Media and Entertainment

Introduction of the Sector

Media and Entertainment industry is powered by technological pace. No doubt the pace of the technology will be double and triple soon. But the main concern is that there should be industry ready workforce. This skilled workforce is created by vocational education. This is really high time to grab the opportunity.

India has a large broadcasting and distribution industry, comprising approximately 900 satellite TV channels, 6000 Multi-system operators, around 60,000 local cable operators, 7 DTH operators and few IPTV service providers.

B. Voc. in Graphics and Multimedia

Course Introduction

Graphics and Multimedia is the combined use of text, graphics, sound, animation, and video. The primary objective of this course is to teach the students the basic understanding of multimedia. This course also introduces to the students the basics and foundation of Visual Design and Multimedia Design

Eligibility for Admission

The eligibility for admission to B. Voc. in Graphics and Multimedia shall be 10+2 or equivalent, in any stream.

Career Prospects/Job Roles

After completing this course, a student will be able to find work as *Executive Producer, Producer/ Project Manager, Creative Writer, Multimedia Designer, Art Director, Visual Designer, Artist, Interface Designer, Subject Matter Expert, Instructional Designer/ Training Specialist, Script Writer, Animator 2D, 3D and Sound Producer.*

Semester-wise Listing of Courses

SEMESTER I		
Subject Code	**Subject Name**	**Credits**
GE 1.1	Functional English	4
GE 1.2	Communication Skills - I	4
GE 1.3	Computing Skills - I	4
MEV01 - 111	Introduction to Multimedia Development	2
MEV01 - 112	Introduction to Design and Graphic Design	2
MEV01 - 113	Advanced Graphics Design	2
MEV01 - 114	Vocational Practical	12

SEMESTER II		
Subject Code	**Subject Name**	**Credits**
GE 2.1	Basics of Economics and Markets	4
GE 2.2	Environment Sciences	4
GE 2.3	Ethics and Governance	4
MEV01 - 121	Typography	2
MEV01 - 122	Digital Video - I	2
MEV01 - 123	Digital Video - II	2
MEV01 - 124	Vocational Practical	12

SEMESTER III		
Subject Code	**Subject Name**	**Credits**
GE 3.1	Communication Skills - II	4
GE 3.2	Financial Literacy	4
GE 3.3	Basics of Legal and HR Policies	4
MEV01 - 211	Branding and Identity	2
MEV01 - 212	Modeling and Texturing	2
MEV01 - 213	Introduction to 3D Animation	2
MEV01 - 214	Vocational Practical	12

SEMESTER IV		
Subject Code	**Subject Name**	**Credits**
GE 4.1	Computing Skills - II	2
GE 4.2	Basics of Accounting	4
GE 4.3	Design Thinking	4
GE 4.4	Organizational Behaviour	2
MEV01 - 221	Art Direction	2
MEV01 - 222	Lighting and Rendering	2
MEV01 - 223	Advanced Animation	2
MEV01 - 224	Vocational Practical	12

SEMESTER V		
Subject Code	**Subject Name**	**Credits**
GE 5.1	Digital Literacy	4
GE 5.2	Health and Wellness	4
GE 5.3	Personal Grooming	4
MEV01 - 311	Information Design	2
MEV01 - 312	Motion Graphics - I	2
MEV01 - 313	Motion Graphics - II	2
MEV01 - 314	Vocational Practical	12

SEMESTER VI		
Subject Code	**Subject Name**	**Credits**
GE 6.1	Entrepreneurship	4
GE 6.2	Employment Readiness	4
GE 6.3	Effective Workplace Skills & Competencies	4
MEV01 - 321	Navigation and Layout	2
MEV01 - 322	Basics of Web Design	2
MEV01 - 323	Advanced Web Design	2
MEV01 - 324	Vocational Practical	12

Programme fees: (Rs. 48,000/-per annum)

Examination fees: (Rs. 1,600/- per semester and Rs.3200 per annum)

Caution Deposit (Refundable): Rs.5000

Convocation Fees: Rs.2000/- (In absentia Rs.2500/-)

Campus Immersion Expenses: (Travel & Logistics for 7-10 days on Campus) are not part of the fee structure and the expenses will have to be met by the students followed by communication.