

AMITY UNIVERSITY MAHARASHTRA, MUMBAI
AMITY SCHOOL OF COMMUNICATION

CURRICULUM

B.Sc. Animation & VFX
(Honours/Honours With Research)

Duration: 4 YEARS
(NEP 2020)

(Implemented from academic year 2024-25)

Certificate

This is to certify that the enclosed detailed syllabus has been presented before the Board of Studies of Amity University Maharashtra, Mumbai on July 4th, 2024, and it is recommended for the approval by the Academic Council, Amity University Mumbai.



Dr. Nima John
(Offg.) Head of Institute
Amity School of Communication
Amity University Mumbai
Date: 4th July 2024

PREAMBLE

Amity University Mumbai aims to achieve academic excellence by providing multi-faceted education to students and encourage them to reach the pinnacle of success. The University has designed a system that would provide rigorous academic programme with necessary skills to enable them to excel in their careers.

Amity School of Communication (ASCO) is one of the leading institutions that imparts knowledge to foster innovative leaders with strong ethical values.

B.Sc. Animation & VFX (Honours/Honours With Research)

B.Sc. Animation & VFX (Honours/Honours With Research) at Amity School of Communication, Mumbai, aims at graduates with holistic development who are ready to meet and achieve the challenges of information society by harnessing theoretical and practical exposure. An important feature of the curriculum is the Flexi-credit system, which allows students to create their own syllabus. The students have the freedom to choose from the range of Accelerators/Electives/Value Added Courses designed for the overall development, will help the students to be specialized in their field of choice. The students also have the option of choosing Electives/Value Added courses offered by other Schools of Amity University.

This booklet contains the Programme Structure, the Detailed Curriculum and the Scheme of Examination. The Programme Structure includes the courses (Core and Elective), arranged semester-wise. The importance of each course is defined in terms of credits attached to it. The credit units attached to each course have been further defined in terms of contact hours i.e. Lecture Hours (L), Tutorial Hours (T), Practical Hours (P). **Towards earning credits in terms of contact hours, 1 Lecture and 1 Tutorial per week are rated as 1 credit each and 2 Practical hours per week are rated as 1 credit. Thus, for example, an L-T-P structure of 3-0-0 will have 3 credits, 3-1-0 will have 4 credits, and 3-1-2 will have 5 credits.**

The Curriculum and Scheme of Examination of each course includes the credit structure, course objectives, course outcome, course contents, scheme of examination and the list of text and references. The scheme of examination defines the various components of evaluation and the weightage attached to each component.

VISION

Amity School of Communication (ASCO) focuses on innovation, creativity and holistic media education along with interdisciplinary research. Providing industry-oriented, integrated, quality education while nurturing values and ethics.

MISSION

Our Mission is to foster a diverse, independent, ethical and economically thriving media and communication landscape that contributes to the creation of successful and sustainable societies in an era of technological and social change. To build highly skilled media professionals in the multimedia arena along with social responsibilities.

Program Outcome

PO 1	To provide knowledge regarding the basic concepts, principles, and functions of Animation and Visual Effects.
PO 2	To provide knowledge and requisite skills in different areas of production and post production like drawing, storyboarding, shooting, editing, colour grading, keyframing, etc. to attain a holistic understanding about workflow in animation production.
PO 3	To equip the students with knowledge related to critical analysis and other techniques for critical thinking.
PO 4	To inspire the students for a global vision of the media and communication industry for their advancement and future endeavors.
PO 5	To develop artistic and creative aptitude among the students.
PO 6	To provide practical exposure to the students to hone their skills and attain a holistic understanding of the animation industry.

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Program Structure

B.Sc. Animation & VFX (Honours/Honours With Research)

Implemented from academic year 2024-25

Semester	I	II	III	IV	V	VI	VII	VIII	Total
Credits	23	22	24	21	25	20	23	22	180

Semester - I

	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				8
Discipline - I	BSD2101N	Basics of Sketching & Drawing	2	-	1	3
	PAD2102N	Pixel Art Design	1	-	1	2
	FCA2103N	Foundation course in Classical Animation	2	-	1	3
		Discipline II (any one from the basket)				4
Discipline - II	PCA2104N	Papercut Animation	2	-	2	4
	TYP2105N	Typography	2	-	2	4
	STB2106N	Storyboarding	2	-	2	4
		Discipline-III (any one from the basket)				4
Discipline - III	BMT2110N	Business Management -1	4	-	-	4
	ECO2110N	Economics - 1	4	-	-	4
	HMR2110N	Human Rights - 1	4	-	-	4
	ACW2110N	Academic and Creative Writing - 1	4	-	-	4
	FST2110N	Fashion Technology - 1	4	-	-	4
	IND2110N	Interior Design - 1	4	-	-	4

Total (Discipline I + II + III)						16
		Foreign Language (any one from the basket)				1
Foreign Language	FLF2111N	French- I	1	-	-	1
	FLG2111N	German-I	1	-	-	1
	FLS2111N	Spanish-1	1	-	-	1
Communication Skill	CSE2112N	Effective Listening	1	-	-	1
Sub Total						2
Behavioural Science	BEH2113N	Behavioural Science-1	1	-	-	1
Sub Total						1
VAC - I	ENV2116N	Environmental Studies*	4	-	-	4
						4
Total(Foundation Courses)						7
Grand Total						23

Semester - II						
	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				8
Discipline - I	TAD2201N	2D Animation Design	1	-	1	2
	VAD2202N	Vector Art Design	2	-	1	3
	ITM2203N	Introduction to 3D Modelling	2	-	1	3
		Discipline II (any one from the basket)				4
Discipline - II	DPH2204N	Digital Photography	2	-	2	4
	WED2205N	Web Design	2	-	2	4
	MPA2206N	Matte Painting	2	-	2	4
		Discipline-III (any one from the basket)				4
Discipline - III	ABM2210N	Advances in Business in Management	4	-	-	4
	HMR2210N	Human Rights-2	4	-	-	4
	CSW2210N	Technical and Literary Writing	4	-	-	4
	FST2210N	Fashion Technology-2	4	-	-	4
	IND2210N	Interior Design-2	4	-	-	4
Total (Discipline I + II + III)						16

		Foreign Language (any one from the basket)				2
Foreign Language	FLF2211N	French- II	2	-	-	2
	FLG2211N	German-II	2	-	-	2
	FLS2211N	Spanish-II	2	-	-	2
Communication Skill	CSE2212N	Presentation Skills	1	-	-	1
SubTotal						3
Behavioural Science	BEH2213N	Behavioural Science-2	1	-	-	1
SubTotal						1
		VAC - II (any one from the basket)				2
VAC - II (any one from the basket)	ANN2217N	Animation -1	2	-	-	2
	PHT2217N	Photography -1	2	-	-	2
	POL2217N	Political Science -1	2	-	-	2
	TSM2217N	Tourism Management -1	2	-	-	2
	FCW2217N	French through Creative Writing	2	-	-	2
	CCW2217N	Content & Creative Writing -1	2	-	-	2
	SCW2217N	Social Work -1	2	-	-	2
	CAD2217N	Computer Aided Drafting - 1	2	-	-	2
SubTotal						2
		Total (Foundation Courses)				6
Grand Total						22

Semester - III

	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				8
Discipline - I	LAR2301N	Lighting & Texturing	2	-	1	3
	COT2302N	Color Theory	1	-	1	2
	KMT2303N	Keying & Motion Tracking	2	-	1	3
		Discipline II (any one from the basket)				4
Discipline - II	PXA2304N	Pixilation Animation	2	-	2	4
	UXD2305N	UI/UX Design	2	-	2	4
	CCG2306N	Color Correction & Grading	2	-	2	4
Total (Discipline I + II)						12
		Foreign Language (any one from the basket)				2
Foreign Language	FLF2311N	French- III	2	-	-	2
	FLG2311N	German-III	2	-	-	2
	FLS2311N	Spanish- III	2	-	-	2
Communication Skill	CSE2312N	Reading and Comprehension	1	-	-	1
SubTotal						3
Behavioural Science	BEH2313N	Behavioural Science-3	1	-	-	1
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2314N	Graphic Design	3	-	-	3
SubTotal						4
		VAC - II (any one from the basket)				
VAC - II (any one from the basket)	ANN2317N	Animation -2	2	-	-	2
	PHT2317N	Photography -2	2	-	-	2
	POL2317N	Political Science -2	2	-	-	2
	TSM2317N	Tourism Management -2	2	-	-	2
	CCW2317N	Content & Creative Writing -2	2	-	-	2

	SCW2317N	Social Work -2	2	-	-	2
	FTH2317N	French for Tourism and Hospitality	2	-	-	2
	CAD2317N	Computer Aided Drafting - 2	2	-	-	2
SubTotal						2
VAC – III	PHE2318N	Physical Education and Sports**	-	-	-	-
Total (Foundation Courses)						9
Community Engagement Services	CES2318N	Media and Social Responsibility	-	-	-	3
Total (Non Teaching Credit Courses)						3
Grand Total						24

Semester - IV						
	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				8
Discipline - I	TDS2401N	3D Simulation	2	-	1	3
	RAS2402N	Rigging & Skinning	2	-	1	3
	ROT2403N	Rotoscopy	1	-	1	2
		Discipline II (any one from the basket)				4
Discipline - II	SMA2404N	Stopmotion Animation	2	-	2	4
	SOD2405N	Sound Design	2	-	2	4
	DED2406N	Digital Editing	2	-	2	4
	AVD2407N	AR/VR Design	2	-	2	4
Total (Discipline I + II)						12
		Foreign Language (any one from the basket)				2
Foreign Language	FLF2411N	French- IV	2	-	-	2
	FLG2411N	German-IV	2	-	-	2
	FLS2411N	Spanish-IV	2	-	-	2
Communication Skill	CSE2412N	Effective Writing Skills	1	-	-	1
SubTotal						3
Behavioural Science	BEH2413N	Behavioural Science-4	1	-	-	1
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2414N	Motion Graphics	3	-	-	3
SubTotal						4
		VAC - II (any one from the basket)				
VAC - II (any one from the basket)	ANN2417N	Animation -3	2	-	-	2
	PHT2417N	Photography -3	2	-	-	2
	POL2417N	Political Science -3	2	-	-	2
	TSM2417N	Tourism Management -3	2	-	-	2

	CCW2417N	Film and Literature Appreciation	2	-	-	2
	FFC2417N	French and Francophone Culture	2	-	-	2
	SCW2417N	Social Work -3	2	-	-	2
	CAD2417N	Computer Aided Drafting - 3	2	-	-	2
SubTotal						2
VAC – III	PHE2318N	Physical Education and Sports**	-	-	-	-
Total (Foundation Courses)						9
Grand Total						21

Semester - V

	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				12
Discipline - I	AVE2501N	Advanced Visual Effects	2	-	1	3
	PFD2502N	Portfolio Development	2	-	4	6
	TDA2503N	3D Animation	2	-	1	3
		Discipline II (any one from the basket)				4
Discipline - II	RTA2504N	Rotoscopy Animation	2	-	2	4
	DGP2505N	Digital Painting	2	-	2	4
	BGD2506N	Background Development	2	-	2	4
	MOG2507N	Motion Graphics	2	-	2	4
Total (Discipline I + II)						16
		Foreign Language (any one from the basket)				2
Foreign Language	FLF2511N	French- V	2	-	-	2
	FLG2511N	German-V	2	-	-	2
	FLS2511N	Spanish-V	2	-	-	2
Communication Skill	CSE2512N	Employability Skills	1	-	-	1
SubTotal						3
Behavioural Science	BEH2513N	Behavioural Science-5	1	-	-	1
SubTotal						1
VAC – III	PHE2318N	Physical Education and Sports**	-	-	-	-
Total (Foundation Courses)						4
SIP/Internship/Project/Dissertation/Field Visit	SIP2514N	Summer Internship/SAP	-	-	-	5
Total (Non Teaching Credit Courses)						5
Grand Total						25

Semester - VI						
	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical (P) Credits	Total Credits
		Core - Discipline				16
Discipline - I	COM2601N	Compositing	2	-	2	4
	VZR2602N	Visualisation Research	2	-	6	8
	AND2603N	Animatics Design	2	-	2	4
		Discipline II (any one from the basket)				4
Discipline - II	CAP2605N	Capstone Project	4	-	-	4
	AFP2606N	Animation Film Portfolio	4	-	-	4
Total (Discipline I + II)						20
Grand Total						20

Semester - VII						
	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical/Fieldwork (P) Credits	Total Credits
		Core - Discipline				16
Discipline - I	WAI2701N	Working with AI	2	-	2	4
	ARS2702N	Animation Research Seminar I	2	-	6	8
	MMA2703N	Mixed Media Animation	2	-	2	4
Total (Discipline I)						16
Research Courses	REM2705N	Research Methodology	2	-	2	4
						4
SIP/Internship/Project/Dissertation/Field Visit	SIP2706N	Professional Project I	-	-	-	4
Total (Non Teaching Credit Courses)						4
Grand Total						24

Semester - VIII

	Course Code	Course Title	Lecture (L) Credits	Tutorial (T) Credits	Practical/Fieldwork (P) Credits	Total Credits
		Core - Discipline				16
Discipline - I	ARS2801N	Animation Research Seminar II	-	-	4	4
	ANP2802N	Animation Portfolio	-	-	4	4
	DSP2803N	Dissertation Project	-	-	8	8
Total (Discipline I)						16
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2803	Professional Project II	-	-	-	5
Total (Non Teaching Credit Courses)						5
Grand Total						21

Evaluation Scheme

B.Sc. Animation & VFX (Honours/Honours With Research)- Examination Scheme

Semester - I

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	BSD2101N	Basics of Sketching & Drawing	3	30	70	100
	PAD2102N	Pixel Art Design	2	30	70	100
	FCA2103N	Foundation course in Classical Animation	3	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	PCA2104N	Papercut Animation	4	30	70	100
	TYP2105N	Typography	4	30	70	100
	STB2106N	Storyboarding	4	30	70	100
		Discipline-III (any one from the basket)				
Discipline - III	BMT2110N	Business Management -1	4	50	50	100
	ECO2110N	Economics - 1	4	50	50	100
	HMR2110N	Human Rights - 1	4	50	50	100
	ACW2110N	Academic and Creative Writing - 1	4	50	50	100
	FST2110N	Fashion Technology - 1	4	50	50	100
	IND2110N	Interior Design - 1	4	50	50	100
Total (Discipline I + II + III)			16			
		Foreign Language (any one from the basket)				
Foreign Language	FLF2111N	French- I	1	50	50	100
	FLG2111N	German-I	1	50	50	100
	FLS2111N	Spanish-1	1	50	50	100

Communication Skill	CSE2112N	Effective Listening	1	50	50	100
Behavioural Science	BEH2113N	Behavioural Science-1	1	30	70	100
VAC - I	ENV2116N	Environmental Studies*	4	30	70	100
Grand Total			23			

Semester - II

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	TAD2201N	2D Animation Design	2	30	70	100
	VAD2202N	Vector Art Design	3	30	70	100
	ITM2203N	Introduction to 3D Modelling	3	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	DPH2204N	Digital Photography	4	30	70	100
	WED2205N	Web Design	4	30	70	100
	MPA2206N	Matte Painting	4	30	70	100
		Discipline-III (any one from the basket)				
Discipline - III	ABM2210N	Advances in Business in Management	4	50	50	100
	HMR2210N	Human Rights-2	4	50	50	100
	CSW2210N	Technical and Literary Writing	4	50	50	100
	FST2210N	Fashion Technology-2	4	50	50	100
	IND2210N	Interior Design-2	4	50	50	100
Total (Discipline I + II + III)			16		4	50
		Foreign Language (any one from the basket)				
Foreign Language	FLF2211N	French- II	2			
	FLG2211N	German-II	2	50	50	100
	FLS2211N	Spanish-1I	2	50	50	100
Communication Skill	CSE2212N	Presentation Skills	2	50	50	100
Behavioural Science	BEH2213N	Behavioural Science-2	1	100	00	100
		VAC - II (any one from the basket)	2	50	50	100
VAC - II (any one from the basket)	ANN2217N	Animation -1	2	50	50	100
	PHT2217N	Photography -1	2	50	50	100
	POL2217N	Political Science -1	2	50	50	100

