



Advance Web Animation

CURRICULAM

**Ministry of Micro, Small and Medium
Enterprises, New Delhi
(MSME-Technology Centre)**

COURSE NAME: Adobe Photoshop

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability to Edit Photos
- To touchup a dull phot
- To cleanup a photo
- To create designs

THEORY HOURS:300

PRACTICAL HOURS:480

THEORY MARKS: 50

PRACTICAL MARKS: 100

UNIT-1	Computer Graphics	After completion of unit Student should be able to <ul style="list-style-type: none">• Explain about the Vector and Raster Graphics.	<ul style="list-style-type: none">• Raster Graphics• Vector Graphics• Graphics Extensions	10	
UNIT-2	Introduction to Photoshop	<ul style="list-style-type: none">• Create and edit Raster and Vector Graphic.• Know about the concept of 2D and 3D computer graphics.• Understand the interface of Photoshop• Knows about the tools	<ul style="list-style-type: none">• Document Setup• Work Area• Opening Images• Creating New Images• Resize the image• Duplicate a selection	20	10
UNIT-3	Working with Selections	<ul style="list-style-type: none">• Understand how to manipulate one object in an image• Selecting objects, Resizing objects.• Understand the layer	<ul style="list-style-type: none">• Making pixel selections• Select with a marquee tool .• Reposition a selection border• Select with a lasso tool• Select with the magic wand		
UNIT-4	Layers	<ul style="list-style-type: none">• Working on layer• Managing the layer• Layer Style	<ul style="list-style-type: none">• Explaining Layers• How to use Layers in Photoshop• Filling the Background• Create a New Layer		

		<ul style="list-style-type: none"> • Paint in Photoshop • Create a new image using Brush tool • Modify the Brush tool 	<ul style="list-style-type: none"> • Drawing the Grass • Moving Layers • Opacity, Blending Modes & Filling Selections 		
UNIT -5	Painting in Photoshop	<ul style="list-style-type: none"> • Create new Brush Preset • Retouch Image • Cleanup unwanted objects from image • Create text on an image • Edit Text and apply various effects on texts • Giving path to texts 	<ul style="list-style-type: none"> • Explain the brush tool • Customizing the brush tool. • Creating a new brush preset • Customizing brush tip shape • Applying Shape Dynamics • Applying Scattering • Applying texture • Adding noise 		
Unit -6	Working with Stamp Tool		<ul style="list-style-type: none"> • Explain the functionality of Stamp tool • Cleanup an image • removing unwanted objects from an image • How to patch a portion of an image • How to heal a portion of an image • Texture Cloning 		
Unit -7	Using Type Tool		<ul style="list-style-type: none"> • Create Text on an image • Editing the text • Applying effects on text • Giving path to text • Create designable text 		

COURSE NAME: Adobe Illustrator

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability Design Logo
- To create Banner, Poster, Holdings, Brochure

Unit -8	Introduction to Adobe Illustrator	<ul style="list-style-type: none">• Understand the interface• Use of Tools• Manipulating the Interface• Drawing basics• Drawing with the Pen, Pencil, or Flare• Drawing simple lines and shapes• Editing paths• Drawing pixel-aligned paths for web workflows• Adjust path segments• Pen tool rubberband preview• Curvature Tool• Using Image Trace• Enhanced Pencil Tool• Anchor Point enhancements• Symbols• Symbolism tools and symbol sets• Perspective drawing• About Perspective Grid• Using Live Trace CS5 and earlier	<ul style="list-style-type: none">• Workspace Basic• Tools• Slicing and cutting tool gallery• Recovery, undo, and automation• Drawing	30	10
Unit -9	Applying Color	<ul style="list-style-type: none">• About color• Selecting colors• Using and creating swatches• Color groups (harmonies)• Create color themes with	<ul style="list-style-type: none">• Color		

