CBSE | DEPARTMENT OF SKILL EDUCATION

CURRICULUM FOR SESSION 2021-2022

MULTI MEDIA (CODE NO. – 415)

JOB ROLE: TEXTURING ARTIST

CLASS – IX

INTRODUCTION:

Texturing Artists also known as a Shading Artists use variety of software, platforms, and environments to create textures for environments, characters, objects, and props for animated films, television shows, and video games. Individuals at this job are responsible to add textures to models to create photorealistic models that can be used for animation and adding shade to the artwork. This job requires the individual to create textures using software such as Autodesk Maya, 3D Studio Max, Mud Box and brush. The individual should also have a good understanding of the principles of color theory, photography, multi-pass rendering and lighting. Texture artist works in animation studios, film and video production studios, game production companies, web design companies, graphic design firms, advertising firms, mobile technology companies, etc.

COURSE OBJECTIVES:

On completion of the course, students should be able to:
1. Apply effective oral and written communication skills to interact with people and customers;

2. Identify the principal components of a computer system;

3. Demonstrate the basic skills of using computer;

4. Demonstrate self-management skills;

5. Demonstrate the ability to provide a self-analysis in context of entrepreneurial skills and abilities;

6. Demonstrate the knowledge of the importance of green skills in meeting the challenges of sustainable development and environment protection;

7. Demonstrate the knowledge of basics of color theory

8. Demonstrate the knowledge of fundamentals of digital design

9. Demonstrate the knowledge of composition and lighting for photography

10. Describe surfaces and materials

11. Explain the essentials of 3D Modeling

12. Describe the fundamental concepts of shading and texturing

13. Explain the basic concepts on texturing in Photoshop

14. Describe the basic concept of shading and lighting

15. Describe the basic concept of rendering

16. Recognize the benefits of great customer service;

17. Provide customers necessary information appropriately and systematically;

18. Use techniques to provide services based on customer's needs and wants;

19. To analyse the vital importance of mass media in the functioning of a secular, liberal, democracy like India.

20. To understand the convergence of mass media as the futuristic trend opening up more and more exciting and creative opportunities.

CURRICULUM:

This course is a planned sequence of instructions consisting of Units meant for developing employability and Skills competencies of students of Class IX and X opting for Skills subject along with other subjects.

MULTI MEDIA (CODE NO. – 415)
CLASS – IX (SESSION 2021-2022)
Total Marks: 100 (Theory-50 + Practical-50)

		Units	No. of Periods for Theory and Practical 260		Max. Marks for Theory and Practical 100
Part A		**Employability Skills**			
	Term I	Unit 1: Communication Skills-I	10		05
		Unit 2: Self-management Skills-I	10		
		Unit 3: Information and Communication Technology Skills-I	10		
	Term II	Unit 4: Entrepreneurial Skills-I	15		05
		Unit 5: Green Skills-I	05		
		Total	**50**		**10**
Part B		**Subject Specific Skills**	**Theory**	**Practical**	
	Term I	Unit 1: Colour Theory	35	10	20
		Unit 2: Digital Design	30	20	
	Term II	Unit 3: Composition and Lighting of Photography	30	25	20
		Total	**95**	**55**	**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**

DETAILED CURRICULUM/TOPICS:

Part-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration in Hours
1.	Unit 1: Communication Skills-I	10
2.	Unit 2: Self-management Skills-I	10
3.	Unit 3: Basic Information and Communication Technology Skills-I	10
4.	Unit 4: Entrepreneurial Skills-I	15
5.	Unit 5: Green Skills-I	05
	TOTAL	**50**

NOTE: **For Detailed Curriculum/ Topics to be covered under Part A: Employability Skills can be downloaded from CBSE website.**