	TSM2217N	Tourism Management -1	2	50	50	100
	FCW2217N	French through Creative Writing	2	50	50	100
	CCW2217N	Content & Creative Writing -1	2	50	50	100
	SCW2217N	Social Work -1	2	50	50	100
	CAD2217N	Computer Aided Drafting - 1	2	50	50	100
Grand Total			22			

Semester - III

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	LAR2301N	Lighting & Texturing	3	30	70	100
	COT2302N	Color Theory	2	30	70	100
	KMT2303N	Keying & Motion Tracking	3	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	PXA2304N	Pixilation Animation	4	30	70	100
	UXD2305N	UI/UX Design	4	30	70	100
	CCG2306N	Color Correction & Grading	4	30	70	100
Total (Discipline I + II)						
		Foreign Language (any one from the basket)				
Foreign Language	FLF2311N	French- III	2	50	50	100
	FLG2311N	German-III	2	50	50	100
	FLS2311N	Spanish- III	2	50	50	100
Communication Skill	CSE2312N	Reading and Comprehension	1	50	50	100
Behavioural Science	BEH2313N	Behavioural Science-3	1	100	0	100
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2314N	Graphics Design	3	50	50	100

		VAC - II (any one from the basket)	2	50	50	100
VAC - II (any one from the basket)	ANN2317N	Animation -2	2	50	50	100
	PHT2317N	Photography -2	2	50	50	100
	POL2317N	Political Science -2	2	50	50	100
	TSM2317N	Tourism Management -2	2	50	50	100
	CCW2317N	Content & Creative Writing -2	2	50	50	100
	SCW2317N	Social Work -2	2	50	50	100
	FTH2317N	French for Tourism and Hospitality	2	50	50	100
	CAD2317N	Computer Aided Drafting - 2	0	50	50	100
Community Engagement Services	CES2318N	Media and Social Responsibility	3	100	0	100
Grand Total			24			

Semester - IV						
	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	TDS2401N	3D Simulation	3	30	70	100
	RAS2402N	Rigging & Skinning	3	30	70	100
	ROT2403N	Rotoscopy	2	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	SMA2404N	Stopmotion Animation	4	30	70	100
	SOD2405N	Sound Design	4	30	70	100
	DED2406N	Digital Editing	4	30	70	100
	AVD2407N	AR/VR Design	4	30	70	100
Total (Discipline I + II)			12			
		Foreign Language (any one from the basket)	2			
Foreign Language	FLF2411N	French- IV	2	50	50	100
	FLG2411N	German-IV	2	50	50	100
	FLS2411N	Spanish-IV	2	50	50	100

Communication Skill	CSE2412N	Effective Writing Skills	1	100	00	100
Behavioural Science	BEH2413N	Behavioural Science-4	1	100	00	100
Vocational Courses/ Entrepreneurship*/ Industry Led Courses	VAC2414N	Motion Graphics	3	50	50	100
		VAC - II (any one from the basket)	2			
VAC - II (any one from the basket)	ANN2417N	Animation -3	2	50	50	100
	PHT2417N	Photography -3	2	50	50	100
	POL2417N	Political Science -3	2	50	50	100
	TSM2417N	Tourism Management -3	2	50	50	100
	CCW2417N	Film and Literature Appreciation	2	50	50	100
	FFC2417N	French and Francophone Culture	2	50	50	100
	SCW2417N	Social Work -3	2	50	50	100
	CAD2417N	Computer Aided Drafting - 3	2	50	50	100
Grand Total			21			

Semester - V

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	AVE2501N	Advanced Visual Effects	3	30	70	100
	PFD2502N	Portfolio Development	6	30	70	100
	TDA2503N	3D Animation	3	30	70	100
		Discipline II (any one from the basket)				
Discipline - II	RTA2504N	Rotoscopy Animation	4	30	70	100
	DGP2505N	Digital Painting	4	30	70	100
	BGD2506N	Background Development	4	30	70	100
	MOG2507N	Motion Graphics	4	30	70	100

Total (Discipline I + II)			16			
		Foreign Language (any one from the basket)	2			
Foreign Language	FLF2511N	French- V	2	50	50	100
	FLG2511N	German-V	2	50	50	100
	FLS2511N	Spanish-V	2	50	50	100
Communication Skill	CSE2512N	Employability Skills	1	50	50	100
Behavioural Science	BEH2513N	Behavioural Science-5	1	100	00	100
Total (Foundation Courses)						
SIP/Internship/ Project/Dissertation/ Field Visit	SIP2514N	Summer Internship/SAP (NTCC)	5	100	00	100
Grand Total			25			

Semester - VI

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	COM2601N	Compositing	4	30	70	100
	VZR2602N	Visualisation Research	8	30	70	100
	AND2603N	Animatics Design	4	30	70	100
		Discipline II (any one from the basket)				
	CAP2605N	Capstone Project	4	30	70	100
	AFP2606N	Animation Film Portfolio	4	30	70	100
Grand Total			20			

Semester - VII

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	WAI2701N	Working with AI	4	30	70	100
	ARS2702N	Animation Research Seminar I	8	100	00	100
	MMA2703N	Mixed Media Animation	4	30	70	100
Total (Discipline I)						
Research Courses	REM2705N	Research Methodology	4	30	70	100
SIP/Internship/Project/Dissertation/Field Visit	SIP2706N	Professional Project I	3	100	00	100
Total (Non Teaching Credit Courses)			3			
Grand Total			23			

Semester - VIII

	Course Code	Course Title	Total Credits	Internal Assessment Marks	End Semester Examination Marks	Total Marks
		Core - Discipline				
Discipline - I	ARS2801N	Animation Research Seminar II	4	30	70	100
	ANP2802N	Animation Portfolio	4	100	00	100
	DSP2803N	Dissertation Project	8	100	00	100
Total (Discipline I)						
SIP/Internship/Project/Dissertation/Field Visit	SIP2803	Professional Project II	6	100	00	100
Total (Non Teaching Credit Courses)			6			
Grand Total			21			

SYLLABUS

B.Sc. Animation & VFX (Honours/Honours With Research)

Semester I

Semester - I

Course Code		Course Name				Credits
BSD2101N		Basics of Sketching & Drawing				3
Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	1	-	3

		Theory				Term Work / Practical/Oral			Total
Internal Assessment		Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Practical.	Oral		
Test	Continuou s Evaluation							Attendanc e	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Student will be able to understand the importance of basics of sketching.
- Student will be able to understand different styles and techniques of sketching.
- Student will be able to sketch and render the topics, human figures and its proportions, different perspectives, Character designs, backgrounds etc.
- Student will be able to create Story boards, visuals etc

Course Objectives

- To introduce the world of basics of sketching and rendering with all methods.
- To describe techniques of sketching and role of sketching in creative field.
- To aware the role of Perspectives its uses, proportion, and different views of drawing.
- To utilize knowledge gained in creating Story board, Backgrounds, compositions, Character designs and drawings and perspectives.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction of Basics of Sketching & Drawing			
1	1.1	Evolution of Basics of Sketching & Drawing Role and importance of sketching in creative field.	10	25%
	1.2	Sketching types and styles. Uses of different type of rendering. Basic drawing tools include pencils, charcoal, pens, markers, and erasers. Understanding basic shapes such as circles, squares, and triangles helps in constructing objects and figures accurately.		
	1.3	Drawing is a more refined technique that involves adding details, shading, and texture to create a realistic or stylized representation.		
	1.4	Practice is essential to improve drawing skills. Regularly sketching from life or reference photos helps develop hand-eye coordination and visual interpretation.		
	The sketching room Set-up			
2	2.1	Set up of sketching room for practice of sketches (Actions and gestures of human figures, 3 D Shapes with shade light study and practice)	05	20%
	2.2	Outdoor sketching (practice session).		
	2.3	Creating different type of backgrounds.		
	2.4	Subject ratio study		
	Sketching techniques			
3	3.1	Sketching involves creating rough, loose, and quick drawings to capture the basic shapes and proportions of a subject.	05	15%
	3.2	Types of techniques with different medium.		
	3.3	Types of perspective and its use in story board.		
	3.4	Techniques such as hatching, cross-hatching, stippling, and blending can be used for shading and adding depth to drawings.		
4	Advanced Sketching			

	4.1	Execution of assignment work with a) Sketching, Rendering, styles & techniques b) Figures and Characters creation c) Background with Perspectives d) Use of different Mediums	10	25%
	4.2	Study of Graphic style, Cartoon creation.		
	4.3	Outdoor Sketching session with different mediums.		
	4.4	Role of visualization, execution, and presentation.		
	Assignment			
5	5.1	Assignments creation with proper study of rendering, techniques, styles	09	15%
	5.2	Understanding the shade and light.		
	5.3	Creating Story board frames and Visuals.		
	5.4	Submitting final rendition		
Total			39	100%

References	
•	Loomis, A. (n.d.). <i>Drawing the heads & hands & figure drawing for all it's worth</i>
•	Norling, E. R. (1999). <i>Perspective made easy</i> . Dover Publications.
•	Willenbrink, M., & Willenbrink, M. (2006). <i>Drawing for the absolute beginner</i> . North Light Books
•	Mattesi, M. (2006). <i>Force: Dynamic life drawing for animators</i> . Focal Press.

Semester I

Course Code	Course Name	Credits
PAD2102N	Pixel Art Design	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
1	2	-	1	1	-	02

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Students will learn how to make pixel illustrations on adobe photoshop.
- Students will become capable to make assets for 2D animations.
- Students will gain insight about texturing softwares, that will help them in 3D animation.
- Students will get acquainted with photo manipulation.

Course Objectives

1. To help students apply color theory and composition techniques.
2. To help students understand the workflow for 2D animation.
3. To provide students with an insight about CGI.
4. Students can adopt a technological medium for creating sketches and painting.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Fundamentals of Pixel Art Design		
1	1.1 Tools in Adobe Photoshop	08	25%

	1.2	Color theory and palette creation		
	1.3	Understanding pixel limitations and resolutions		
	1.4	Working with effects		
Creating Pixel Art Assets				
2	2.1	Environment and object design	08	25%
	2.2	2D Character design		
	2.3	Techniques for creating textures and patterns		
	2.4	Image Manipulation		
Advanced Pixel Art Techniques				
3	3.1	Isometric pixel art design	5	25%
	3.2	Incorporating lighting and shadows in pixel art scenes.		
	3.3	Stereoscopic effects		
	3.4	Generative AI		
Project Work				
4	4.1	Creating relevant backgrounds and props.	5	25%
	4.2	Creating a character that can be rigged.		
	4.3	Composite all the layers.		
	4.4	Attempt an animation with after effects.		
			26	100%

References	
	• Fihn, M. (n.d.). <i>The essential guide to pixel art</i> .
	• Azzi, M. (n.d.). <i>Pixel logic: A guide to pixel art</i> .
	• Kelby, S. (2022). <i>The Adobe Photoshop CC book for digital photographers</i> . New Riders.
	• Dayley, B. & Dayley, C. (2019). <i>Adobe Photoshop CC Bible</i> . Wiley.

Semester – I

Course Code	Course Name	Credits
FCA2103N	Foundation course in Classical Animation	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	1	-	3

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand and apply the principles of classical animation, including timing, squash and stretch, anticipation, and staging.
- Create convincing character movements with attention to weight, balance, and natural motion.
- Design well-proportioned characters with a focus on anatomy and facial expressions.
- Develop walk cycles, run cycles, and basic character movements with fluidity and realism.
- Utilize keyframes and inbetweening techniques to achieve smooth animation sequences.

Course Objectives

- Understand principles of classical animation.
- Develop skills in character movement and dynamics.
- Learn character design techniques and principles.
- Create walk cycles, run cycles, and basic character movements.
- Gain proficiency in keyframing and inbetweening.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Classical Animation			
1	1.1	History and Evolution of Animation	04	20%
	1.2	Principles of Animation		
	1.3	Character Design: Anatomy and Proportions		
	1.4	Color Theory		
	Walk Cycles and Run Cycles			
2	2.1	Understanding Weight and Balance in Animation	12	25%
	2.2	Applying Principles of Animation to Basic Character Movements		
	2.3	Arcs and Follow-Through		
	2.4	Walk cycle looping		
	Lip Sync and Dialogue Animation			
3	3.1	Character Expressions and Facial Animation	14	15%
	3.2	Acting and Performance in Animation		
	3.3	Develop skills in syncing character movements with speech and sound.		
	3.4	Understand phonetics and mouth shapes for different sounds and phonemes.		
	Introduction to Traditional Animation Techniques			
4	4.1	Understand the fundamentals of traditional animation and its historical significance.	15	25%
	4.2	Learn the basic principles of traditional animation, such as squash and stretch, timing, and anticipation.		
	4.3	Gain proficiency in hand-drawn animation techniques, including keyframes and inbetweening.		
	4.4	Practice creating smooth and fluid movement through the use of arcs and follow-through.		
	Assignment			

5	5.1	Storyboard design	4	15%
	5.2	Animation design		
	5.3	Sound design		
	5.4	Create an animation with sound design		
Total			39	100%

References
<ul style="list-style-type: none"> • Williams, R. (2009). <i>The animator's survival kit</i>. Faber & Faber.
<ul style="list-style-type: none"> • Thomas, F., & Johnston, O. (1981). <i>The illusion of life: Disney animation</i>. Disney Editions.
<ul style="list-style-type: none"> • Whitaker, H., & Halas, J. (2002). <i>Timing for Animation</i>. Focal Press.
<ul style="list-style-type: none"> • Laybourne, K. (1998). <i>The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons, from Claymation to Computer Animation</i>. Three Rivers Press.

Semester - I

Course Code	Course Name	Credits
PA2104N	Papercut Animation	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	4	-	2	2	-	4

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Create paper cutout characters and environments for animation.
- Implement stop motion techniques using paper cutouts effectively.
- Use lighting, camera setup, and editing techniques specific to stop motion animation.
- Produce a short paper cut animation project demonstrating storytelling and technical proficiency.

Course Objectives

- To get the students acquainted with the relevance of keyframing and straight-ahead animation techniques.
- To provide students with an understanding of traditional animation techniques.
- To inculcate an experimental attitude towards animation.
- To promote outside the box thinking, for production of complicated situational scenes.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Planning and Pre-production			
1	1.1	Storyboarding and scriptwriting for paper cut animation.	15	15%
	1.2	Character design and development of paper cutout puppets.		
	1.3	Set design and props creation using paper cut techniques.		
	1.4	Using blu tack to anchor props		
	Stop Motion Techniques			
2	2.1	Basics of stop motion animation: frame rate, movement, and timing.	07	20%
	2.2	Integration of paper cutout animation with digital tools (e.g., software for frame capture like Dragonframe and Stopmotion Pro).		
	2.3	Principles of animation		
	2.4	Boiling and frame rate design		
	Animation Production			
3	3.1	Execution of paper cut animation sequences.	10	10%
	3.2	Techniques for achieving smooth movements and transitions.		
	3.3	Incorporating sound effects and music to enhance storytelling.		
	3.4	Laddering and keyframe design		
	Post-production and Editing			
4	4.1	Editing techniques for stop motion sequences	12	25%
	4.2	Adding titles, credits, and effects.		
	4.3	Incorporation of motion graphics		
	4.4	Compositing of visual effects		
	Advanced Techniques and Challenges			

5	5.1	Advanced puppet rigging and articulation in paper cut animation.	03	15%
	5.2	Experimentation with lighting and shadow effects.		
	5.3	Using different frame rates		
	5.4	Mixed media design		
		Assignment		
6	5.1	Storyboard design	05	15%
	5.2	Sound design		
	5.3	Frame rate and DOP planning		
	5.4	Animation design		
Total			52	100%

References

- Shaw, S. (2008). *Stop motion: Craft skills for model animation* (2nd ed.). Focal Press.
- Priebe, K. A. (2010). *The art of stop-motion animation*. Course Technology.
- Bendazzi, G. (2016). *Animation: A world history (Vol. 1–3)*. CRC Press.
- Furniss, M. (2008). *Art in motion: Animation aesthetics (2nd ed.)*. John Libbey Publishing.

