MULTI-MEDIA (SUBJECT CODE – 821)

CLASS – XI (SESSION 2025-2026)

Total Marks: 100 (Theory-50 + Practical-50)

The unit-wise distribution of periods and marks for Class XI is as follows:

	Units	No. of Periods for Theory and Practical		Max. Marks for Theory and Practical
Part A	**Employability Skills**			
	Unit 1: Communication Skills-III	10		2
	Unit 2: Self-management Skills- III	10		2
	Unit 3: Information and Communication Technology Skills- III	10		2
	Unit 4: Entrepreneurial Skills- III	15		2
	Unit 5: Green Skills- III	05		2
	Total	**50**		**10**
Part B	**Subject Specific Skill**	**Theory**	**Practical**	
	Unit 1: Introduction to Animation	20	20	20
	Unit 2: Principles of Animation	20	20	
	Unit 3: Introduction to 2D Animation	60	70	20
	Total	**100**	**110**	**40**
Part C	**Practical Work**			
	Practical Examination	--		15
	Written Test	--		10
	Viva Voce	--		10
	Total	--		**35**
Part D	**Project Work/Field Visit**			
	Practical File/Student Portfolio	--		10
	Viva Voce			05
	Total	--		**15**
	Grand Total			**100**

CONTENTS

PART A: EMPLOYABILITY SKILLS

	Units
1.	Communication Skills -III
2.	Self-management Skills- III
3.	Information and Communication Technology Skills- III
4.	Entrepreneurial Skills -III
5.	Green Skills -III
	Detailed curriculum of Employability Skills is available separately

PART B: SKILLS

	Units
1.	Introduction to Animation
2.	Principles of Animation
3.	Introduction to 2D Animation

UNIT 1: INTRODUCTION TO ANIMATION		
Learning Outcome	**Theory**	**Practical**
1. Describe the history of animation	1. Evolution of animation, with examples 2. History of animation	1. Visit to a Studio to understand the animation industry and its evolution 2. Demonstration of the use of animation
2. Identify various traditional methods of animation	1. Various traditional methods of animation (e.g. hand drawn animation)	1. Identification of traditional methods of animation 2. Demonstrate the knowledge of hand drawn animation and Claymation (animation using clay)
3. Identify modern methods of Animation – e.g. Stop Motion Animation	1. Methods of animation – modern animation and traditional animation 2. Meaning of Stop Motion Animation	1. Differentiation of modern animation and traditional animation 2. Demonstration of the procedure adopted for Stop Motion Animation
4. Identify the various elements involved process of computer Animation (2D and 3D Animation)	1. Concepts of computer animation 2. Advantages of computer animation (2D Animation using Adobe Flash and for 3D Animation using Autodesk MAYA) over traditional animation methods	1. Differentiation of 2D and 3D animation 2. Demonstration of Digital animation approaches (frame by frame, shape and motion tweening) 3. Identification of pivot point locations of nodes, groups and other 3D animation
Learning Outcome	**Theory**	**Practical**

5. Demonstrate the knowledge of production pipeline	1. Concept of production pipeline	1. Demonstration of steps involved in the animation production pipeline
6. Describe the process of preproduction and story- boarding	1. Concepts of pre-production and story-boarding activities	1. Explanation of preproduction activities 2. Development of a short storyboard

UNIT 2: PRINCIPLES OF ANIMATION		
Learning Outcome	**Theory**	**Practical**
1. Identify the principles of animation	1. Twelve principles on which animation is established: • Squash and Stretch • Exaggeration • Anticipation • Ease in and Out • Arcs • Overlapping Action and Follow- through • Pose to Pose and Straight-Ahead Animation • Reference and Planning • Timing • Staging • Appeal • Personality 2. Application of each of the above mentioned principles	1. Demonstration of the twelve basic principles of animation 2. Enlisting the advantages and limitations of different animation techniques 3. Demonstration of the uses of a combination of these 2,3 or 4 principles to get the necessary feel and action in a shot and scene