		<ul style="list-style-type: none"> Kuler Color Themes panel Adjusting colors 			
Unit-9	Painting	<ul style="list-style-type: none"> About painting Painting with fills and strokes Live Paint groups Brushes Transparency and blending modes Gradients Gradient panel and Gradient tool overview Patterns Meshes Stroke an object Create and edit patterns Apply or edit a gradient Images in brushes 	<ul style="list-style-type: none"> Painting with pen and various Brush 		
Unit-10	Working with objects	<ul style="list-style-type: none"> Selecting objects Grouping and expanding objects Moving, aligning, and distributing objects Rotating and reflecting objects Layers Locking, hiding, and deleting objects Duplicating objects Stacking objects Transforming objects Scaling, shearing, and distorting objects Reshape using envelopes Combining objects Cutting and dividing objects Clipping masks Building new shapes using the Shape Buildertool Live Rectangles and Rounded 	<ul style="list-style-type: none"> Selecting and arranging objects Reshaping Objects 		

		<p>Rectangles</p> <ul style="list-style-type: none"> • Working with Live Corners • Blending objects • Enhanced reshape workflows with touch support • Reshaping objects with effects • Creating 3D objects • Creating shapes using Shape BuilderTool 			
Unit-11	Type Tool	<ul style="list-style-type: none"> • Importing and exporting text • Creating text • Creating type on a path • Scaling and rotating type • Spelling and language dictionaries • Fonts • Find missing fonts (Typekit workflow) • Text enhancements • Working with Type kit Fonts • Arabic and Hebrew type • Line and character spacing • Tabs • Special characters • Formatting Asian characters • Formatting type • Formatting paragraphs • Hyphenation and line breaks • Updating text from Illustrator10 • Character and paragraph styles • Creating composite fonts <ul style="list-style-type: none"> • Appearance attributes • Working with effects • Summary of effects • Create a drop shadow • Drop shadows, glows, and feathering 	<ul style="list-style-type: none"> • Typing Tool • Modifying Text • Creating special effects 		

		<ul style="list-style-type: none"> • Creating sketches and mosaics • Graphic styles 			
Unit -12	Functionality of blending option	<ul style="list-style-type: none"> • Apply blending mode to layers • distinguish between all the blending modes • knows about the color color blending. 	<ul style="list-style-type: none"> • Knows about blending mode on layers • Applying Blending modes on layers • Distinguish between the various blending modes 		
Unit -13	Color Correction	<ul style="list-style-type: none"> • Manage the Levels, Curves, Exposure, Vibrance, Hue/Saturation, Color Balance, Black & White, Photo Filter, Channel Mixer, Color Lookup, Posterize, Thresold, Gradient Map, Selective Color, Shadows/Highlight, HDR Toning, Match Color, Replace Color, Equalizer. 	<ul style="list-style-type: none"> • Manage the Levels, Curves, Exposure, Vibrance, Hue/Saturation, Color Balance, Black & White, Photo Filter, Channel Mixer, Color Lookup, Posterize, Thresold, Gradient Map, Selective Color, Shadows/Highlight, HDR Toning, Match Color, Replace Color, Equalizer. 		
Unit -14	Design the Designs	<ul style="list-style-type: none"> • Design Book cover, Logos, Book, Brochure, pamphlet, Magazine, News Paper Add, Banner, Poster, Holdings, Branding of Product, 	<ul style="list-style-type: none"> • Design Book cover, Logos, Book, Brochure, pamphlet, Magazine, News Paper Add, Banner, Poster, Holdings, Branding of Product, 		

COURSE NAME: HTML, CSS

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability to create Static Websites.
- Can become a Web Developer.

Unit -15	Introduction to HTML	After completion of Course Student should be able to <ul style="list-style-type: none">• Explain about the HTML Programming.• Create websites.• Knows about the tools• Knows about how to design Static Webpage.	o Introduction to HTML and Basics Tag	5	10
Unit -16	HTML 5 New Elements		o HTML 5 new elements o HTML 5 canvas o HTML 5 SVG	5	
Unit -17	Drag And Drop		o Drag/Drop o Video, Audio	4	
Unit -18	Input Types		o Input Types o Form elements, Form Attributes o Symantic	5	
Unit -19	CSS3		CSS 3 Introduction o 2D, 3D Transform o Transitions o Animations	8	

COURSE NAME: C, C++
 COURSE CODE: AWA01
 COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability to create Software's.
- To obtain the knowledge about the number systems this will be very useful for bitwise operations.
- To develop programs using the basic elements like control statements, Arrays and Strings.
- To solve the memory access problems by using pointers
- To understand about the code reusability with the help of user defined functions.
- To develop advanced applications using enumerated data types, function pointers and nested structures.
- Ability to develop operating system.
- Can become a C developer/Programmer.