Semester - I

Course Code	Course Name	Credits
TYP2105N	Typography	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	4	-	2	2	-	4

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

1. Understand the role and significance of typography in animation.
2. Demonstrate knowledge of typography terminology, anatomy, and classifications.
3. Apply design principles to create visually appealing and effective typographic compositions.
4. Implement animation techniques to bring typography to life and enhance storytelling.
5. Utilize expressive typography to convey emotions, personality, and meaning.

Course Objectives

1. Familiarize students with the fundamental principles and terminology of typography in the context of animation.
2. Develop students' skills in typographic design, including composition, hierarchy, and typeface selection.
3. Enable students to create visually engaging and expressive typographic animations using timing, spacing, and motion techniques.
4. Teach students to effectively convey emotions, personality, and meaning through typographic animation.
5. Provide students with the knowledge and techniques to create 3D typographic elements with depth and lighting effects.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Typography and Animation			
1	1.1	Overview of typography in animation	12	10%
	1.2	Understanding the relationship between typography and motion		
	1.3	Historical context and evolution of typographic styles in animation		
	1.4	Exploration of illustrator and indesign		
	Typography Fundamentals			
2	2.1	Introduction to typography terminology and anatomy	08	20%
	2.2	Typography classifications and their relevance in animation		
	2.3	Principles of legibility and readability		
	2.4	Working with vectors		
	Typographic Design Principles			
3	3.1	Visual hierarchy and typographic composition	10	15%
	3.2	Selecting appropriate typefaces for animation		
	3.3	Color theory and its impact on typographic design		
	3.4	Using typographic elements to convey emotions and personality		
	Typography in Character Animation			
4	4.1	Typography in Character Animation	10	25%
	4.2	Typography as a form of character expression		
	4.3	Lip-syncing and syncing text with character movements		
	4.4	Creating dynamic and informative animated text		
	Kinetic typography			
5	5.1	Creating dynamic and informative animated text	5	15%
	5.2	Introduction to after effects		
	5.3	Exploring timing and spacing for animated text		

	5.4	Emphasizing meaning through typographic motion		
6	Assignment		10	15%
	6.1	Design a poster		
	6.2	Conduct sound design		
	6.3	Write a professional copy		
	6.4	Submit a motion poster		
Total			52	100%

References	
•	Lupton, E. (2010). <i>Thinking with type: A critical guide for designers, writers, editors, & students</i> (2nd ed.). Princeton Architectural Press.
•	Bringhurst, R. (2018). <i>The elements of typographic style</i> (4th ed.). Hartley & Marks Publishers.
•	Samara, T. (2017). <i>Making and breaking the grid: A graphic design layout workshop</i> (2nd ed.). Rockport Publishers.
•	Lawson, A. (1990). <i>Anatomy of a typeface</i> . Godine.

Semester-I

Course Code	Course Name	Credits
STB2106N	Storyboarding	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	4	-	2	2	-	4

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

1. Understand the role and importance of storyboarding in animation production.
2. Demonstrate proficiency in visual storytelling techniques.
3. Create clear and effective storyboards that convey narrative, mood, and action.
4. Apply industry-standard practices in storyboard layout, composition, and continuity.

Course Objectives

1. To introduce students to the animation production procedure in the industry.
2. To provide students with a better workflow to be efficient with their production.
3. To teach students to be more capable of taking up projects involving elaborate planning.
4. Collaborate effectively with animation teams using storyboard assets.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction to Storyboarding			
1	1.1	Definition and purpose of storyboarding in animation.	9	25%
	1.2	Historical context and evolution of storyboard techniques.		
	1.3	Comparison with other pre-production tools (e.g., animatics, concept art).		
	1.4	Incorporating angles, sound design plan and visual effects in the storyboard		
	Storyboard Fundamentals			
2	2.1	Elements of a storyboard: panels, shots, angles, and transitions.	9	15%
	2.2	Narrative structure and pacing in storyboard sequences.		
	2.3	Character staging and visual storytelling principles.		
	2.4	Structuring frames in panels		
	Storyboard Creation Process			
3	3.1	Script analysis and breakdown for storyboard development.	9	25%
	3.2	Thumbnail sketching and storyboard roughs.		
	3.3	Refinement techniques: adding detail, expressions, and action.		
	3.4	Adding dialogues and sound		
	Storyboard Layout and Composition			
4	4.1	Framing and shot selection for storytelling clarity.	05	10%
	4.2	Incorporating camera movements and perspective.		
	4.3	Designing transitions		
	4.4	Incorporating camera zooms and pans		
	Advanced Storyboarding Techniques			
	5.1	Storyboarding for different animation styles (e.g., 2D, 3D, stop motion).	10	15%

5	5.2	Storyboarding action sequences, dialogue scenes, and emotional beats.		
	5.3	Using digital tools and software for storyboard creation and editing.		
	5.4	Creating a DOP sheet		
6	Assignment		10	10%
	6.1	Write a script		
	6.2	Plan the visual and audio assets for the project		
	6.3	Create a DOP sheet		
	6.4	Submit a complete storyboard		
Total			52	100%

References
<ul style="list-style-type: none"> • "Storyboarding Essentials: SCAD Creative Essentials" by David Harland Rousseau
<ul style="list-style-type: none"> • "The Art of Pixar: The Complete Color Scripts and Select Art from 25 Years of Animation" by Amid Amidi
<ul style="list-style-type: none"> • Simon, M. (2006). Storyboards: Motion in art (3rd ed.). Focal Press.
<ul style="list-style-type: none"> • Glebas, F. (2009). Directing the story: Professional storytelling and storyboarding techniques for live action and animation. Focal Press.

Semester I						
Course Code		Course Name			Credits	
BMT2110N		Business Management - I			04	
Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	02	03	-	01	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
20	25	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Identify and explain the basic concepts, nature, and scope of management, and recognize its significance in organizational success.
- Analyze various management theories, including classical and modern approaches, and apply these frameworks to solve organizational challenges.
- Demonstrate the ability to carry out the management planning process, set objectives, and use forecasting and decision-making techniques to guide organizational planning.
- Evaluate different types of organizational structures and understand the principles of authority, delegation, departmentalization, and staffing processes.
- Develop and apply techniques for management control, motivation, coordination.
- Communication to improve organizational effectiveness.

Course Objectives

- Familiarize students with the key concepts, functions, and levels of management, and the evolution of management theories.
- To effectively plan, set objectives, forecast, and make informed decisions within an organization.

- Provide students with an understanding of how organizations are structured, including departmentalization, span of control, and the principles of authority and delegation.
- Enable students to conduct job analysis, manpower planning, recruitment, and training, and understand the importance of employee development and recognition.
- Teach students the processes and objectives of management control.
- The importance of coordination, communication, and motivation in directing organizational efforts.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction		9	20%
	1.1	Concept, Nature, Scope and Functions of Management		
	1.2	Functions of Management, Levels of Management, Evolution and Foundations of Management Theories – Classical		
	1.3	Systems Approach to organization, Modern Organization Theory.		
2	Management Planning Process		9	20%
	2.1	Planning objectives and characteristics		
	2.2	Hierarchies of planning, the concept and techniques of forecasting		
	2.3	Decision making – concepts & process, MBO, concept and relevance		
3	Organization		9	20%
	3.1	Meaning, Importance and Principles, Departmentalization		
	3.2	Span of Control, Types of Organization		
	3.3	Authority, Delegation of Authority		
4	Staffing		9	15%
	4.1	Meaning, Job analysis, Manpower planning		
	4.2	Recruitment, Transfers and Promotions, Appraisals		
	4.3	Management Development, Job Rotation, Training, Rewards and Recognition.		
5	Directing		9	15%
	5.1	Motivation, Co-ordination, Communication		
	5.2	Directing and Management Control, Decision Making		
6	Management Control		7	10%
	6.1	Coordination, Meaning, Nature, Features		
	6.2	Objectives and Process of Management Control		

Total	52	100%
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References
<ul style="list-style-type: none"> • <i>Stoner, Freeman and Gilbert Jr. (2010), Management, 8th Edition, Pearson Education</i>
<ul style="list-style-type: none"> • <i>Robbins, (2009), Fundamentals of Management: Essential concepts and Applications, 6th edition, Pearson Education</i>
<ul style="list-style-type: none"> • <i>Prasad, L.M. Principles & Practice of Management, 1st Edition, Tata McGraw Hills</i>
<ul style="list-style-type: none"> • <i>"Principles of Management" by Richard L. Daft, 12th Edition (2018), Cengage Learning</i>
<ul style="list-style-type: none"> • <i>"Principles of Management" by Charles W. L. Hill and Steven McShane, 1st Edition (2008), McGraw-Hill/Irwin</i>

Semester – I

Course Code	Course Name	Credits
ECO2110N	Economics - I	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	01	03	-	01	04

Theory					External			Total		
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac .		Oral	
Mid Term	Assignment	Viva	Attendance					Total		
20	15	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Knowledge of this subject is essential to understand facts, concepts of microeconomics, which deals with economics at individual level.
- Students understand the basic theories behind decision making process of households and firms and their interaction in establishing equilibrium prices.
- **Students understand the firm's decision-making process.**
- Students understand the importance of equilibrium in welfare objective
- **Students understand the impact of microeconomic decisions at macroeconomic level.**
- **Promote social justice, communal harmony, and solidarity.**

Course Objective

- **Students will be able to compare the different elasticities and their usefulness.**
- **Students will be able to calculate the elasticities.**

- **Students will be able to find the profit maximization equilibrium level.**
- Students will be able to understand the importance of kinky demand curve in stabilizing prices.
- Students will be able to understand the pricing in the factor market.
- **Students understand the importance of Pareto equilibrium.**

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hour s	Marks Weightage (%)
1	Exploring the Subject Matter of Economics	7	15%
	1.1 Definition of Economics. Why study economics?The scope and method of economics		
	1.2 scarcity and choice; questions of what, how and for whom to produce and how to distribute output.		
	1.3 Questions of what, how and for whom to Produce		
	1.4 Question of how to distribute the profit		
	1.5 Concept of stable, unstable, static and dynamic equilibrium		
	1.6 Partial and general equilibrium, positive and normative economics		
2	Supply and Demand: How Markets Work, Markets and Welfare	7	15%
	2.1 Equi marginal utility		
	2.2 Individual demand and supply schedule		
	2.3 Derivation of market demand supply		
	2.4 Consumer's surplus		
	2.5 Shifts in demand and supply curve		
	2.6 The role of prices in resource allocation		
	2.7 Elasticity of demand -price, income and cross elasticity		
2.8 Law of supply, elasticity of supply			
3	Consumer's Behavior	8	16%
	3.1 Utility-cardinal and ordinal approaches		
	3.2 Indifference curves and budget constraint		
	3.3 Consumer 's equilibrium (Hicks and Slutsky		

	3.4	Giffen goods		
	3.5	Compensated demand curve		
	3.6	Revealed preference		
	3.7	Engel curve		
4	Theory of Production		10	18%
	4.1	Technology, Isoquants, Iso costs		
	4.2	Production with one and more variables		
	4.3	Cobb-Douglass production function		
	4.4	Returns to Scale		
5	Theory of Cost		10	18%
	5.1	Short run and long run costs, cost curves in the short run and long run, total, average, and marginal product, cost minimization and expansion path, elasticity of substitution.		
	5.2	Total, average and marginal product		
	5.3	Cost minimization, envelope curve		
	5.4	Law of variable proportion		
6	Markets		10	18%
	6.1	Perfect Competition		
	6.2	Assumptions of Perfect Competition		
	6.3	Short run equilibrium of perfect competition		
	6.4	Long run equilibrium of perfect competition		
Total			52	100%

References	
<ul style="list-style-type: none"> • <i>C. Snyder and W. Nicholson, Fundamentals of Microeconomics, Cengage Learning (India), 2010.</i> 	
<ul style="list-style-type: none"> • <i>B. Douglas Bernheim and Michael D. Whinston, Microeconomics, Tata McGraw-Hill (India), 2009</i> 	
<ul style="list-style-type: none"> • <i>Ahuja H.L. (2010) Principles of Microeconomics, 18th Edition, S. Chand & Co. Ltd.</i> 	
<ul style="list-style-type: none"> • <i>Robert S. Pindyk and D.L. Ru Microeconomics</i> 	
<ul style="list-style-type: none"> • <i>A. Koutsoyiannis 'Modern Microeconomics</i> 	

Semester – I

Course Code	Course Name	Credits
HMR2110N	Human Rights – I	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Theory					External			Total		
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac .		Oral	
Mid Term	Assignment	Viva	Attendance							Total
20	15	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Promote human dignity and individual self-respect.
- Ensure gender equality and equal opportunities for all.
- Foster respect and appreciation for diversity.
- Support the rights of national, ethnic, religious, and linguistic minorities.
- Empower students for active citizenship and democratic participation.
- Promote social justice, communal harmony, and solidarity.

Course Objective

- Critically analyze different spheres of human rights.
- Effectively communicate on socio-legal aspects of human rights.
- Enhance analytical thinking on international human rights law application.
- Assess specific human rights laws with legal instruments and contemporary cases.
- Analyze contemporary challenges and trends in human rights theory and practice.
- Understand divergences in human rights across international, regional, and domestic contexts.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hour s	Marks Weightage (%)
1	Historical Development and Basic Concepts		8	15%
	1.1	Historical Development of Human Rights		
	1.2	Concepts of Justice		
	1.3	Concepts of Dignity		
	1.4	Concepts of Liberty and Equality		
	1.5	Concepts of Unity in Diversity		
	1.6	Concepts of Ethics and Morality		
2	Understanding of the Concept of Rights and Duties		8	15%
	2.1	Meaning of Human Rights		
	2.2	Significance of Human Rights Education.		
	2.3	Rights: Inherent-Inalienable-Universal-Individual and Groups		
	2.4	Nature and concept of Duties		
	2.5	Interrelationship of Rights and Duties		
	2.6	Classification of Rights and Duties: Moral, Social, Cultural, Economic, Civil and Political		
3	Human Duties and Responsibilities		8	15%
	3.1	Identification of Human Duties and Responsibilities.		
	3.2	The Relationship Between Human Rights and Human Duties.		
	3.3	Ethical Obligations of Individuals in upholding Human Rights.		
	3.4	Social Responsibilities in Promoting Equality and Justice.		
	3.5	Environmental Duties and the Role of Sustainable Practices.		
	3.6	Global and Cultural Variations in the Concept of Human Responsibilities.		
4	General Problems of Human Rights		10	19%
	4.1	Challenges in Defining and Universally Applying Human Rights.		

