# Professional Diploma in Multimedia design

## ONLINE LEARNING

## NEW RAIN
### MULTIMEDIA INSTITUTE

newrain.lk

# NEW RAIN
## MULTIMEDIA INSTITUTE

New rain multimedia institute is one of the best online multimedia course provider in Sri Lanka. We have created a very friendly virtual learning environment with the latest technologies. Whether you are new to the creative industry or looking to improve your skills, we have the right online course for you. Well-qualified, experienced certified instructors train the participants with easy-to-use step-by-step training material in the most optimized period of time. We are so sure about the quality of our certification because we are conducting online courses join with the Sri Lanka Tertiary & Vocational Education Commission, Sri Lankavocational training authority, Nenasala campus & Asian education institute & etc.

We do not stop there. New rain expanded online education in the fields of ICT & Computing, Business Management, Hospitality Management, Engineering, Personal & Professional Development, Language Training and Corporate Training.

**Content**

# Professional Diploma in
# Multimedia design

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# Welcome

## The Multimedia Industry Evolving faster than ever before...

The Multimedia industry consists of film, print, radio, and television. These segments include movies, TV shows, radio shows, news, music, newspapers, magazines, and books. Our programs deliver the framework and tools needed to meet the challenges of the industry.

Transform your career with some of Sri Lanka's leading Industry experts & programs grounded in the realities of modern Technologies.

# Course
# Overview

## Who is this course for?

This programme is specially designed for students who have the ultimate intention of becoming creative graphic designers through enhancing their creativity & designing skills. Candidates should possess basic Graphic, IT knowledge & skills to grasp the edges of each unit available in the relevant course content.

Also, the programme is open for people with past work experience, mature learners may present a more varied profile of achievement that is likely to include extensive work experience (paid and/or unpaid) and/or achievement of a range of professional qualifications in their work sector.

## What can you expect?

You can gain industry-level knowledge, experience & the newest techniques Through Our industry experts.

you will be exposed to the latest methods, techniques and tools for improving your Skill.

## What will you learn?

This programme offers students the opportunity to explore an extensive multimedia education. Students will be taught the way to integrate the theoretical, creative, conceptual, and technical aspects of design and development with modern technology. It helps students to develop a range of interactive media production skills, including design, motion graphics, web development, video and sound editing, prototyping, graphic production, and interactive design.

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# Course Objectives

## The major goals of this course are:

01  Learn how learning theories influence the development of multimedia product

02  Explore a brief history of multimedia in education;

03  Develop competencies in designing and creating interactive multimedia applications by explaining how elements of these applications reflect a theory of how learning will occur;

04  Work with all aspects of text, audio, images and video;

05  Learn the phases involved in multimedia planning, design and production;

06  Be able to use various multimedia authoring tools

07  Be able to design and create interactive multimedia products

08  Develop competencies in designing and producing instructional multimedia

09  Apply contemporary theories of multimedia learning to the development of multimedia products.

10  Evaluate existing multimedia products that can be used to design instructional and informational material.

11  Analyze instructional and informational media (print materials, audio/visual materials and/or web-based materials, games/simulations, etc.)

12  Apply theory and principles of learning, instructional design, and perception to the design of instructional media products

13  Demonstrate proficiency with common software applications used to create multimedia assets

# Course Content

The Professional Diploma course focuses on the Develop Graphics, Develop Video content Develop 2D/3D Digital content & Web elements,

**There are Seven modules in the course:**

Module 1      Graphic Design

Module 2      Non Linear Video Editing & Color Grading

Module 3      Develop 2D Animation

Module 4      3D Packaging Modeling & Animation

Module 5      Interactive 3D & Game Development (with Unreal Engine)

Module 6      Develop UI/UX & Web Elements

Module 7      Entrepreneurship skill

# Graphic Design

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**

After completion of this module the trainee will be able to: Undestand Graphic types & UI/UX , Use graphic & UI designing tools , Design artworks for web & print media, Import and export artworks , Manipulate images.

**Content : Theory & Practicals**
Introduction to Graphic Designing & Graphics Types
Introduce Elements of design & principles of Design
Introduce Color Theory & Color Psychology
Drawing shapes with effects (logo designing & Character drawing )
Introduction to Typography & Format Texts
Introduce Pixel & resolution
Manipulate Images (Retouching & Color Grading)
Design Artworks
Create Layout designs
Output Process

**Practical /Assignment :**
Design artwork for print media
logo design
Manipulate Images (Retouching & Color Grading)
Design UI

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**Softwares :**
Adobe Illustrator, Adobe Photoshop, Adobe Indesign or Coreldraw.