- Be able to develop, design and implement simple computer programs.
- Understand functions and parameter passing.
- Be able to do numeric (algebraic) and string-based computation.
- Understand object-oriented design and programming.
- Understand dynamic memory allocation and pointers.
- An ability to create Standalone Application using OOP.
- Can become aC++ Developer.

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Unit -20	Basics of C Programming	After completion of Course Student should be able to <ul style="list-style-type: none"> • Explain about the Basic C Programming. • Create Software's using C Programming. • Know about the concept of computer programming. • Know about the tools. 	◦Compiling, linking and running C programs ◦Keywords	10	10
Unit -21	Data Types and Assignments Operators		◦Data type <ol style="list-style-type: none"> 1. int, 2. Float 3. Char 4. Double ◦Assignments and operators	7	
Unit -22	Control Structures And Array Handling		◦Control Structures ◦Array handling ◦Single dimension arrays ◦Two dimension arrays ◦Multi dimension arrays	5	

Unit -23	Functions		<ul style="list-style-type: none"> o Functions o Functions with Parameters o Functions with Return Type 	6	
Unit -24	Introduction to C++ Programming	<p>After completion of Course Student should be able to</p> <ul style="list-style-type: none"> • Explain about the C++ Programming. • Develop Game. • Know about the concept of computer programming. • Understand the interface of OOP • Knows about the tools • Understand how to manipulate one object in an Classes 	o Introduction to C++ Programming	7	10
Unit -25	Control Structures		<ul style="list-style-type: none"> o Control Structures <ol style="list-style-type: none"> 1. if 2. else if 3. else if ladders 4. For loop 5. While loop 6. Do while 	5	
Unit -26	Object Oriented Programming Concepts		<ul style="list-style-type: none"> o Class and Object <ol style="list-style-type: none"> 1. polymorphism 2. Inheritance 3. Abstraction 	5	
Unit -27	Functions and Operator overloading		<ul style="list-style-type: none"> o Functions o Functions with Parameters o Functions with Return Type 	4	
Unit -28	Array		<p>Array handling</p> <ul style="list-style-type: none"> o Single dimension arrays o Two dimension arrays o Multi dimension arrays 	5	

COURSE NAME: JAVA Programming

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- Designs will demonstrate the use of good object-oriented design principles including encapsulation and information hiding.
- The implementation will demonstrate the use of a variety of basic control structures including selection and repetition; classes and objects in a tiered architecture (user interface, controller, and application logic layers); primitive and reference data types including composition; basic AWT components; file-based I/O; and one-dimensional arrays.
- An ability to create Standalone Application.
- Can become a Core Java developer/Programmer.
- Develop Swing-based GUI
- Update and retrieve the data from the databases using SQL
- Develop distributed applications using RMI
- Develop server side programs in the form of servlets.
- An ability to create Standalone Application and Websites.
- Can become Advanced Java developer/Programmer.

Unit -29	Introduction to Core Java	After completion of Course Student should be able to <ul style="list-style-type: none">• Explain about the Java Programming.• Create standalone application.• Know about the concept of computer programming.• Understand the interface of OOP• Knows about the tools• Understand how to manipulate one object in an Classes	◦ Introduction to Java programming ◦ Object oriented programming with Java Classes and Objects ◦ Data type ◦ String	10	10
Unit -30	Array		◦ Array, Array list ◦ Garbage Collection	8	
Unit -31	Function		Functions ◦ Functions with Parameters ◦ Functions with Return Type	5	
Unit -32	Classes And Objects		◦ Classes and Relationships ◦ Functions with Parameters & return Types ◦ Function Overloading ◦ Constructor ◦ Cloning objects ◦ Abstract Class ◦ Interface ◦ Inheritance	6	

COURSE NAME: C# .NET Programming

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability to create and develop Windows Application.
- Can become a C#.NET developer/Programmer.
- Display proficiency in C# by building stand-alone applications in the .NET framework using C#.
- Create distributed data-driven applications using the .NET Framework, C#, SQL Server and ADO.NET
- Create web-based distributed applications using C#, ASP.NET, SQL Server and ADO.NET
- Utilize XML in the .NET environment to create Web Service-based applications and components.