	4.2	Conflict Between National Sovereignty and International Human Rights Standards.		
	4.3	Cultural Relativism and its Impact on Human Rights Implementation.		
	4.4	Economic Inequality as a Barrier to Human Rights Realization.		
	4.5	Political Repression and the Violation of Civil Liberties.		
	4.6	Issues of Accountability and Enforcement in Human Rights Violations		
5	Important Convention on Human Rights-I		9	18%
	5.1	Universal Declaration of Human Rights (UDHR) (1948)		
	5.2	International Covenant on Civil and Political Rights (ICCPR) (1966)		
	5.3	International Covenant on Economic, Social and Cultural Rights (ICESCR) (1966)		
	5.4	Convention on the Elimination of All Forms of Discrimination Against Women (CEDAW) (1979)		
	5.5	Convention on the Rights of the Child (CRC) (1989)		
	5.6	Convention on the Rights of Persons with Disabilities (CRPD) (2006)		
6	Important Convention on Human Rights-II		9	18%
	6.1	International Convention on the Elimination of All Forms of Racial Discrimination (ICERD) (1965)		
	6.2	Convention Against Torture and Other Cruel, Inhuman or Degrading Treatment or Punishment (CAT) (1984)		
	6.3	Convention Relating to the Status of Refugees (1951) and its 1967 Protocol		
	6.4	Convention on the Prevention and Punishment of the Crime of Genocide (1948)		
	6.5	International Convention for the Protection of All Persons from Enforced Disappearance (2006)		
	6.6	Rome Statute of the International Criminal Court (1998)		
Total			52	100%

References

- *An introduction to the Political Theory by O.P. Gauba*
- *Human Rights by S. Subrahmanyam*

• <i>Human Rights and Constitutional Law by D.D. Basu</i>
• <i>The United Nations Structure and Functions of an International Organization by Rumki Basu</i>
• <i>Human Rights in India Historical, Social and Political Perspective by Chiranjivi J. Nirmal.</i>
• <i>Manoj Kumar Sinha, Implementation of Basic Human Rights, (Lexis Nexis)</i>

Semester I

Course Code	Course Name	Credits
ACW2110N	Academic and Creative Writing	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Internal				External		Total
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration Of End Sem Exam	
30	15	05	50	50	2 Hours	100

Course Outcome

- Demonstrate effective ways of ideation.
- Identify various writing techniques.
- Acquire academic and idiomatic vocabulary.
- Comprehend the principles of effective paragraph structure and content.
- Analyse and evaluate own and other's works.

Course Objectives

- To introduce the concepts of academic and creative writing.
- To familiarize students with the different genres and process of writing.
- To train students to write in various forms and formats.
- To encourage students to write for self-development and publication.
- To teach the various ways of ideating and writing creatively

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Fundamentals of Writing		8	15%
	1.1	Significance of Writing as a Skill		
	1.2	Categories of Writing		
	1.3	Types of writing		
2	Academic and Creative Writing		8	15%
	2.1	Features of Academic and Creative Writing		
	2.2	Differences Between Academic and Creative Writing		
	2.3	Illustrations of Between Academic and Creative Writing		
3	Creative Writing		10	20%
	3.1	Ideation		
	3.2	Writing for target audience		
	3.3	Employ the various stages of the writing process - pre-writing, writing and re-writing		
	3.3	Employ descriptive, narrative and expository modes		
4	Academic Writing		8	15%
	4.1	Planning and Making the Outline		
	4.2	Refining Paragraph Structure		
	4.3	Proofreading and editing		
5	Stylistics of Writing		10	20%
	5.1	Common Literary Devices		
	5.2	Learning about Themes		
	5.3	Vocabulary Enhancement		
6	Putting to Practice		8	15%
	6.1	Analyzing short stories of famous foreign and Indian writers: Kate Chopin & Ruskin Bond		
	6.2	Producing samples of Various Writing Types		
	6.3	Peer review		
Total			52	100%

References

- *Brohaugh, William. Write Tight: Say Exactly What You Mean with Precision and Power.*
- *Dev, Anjana Neira, ed. A Handbook of Academic Writing and Composition. Pinnacle, 2016.*
- *Eckert, Kenneth. Writing Academic Research Papers. Moldy Rutabaga, 2021.*
- *Goins, Jeff. You Are a Writer (So Start Acting Like One). Tribe Press*
- *Gupta, Renu. A Course in Academic Writing. Orient BlackSwan, 2010*
- *Pinker, Steven. The Sense of Style: The Thinking Person's Guide to Writing in the 21st Century. Penguin Books, Reprint edition, 2015*
- *Seely, John. Oxford Guide to Effective Writing and Speaking. OUP 2nd edition, 2005*
- *Turk, Christopher and John Kirkman. Effective Writing. London and New York: Chapman & Hall. Indian Reprint 2003.*

Semester I

Course Code	Course Name	Credits
FST2110N	Fashion Technology I	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	02	02	-	02	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac .		Oral
Mid Term	Continuou s Evaluation	Attendance	Total						
15	30	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Have a deeper understanding of fashion theories, fashion terminologies, and vocabulary.
- Understand the workings of the fashion industry, including its historical development, current trends, and key players.
- Gain insights into the fashion production, including design, manufacturing, and distribution.
- Analyze various fashion subcultures, recognizing their role in challenging mainstream norms and shaping aesthetic trends.

Course Objectives

- The course aims to deepen students' grasp of fashion theories, terminologies, and vocabulary, fostering their analytical skills for interpreting design and trends.
- The course also provides a comprehensive overview of the fashion industry's evolution, current trends, and key players while offering insights into the intricacies of design, manufacturing, and distribution processes.

- By exploring diverse fashion subcultures, students will recognize their role in reshaping aesthetics and challenging conventional norms, enhancing their ability to engage thoughtfully with the multifaceted realm of fashion.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Fashion Terminology & Etymology		9	20%
	1.1	Clothes, costumes, fashion, Social Identity, feel-good, unique identity, designer jeans, perfect look, branded cosmetics, branded shoes, eyewear, watches, etc.		
	1.2	Elements and principles of design in context to fashion (point, line, shape-[silhouette, motifs, repeats], colour [hue, value, intensity], texture) (balance, proportion, emphasis, rhythm, harmony)		
	1.3	Style, Types of Fashion Avante Garde, haute couture/high fashion, mass-market, bridge/prêt-a- porter/ready-to-wear fashion Classics, fads, knock off.		
2	Factors Influencing Fashion and Fashion Theories		9	15%
	2.1	Accelerating and Retarding factors influenced by social, cultural, economic, political, technological, sports, music, etc.		
	2.2	Fashion Theories- Trickle-up, Trickle-down and Mass dissemination		
3	Fashion Cycles and Fashion Consumers		8	15%
	3.1	Five stages of the fashion cycle and the various types of cycles.		
	3.2	Fashion consumers at each stage		
4	Introduction to the Fashion Industry		8	15%
	4.1	A brief global overview of the textile and apparel industry. Sectoral overview of the fashion industry in India		
	4.2	Fashion capitals of the world: Paris, Milan, New York, London, Tokyo (Uniqueness and 5 top designers/brands from each capital)		
	Fashion Details			
	5.1	Component details of necklines, collars, sleeves, cuffs, belts, pockets, drapes, yokes, gathers, frills, pleats, and tucks.		

5	5.2	Understanding and Identification of applique, patchwork, embroideries, beadwork, fringes, tassels, quilting, smocking, shearing,	9	20%
	5.3	Types of hemlines, trims, fasteners, laces, zippers, buttons, rouleau, drawstrings, vents, and rivets.		
	5.4	Jewelry, handbags, hats, headgear, footwear, watches, scarves, sunglasses, pins.		
6	Regional Styles, Culture and Fashion		9	15%
	6.1	Mediterranean, Latino, and Scandinavian styles- history, culture and society, lifestyle, textiles and clothing, accessories, home furnishings.		
	6.2	Fashion in relation to sports, movies, and music- types of styles and trends, textiles and fabrics.		
Total			52	100%

References

- *Fashion: From concept to consumer, Gini Stephens Frings (1999), Prentice-Hill Inc.*
- *The Fairchild's Dictionary of Fashion, Phyllis Tortora,*
- *Variety- Fashion for Freedom, S. A Hussain*
- *Beyond Design, Sandra J. Keiser & Myrna B. Garner, Fairchild publication.*
- *Elements of Fashion & Apparel Design, G. J Sumathi,*
- *Consumer Behavior: In Fashion, Solomon, Pearson Education India.*

Semester I

Course Code	Course Name	Credits
IND2110N	Interior Design -I	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	03	01	-	03	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
15	30	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Understand the field of Interior Design as a profession.
- Familiarization with Colors, textures and materials used in the interior spaces.
- Awareness of drawing at scale, lettering and dimensioning.
- Understanding the basics of technical drawing.
- Familiarize with Anthropometry of interior space.
- Designing of residential interior space.

Course Objectives

- To enable students to understand the design aspects and constraints of residential interiors.
- To appraise the students about the role and complexity in interior design.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction to Interior Design		12	20%
	1.1	Introduction to the profession of Interior Design. Difference between design & decoration.		
	1.2	Basics of sheet formats		
	1.3	Introduction to elements and principles of design and Interior Design as a profession.		
	1.4	Basics of Sketching		
2	Basics of colors, textures, and materials		8	12%
	2.1	To enable the students to understand the basics of Colors in form of colour wheel and colour schemes		
	2.2	Understanding of materials and textures		
3	Introduction to basics of lettering, and scales		8	12%
	3.1	Basics of lettering		
	3.2	Basics of scales		
4	Basics of Drawing and Technical Drafting		8	13%
	4.1	Understanding 2D drafting		
5	Study of Anthropometry, human proportions and required spaces		8	13%
	5.1	Anthropometric study of various residential spaces.		
	5.2	Discussion of various activities in a residence		
6	Layout of residential interior space		16	30%
	6.1	Making final layout plan with suggested design		

	6.2	Understanding Interior Design from reference images		
	6.3	Preparing a final portfolio		
Total			60	100%

References
• <i>Ernst Neufert, Neuferts Architects Data</i>
• <i>Francis D.K. Ching, Architecture: Form, Space and Order</i>
• <i>Joseph Chiara and John Callend, Time Saver Standards for Building Types</i>
• <i>Ramsey Sleeper, Architectural Graphic Standards</i>
• <i>Drew Plunkett, Drawing for Interior Design</i>

Semester I

Course Code	Course Name	Credits
FLF2111N	FRENCH - I	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory					External		Total
Internal Assessment			Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation					
15	20	10	05	50	50	75 mins	100

Course Outcome

- Read French language, with its phonetic system and its accents and greet someone in French.
- Understand simple spoken French, including greetings, introductions, and basic conversational phrases.
- Introduce themselves, ask and answer simple questions, and use common expressions.
- Write simple sentences and paragraphs about familiar topics, such as daily activities, personal information, and immediate needs.
- Compare cultural differences and similarities between French-speaking countries and the student's own culture.

Course Objectives

- To familiarize students with the French language, with its phonetic system and its accents.
- To make the students understand simple spoken French, including greetings, introductions, and basic conversational phrases.

- To engage the students in basic conversations, introduce yourself, ask and answer simple questions, and use common expressions.
- To familiarize the students to write simple sentences and paragraphs about familiar topics, such as daily activities, personal information, and immediate needs.
- To compare cultural differences and similarities between French-speaking countries and the student's own culture.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Module I		6	50%
	Leçon 1	Bienvenue !		
	Leçon 2	Le français de A à Z		
	Leçon 3	Le monde en français		
	Leçon 4	La classe et nous		
2	Module II		3	20%
	Leçon 1	Bonjour !		
	Leçon 2	Ça se passe où ?		
	Leçon 3	Ils sont francophones.		
3	Module III		4	30%
	Leçon 1	Portraits		
	Leçon 2	En classe		
	Leçon 3	Je parle français pour		
Total			13	100%

References

- Berthet, Hugot et al. *Alter Ego - Méthode de Français, A1: Hachette, 2012.*
- Bruno Girardeau et Nelly Mous. *Réussir le DELF A1. Paris : Didier, 2011.*
- Loiseau Y., Mériex R. *Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
- Loiseau Y. & Mériex R. *Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
- *Connexions 1, livre de l'élève – Loiseau Y. & Mériex R., éd. Didier,*

<i>Paris,2017.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
<ul style="list-style-type: none"> • <i>Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.</i>
<ul style="list-style-type: none"> • <i>Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.</i>

Semester I

Course Code	Course Name	Credits
FLG2111N	German - I	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory						External	Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Test	Viva	Continuous Evaluation	Attendance	Total Internal			
15	20	10	05	50	50	75 mins	100

Course Outcomes

- Greet each other.
- Frame and understand simple sentences in present tense.
- Ask and answer basic questions pertaining to one's and other's name, residence, or similar topics from one's direct surroundings.
- Correctly pronounce and read known names, words, and simple sentences.

Course Objective

- To introduce oneself and others.
- To greet and have a basic conversation in German.
- To frame and understand simple sentences in present tense.
- To ask and answer basic questions pertaining to one's and other's name, residence, or similar topics from one's direct surroundings.

- To pronounce and read known names, words, and simple sentences.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Kapitel 1		5	34%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Verben für Vorstellung - heißen, kommen, wohnen (Vorstellung) + Personalpronomen Sie, ich, er, sie - Verben für Vorstellung+ sprechen und sein + Personalpronomen du, ihr, wir, es, sie (pl.) - W-Fragen u. Aussagen 		
	Thematischer Aspekt	<ul style="list-style-type: none"> - grüßen und verabschieden - sich und andere vorstellen - über sich und andere sprechen - Zahlen bis 20, Telefonnummer und E-Mail-Adresse nennen - Buchstabieren über Länder und Sprachen sprechen 		
2	Kapitel 2		4	33%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Verbstamm mit ‚d‘ oder ‚t‘, z.B. arbeiten, unterrichten, schneiden - Unregelmäßige Verben, z.B. fahren, lesen, sein, haben - Ja-Nein Frage - Bestimmter Artikel 		
	Thematischer Aspekt	<ul style="list-style-type: none"> - Wochentage benennen - über Arbeit, Berufe und Arbeitszeiten sprechen - Zahlen ab 20 nennen - über Jahreszeiten sprechen ein Profil im Internet erstellen 		

3	Kapitel 3		4	33%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Unregelmäßige Verben, z.B. fahren, geben, sprechen, sehen, nehmen - Unbestimmter Artikel: Ein, eine, ein und Bestimmter Artikel 		
	Thematischer Aspekt	<ul style="list-style-type: none"> - Texte einer Bildergeschichte zuordnen - Verkehrsmittel benennen - Artikel lernen 		
Total			13	100%

References
<ul style="list-style-type: none"> • <i>Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.</i>
<ul style="list-style-type: none"> • <i>Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.</i>
<ul style="list-style-type: none"> • <i>Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.</i>
<ul style="list-style-type: none"> • <i>Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.</i>
<ul style="list-style-type: none"> • <i>Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.</i>
<ul style="list-style-type: none"> • <i>Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.</i>

Semester I

Course Code	Course Name	Credits
FLS2111N	SPANISH - I	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory						External	Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Test	Viva	Continuous Evaluation	Attendance	Total Internal			
15	20	10	05	50	50	75 mins	100

Course Outcomes

- Present himself/herself to people.
- Initiate conversation and formal talk with fellow native speakers.
- Talk about his/her tastes, preferences, and choices.
- Pronounce Spanish words and dictions in the correct form.
- Read Spanish texts, stories, newspapers, and magazines and comprehend them.