# Non Linear Video Editing & Color Grading

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**
After completion of this module the trainee will be able to perform: Undestand editing theory Understand basic Photography & videography, Demonstrate video editing & advanced color grading

**Content : Theory & Practicals**

1. Introduction to Liner Video Editing & Non-linear Video Editing
2. Camera Angles & Camera Movements
3. Introduce Editing Theory
4. Introduce Software Workspace
5. Introduce Tools & software fundamentals
6. Apply Effects & Transitions
7. Multi camera editing
8. Creating Titles
9. Working with Dynamic links
10. Output Process (Exporting & Rendering)

11. Color Theory
12. Setting Up Project
13. Interface Review
      Color Page Layout
14. Color Introduction
      Balancing Colors
            Primaries
            Color Wheels
            Color Bars
            Curves
15. Scopes
            Parade
            Waveform
      Power Windows
      Tracking
      Color Matching
16. Advanced Color
      Understanding the Grading Workflow
      Colour Space Transformation
      Nodes Pipeline and Node Order
      Camera Raw
      High Dynamic Range
      Magic Mask
      Colour Wapper
      FX
17. Managing Nodes and Grades
18. Linking XML Timeline
19. Scene Cut Detection
20. Delivering Conten

**Teaching-Learning activities :**
Demonstrations / Illustrated talk /Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**ractical /Assignment :**
Develop and finalize teledrama using raw footages

**Softwares :**
Adobe Premiere, Adobe media encoder, Davinci resolve

# Develop 2D Animation

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**

After completion of this module the trainee will be able to: understanding of animation principles and produce quality 2D Digital animations implementing these principles and exploring various techniques. students will be assigned projects and two group-based projects focused on principles that utilize key aspects of the required software. For the final project each student will create an animated film, 15-30 seconds in length, through which they will learn the production process of animation including writing a treatment, storyboarding, timing through animatics and final rendered animations.

**Content : Theory & Practicals**

01 Introduction to Animation and VFX
02 Basic After Effects
03 Vector drawing and arrangement
04 Animation principles
05 Storytelling & Script waiting
06 After Effects
07 Visual Effects with After effects
08 Character animation
09 Visual Effects with After effects Part - II
10 Sound fx and Editing
11 own short movie (Project works )

**Practical /Assignment :**
Each student will create an animated film, 15-30 seconds in length

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**Softwares :**
Adobe After effects, Adobe Illustrator, Adobe Photoshop,  Fade In, Cartoon Animator
Adobe Premiere Pro, adobe audition, Adobe Animate.

# 3D Packaging Modeling & Animation

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**

After completing the module, you will have a solid foundation on how to use 3ds Max. You'll gain a significant amount of 3D packaging modeling and animation skills. Not to mention you will understand a lot of important concepts around 3D packaging modeling . I hope you find this course interesting and beneficial.

**Content : Theory & Practicals**

1. Introduction to Software (3DS Max)
2. Basic 3D Modeling Techniques
3. Texturing
4. Lighting and Rendering
5. 3ds Max for Packaging Visualization
6. Working with a virtual camera
7. Understanding the camera settings and lenses
8. Animating Objects
9. Animation Principles and Elements
10. Advanced Animating Techniques
11. Rigging 3D Models
12. Polygonal-based 3D modeling
13. Spline-based 3D modeling
14. Subdivision 3D modeling
15. 3D modeling with precision
16. Maintaining the Topology of 3D Models
17. Advanced Rendering Techniques (Arnold Renderer)
18. Professional Lighting Systems for Product Visualizing
19. Look development fundamentals using the Physical material and
20. Different UV mapping techniques including UV Projection and UV

**Practical /Assignment :**
Create 3D Animated Product  Models Using the camera, lightiing & materials

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**Softwares :**
Autodesk 3D'S Max, VRay or Arnold.

# Interactive 3D & Game Development

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**

After completion of this module the trainee will be able to:
Get to know the future of video games and interactive 3D industrial demands. Learn the core concepts of application/game creation in Unreal Engine that anyone wants to join in the next-gen digital industry should know. Students will be encouraged to discover, learn and be familiar with Unreal Engine basic features.

Students will start working on a time trial racing video game which combines different disciplines & Students will go through all major steps of building the first game through guidance and online learning materials."