Unit -33	Overview of the .NET Framework	After completion of Course Student should be able to <ul style="list-style-type: none"> • Explain about the Programming. • Create Windows application. • Know about the concept of computer programming. • Understand the interface of OOP • Knows about the tools • Understand how to manipulate one object in an Classes • Manipulation of data using database 	<ul style="list-style-type: none"> ◦ Overview of the .NET Framework ◦ C#.NET Fundamentals ◦ Data Types ◦ Boxing, Unboxing 	10	10
Unit -34	Arrays		<ul style="list-style-type: none"> ◦ Arrays Single dimension array Multi dimension array Jagged array 	6	
Unit -35	Operators Used in C# and Control Structure		<ul style="list-style-type: none"> ◦ Operators Used in C# ◦ Control Structure ◦ Preprocessor Directives 	7	
Unit -36	Classes and Objects		<ul style="list-style-type: none"> ◦ Classes and Objects ◦ Understanding Values and References ◦ Operator Overloading ◦ Interfaces ◦ Inheritance ◦ Delegates and Events ◦ Strings and Regular Expressions ◦ Exception Handling ◦ Multi-Threading ,Generics 	8	
Unit -37	Language Integrated Query(LINQ)		<ul style="list-style-type: none"> ◦ Language Integrated Query(LINQ) ◦ Crystal reports ◦ Database Management in C# 	6	

COURSE NAME: ASP.NET Programming

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- An ability to create Websites.
- Create a Web form with server controls.
- Separate page code from content by using code-behind pages, page controls, and components.
- Display dynamic data from a data source by using Microsoft ADO.NET and data binding.
- Debug ASP.NET pages by using trace.
- Can become an ASP.NET developer/Programmer.

Unit -38	Application Page Framework	After completion of Course Student should be able to <ul style="list-style-type: none"> • Explain about the Programming. 	<ul style="list-style-type: none"> ◦ Application Page Framework ◦ Server control and Client Side Script ◦ Web Server Controls and Client Side Script 	10	10
Unit -39	Validation Server Control	<ul style="list-style-type: none"> • Create static and dynamic websites. 	<ul style="list-style-type: none"> ◦ Validation Server Control ◦ Master Pages 	7	
Unit -40	ASP.NET Controls	<ul style="list-style-type: none"> • Know about the concept of computer programming. 	<ul style="list-style-type: none"> ◦ Operators Used in C# ◦ Control Structure ◦ Preprocessor Directives 	10	
Unit -41	Classes and Objects	<ul style="list-style-type: none"> • Understand the interface of OOP 	<ul style="list-style-type: none"> ◦ User Controls, Server Controls and Http ◦ Handler 	8	
Unit -42	Introduction to ADO.NET and MVC	<ul style="list-style-type: none"> • Knows about the tools • Understand how to manipulate one object in an Classes • Manipulation of data using database • Understanding client-Server communication using ADO.NET 	<ul style="list-style-type: none"> ◦ ADO.NET ◦ Data Binding ◦ Data Management ADO.NET ◦ Site Navigation ◦ Caching ◦ Security ◦ State Management ◦ Debugging and Error Handling ◦ Developing Web Applications ◦ Introduction of MVC 	8	

COURSE NAME: Adobe Premier Pro

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- Ability to edit videos
- Create own music videos
- know how to edit mobile videos