Course Objective

- To enable the student present and describe oneself and people.
- To enable to enter in contact and begin a conversation.
- To enable to talk about one's family, tastes, and preferences.
- To familiarize students with the Spanish language, with its phonetic system and its accents.
- To enable the student to read and understand texts in Spanish adapted for the level.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Quiero aprender español.		4	30%
	1.1	Los saludos y las despedidas		
	1.2	Los alfabetos		
	1.3	Las reglas de pronunciaciones		
	1.4	Los números en español (0-100)		
2	Gramática y nosotros		4	30%
	2.1	Los artículos		
	2.2	Los sustantivos, adjetivos y los géneros		
	2.3	Las profesiones y las nacionalidades		
	2.4	Vocabulario de la familia.		
3	Quiero aprender los verbos		5	40%
	3.1	El sujeto en español.		
	3.2	Los verbos en español (el verbo en SER)		
	3.3	Los verbos regulares (AR, ER, IR)		
Total			13	100%

References

<ul style="list-style-type: none"> • <i>Garcia, Jaime. Garmendia Corpas. AULA INTERNACIONAL PLUS. 2020.</i>
<ul style="list-style-type: none"> • <i>Hidalgo, Andrea Fabiana. PREPARACION DELE. 2020.</i>
<ul style="list-style-type: none"> • <i>Hollis, Maria Rosario. Essential Spanish Verbs. Teach Yourself, 2010.</i>
<ul style="list-style-type: none"> • <i>Moya, Felipe, and Leslie Pérez. Spanish Short Stories For Beginners. 2019.</i>
<ul style="list-style-type: none"> • <i>Nissenberg, Gilda. Practice Makes Perfect: Complete Spanish Grammar, Premium Fourth Edition. McGraw-Hill Education, 2020.</i>
<ul style="list-style-type: none"> • <i>Prisma, Equipo Nuevo, and Evelyn Aixalà I. Pozas. Nuevo prisma A2. 2014.</i>
<ul style="list-style-type: none"> • <i>Richards, Olly. Short Stories in Spanish for Beginners. Teach Yourself, 2018.</i>
<ul style="list-style-type: none"> • <i>Simpson, Brandon. Spanish Verb Tenses. 2008.</i>
<ul style="list-style-type: none"> • <i>Soriano, Jaime. Garmendia Corpas. AULA INTERNACIONAL PLUS. 2020.</i>
<ul style="list-style-type: none"> • <i>Verblis, and Marta Torres Sánchez. Spanish Short Stories for Beginners. 2018.</i>

Semester I

Course Code	Course Name	Credits
CSE2112N	Effective Listening	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory				Term Work / Practical/Oral		Total
Internal Assessment			End Sem Exam	Duration Of End Sem Exam		
Mid Term Exam	Continuous Evaluation	Attendance				
15	30	05	50	50	2 Hours	100

Course Outcome

- Recognize the importance of basics of communication and barriers in professional arena.
- Participate and develop listening skills through Group discussion and extempore.
- Become proficient speakers and active listeners.

Course Objectives

- To familiarize students with the fundamentals, type and barriers to communication.
- To provide guidelines and improve the student's communication skills.
- To enable students to learn the principles of listening.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Fundamentals of Communication		8	40%
	1.1	Communication: Definition, Meaning, Process, Cycle, Purpose of communication:		
	1.2	7 C's of communication		
	1.3	Barriers to effective communication		
	1.4	Types of Communication: Depending on Method (Verbal & Non-verbal), Business (Internal & External), Individuals Involved (Intrapersonal & Interpersonal), Rules (Formal & Informal).		
2	Communication Skills		6	40%
	2.1	The process of listening, importance		
	2.2	Types of listening		
	2.3	Effective Listening: Principles and Barriers		
3	Enhancing Listening Skills		3	20%
	3.1	Guidelines to increase listening.		
	3.2	Activities to enhance listening.		
Total			17	100%

References	
• <i>Ramon & Prakash, Business Communication, Oxford.</i>	
• <i>Sydney Greenbaum Oxford English Grammar, Oxford.</i>	
• <i>Successful Communications, MalraTreece (Allyn and Bacon)</i>	
• <i>Effective Technical Communication, M. Ashraf Rizvi.</i>	
• <i>Anjanees Sethi & Bhavana Adhikari, Business Communication, Tata McGraw Hill</i>	

Semester I

Course Code	Course Name	Credits
BEH2113N	Behavioural Science - I	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory							Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Activity	Assignment	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- Understanding oneself aids in making informed, value-aligned decisions.
- Self-awareness leads to clearer and more empathetic communication.
- Knowing personal strengths and weaknesses helps set realistic goals.
- Authenticity from self-awareness fosters deeper connections with others.
- Self-understanding enhances resilience and adaptability to change.
- Identifying development areas encourages ongoing self-improvement.

Course Objective

- To introduce the student to the variety of principles influencing human behavior.
- To take students, step by step, through an interactive understanding of each of these principles.
- To Gain a clear understanding of your abilities and limitations. Understand what motivates you and drives your decisions.
- To identifying development areas encourages ongoing self-improvement.
- To Make choices that align with your values and goals.
- To Understand how your style affects interactions with others.

Detailed Syllabus

	Course Module / Contents		Hours	Marks Weightage (%)
1	Core Competency & Techniques of self-awareness		2	20%
	1.1	Understanding of Self, Components of Self – Self-identity		
	1.2	Self-concept, Self-confidence, Self-image, self-awareness, self-acceptance, and self-realization		
	1.3	Self-concept, Self-confidence, Self-image, self-awareness, self-acceptance, and self-realization		
	1.4	Mapping the key characteristics of self and framing a character for self		
2	Self Esteem & Effectiveness		2	20%
	2.1	Meaning and Importance of self-esteem and self-effectiveness		
	2.2	Process of Attitude formation, Factors that influence Attitude formation.		
	2.3	Components and Types of attitudes		

	2.4	Components and Types of attitudes		
3	Building Positive Attitude		2	20%
	3.1	Meaning and nature of attitude		
	3.2	Common myths related to mental health		
	3.3	Strategies to improve mental health: Robert Plutchik's Feeling wheel.		
4	Building Emotional Competence		2	20%
	4.1	Emotional Intelligence – Meaning, components, Importance and Relevance		
	4.2	Techniques of improving emotional intelligence		
	4.3	Types of emotions, Healthy and Unhealthy expression of emotions		
	4.4	Theories & Models of emotions		
Total			10	100%

References	
•	<i>Bradberry, T., & Greaves, J. (2009). Self-Awareness (The Enneagram of Emotional Intelligence). TalentSmart.</i>
•	<i>Tanner, J. L., Arnett, J. J., & Leis, J. (2009). Self-awareness and identity in emerging adulthood: Timing mechanisms and contexts. Emerging Adulthood, 37(2), 55-74.</i>
•	<i>McKay, M., & Fanning, P. (2016). Self-Esteem: A Proven Program of Cognitive Techniques for Assessing, Improving, and Maintaining Your Self-Esteem. New Harbinger Publications.</i>
•	<i>Maio, G. R., & Haddock, G. (2015). Attitudes and Attitude Change. Sage.</i>
•	<i>Zuboff, S. (2019). The Age of Surveillance Capitalism: The Fight for a Human Future at the New Frontier of Power. PublicAffairs.</i>
•	<i>Pankhurst, D. A., & White, K. A. H. (2020). The impact of social media on self-esteem: The mediating role of body image and perceived social support. Computers in Human Behavior, 112, 106441.</i>

Semester I

Course Code	Course Name	Credits
ENV2116N	Environmental Studies	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	01	03	-	01	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical		Oral
Test	Continuou s Evaluation	Attendance	Total						
15	10	05	30	70	3 Hours	-	-	-	100

Course Outcomes

- The course educates students in various waste management techniques and effective pollution control strategies.
- The course covers sustainable use of natural resources and biodiversity conservation. Students will learn how to balance resource utilization.
- This course equipped students with the ability to apply their knowledge, skills, values to mitigate environmental challenges and foster sustainable development.
- Students will learn about international efforts taken to safeguard the Earth's environment and resources.
- This course enables students to sensitize themselves to adverse health impacts of pollution and develop an understanding of the broad aspects of environmental management systems.
- Students will learn about Environmental legal framework to protect and conserve environment.

Course Objectives

- To identify and address environmental issues at local, regional, and global level.
- To impart basic knowledge about the environment and its allied problems.
- To develop an attitude of concern for the environment.
- To motivate learners to participate in environment protection and environment improvement.
- To acquire skills to help the concerned individuals in solving environmental problems.
- Strive to attain harmony with Nature.

Detailed Syllabus

Module	Course Module / Contents	Hours	Marks Weightage
1	Multidisciplinary nature of environmental studies	6	10%
	Definition, scope, and importance, need for public awareness.		
	Origin of agriculture, Industrial revolution, and its impact on the environment, water conflicts.		
	Sustainable Development Goals (SDGs)- Targets, challenges, and strategies.		
	Natural Resources: Types, Use and Exploitation.		
2	Ecosystem and Conservation of Biodiversity	10	20%
	Ecosystem: Definition, Structure, and function		
	Ecosystem types, significance, and ecosystem services		
	Biodiversity: Definition, types, and values of Biodiversity		
	Biogeographical zones and Hot spots in India and convention on Biological Diversity (CBD)		
	Conservation of Biodiversity, Biodiversity Laws, and Regulations		
3	Environmental Pollution and Control	8	15%
	Definition, types, sources, effects, and control of pollution:		
	Air & Noise Pollution		
	Water Pollution		
	Soil Pollution & Solid waste		
4	Environment Quality Standards and Management	6	10%
	An introduction of Environment Management System (EMS)		
	circular economy, eco Labelling, eco mark scheme.		

	Brief introduction of Environmental Impact Assessment: Concept and application		
5	IPR & Biosafety	10	20%
	Introduction and Concept of IPR, Advantages and disadvantages of IPR		
	Introduction and concepts of biosafety, its levels in terms of environment and Human protection.		
6	Environmental Treaties and Legislation	12	25%
	Introduction to Environmental laws and Regulation. National Green Tribunal: Landmark Supreme court Judgements.		
	Salient Features of following Acts:		
	The Environment Protection Act-1986, an Umbrella Act		
	The Water (P & CP) Act-1974.		
	The Air (P & CP) Act-1981, Noise pollution (regulation & control) Rules		
	E-waste, Biomedical waste and Plastic waste management and handling rules.		
Factories Act			
Total		52	100%

References

<ul style="list-style-type: none"> • Chauhan, B. S. (2024). <i>Environmental studies</i>. University Science Press. • <i>Textbook Of Environmental Studies Dava Katewa Cengage Learning Ptd Ltd.</i> • <i>Perspectives In Environmental studies Kaushik, Anubha Kaushik C.P New age International Pvt Ltd</i> • <i>Environmental Sciences: A students Companion Gregory & Others Sage Publication.</i> • <i>Environmental Pollution Control Engineering Rao, C.S New Age International Pvt Ltd.</i> • <i>Textbook Of Environmental Studies for Undergraduate Courses Bharucha Erach Universities Press.</i> • <i>Environment Law & Policy in India- Shyam Divan.</i>

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-II

Semester I

Course Code	Course Name	Credits
TAD2201N	2D Animation Design	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
1	2	-	1	1	-	2

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the principles and history of 2D animation.
- Utilize Adobe Animate CC effectively for character animation and scene creation.
- Apply animation techniques such as squash and stretch, anticipation, and timing.
- Create polished animations with sound integration and special effects.
- Develop storytelling skills through narrative-driven animation projects.

Course Objectives

- To study the basic concepts of 2D Animation.
- To familiarize the students with frame-by-frame animation techniques.

Detailed Syllabus

Module/Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to 2D Animation	03	10%

1	1.1	Definition and evolution of 2D animation techniques.		
	1.2	Overview of Adobe Animate CC interface and tools.		
	1.3	Comparison with traditional animation methods.		
2	Character Animation Basics		08	20%
	2.1	Principles of character design and development.		
	2.2	Rigging and animation controls in Adobe Animate CC.		
	2.3	Creating believable movements and expressions.		
3	Scene Composition and Layout		08	20%
	3.1	Background design and layout techniques.		
	3.2	Layer management and depth in 2D scenes.		
	3.3	Planning scenes for storytelling and visual continuity.		
4	Advanced Animation Techniques		07	15%
	4.1	Lip sync and dialogue animation.		
	4.2	Implementing secondary animation and overlapping actions.		
	4.3	Exploring advanced timing and easing functions.		
Total			26	100%

References	
•	Williams, R. (2001). <i>The animator's survival kit</i> . Faber and Faber.
•	Bancroft, T. (2006). <i>Creating characters with personality: For film, TV, animation, video games, and graphic novels</i> . Watson-Guptill.
•	Deke, J. (2013). <i>Adobe animate CC classroom in a book</i> (2014 release). Adobe Press.
•	Thomas, F., & Johnston, O. (1981). <i>The Illusion of Life: Disney Animation</i> . Disney Editions.

Semester-II

Course Code	Course Name	Credits
VAD2202N	Vector Art Design	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	02	-	02	01	-	03

		Theory				Term Work / Practical/Oral			Total
Internal Assessment		Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation							Attendance	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the principles and benefits of vector art in animation.
- Create vector-based characters, backgrounds, and assets using Adobe Illustrator.
- Apply color theory, composition, and typography in vector art design.
- Utilize Illustrator tools effectively for animation preparation and production.
- Produce vector-based animations suitable for various digital platforms and media.

Course Objectives

- To acquaint the students with Adobe Illustrator
- To make students understand the circumstantial use case of vector and pixel art.

Detailed Syllabus

Module/Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Vector Art			
1	1.1	Overview of Adobe Illustrator interface and tools.	9	25%
	1.2	Comparison with raster-based art and applications in animation.		

	Vector Art Fundamentals			
2	2.1	Shapes, paths, and anchor points in vector graphics.	07	25%
	2.2	Color modes and palette creation in Illustrator.		
	2.3	Techniques for creating scalable artwork and maintaining quality.		
3	Character Design and Animation		07	20%
	3.1	Principles of character design for vector-based animation.		
	3.2	Rigging and articulation of vector characters.		
	3.3	Creating expressive movements and poses.		
4	Scene Design and Composition		05	10%
	4.1	Background and environment design in vector art.		
	4.2	Perspective, depth, and layer management.		
5	Advanced Vector Art Techniques		13	10%
	5.1	Effects and filters in Illustrator for animation enhancement.		
	5.2	Using gradients, patterns, and textures in vector art.		
Total			39	100%

References	
•	Glitschka, V. (2010). <i>Vector basic training: A systematic creative process for building precision vector artwork</i> . New Riders.
•	Adobe Creative Team. (2013). <i>Adobe Illustrator CC Classroom in a Book</i> . Adobe Press.
•	Brown, S. (2021). <i>Illustrator CS6: Visual QuickStart Guide</i> . Peachpit Press.
•	Deke, J. (2018). <i>Adobe Illustrator CC for Beginners: Learn Adobe Illustrator CC in One Week</i> . Deke Press.

Semester - II

Course Code	Course Name	Credits
ITM2203N	Introduction to 3D Modelling	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	02	-	02	01	-	03

		Theory				Term Work / Practical/Oral			Total
Internal Assessment		Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation							Attendance	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Students will gain a solid understanding of the principles, techniques, and tools used in 3D graphics.
- They will be able to identify and explain the fundamental concepts of 3D modelling, animation, lighting, rendering, and design principles.
- Students will apply their knowledge to create 3D models, animations, and visualizations using industry-standard software.
- These course outcomes reflect the goals of providing students with a strong foundation in 3D graphics principles and enabling them to apply their skills in practical projects and real-world applications.