**Content : Theory & Practicals**

**Module 01 | A World of Possibilities**
Getting Started with the Industrial Background
Project Creation and Getting Familar with Level Editor User Interface
Quick Start as a Level Designer
Quick Start as a Content Creation Artist
Quick Start as a UI/UX Artist
Quick Start as an Animation Artist
Understanding Blueprints Part 01
Understanding Blueprints Part 02

**Module 02 | Making your First Game**
Project Creation and Setup Basic Game Mode
Working on Driving Mechanics and Timed Checkpoints
Setting up HUD UI with Animations
Level Design with Materials, Decals and Meshes
Adding Camera Effects including Camera Shakes
Using Sequencer for Cinematics and Cutscenes
Polishing the Game and setup final preparations
Creating Executable File by Packaging the Game

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**Softwares :**
Unreal engine

**MODULE 6**

# Develop UI/UX & Web Elements

**Duration (Two Months - 32Hrs.)**

**Learning Outcomes :**

After completion of this module the trainee will be able to:
Understand UI/UX, HTML & CSS, PHP, Bootstrap & will be able to Create UI designs
& basic Static websites

**Content : Theory & Practicals**

Introduction to the Internet and Web
Introduction to UI/UX
Introduce UI Software Fundamentals
Introduction to the HTML
Apply HTML Attributes and Elements
Apply HTML Headings & Paragraphs
Apply HTML Styles
Apply HTML Text Formatting & HTML Quotation
Introduce HTML Colors
Using HTML Links & HTML Images
Using HTML Tables
Using HTML Lists
Introduce HTML id Attribute & HTML Iframes
Introduction to the CSS
Adding CSS
Introduce CSS Properties
Introduce Bootstrap
Apply Bootstrap Containers
Using Basic Bootstrap CSS Classes
Using Bootstrap CSS Typography
Introduce PHP

**Practical /Assignment :**
Create Static websites & UI

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

**Softwares :**
Dreamweaver, Figma or Adobe XD

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# Entrepreneurship Development Skill

**Duration (One Month 10Hrs.)**

**Learning Outcomes :**

After completion of this module the trainee will be able to:

sell themselves and their ideas. Students master oral and visual presentation skills and establish a foundation of confidence in the skills necessary to cause others to act.

**Content : Theory & Practicals**

WRITING
SELLING & RENTING
SOCIAL MEDIA
FINANCE
FREELANCING
NEWSLETTER MARKETING
CONSUMER RESEARCH
TRANSLATION AND TRANSCRIPTION
SHOPPING, PHONE APPS, AND EXPLORING
CROWDFUNDING

**Practical /Assignment :**
Business Project

**Teaching-Learning activities :**
Illustrated talk
Demonstrations
Individual practices

**Assessment :**
Formative Assessment + Summative Assessment

# Course
# Delivery

# Supporting your online learning journey...

The Diploma In Multimedia Design is available
to study online via the New Rain Multimedia Institute's dynamic
online learning environment.

How we can guide you through your online learning journey:

Access HD video lectures with accompanying downloadable course material.

Discussion forums, to interact with fellow students and a tutor with an expertise in multimedia skills and practices.

Access resources to help you with your studies including self-directed practical exercises and recommended reading.

The LMS can be accessed 24/7 through your desktop or mobile device.

Your Programme Manager is available to support you during your study and assist with any administrative related queries you may have.

# Course Assessment

The assessment for the Diploma in multimedia design is based on a Assignments will measure individuals knowledge and multimedia design proficiency completion of the programme.

A range of different assigments formats are used including Questions papers, practical, Assigments & Project works.

Our assigment-based assessments are delivered through New Rain multimedia Institute's LMS and provides students with a quality assigment base assessments. experience.

# Resource persons who deliver the program

**Suresh wenuka godakanda**
Ui/ux engineer at pearson lanka
Founder at fleminco
Former ui/ux engineer at wishque

**RAVINDU OMANTHA**
CO-FOUNDER / HEAD OF RAM STUDIOS
B.sc. Engineering
University of Peradeniya

**Vidarshana rathnayake**
Award winning photographer &
motion graphics designer.

**Chathuranga Rathnaweera**
B.Tec in Film and TV Production Technology (Reading)
Visiting Lecturer/External Academic Consultant in Multimedia, Art & Design
Founder and Creative Director at Studio Eyelash
President at Art Circl

**INDIKA JAGODA**
Senior Multimedia Insructor at VTA
B. Tech Film & Television Production Technology

**SUPUN RAJARATHNA**
Professional Bachelor of Visual Communication
NDTTE, NVQ 05 of ICT
Instructor of VTA, Instructor of NAITA,
Former Design Executive in HAYLEY'S (Pvt.) Ltd

**VIMUKTHI FERNANDO**
Founder of Black Arts Productions
B. Tech Film & Television Production Technology

For more information or to
register for a course please
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