UNIT-43	Introduction to Adobe Premier Pro	At the end of this Unit the student should be able to <ul style="list-style-type: none">• Managing Projects• Managing Sequence• Modifying Time Line• Managing Time Line• Understand Frames per Second• Understand Resolution and Frame Size• Various Video File Format.	<ul style="list-style-type: none">• Tools, Clip Details, and Menus• Project Basics, Aspect ratios, time code,• Online and offline editing.• Importing Media, organize assets with the project panel.	25	10
UNIT-44	Editing Basics	At the end of this Unit the student should be able to <ul style="list-style-type: none">• Time Line• Real time Video Editing• Manipulating the Time Line• Transitions	<ul style="list-style-type: none">• Trimming clips• Assembling a sequence• Correcting mistakes• Changing clip scale, duration, speed, or interlacing.• Working with Clips in a sequence.• Preview sequence		
UNIT-45	Editing Advance	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Audio Editing• Audio Transition• Audio Voice Over• Clip Duration• Video Effects• Adjusting Effects• Motion• Color Correction effects	<ul style="list-style-type: none">• Working with Audio• Working with clips, channels, and tracks• Recording Audio• Adjusting volume levels• Audio transitions• Apply effect to Audio• Editing audio in the timeline panel• Multiple sequence• Transitions		

		<ul style="list-style-type: none"> Exporting Videos in various format 	<ul style="list-style-type: none"> Adding Transitions Fine-tuning Transitions Customizable Transitions Exporting editable movie and audio files Exporting still images and still-image sequence exporting to DVD, Blue-ray Disc, or cd 		
UNIT-46	Creating Titles	<p>At the end of this Unit the student should be able to:</p> <ul style="list-style-type: none"> Adding Titles Rolling Titles Crawling Titles Designed Titles Using Varius Shapes 	<ul style="list-style-type: none"> About the Titler, create a new Title. Open a Title in the active project Show video behind the Title. Import a Title file. Export a Title as an independent file. Create Shapes. Create a drop shadow. Working with styles. 		

COURSE NAME: Adobe After Effects

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- Ability to Compose videos
- Know about Chroma Effect
- Know About Motion Graphics
- Know about various video effects
- Become a VFX artist

UNIT-47	Compositing in After Effects	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Importing Footage• Creating Composition• Managing Compositions• Managing Timeline	<ul style="list-style-type: none">• A basic composite• Get settings right• Using Interface like a Pro• "Effects" in After Effects• Plugins and Animation Presets• Output: Render queue and alternatives• Assembly any shot Logically	28	10
UNIT-48	The Timeline	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Keyframes• Graph Editor• Effects	<ul style="list-style-type: none">• Timing: keyframes and the graph editor• Animation: It's all about Relationships• Motion Blur• Timing and retiming		
UNIT-49	Selections: The key to Compositing	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Layers• Pre Composition• Transformation• Rotoscopic• Blending Modes• Track Mates• Paint & Cloning	<ul style="list-style-type: none">• How to combine layers• Edge on camera• Transparency• Mask options and variable mask feather• Animated masks• Blending modes• Selection with track mattes• Paint and Cloning		
UNIT-50	Optimize Projects	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Multiple Comp• Adjustment Layer	<ul style="list-style-type: none">• Work with multiple comps and projects.• Adjustment and guide layers• Image pipeline, Global Performance• Optimize Project		
UNIT-51	Colour Correction	At the end of this Unit the student should be able to: <ul style="list-style-type: none">• Colour Balance• Colour Equalizer• Levels	<ul style="list-style-type: none">• Colour correction and image optimization• Levels: histograms and channels• Curves: Gamma and Contrast• Hue/Saturation: Colour and Intensity		

		<ul style="list-style-type: none"> • Colour Curves • RGB Plate • Colour Codes 			
UNIT-52	Colour Keying	<p>At the end of this Unit the student should be able to:</p> <ul style="list-style-type: none"> • Green Screen Technology • Blue Screen Technology 	<ul style="list-style-type: none"> • Linear keyers and Hi-Con Mattes • Colour Keying: Green Screen, Blue Screen. • Keylight: the after effect tool • Fine Tuning and problem solving 		
UNIT-53	Advanced Colour Options and HDR	<p>At the end of this Unit the student should be able to:</p> <ul style="list-style-type: none"> • What is High Dynamic Range • Lenear HDR Compositing • Linear LDR Compositing, Color Management 	<ul style="list-style-type: none"> • What is High Dynamic Range • Lenear HDR Compositing • Linear LDR Compositing, Color Management 		
UNIT-54	Colour and Light	<p>At the end of this Unit the student should be able to:</p> <ul style="list-style-type: none"> • A light Source has Quality and Direction • Light Falloff • Source, Reflection, and Shadow in Compositions 	<ul style="list-style-type: none"> • A light Source has Quality and Direction • Light Falloff • Source, Reflection, and Shadow in Compositions 		
UNIT-55	Climate and the Environment	<p>At the end of this Unit the student should be able to:</p> <ul style="list-style-type: none"> • Particular • Sky Replacement • Fog, Smoke, and Mist • Billowing Smoke • Wind and Ambience 	<ul style="list-style-type: none"> • Particular • Sky Replacement • Fog, Smoke, and Mist • Billowing Smoke • Wind and Ambience 		