UNIT 3: INTRODUCTION TO 2D ANIMATION		
Learning Outcome	**Theory**	**Practical**
1. Demonstration the concept of 2D Animation using Adobe Flash	1. Basics of 2D animation 2. Concept of production, preproduction and post-production	1. Demonstration of making of storyboard image 2. Demonstration of the phases pre-production, production and post-production
Learning Outcome	**Theory**	**Practical**

2. Demonstration different types of 2D Animation using Adobe Flash	1. Path animation and stop-motion animation 2. Frame composition 3. Camera blocking 4. Situation using different frame composition: MS- Mid Shot; Cu- Close Up Shot; ECu- Extreme Close Up Shot; WS- Wide Shot; EWS- Extreme Wise Angle Shot; WEV- Worm Eye View; BEV – Birds Eye View	1 Demonstration of the process of different 2D animation 2. Demonstration of the details on functionality 3. Explain the situation of using each of the frame composition (MS, Cu, ECu, WS, EWS, WEV, BEV, DA) 4. Explain the reason of camera blocking and animation timing
3. Describe the basic process of 2D animation using Adobe Flash	1. Work cycle of 2D animation 2. The process of creating a torsion	1. Differentiation of between 2D and 3D animation 2. Demonstration of creating a torsion
4. Demonstrate the application of Adobe Flash Animation	1. Process of limited animation or cut out animation 2. Email as a mode of capturing conversations 3. Meetings as a mode of capturing Conversations	1. Demonstration of creation of flash cartoon

2. TEACHING ACTIVITIES

The teaching and training activities have to be conducted in classroom, laboratory/ workshops and field visits. Students should be taken to field visits for interaction with experts and to expose them to the various tools, equipment, materials, procedures and operations in the workplace. Special emphasis should be laid on the occupational safety, health and hygiene during the training and field visits.

CLASSROOM ACTIVITIES

Classroom activities are an integral part of this course and interactive lecture sessions, followed by discussions should be conducted by trained teachers. Teachers should make effective use of a variety of instructional or teaching aids, such as audio-video materials, colour slides, charts, diagrams, models, exhibits, hand-outs, online teaching materials, etc. to transmit knowledge and impart training to the students.

PRACTICAL WORK IN LABORATORY/WORKSHOP

Practical work may include but not limited to hands-on-training, simulated training, role play, case based studies, exercises, etc. Equipment and supplies should be provided to enhance hands-on learning experience of students. Only trained personnel should teach specialized techniques. A training plan that reflects tools, equipment, materials, skills and activities to be performed by the students should be submitted by the teacher to the Head of the Institution

3. ORGANISATION OF FIELD VISITS/EDUCATIONAL TOURS

In field visits, children will go outside the classroom to obtain specific information from experts or to make observations of the activities. A checklist of observations to be made by the students during the field visits should be developed by the teachers for systematic collection of information by the students on the various aspects. Principals and Teachers should identify the different opportunities for field visits within a short distance from the school and make necessary arrangements for the visits. At least three field visits should be conducted in a year.

4. LIST OF EQUIPMENT AND MATERIAL

The list given below is suggestive and an exhaustive list should be prepared by the teacher. Only basic tools, equipment and accessories should be procured by the Institution so that the routine tasks can be performed by the students regularly for practice and acquiring adequate practical experience.

1. 3-Hole Punched Paper
2. Adobe After Effects
3. Adobe Flash
4. Adobe Photoshop
5. Adobe Premiere Pro
6. Art Gum Eraser
7. Autodesk Maya
8. Brushes
9. Computer System
10. Demonstration Charts
11. Digital Camera
12. Drawing Pencil Sets
13. Drawing sheets
14. Flipbook
15. Internet Connection
16. Marker/Chalk
17. Non-Photo Blue Pencils
18. Paints
19. Printer
20. Scanner
21. Watercolors, Markers, and Pastels
22. Whiteboard