Course Objectives

- Develop a Strong Foundation in 3D Graphics.
- Familiarize students with the fundamental concepts, terminology, and principles of 3D graphics.
- Enable students to understand and apply key techniques in 3D modeling.
- Promote critical thinking and analysis in evaluating and refining 3D designs to achieve desired outcomes.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1		Fundamentals of 3D Modelling.	5	10%
	1.1	Introduction to 3D Modelling.		
	1.2	Overview of 3D modeling and its applications in various industries.		
	1.3	Familiarization with a popular 3D modelling software (e.g., Blender)		
2		Advanced 3D Modeling Techniques	12	10%
	2.1	Understanding the concept of edge flow for optimal topology		
	2.2	Techniques for modeling non-organic objects such as vehicles, architecture, and props		
3		Hard-Surface Modeling	4	15%
	3.1	Understanding the principles and techniques of modeling inanimate objects		
	3.2	Exploring the use of reference images and blueprints for accurate hard-surface modeling		
4		Advanced Modeling Techniques	8	15%
	4.1	Techniques for optimizing and refining 3D models		
	4.2	Exploring retopology methods to create clean topology and reduce polygon count		
5	5.1	Project: 3D Model Creation. Applying the learned techniques and skills to create a model Focusing on organic modeling, depending on student preference and interests	10	50%
Total			39	100%

References

- Hess, R. (2010). *Blender foundations: The essential guide to learning Blender 2.9*. Focal Press.
- Stelmach, J., & Tracz, D. (2022). *Mastering Autodesk 3ds Max 2022*. Sybex.
- Murdock, G., & Jay, K. (2018). *Introduction to 3D Modeling: A Comprehensive Guide for Beginners*. Routledge.
- Zook, A. (2021). *3D Modeling for Beginners: Learn Everything You Need to Know About 3D Modeling and Animation*. Independently published.

Semester-II

Course Code	Course Name	Credits
DPH2204N	Digital Photography	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory						Term Work / Practical/Oral			Total
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance						Total Internal	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Students will learn What is Photography
- Student will learn what is basic principles of light.
- Students will learn about Camera, how to use it.
- Students will learn about Camera lenses & Types of lenses.

Course Objectives

- This course will help students take great photograph through good composition.
- This course will help students study lighting & color
- Students will learn how to display pictures.
- Students will understand the mechanics of imaging.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Photography		
1	1.1 Inside the digital camera	10	15%
	1.2 Inside the digital camera		
	1.3 Principles of Photography		

	1.4	General Principles of Photography		
2	Types of cameras		10	15%
	2.1	Cameras, medium format cameras, large format camera and digital cameras		
	2.2	Comparative study of digital and analogue (SLR) camera. Advantages and applications of digital photography		
	2.3	Normal, wide, tele, zoom, PC and TS lens		
	2.4	Working of a lens and angle of view of a lens		
3	Camera Controls		10	15%
	3.1	Shutter speed aperture exposure control, auto winder or motorized camera, depth of field, selective focus		
	3.2	Exposure Meter: Incident meter and reflected meter. Metering System: Center weighted Spot and Matrix metering. Filters: UV Filter, Polarizing filter, special effect filters and tripod		
	3.3	Composition: Creative Composition, rule of thirds and Golden section. Managing Your Digital Assets: Managing digital cameras, Cleanliness, Precautions, Managing Images printouts		
	3.4	Camera mounts, accessories. Camera care Difference between multicamera and single camera setup		
4	Camera Movements		5	10%
	Working with panning, trucking and craning movements.			
	4.2	Tutorial for movement transitions		
	4.3	Working with equipment like gimbles, sliders and tripods.		
	4.4	Stabilisation techniques		
5	Advanced camera techniques		10	15%
	5.1	Working with reflections and different reflective surfaces.		
	5.2	Working with boque techniques		
	5.3	Focal length and zoom techniques: Hyperzoom		
	5.5	Micro-photography		
	Assignment			

6	6.1	Create a photo-story.	7	15%
	6.2	Provide an essay regarding your topic, highlighting the purpose, intent and story of the project.		
	6.3	Frame and capture photographs in a manner that depicts your story.		
	6.4	Submit a well designed photo story.		
Total			52	100%

References
<ul style="list-style-type: none"> • Kelby, S. (2021). <i>Photoshop for digital photographers</i>. New Riders.
<ul style="list-style-type: none"> • Freeman, M. (2019). <i>The Photographer's Eye: Composition and Design for Better Digital Photos</i>. Focal Press.
<ul style="list-style-type: none"> • Langford, M., Fox, A., & Edwards, R. (2019). <i>Langford's Basic Photography: The Guide for Serious Photographers</i>. Routledge.
<ul style="list-style-type: none"> • Ansel, A. (2018). <i>The Negative (The Ansel Adams Photography Series 2)</i>. Little, Brown and Company

Semester-II

Course Code	Course Name	Credits
WED2205N	Web Design	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory					Term Work / Practical/Oral			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the fundamentals of Web Design.
- Concept Development
- Evaluation of heuristic principles and application.
- Ability to formulate and articulate websites through HTML/Dreamweaver and other relevant software.

Course Objectives

- This will help students to understand the importance of the web as a medium of communication.
- Understanding the principles of an effective web page, including an in-depth consideration of information architecture.
- Overall understanding and improving the interaction of user with the website.
- Also understanding graphic design principles that can be related to web design and learn how to implement them into practice.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
		Introduction to Web Design and Development		
1		Discussion on different website.	10	25%
	1.1	Types of websites: - categorization Responsive websites		
	1.2	Static website		
	1.3	Dynamic website		
	1.4	CSS coding		
		Introduction to HTML		
2	2.1	HTML Basics, HTML Elements (tags), HTML Documents,	10	25%
	2.2	Creating an HTML document,		
	2.3	Creating visual elements and shapes		
	2.4	Adding images and hyperlinks		
		Mark up Tags		
3	3.1	Heading-Paragraphs, Line Breaks.	10	10%
	3.2	Introduction to Cascading Style sheets (CSS) <ul style="list-style-type: none"> • CSS types (inline, internal, external), • CSS Website layout and Print Layout 		
	3.3	Box model: Margins, padding, borders, and backgrounds		
	3.4	Layout techniques: Float, flexbox, and grid		
		Responsive website.		
4	4.1	Carousel, card, responsive image, Accordion,	5	10%
	4.2	Jumbotron, Navigation, Nav bar,		
	4.3	Incorporating 3D design in the website		
	4.4	Responsive buttons with hyperlinks		
		Introduction to JavaScript		

5	5.1	Introduction to JavaScript: Syntax and variables	5	10%
	5.2	DOM manipulation: Selecting and modifying HTML elements		
	5.3	Basic programming concepts: Loops, conditionals, and functions		
	5.4	Event handling: Adding interactivity to web pages		
6		Final Project	12	20%
	6.1	Planning a website: Site maps, wireframes, and design mockups		
	6.2	Implementation: Bringing together HTML, CSS, and JavaScript		
	6.3	Peer review and feedback sessions		
	6.4	Final project submission		
Total			52	100%

References	
•	Frain, B. (2012). <i>Responsive web design with HTML5 and CSS3</i> . PACKT.
•	Krug, S. (2014). <i>Don't make me think, revisited: A common sense approach to web usability</i> (3rd ed.). New Riders.
•	Robbins, J. N. (2018). <i>Learning web design: A beginner's guide to HTML, CSS, JavaScript, and web graphics</i> (5th ed.). O'Reilly Media.
•	Beaird, J., & George, J. (2014). <i>The principles of beautiful web design</i> (3rd ed.). SitePoint.
•	Duckett, J. (2011). <i>HTML & CSS: Design and build websites</i> . Wiley.

Semester-II

Course Code	Course Name	Credits
MPA2206N	Matte Painting	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory						Term Work / Practical/Oral			Total
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance						Total Internal	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Basic knowledge of digital art software (e.g., Adobe Photoshop)
- Familiarity with digital painting techniques
- Understanding of composition and perspective
- Overview of matte painting and its applications
- Introduction to digital tools and software used in matte painting

Course Objectives

- Understand the fundamentals of matte painting, including composition, perspective, lighting, and color theory.
- Learn the techniques and tools used in digital matte painting, such as digital painting software and photo manipulation.
- Enhance your creativity and imagination by designing and executing compelling and visually stunning matte paintings.
- Explore different styles and genres of matte painting, including fantasy, sci-fi, historical, and modern settings.

Detailed Syllabus				
Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction of Matte Painting		08	25%
		Evolution of MATTE PAINTING Basic knowledge of digital art software (e.g., Adobe Photoshop) Familiarity with digital painting techniques •		
	1.1	Understanding of composition and perspective Creating depth and focal points in a composition		
	1.2	Understanding composition principles and their application in matte painting		
	1.3	Perspective techniques for creating realistic environments		
	1.4	Incorporating photo elements into a matte painting		
2	Fundamentals of Composition and Perspective		08	20%
	2.1	Gathering reference materials for matte painting projects.		
	2.2	Developing a concept and planning the composition		
	2.3	Analysing lighting and colour schemes.		
	2.4	Blending and merging images seamlessly		
3	Matte Painting Techniques		07	15%
	3.1	Introduction to basic digital painting techniques		
	3.2	Working with layers and masks in Photoshop.		
	3.3	Creating realistic textures and surfaces.		
	3.4	Techniques for painting realistic landscapes and architecture.		
4	Working with environment		12	15%
	4.1	Techniques for creating realistic lighting effects.		
	4.2	Creating stylized matte paintings.		
	4.3	Digital matte painting for different genres (sci-fi, fantasy, etc.)		

	4.4	Working with shading and colours.		
5	Advance and important in subject		07	25%
	5.1	Matte painting techniques for animation and gaming industries.		
	5.2	Techniques for creating realistic lighting effects		
	5.3	Creating matte paintings with advanced visual effects.		
	5.4	Advanced texturing and photo manipulation techniques		
6	Final Project		10	25%
	6.1	Portfolio development		
	6.2	Presentation		
Total			52	100%

References	
•	"Digital Matte Painting: Techniques, Tutorials, and Walk-Throughs" by David B. Mattingly
•	D'artiste Matte Painting 2: Digital Artists Master Class" edited by Alp Altiner
•	"The Techniques of Scott Robertson: How to Render Matte Surfaces" by Scott Robertson
•	Schaub, P. (2011). Digital matte painting essentials: Creating stunning environments for film and games. Focal Press.
•	Mattingly, D. B. (2011). The digital matte painting handbook. Wiley.

Semester II

Course Code	Course Name	Credits
ABM2210N	Advances in Business Management	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	01	03	-	01	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
20	25	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Identify and analyze the key qualities, characteristics, and challenges of entrepreneurs, including women entrepreneurs, and evaluate the process of venture idea generation and screening.
- Develop skills to prepare pre-feasibility and project reports, compare product ideas, and identify appropriate sources of finance for entrepreneurial ventures.
- Assess various financing options, including venture capital, and understand what investors look for in investment proposals, as well as outline effective venture capital proposals.
- Evaluate vendor development processes, vendor selection criteria, pricing methods, and understand the direct and hidden costs associated with material management.
- Apply the steps and procedures necessary for setting up small-scale enterprises, and address challenges in project management, including e-commerce and cluster development.
- Gain insights into the reasons for entrepreneurial failure, understand the organizational forms under the MSMED Act, and evaluate the implications of the SMERA rating on small enterprises.

Course Objectives

- Provide students with a deep understanding of the qualities, characteristics, and challenges faced by entrepreneurs, with a focus on venture idea generation and preliminary screening.
- Equip students with the ability to conduct project appraisals, including preparing pre-feasibility reports, comparing product ideas, and identifying suitable financing options.
- Teach students to analyze financial options for entrepreneurial ventures, including venture capital, and understand the key components of a successful investment proposal.
- Educate students on the essentials of market and materials management, focusing on vendor development, selection processes, pricing strategies, and cost management.
- Provide students with practical knowledge of the steps and procedures involved in setting up and managing small-scale enterprises, including the use of e-commerce and addressing project management challenges.
- Introduce students to the MSMED Act, reasons for entrepreneurial failure, and the organizational forms available to small enterprises, including the role of SMERA in enterprise rating.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction to Entrepreneurship		9	20%
	1.1	Qualities, Characteristics of an entrepreneur, Venture idea generation, Ideas and the entrepreneurship, Women entrepreneurs, Preliminary Screening, Drawbacks or Problems of entrepreneurship		
2	Project Appraisal		9	15%
	2.1	Pre-feasibility Report, Project Report, Comparative Rating of Product ideas, Sources of Finance		
	2.2	Stages of Project Feasibility Analysis-Market, Technical,		
3	Financial Analysis		9	20%
	3.1	Financing the project, Sources of finance, Venture Capital Sources, What Investor looks in the Investment Proposal		
	3.2	Outline for a Venture Capital Proposal, Sources of finance from different banks		
	Market and Materials Management Analysis			

4	4.1	Vendor development, vendor selection decision factors, methods of price determination, direct and hidden cost in material management	9	15%
5	Project Management		9	15%
	5.1	Steps and procedure for setting up small scale		
	5.2	E-Commerce, E-Business, E-Auction, Project management problems. SEZ, Cluster Development.		
6	MSMED Act 2006		7	15%
	6.1 Reasons of failure, Overview of setting up an enterprise with organizational forms – MSMED Act and SMERA Overview.			
Total			52	100%

References

<ul style="list-style-type: none"> • <i>"Innovation and Entrepreneurship" by Peter F. Drucker, Reprint Edition (2015), Harper Business.</i>
<ul style="list-style-type: none"> • <i>Developing Entrepreneurship, Udai Pareek Sanjeev & Rao T.V, Printers, Ahmedabad.</i>
<ul style="list-style-type: none"> • <i>A Issues and Problems: Small: 1, Sharma, S.V.S., Industry Extension Training Institute, Hyderabad</i>
<ul style="list-style-type: none"> • <i>A Practical Guide to Industrial Entrepreneurs; Srivastava, S.B., Sultan Chand & Sons</i>
<ul style="list-style-type: none"> • <i>Entrepreneurship Development; Bhansali, Himalaya Publishing, Bombay.</i>
<ul style="list-style-type: none"> • <i>"Entrepreneurship Development and Management" by Vasant Desai, 6th Edition (2019), Himalaya Publishing House.</i>

Semester II

Course Code	Course Name	Credits
ECO2210N	Economics II	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	01	03	-	01	04

Theory										Total
Internal Assessment					External					
Test	Assignment	Viva	Attendance	Total	End Sem Exam	Duration of End Sem Exam				
20	15	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Knowledge of this subject is essential to understand facts and concepts of macroeconomics.
- Students understand the basic theories behind decision making process of the Govt.
- Students understand the short run and the long run theories of Macroeconomics
- Students understand the importance of moderating the inflation
- Students understand the impact of microeconomic decisions at macroeconomic level.

Course Objectives

- Students will be able to describe objective macroeconomics.
- Students will be able to understand classical and Keynesian models.
- Students will be able compare the different GDP Growths, inflation levels and per capita income of different countries.
- Students will be able to understand the different types of inflation.
- Students will be able to understand the Philips curve.