COURSE NAME: Adobe Flash

COURSE CODE: AWA01

COURSE OUTCOMES:

After completion of course Student should be able to:

- Ability to create animated banners and animatic.
- Ability to animate character animation.
- Ability to write script in flash to create dynamic animations.
- Ability to create own 2D short animation film.

THEORY HOURS:

PRACTICAL HOURS: 50

THEORY MARKS:

PRACTICAL MARKS:

Unit No.	Unit Name	Unit level outcomes	Contents (chapters/topics)	TH hours	Marks	
UNIT-I	Introduction to 2D animation	After completion of unit Student should be able to <ul style="list-style-type: none">• Explain 2D Graphic• Key Frame Properties• Object simulation	<ul style="list-style-type: none">• What is a 2D concept on paper work and in software?• Basics of 2D animation.• What is required to do 2D animation?	15	30	
UNIT-II	Introduce to Flash software	<ul style="list-style-type: none">• Understand the flash Software and its functionality.• Drawing Flash• Managing the Brush tool• Use of Pen Tool• Modifying Brush and Pen Tool	<ul style="list-style-type: none">• Starting flash and opening a file.• Getting to know the workspace.• Changing the stage properties.• Working with layers.• Inserting frames and creating key frame.• Using the tools panel.	15	40	
UNIT-III	Drawing and painting		<ul style="list-style-type: none">• Creating shapes and drawing objects in Flash software.• Using primitive tools Edit Shapes.• Changing stocks and fills.• Edit fill colour using paint bucket tool• Creating gradient transition and edit by• Using gradient transform tool.	15	40	
UNIT-I	Working with graphic Object	After completion of unit Student should be able to <ul style="list-style-type: none">• Create Graphic Object and use it when needed	<ul style="list-style-type: none">• About shapes.• Moving, coping and deleting Objects with arranging them.• Break apart to groups and Objects.	10	35	

		<ul style="list-style-type: none"> Managing the Library Insert Symbol to his work Edit Symbol Looping one animated sequence Describe the Properties of Animation Apply Animation Properties to their animation Use of Motion Guide 	<ul style="list-style-type: none"> Transform objects freely and animate them. 			
UNIT-II	Symbols and Instances		<ul style="list-style-type: none"> Types of symbols. Convert to symbols and edit them. Create an empty symbol. How to creating instance of instance. Change the colour and transparency of symbols and there instances. Set looping of graphic instances. 	10	35	
UNIT-III	Traditional animation		<ul style="list-style-type: none"> About tradition knowledge. Creating frame-by-frame animation. Use onion skinning. Create a mask layer. Create a tweens by using the Creating Tween commands How to use Motion Gide and Gide layer for guidance. 	10	30	
UNIT-I	Animation in Flash	<p>After completion of unit Student should be able to</p> <ul style="list-style-type: none"> Know about Anatomy of human. Animate a character Apply Special Effects to their project Apply sound to their project Edit the sound Mix the Sound Match with Sequence 	<ul style="list-style-type: none"> Overview of the Cut-Out animation technique. Planning your character. Creating animation inside movie clip and graphic symbols. 	5	15	
UNIT-II	Special effects		<ul style="list-style-type: none"> Using filter options. Apply a drop shadow. Apply a blur. Apply a bevel. Apply glow. Apply a gradient glow. Apply blending mode. 	5	15	
UNIT-III	Working with sounds		<ul style="list-style-type: none"> Importing sounds. Add a sound to the timeline. Edit a sound. Exporting sounds Using sound layer create character lipping. 	5	15	