of Basic Maye

AMRITSAR.

class for the month of August 2022-23

Roll No.	Name of Scholar	7	8	9	10	11	12	13	14	15	16	Sunday
	Robin	P	P	P	P	P	P	P	P	P	P	
	Prerna	P	P	P	P	P	P	P	P	P	P	
	Jashandeep	P	P	P	P	P	P	P	P	P	P	
	Kunal	P	P	P	P	P	P	P	P	P	P	
	Gautam	P	P	P	P	P	P	P	P	P	P	
	Praveen	P	P	P	P	P	P	P	P	P	P	
	Sam	P	P	P	P	P	P	P	P	P	P	
	Abhay	P	P	P	P	P	P	P	P	P	P	
	Deepshikha	P	P	P	P	P	P	P	P	P	P	
	Aayush	P	P	P	P	P	P	P	P	P	P	
	Krushaak	P	P	P	P	P	P	P	P	P	P	
	Sagat	P	P	P	P	P	P	P	P	P	P	
	Nipun											

No of
Attendances
for the month
No of
Attendances
for the month

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**Introduction to Basic Maya
(Add on Course)
Questionnaire**

Time: 2 Hrs

Max Marks: 50

Attempt any 5 of the given 8 questions. All question carry equal marks.

1. What is the interface of maya?
2. Explain types of Modeling?
3. How many types of lights in maya?
4. What is Rendering?
5. How to use Boolean? Why we use Boolean?
6. What is the use of Nurbs Modeling?
7. How many types of rendering in maya?
8. Explain the attribute editor?

Shruti Shakti
Nete

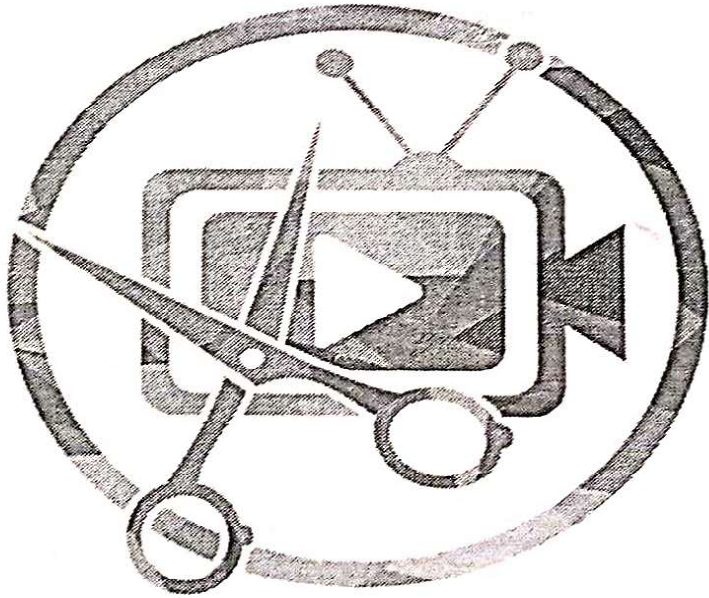
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HINDU COLLEGE, AMRITSAR

PG Department of
Computer Science & Multimedia

BASIC EDITING



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Add on Course

PG Department of Computer Science and Multimedia
Syllabus of Basic Editing
(Add on Course)

Sr. No.	Topic Name	Days
1.	Introduction of Editing	1
2.	Creating A New Project & The Workspace	3
3.	Importing Assets	5
4.	The Timeline Panel & Sequence	4
5.	Designing & Inserting Titles	4
6.	ADDING AUDIO & EXPORTING FILES	5
7.	Editing Video	4
8.	Applying Video Transitions	5
9.	Advanced Editing & Video Effects	3
10.	Setting & Applying Default Transitions , Working with Transitions	7

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Rakesh Joshi
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Course Outcomes

- **Proficiency in Software Navigation:** Students will become proficient in navigating the Adobe Premiere Pro interface, including understanding the layout of panels, tools, timelines, and keyboard shortcuts.
- **Understanding of Video Editing Fundamentals:** Graduates will demonstrate an understanding of fundamental video editing concepts and techniques, including importing media, organizing footage, trimming clips, and arranging sequences on the timeline.
- **Advanced Editing Techniques:** Students will learn advanced editing techniques such as ripple editing, rolling edits, slip and slide edits, keyframing, multicam editing, nested sequences, and advanced timeline management.
- **Color Correction and Grading:** Graduates will develop skills in color correction and grading, including adjusting exposure, contrast, color balance, and saturation, applying color presets and LUTs, and creating stylized looks and visual effects.
- **Audio Editing and Mixing:** Students will learn audio editing and mixing techniques, including adjusting levels, applying effects and filters, synchronizing audio with video, and creating audio transitions and mixes.

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+05:30

List of students for
Add on course
Basic Editing 2022

Sr.No.	Roll No.	Name	Signature
1	9005	Sam	Sam
2	9161	Aayush	Ayush
3	9102	Jashandeep	Jashandeep
4	9151	Harleen	harleen
5	9014	Gautam	gautam
6	9012	Robin	Robin
7	9155	Nipun	Nipun
8	9105	Deepshikha	Deepshikha
9	9024	Prerna	Prerna
10	9159	Khushaal	Khushaal
11	9106	Kunal	Kunal
12	9153	Sagar	Sagar
13	9101	Abhay	Abhay

Abhay

Mehe

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**Introduction to Basic Editing
(Add on Course)
Questionnaire**

Time:2 Hrs

Max Marks:50

Attempt any 5 of the given 8 questions. All question carry equal marks.

1. Explain Time Remapping?
2. Explain Rolling and Crawling titles?
3. Explain the function of source panel?
4. Write a note on nesting sequences in premiere?
5. Explain the following:
 - Slide tool
 - Track select tool
 - De - Noiser
 - Page peel
 - Pen tool
6. Explain working with adjustment layer?
7. How to apply color-correction to a footage?
8. What is the interface of Adobe Premiere?

Joshi
Rakesh

Rakesh

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