Detailed Syllabus

Module / Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Introduction to Macroeconomics		7	15%
	1.1	The roots of Macroeconomics		
	1.2	Macroeconomic concerns		
	1.3	Objectives of Macroeconomics		
	1.4	The role of government in the macro economy		
	1.5	Components of Macroeconomy		
	1.6	Methodology of Macroeconomics		
2	Introduction to National Income Accounting		7	15%
	2.1	Concepts of GDP and national income.		
	2.2	Approaches to calculating GDP, GDP and personal income		

	2.3	Nominal and real GDP,		
	2.4	Limitations of the GDP concept.		
3	Schools of Macroeconomic Thoughts		8	16%
	3.1	Classical Model		
	3.2	Neo Classical Model		
	3.3	Keynesian Models		
	3.4	Say's Law of Market		
4	Keynesian Model		10	18%
	4.1	Keynes theory of income and employment; Consumption function; theory of investment-marginal efficiency of capital; saving and Investment		
	4.2	Consumption Function		
	4.3	Theory of Investment		
	4.4	Marginal Efficiency of Capital		
	4.5	Saving and Investment		
	4.6	The Investment Multiplier and its application to LDC's		
5	Money in the Modern Economy		10	18%
	5.1	Theories of Demand for Money: Quantity Theory of Money and Keynes approach		
	5.2	Keynes's approach to QTM		
	5.3	Characteristics of a monetary economy		
	5.4	The supply of money and overall liquidity position; credit Creation		
6	Inflation		10	18%
	6.1	Inflation: types, causes, consequences		
	6.2	Impact of Inflation on Indian Economy		
	6.3	Remedial Measures		
	6.4	Philips Curve		
Total			52	100%

References

- *Dornbusch, Fischer and Startz, Macroeconomics, McGraw Hill, 11th edition, 2010*

- | |
|---|
| <ul style="list-style-type: none">• <i>N. Gregory Mankiw. Macroeconomics, Worth Publishers, 7th edition, 2010.</i> |
| <ul style="list-style-type: none">• <i>Errol D'Souza, Macroeconomics, Pearson Education, 2009.</i> |
| <ul style="list-style-type: none">• <i>Olivier Blanchard, Macroeconomics, Pearson Education, Inc., 5th edition, 2009.</i> |
| <ul style="list-style-type: none">• <i>Richard T. Froyen, Macroeconomics, Pearson Education Asia, 2nd edition, 2005.</i> |

Semester – II

Course Code	Course Name	Credits
HMR2210N	Human Rights - II	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Theory					External					Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	Term Work	Prac .	Oral	
Test	Assignment	Viva	Attendance	Total						
20	15	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Foster respect for human dignity and individual self-respect.
- Ensure genuine gender equality and equal opportunities for all.
- Promote understanding and appreciation of diverse communities.
- Empower students towards active citizenship and social engagement.
- Support the values of democracy, development, and social justice.
- Encourage communal harmony and solidarity among diverse groups.

Course Objective

- Describe and critically analyze various spheres of human rights in India.
- Communicate effectively on socio-legal aspects of human rights in India.
- Assess specific areas of human rights law with reference to legal instruments and cases.
- Analyze contemporary challenges and trends in human rights theory and practice.
- Understand affinities and divergences in rights across international, regional, and domestic contexts.
- Examine the sources, substance, and application of human rights in different legal frameworks.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hour s	Marks Weightage (%)
1	Indian Constitutional Perspectives- Fundamental Rights I		8	15%
	1.1	Right to Equality: Equality before law and prohibition of discrimination.		
	1.2	Right to Freedom: Freedom of speech, assembly, and movement.		
	1.3	Right to Protection in Respect of Conviction: Safeguards against arbitrary arrest and detention.		
	1.4	Right to Constitutional Remedies: Access to judicial recourse for the enforcement of rights.		
	1.5	Right to Education: Right to free and compulsory education for children.		
	1.6	Right to Life and Personal Liberty: Protection of life and personal freedom.		
2	Indian Constitutional Perspectives- Fundamental Rights II		8	15%
	2.1	Right against Exploitation: Prohibition of human trafficking and forced labor.		
	2.2	Right to Privacy: Protection of personal privacy and confidentiality.		
	2.3	Right to Freedom of Religion: Freedom to practice, profess, and propagate religion.		
	2.4	Cultural and Educational Rights: Protection of cultural and educational rights of minorities.		

	2.5	Directive Principles of State Policy: Guidelines for state policy and governance.		
	2.6	Judicial Review: Power of the judiciary to review laws and protect fundamental rights.		
3	Constitutional perspectives III- Directive Perspectives of State Policy		8	15%
	3.1	Promotion of Social Welfare: Ensuring the welfare of individuals and communities.		
	3.2	Economic Justice: Achieving fair distribution of wealth and resources.		
	3.3	Education and Health: Ensuring access to quality education and healthcare for all.		
	3.4	Protection of Marginalized Groups: Safeguarding the rights of disadvantaged and marginalized communities.		
	3.5	Environmental Sustainability: Promoting environmental protection and sustainable development.		
	3.6	Labor Rights: Ensuring fair working conditions and the rights of workers.		
4	General Problems of Human Rights		10	19%
	4.1	National Human Rights Commission (NHRC)		
	4.2	National Commission for Women (NCW)		
	4.3	National Commission for Scheduled Castes (NCSC).		
	4.4	National Commission for Scheduled Tribes (NCST)		
	4.5	National Commission for Protection of Child Rights (NCPCHR)		
	4.6	National Commission for Persons with Disabilities (NCPWD)		
5	National Human Rights Commission and State Human Rights Commission		9	18%
	5.1	Establishment and Structure: NHRC and SHRC		
	5.2	Jurisdiction and Functions		
	5.3	Powers of NHRC and SHRC		
	5.4	Composition of NHRC and SHRC		
	5.5	Investigation and Redressal Mechanism		
	5.6	Role in Policy and Advocacy		
6	Different Scheme of the Govt to Promote Equality to Human beings		9	18%
	6.1	Pradhan Mantri Jan Arogya Yojana (PMJAY)		

	6.2	Integrated Child Development Services (ICDS)		
	6.3	National Rural Employment Guarantee Act (MGNREGA)		
	6.4	National Action Plan for Children (NAPC)		
	6.5	Swachh Bharat Mission (SBM)		
	6.6	Pradhan Mantri Awas Yojana (PMAY)te of the International Criminal Court (1998)		
Total			52	100%

References	
•	<i>Legal Aid as Human Rights (Dharwad: Jagrut Bharut, 1985)</i>
•	<i>Diwan, Paras, Human Rights and the Law: Universal and Indian (New Delhi Deep and Publishers 1985)</i>
•	<i>Mohanti M., Peoples Rights (New Delhi: Sage Publications 1998)</i>
•	<i>Pal R. M. ed. Human Rights Education (New Delhi, PUDR 1995)</i>
•	<i>Pandey J. and R.K. Dubey, Civil Liberty under Indian Constitution (New Delhi – Deep and Deep 1995)</i>
•	<i>Legal Aid as Human Rights (Dharwad: Jagrut Bharut, 1985)</i>

Semester II

Course Code	Course Name	Credits
CSW 2210N	Technical and Literary Writing	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
04	-	-	04	-	-	04

Internal				External		Total
Mid-Sem	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration Of End Sem Exam	
30	15	05	50	50	2 Hours	100

Course Outcome

- Understand practical skills for writing and appreciating written work.
- Master different writing styles and techniques
- Enhance vocabulary to improve communication skills and be more prepared to take English based proficiency exams like IELTS, SAT.
- Empower oneself as a writer and improve creativity.
- Produce original work of research.

Course Objectives

- To understand the basic tenets of Technical Writing.
- To seek the writer within.
- To learn how to critique constructively.
- To understand the basic tenets of Literary Writing.
- To prepare a portfolio of original work.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Basics of Technical Writing		8	15%
	1.1	Introduction to technical writing		
	1.2	Types of technical writing and reader mapping		
	1.3	Developing argumentation and critical thinking for writing		
2	Structure of Technical Writing		8	15%
	2.1	Instructions and procedures		
	2.2	Writing technical reports		
	2.3	Document design and visuals		
3	Writing a Research Paper		10	20%
	3.1	Writing process and strategies		
	3.2	Research and planning		
	3.3	Summarizing and organizing		
	3.4	Employing correct citation styles and avoiding plagiarism		
4	Basics of Literary Writing		10	20%
	4.1	Introduction to literary writing		
	4.2	Mechanics of literary writing		
	4.3	Adapting writing style and tone according to context and purpose		
5	New Trends in Literary Writing		8	15%
	5.1	Gender-neutral terms, avoiding ableist language, and being mindful of cultural sensitivity		
	5.2	Micro Fiction and Flash Fiction		
	5.3	AI based Writing		
	5.4	Travelogues and Memoirs		
6	Writing for Media		8	15%
	6.1	Journalistic Writing		
	6.2	Basics of copywriting		
	6.3	Web Content Writing		
	6.4	Blogging skills		

Total	52	100%
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References
<i>Baiely, Stephen. Academic Writing: A Handbook for International Students. Routledge, 2011.</i>
<i>Blogging for beginners: Learn how to start and maintain a successful blog the simple way Terence Lawfield</i>
<i>Bloom, Wayne C. The Craft of Research. 3rd ed. UCP, 2008.</i>
<i>Dev, Anjana Neira, ed. A Handbook of Academic Writing and Composition. Pinnacle, 2016.</i>
<i>Eckert, Kenneth. Writing Academic Research Papers. Moldy Rutabaga, 2021.</i>
<i>Gupta, Renu. A Course in Academic Writing. Orient BlackSwan, 2010.</i>
<i>Hal Zina Bennet. Write from the Heart: Unleashing the power of Your Creativity. California, New World Library,2001.</i>
<i>Online Journalism - Reporting, Writing and Editing for New Media - Richard Craig Broadcast News Handbook - Writing, Reporting, Producing in a converging Media - C.A. Juggle, Forrest Carr and Suzanne Huffman</i>
<i>Writing for the media- Sunny Thomas The Language of New Media - Lev Manovich Writing New media -Theory and Applications for expanding the teaching of composition - Anne Wysocki</i>

Semester II

Course Code	Course Name	Credits
FST2210N	Fashion Technology II	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	02	02	-	02	04

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac		Oral
Test	Continuou s Evaluation	Attendanc e	Tota l						
15	30	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Understand the concept and importance of trend analysis and fashion forecasting, including its impact on product development, marketing strategies, and overall business success.
- Develop trend analysis and prediction skills by learning to interpret cultural, social, economic, and technological influences on fashion trends.
- Master research methods for fashion forecasting, including effective data gathering, market trend analysis, and forecasting techniques.
- Enhance creativity and innovation in trend interpretation to translate fashion trends into innovative design concepts and adapt them to various market segments.

Course Objective

- The course aims to provide students with a comprehensive understanding of trend forecasting and its significance in the fashion industry, to develop skills in trend analysis, prediction, and research methods to identify emerging fashion trends and predict future directions.
- The course emphasizes the utilization of forecasting tools and technologies, such as data analysis software and trend forecasting platforms.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage (%)
1	Fundamentals of Design Thinking.	8	15%
	1.1 Stages of Thinking-Define, Research Ideate, Prototype, Implement, Learn.		
	1.2 Research- Identifying drivers, Information gathering, Target Groups, Samples and feedback;		
	1.3 Idea generation- Basic design directions, Themes for thinking, Inspiration and reference, Brainstorming, Value, Inclusion, Sketching, Presenting Ideas; Creative Thinking Methods - Innovation through Design Thinking - The Need for Creative and Design Thinking.		
2	The Research Method and Design Process.	9	20%
	2.1 Research -Nature and Definition; Research Process – Preparation, Information Gathering- Goal, Identification of Problems and Hypothesis, Exposition of facts and interpretation, Presentation of result and findings;		
	2.2 Research Methods – Literature review, Collection of preliminary field data, Define the problem, Analysis and Modification, Presentation of findings;		
	2.3 Design Process – Study historical and contemporary examples, Experimentation with materials and visual Ideas, Visual analysis and identification of design problems, Create the work series and explore in subsequent work, Board presentation.		
3	Concept of Fashion Forecasting	8	15%
	3.1 Awareness of fashion fairs and fashion centers, Knowledge of creative writing		
	3.2 Reading of fashion forecast magazine, Sources of information		
	3.3 Role of Exhibitions and Fashion Shows		
4	Fashion Forecasting Process	9	15%
	4.1 Market Research- Consumer research, Shopping, Sales records.		
	4.2 Evaluating the collections- Similar Ideas indicate fashion trends, Trends for the target market;		
	4.3 Fashion services – Collection reports, Trend books, consulting, Color services, Television/Video services, Newsletter services, Websites, Directories and reference books, Fashion Magazines and newspapers, and Catalogs.		

	4.4	Design Sources- Historic inspirations, Folk influences, Vintage clothing shops, Museums, Libraries and bookstores, Arts, Fabrics/Textiles, Travel, Form follows function, The street scene, The turn of the century, innovations, and technologies.		
5	Fashion Forecasting Report and Trend Analysis		9	20%
	5.1	Market Research - On-site visits to fashion retailers and cloth markets to study market trends and collect various cloth samples, catalogues, etc.		
	5.2	Forecasting Exploration through sources like - Magazines, Newspapers, Internet sites to become familiar with apparel, textile, colour, style, and general culture and consumer forecasting resources.		
	5.3	Preparation of storyboards - Students will prepare storyboards for specific targets.		
	5.4	Presentation of designs - Students will prepare a fashion forecast for different seasons.		
6	Fashion Product Development.		9	15%
	6.1	Introduction to Product development process – Target market, Merchandising, Season; Design – Concept boards, knockoffs, Fakes, Design elements – Color and Fabric selection, Design principles, Sketching Ideas – Style boards. Sample Development – Draping, Flat pattern, Prototype, Fit;		
	6.2	Tech packs – Designer worksheets, Line selection- Editing, Reassessment of merchandising plan, Line presentation; Manufacturing- Duplicates the samples.		
Total			52	100%

References
• <i>Fashion: From concept to consumer, Gini Stephens Frings (1999), Prentice-Hill Inc.</i>
• <i>Design Thinking, Gavin Ambrose & Paul Harris, AVA Publishing, Switzerland.</i>
• <i>New Product Planning, Harry B. Watton, Prentice Hall Inc.</i>
• <i>Design Research: Methods and Perspectives, edited by Brenda Laurel.</i>
• <i>Lateral Thinking: Creativity Step by Step, Edward De Bono.</i>
• <i>How Customers Think: Essential Insights into the Mind of the Market – Gerald Zaltman.</i>

Semester II

Course Code	Course Name	Credits
IND2210N	Interior Design - II	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	03	01	-	03	04

Theory						External			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
Test	Continuous Evaluation	Attendance	Total						
15	30	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Introduction of Interior Design of Office spaces.
- Understanding requirements of office spaces.
- Developed ability to identify colors, materials and lighting fixtures for office spaces.
- Develop understanding of ancillary services.
- Design of an office interior.

Course Objectives

- To encourage the students to develop visual thinking of the designed space.
- To familiarize the students with the design process and the aspects and constraints to be considered while designing interior spaces.
- To evolve concept and designs for a complete project like an office space.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to commercial interiors	8	10%

1	1.1	Introduction to Interiors of other spaces such as hospitality spaces, shopping areas, salons, spa, gymnasiums, healthcare facilities, specialty stores, etc.		
	1.2	Understanding of common spaces in commercial building		
	1.3	Introduction to Interiors of Office spaces		
2	Office Interiors		12	20%
	2.1	Identifying the requirements for the office spaces		
	2.2	Study of anthropometry of office furniture		
	2.3	Understanding the circulation		
	2.4	Introduction to furniture		
3	Materials and color scheme		12	20%
	3.1	Identifying Materials for walls, flooring and ceiling		
	3.2	Identifying color schemes		
	3.3	Discussion on lighting fixtures		
4	Ancillary services		12	20%
	4.1	Pantry		
	4.2	Toilets		
	4.3	False ceiling, Airconditioning, sprinkles, smoke detectors		
5	Interior Design Project		16	30%
	5.1	Design drawings, plans, elevations, with furniture layout to given scale		
	5.2	Presentation in the given format		
	5.3	Preparing the final portfolio		
		Total	60	100%

References

- *Joseph Chiara and John Callend, Time Saver Standards for Building Types*
- *Panero, Human Dimensions and Interior Space: A Source Book of Design Reference Standards*
- *Drew Plunkett, Drawing for Interior Design*

Semester II

Course Code	Course Name	Credits
FLF2211N	FRENCH II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External			Total		
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Mid Term	Viva	Continuous Evaluation	Attendance					Total		
15	20	10	05	50	50	75 mins	-	-	-	100

Course Outcome

- Engage in meaningful conversations in the target language, demonstrating a solid understanding of its nuances.
- Exhibit advanced grammar skills that encompass a wide range of tenses.
- Well-informed about the culture, societal norms and civilization related to the language, enriching the conversational experience.
- Demonstrate conversational proficiency across various real-life scenarios, including but not limited to dining in restaurants and making hotel reservations, thus enhancing everyday communication.
- Speak fluently, conveying thoughts and ideas with confidence, accuracy, and an enjoyable ease, making interactions both effective and pleasant.

