# KONGU ARTS AND SCIENCE COLLEGE

**(An Autonomous Institution, Affiliated to Bharathiar University, Coimbatore)**

## ERODE – 638 107

### DEPARTMENT OF COMPUTER SCIENCE (UG)

### VALUE ADDED COURSE – SYLLABUS

### 18VCSAW–ANIMATION AND WEB TECHNOLOGY
### PAPER I: MAYA AND PHP

**Course Objective:** The objective of the programme is to inculcate knowledge of Multimedia and make the students expertise in PHP and Maya.

| | | |
|---|---|---|
| **UNIT I** | | 4 Hours |
| Introduction to Maya- Production workflow- Maya's Architecture.- Maya User Interface- Title bar, Menu bar, Status line, Shelf, Toolbox, Workspace, Channel box, Layer Editor, Time slider, Range slider, Command line, Script Editor button, Help line, Hotbox. | | |
| **UNIT II** | | 4 Hours |
| Modeling- Polygonal Modeling-Organic Modeling, Basic NURBS Modeling. | | |
| **UNIT III** | | 4 Hours |
| Animation Basics-Key frame animation-: Basic Animation Principles-Character Animation- Animation tools | | |
| **UNIT IV** | | 4 Hours |
| Understanding PHP basics: History - Unique features - Variables- Data types - PHP conditional Programming loops - PHP Arrays. | | |
| **UNIT V** | | 4 Hours |
| String Manipulations - PHP Functions –- Date and Time function - Creating classes in PHP - PHP MySQL- PHP Sessions - Security Issues. | | |
| | **Total Hours** | 20 Hours |

**Reference Books:**

1. "The Complete Reference Maya 8" by Tom Meade & Shinsaku Arima – Tata McGraw-Hill Publishing Company Limited, New Delhi.
2. "Maya Bible" by Joe Spadaro and Don Kim-Wiley Publishing,Inc.
3. "A Beginner's Guide PHP" By Vikram and Vaswavi-Tata Mcraw Hill Publications
4. "Beginning PHP 5" By Mercer,Kent,Kowicki,Mercer,Squier,Choi

**OUTCOME:** Upon successful completion of the Course, the students get transformed with clarity to fit themselves into the Cloud and Data related industries. They will be able to:

- Develop the knowledge in the Maya techniques.
- Create and edit Graphic applications using Maya.
- Expertise in the fundamental concepts and features of PHP language.
- Ability to build dynamic web applications using PHP.
- Incorporate PHP and MySQL for designing web applications.

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### 18VCSAW–ANIMATION AND WEB TECHNOLOGY

### Paper II – PROGRAMMING LAB - MAYA AND PHP

| S.No | Practical List | Hours |
|------|----------------|-------|
| 1 | Create a simple animation effect using Maya software. | 2 |
| 2 | Create a Text based animation using Maya software. | 2 |
| 3 | Create a Modeling of an image using Maya software. | 2 |
| 4 | Create a Character Modeling in Maya. | 2 |
| 5 | Create an object to glow in Maya. | 2 |
| 6 | Create a simple PHP script. | 2 |
| 7 | Generate a random number using PHP script. | 2 |
| 8 | Write a PHP program using arrays and functions. | 2 |
| 9 | Write a PHP program using forms. | 2 |
| 10 | Connect the PHP with MySQL database | 2 |
| **Total Hours** | | 20 Hours |

**Course Outcome:** Upon successful completion of the Course, the students get practical knowledge in Maya and PHP. They will be able to:

- Develop simple application using Maya techniques
- Create modeling of images using Maya.
- Create basic simple models and animations.
- Build applications using PHP language
- Develop applications by incorporating PHP and MySQL database.

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