Part-B – SUBJECT SPECIFIC SKILLS

Unit 1: Colour Theory

LEARNING OUTCOMES	THEORY	PRACTICAL
1. **Identify the principles for using color theory**	• Principles of color theory • Different terms of coolers, available on texturing software	• Demonstration of color abstraction
2. **Demonstrate the use of artistic colour wheel**	• The types of colour wheels • Types of colours	• Identification of the primary, secondary and tertiary colours • Demonstration of using artistic colour wheel
3. **Demonstrate the use of digital wheel colour**	• Digital colour wheel • Print media colour wheel • Transparency and(Alpha) X-Channel for background transparency	• Identification of primary and secondary colours of RGB and CMYK colour wheel • Identification of additive and subtractive colour • Demonstration of creating background transparency with and without (Alpha) X- Channel in Adobe Photoshop
4. **Describe the RGB display mechanism**	• Pixel • Resolution	• Demonstration of the cutaway rendering of a colour CRT • Demonstration of RGB display mechanism
5. **Use different colours schemes**	• Analogous, monochromatic and complementary colour schemes	• Demonstration of the use of warm and cool colours, colour temperature

LEARNING OUTCOMES	THEORY	PRACTICAL
	• Colour harmony	• Classification of different colour schemes

Unit 2: Digital Design

LEARNING OUTCOMES	THEORY	PRACTICAL
1. **Demonstrate the use Adobe Photoshop**	• Workspace of Adobe Photoshop • Interface of Adobe Photoshop	• Demonstration of customizing the workspace of Photoshop
2. **Demonstrate the use different drawing and painting tools**	• Selection and manipulation of tools • Painting and retouching tools • Text and shape tools	• Draw paint tool for any specific design • Draw the desired shape using appropriate drawing tool • Paint desired shape using appropriate drawing tool
3. **Describe the use of colour correction**	• Advantage of histogram in colour correction, colour curve, Hue and saturation • Colour balance and variations	• Show the use of colour balance, variation and photo filter • Demonstration of adjusting highlight and shadow of the image • Demonstration of setting up of mid tone of the scanned graphics for colour correction in texture and Motifs
4. **Identify the steps for Digital Painting and Matte Painting**	• Steps of digital painting • Process and purpose of matte painting	• Paint a shape using Digital Painting • Paint a shape using Matte Painting • Demonstration of the use of brush pallet
5. **Use different blending modes**	• Use of blending modes • Blending modes: (i) Multiply (ii) Screen (iii) Overlay (iv) Various other modes	• Demonstration of the use of various blending modes • Tabulate and identify difference between various blending modes and their use in texture designing

LEARNING OUTCOMES	THEORY	PRACTICAL

6. Describe various colour modes	• Various colour modes - RGB, CMYK Grey
	• Scale, Bitmap and Index colour Modes
		• Demonstration of the use of the following colour modes:
		  o Index
		  o Grey scale
		  o Bitmap
		  o RGB
		  o CMYK
		• Tabulation of the difference between various colour modes
		• Use of RGB for texturing of objects and models

Unit 3: Composition and Lighting for Photography

LEARNING OUTCOMES	THEORY	PRACTICAL

1. Describe composition-1	• Purpose of Composition
	• Rule of third and balancing element
	• Golden Point Rule
		• Demonstration of the knowledge of the following:
		  o Leading lines
		  o Symmetry
		  o Patterns
		  o Viewpoint

2. Demonstrate composition-2	• Use of background and depth • Framing and cropping • Use of CRAP Designing Technique for Pattern and Textures: C-Contrast, R-Repetition, A- Alignment, P-Proximity in lines, colours, fonts and shapes	• Demonstration of performing experiment with the photographs • Demonstration of the process of framing and cropping • Implement CRAP techniques and design 5-6 pattern of textures
3. Use effective lighting for photography-1	• Significance and importance of lighting in photography • Main objectives of lighting in photography • Key Light • Fill Light • High Light • Back Light	• Demonstration of the lighting which can affect the quality of photography • Demonstration of effect of different colours of lights in photography

LEARNING OUTCOMES	THEORY	PRACTICAL
4. Use effective lighting for photography-2	• Side lighting or fill lighting • Diffuse lighting, rim lighting and spotlighting • One point, 2 point, 3 point and 4 point lighting in studio • Chroma background (Green-Screen) Photography • Digital photography using RAW file format	• Identification of types of lighting and their effect in photography • Preparation of a chart showing different types of lighting and their effects on photography • Digital Photo Editing- retouching, composing, manipulating RAW file, removing Green Screen for Background Transparency in Adobe Photoshop