Course Objectives

- To develop the ability to engage in detailed conversations, expressing opinions, narrating events, and describing experiences.
- To master complex grammatical structures, including past and future tenses, relative pronouns, and compound sentences.
- To explore cultural practices and social norms more deeply to understand their impact on communication and behavior.
- To enquire about products and place orders in shops or restaurants.
- To enhance speaking fluency and confidence, reducing hesitation and errors.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Module II		6	20%
	Leçon 1	Aller voir ailleurs		
	Leçon 2	Balade autoguidée		
	Leçon 3	Week-end à Aoste		
2	Module II		7	30%
	Leçon 1	Parle avec moi		
	Leçon 2	Nous couchsurfons		
	Leçon 3	En route !		
3	Module III		6	20%
	Leçon 1	En route !		
	Leçon 2	Concours de selfies		
	Leçon 3	La France et nous		
4	Module IV		7	30%
	Leçon 1	Vive le speak dating !		
	Leçon 2	Quartier Libre		
	Leçon 3	Vous avez mal où ?		

	Total	26	100%
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References

- *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette, 2012.*
- *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*
- *Loiseau Y., Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
- *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
- *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2017.*
- *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier, 2018.*
- *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*
- *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Semester II

Course Code	Course Name	Credits
FLG2211N	GERMAN II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory						External			Total	
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Mid Term	Viva	Continuous Evaluation	Attendance	Total						
15	20	10	05	50	50	75 mins	-	-	-	100

Course Outcome

- Understand basic language structures when applied in authentic situations.
- Build and understand simple sentences pertaining to concrete necessities.
- Read and enhance comprehension skills with special focus on vocabulary and syntax.
- Have a global and fine understanding of written texts.
- Have a basic conversation using vocabulary related to food and beverages.

Course Objectives

- To understand basic language structures when applied in authentic situations.
- To build and understand simple sentences pertaining to concrete necessities.
- To read and enhance comprehension skills with special focus on vocabulary and syntax.

- To have a global and fine understanding of written texts.
- To have a basic understanding of vocabulary related to food and beverages.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Kapitel 4		5	20%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Unregelmäßige Verbformen, z.B. essen, mögen, möchten - Unbestimmter Artikel und Bestimmter Artikel im Akkusativ - Verben mit Akkusativkel 		
2	Kapitel 4		5	20%
	Thematischer Aspekt	<ul style="list-style-type: none"> - über Essen sprechen - einen Einkauf planen - Gespräche beim Einkauf und Essen führen - mit W-Fragen Texte verstehen - Wörter ordnen und lernen 		
3	Kapitel 5		10	35%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Modalverben, z.B. müssen, wollen, können - Possessivartikel im Nominativ - Zeitangaben: am, um, von...bis, W- Fragen 		
4	Kapitel 6		6	25%
	Thematischer Aspekt	<ul style="list-style-type: none"> - etwas gemeinsam planen - über Geburtstage sprechen - eine Einladung verstehen und schreiben - im Restaurant bestellen und bezahlen 		
Total			26	100%

References

- *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*
- *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*
- *Dengler, Stefanie. NetzwerkA1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*
- *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015*
- *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*
- *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Semester II

Course Code	Course Name	Credits
FLS2211N	SPANISH II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External			Total		
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	Term Work		Pract.	Oral
Mid Term	Viva	Continuous Evaluation	Attendance	Total						
15	20	10	10	50	50	75 mins	-	-	-	100

Course Outcome

- To use future tense with the correct conjugation and use of the verbs which will enable the students to express their plans.
- To use prepositions and will be able to locate people, places and things.
- To use the vocabulary in a proficient way and incorporate it with prepositions.
- To understand and comprehend basic Spanish conversations and songs.
- To express his/her likes, dislikes, tastes and preferences and of others.

Course Objectives

- To enable the student to use future tense to express his/her plans.
- To enable the student to use prepositions and directions to locate people, things and places.
- To enhance the vocabulary of the students about house, body parts, city.
- To enhance the listening ability of students.

- To enable the students to express their likes, dislikes, tastes and preferences and of others.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	¿Cuál preferís? Ser O estar		7	25 %
	1.1	El verbo SER e introducción del verbo ESTAR		
	1.2	Diferencias entre SER y ESTAR		
	1.3	Los números (hasta un millon)		
2	¿Dónde está Santiago?		6	25 %
	2.1	Las preposiciones de lugar		
	2.2	La forma impersonal del verbo HABER		
	2.3	El vocabulario basado en casa.		
3	Quiero expresar mis gustos		7	25 %
	3.1	El verbo GUSTAR		
	3.2	Los verbos como GUSTAR (Encantar y doler)		
	3.3	Vocabulario de cuerpo.		
4	Entra el mundo del futuro		6	25 %
	4.1	El futuro inmediato (Ir + a + infinitivo)		
	4.2	Un ensayo basado en el futuro inmediato		
Total			26	100 %

References

- Blanco, Begoña. Nuevo avance. Con CD Audio. 2011.*
- Bregstein, Barbara. Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*
- García, Concha Moreno, et al. Nuevo avance. Con CD Audio.2011.*
- Meredith, Susan. Spanish for Beginners Flashcards. 2010.*
- Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.*
- Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.*

- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*
- *Rivano, Emilio. El verbo gustar y otros así. 2022.*
- *Rivas, Celestino. Daily Spanish For Beginners. 2019.*
- *Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.*
- *Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.*
- *Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.*

Semester II

Course Code	Course Name	Credits
CSE2212N	Presentation Skills	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory				External		Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	
Mid Term Marks	Continuous Evaluation	Attendance	Total			
15	30	05	50	50	2 Hours	100

Course Outcome

- Identify the importance of presentation skills in career advancement.
- Comprehend the steps for planning and preparing professional presentations.
- Use proficiency in delivering well prepared and articulated presentations effectively.

Course Objectives

- To explain the utility of Presentation Skills and incorporate it with Career advancement.
- To discuss and explore important steps of business presentation.
- To enhance the knowledge of linguistics aspect of oral presentation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Social Communication Skills		2	15%
	1.1	Appropriateness		
	1.2	Building rapport		
2	Context Based Speaking		3	15%
	2.1	In general situations		
	2.2	In specific professional situations		
	2.3	Simulations/Role Play		
3	Non-Verbal Communication		7	30%
	3.1	Non-Verbal Communication, Types, Relevance and significance		
	3.2	Body language		
	3.3	Para language, Chronemics, Haptics, Proxemics, Artifacts, Olfactics		
4	Business Presentation		5	40%
	4.1	Audience Analysis, 3 Ps of Presentation		
	4.2	Preparing effective Power Point presentation		
	4.3	Delivering of presentation Handling questions, Corrections		
Total			17	100%

References

- *Working in English, Jones, Cambridge*
- *Business Communication, Raman –Prakash, Oxford*
- *Speaking Personally, Porter-Ladousse, Cambridge*
- *Speaking Effectively, Jermy Comfort, et.al, Cambridge*
- *Anjane Sethi & Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Semester – II

Course Code	Course Name	Credits
BEH2213N	Behavioral Science-II	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory							Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Activity	Assignment	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- The knowledge of this subject is essential to understand problem solving behavior as a human is very important concept to understand self and other human behavior.
- variety of principles related to problem solving behavior and creative thinking influencing human behavior.
- To give students to understand aspects related how to solve problem in their student and personal life so that they can have a batter point of view about themselves and society.
- Authenticity from self-awareness fosters deeper connections with others.
- Self-understanding enhances resilience and adaptability to change.
- Foster an open-minded and flexible mindset.

Course Objective

- To introduce the student to the variety of principles influencing problem solving behavior
- To take students, step by step, through an interactive understanding of each of the principles related to problem solving behavior and creative thinking.

- To give the student a basic understanding of these principles that he/she has a better understanding of problem-solving behavior and creative thinking.
- To give the student a basic understanding which will act as a foundation problem solving behavior and creative thinking.
- To develop an understanding of problem-solving behavior and creative thinking so that they can boost their problem-solving behavior and creative thinking
- To Develop logical and practical solutions.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Thinking as a tool for Problem Solving		2	20%
	1.1	What is thinking: The Mind/Brain/behavior		
	1.2	Critical Thinking and Learning		
	1.3	Making Predictions and Reasoning		
	1.4	Memory and Critical Thinking, Emotions and Critical Thinking and thinking skills.		
2	Hindrances to Problem Solving Process		2	20%
	2.1	Recognizing and defining a problem, Analyzing the problem (potential causes)		
	2.2	Developing possible alternatives		
	2.3	Evaluating solution and resolution of problem and implementation		
	2.4	Barriers of problem-solving perception, expression, Perception, emotion, intellect & work environment, Perception Expression, Emotion Intellect and Work environment		
3	Plan of Action		2	20%
	3.1	Construction of POA		
	3.2	Monitoring		
	3.3	Reviewing and analyzing the outcome		
	3.4	Implications of Plan of action in students' life		

4	Critical Thinking		2	20%
	4.1	Definition, Nature and meaning of creativity.		
	4.2	Convergent and Divergent thinking		
	4.3	Idea generation and evaluation (Brainstorming) Image generation and evaluation Debating		
	4.4	The six-phase model of Creative Thinking: ICEDIP model		
5	Problem Solving Process		2	20%
	5.1	Recognizing and defining a problem		
	5.2	Analyzing the problem (potential causes)		
	5.3	Developing possible alternatives		
	5.4	Evaluating Solutions and Resolution of problem		
Total			10	100%

Reference

- *De Bono, E. (2015). Serious Creativity: Using the Power of Lateral Thinking to Create New Ideas. HarperCollins.*
- *Kahneman, D. (2011). Thinking, Fast and Slow. Farrar, Straus, and Giroux.*
- *Mayer, R. E. (2013). Thinking, Problem Solving, Cognition. Cambridge University Press.*
- *Runco, M. A., & Acar, S. (2012). Divergent thinking as an indicator of creative potential. Creativity Research Journal, 24(1), 66-75.*
- *Schunk, D. H. (2012). Learning Theories: An Educational Perspective. Pearson.*
- *Jonassen, D. H. (2000). Toward a design theory of problem solving. Educational Technology Research and Development, 48(4), 63-85.*

Semester II

Course Code	Course Name	Credits
UBC2217N	Understanding Business Cases	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory				External			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
25	20	05	50	50	3 Hours	-	-	-	100

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Improve decision-making skills by assessing different business scenarios and weighing the potential outcomes of various strategic choices.
- Articulate and present well-structured analyses and recommendations based on business case studies, both in written and oral formats.
- Gain insights into the dynamics of different business environments and how various factors such as market conditions, competition, and organizational structure influence business outcomes.

Course Objectives

- To analyze and interpret real-world business scenarios from a management perspective.
- To understand various management theories, frameworks, and concepts in practical contexts.
- To develop problem-solving skills by applying management principles to complex situations.

- To enhance decision-making abilities through critical analysis and evaluation of managerial decisions.
- To cultivate effective communication and presentation skills through case study discussions and presentations.
- To explore ethical and social responsibility considerations in managerial decision-making.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Module-1	7	25%
	Introduction to Case Studies in Management <ul style="list-style-type: none"> • Understanding the case study method • Analytical frameworks for case analysis 		
2	Module-2	7	25%
	Strategic Management <ul style="list-style-type: none"> • Strategic planning and formulation • Competitive analysis and industry dynamics • Strategy implementation and execution 		
3	Module-3	6	25%
	Understanding the Case Study Method <ul style="list-style-type: none"> • Definition and characteristics of case studies • Different types of case studies (e.g., descriptive, exploratory, explanatory) • Advantages and limitations of using case studies in research and education 		
4	Module-4	6	25%
	Industry-Specific Case Studies <ul style="list-style-type: none"> • Case studies from sectors such as healthcare, technology, finance, manufacturing, etc. • Analysis of industry-specific challenges, opportunities, and strategies 		
Total		26	100

References

- *Harvard Business Review Case Studies*
- *Case Studies in Management* by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson
- *Case Studies in Strategic Management* by Sanjay Mohapatra
- *Case Studies in Marketing Management* by S. Ramesh Kumar
- *Case Studies in Organizational Behavior* by Steven L. McShane and Mary Ann Von Glinow

Semester II

Course Code	Course Name	Credits
ANM2217N	Animation-I	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.	Oral	
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	02 Hours	-	-	-	100

Course Outcome

- Upon completion of the course, students will demonstrate a thorough understanding of the historical and theoretical foundations of animation, as evidenced by their ability to analyze and discuss the evolution of animation techniques and their applications.
- Students will acquire practical skills in 3D modeling, evidenced by their ability to create and manipulate 3D models using industry-standard software, effectively translating conceptual ideas into digital representations.
- By the end of the course, students will be proficient in rotoscoping techniques, capable of producing accurate roto work for integration into visual effects sequences, demonstrating an understanding of the collaborative nature of rotoscope work within the VFX pipeline.
- Upon successful completion of the program, students will demonstrate advanced proficiency in UV unwrapping and texturing techniques, as evidenced by their ability to unwrap complex geometry, optimize texture distribution, and apply procedural textures to enhance the visual quality of 3D models.

Course Objective

- To introduce students to the foundational concepts and principles of animation, including its historical evolution, core principles, and various animation techniques.
- To equip students with practical skills in 3D modeling using industry-standard software, enabling them to create and manipulate digital models effectively.
- To provide students with a comprehensive understanding of rotoscoping techniques in visual effects (VFX), emphasizing the role of roto artists and the importance of accurate roto work in compositing.
- To enable students to explore advanced UV unwrapping and texturing techniques, including complex geometry, texture channels, and procedural texturing, enhancing their proficiency in 3D modelling and animation production.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage (%)	
1	Foundations of Animation		6	20%
	1.1	Overview of Early Animation Techniques Introduction to pre-cinematic animation forms such as zoetrope's and flipbooks.		
	1.2	Milestones in Animation History Examination of key developments in animation, including the invention of the multiplane camera and the release of iconic animated films.		
	1.3	Impact of Animation on Contemporary Media Analysis of animation's influence on modern media, exploring its role in advertising, education, and visual storytelling		
	1.4	Cultural Impact of Animation Discussion on how animation has shaped cultural narratives and influenced global perspectives.		
2	Principles of Animation		6	20%
	2.1	Understanding Squash and Stretch Explanation of how squash and stretch principles create fluid and lifelike motion in animated characters and objects.		
	2.2	Mastering Timing and Spacing Exploration of timing and spacing principles to convey weight, emotion, and realism in animation sequences.		

	2.3	Exploring Anticipation and Follow-through Examination of anticipation and follow-through principles to enhance the believability and impact of animated actions.		
	2.4	Secondary Animation Principles Analysis of secondary animation principles such as overlapping action and exaggeration in creating dynamic and expressive characters.		
3	Types of Animation Techniques		6	30%
	3.1	Hand-Drawn Animation: Techniques and Examples Overview of traditional hand-drawn animation methods and analysis of classic hand-drawn animated films.		
	3.2	Computer-Generated Animation: Processes and Applications Introduction to computer-generated animation techniques, including 3D modeling, rigging, and rendering, and exploration of its applications in film, gaming, and virtual reality.		
	3.3	Stop-Motion Animation: Methods and Innovations Investigation of stop-motion animation techniques, including claymation and puppet animation, and examination of innovative stop-motion films and commercials.		
	3.4	Experimental Animation Forms Exploration of experimental animation techniques and avant-garde animation movements in the context of artistic expression and creative exploration.		
4	Fundamentals of Animation		8	30%
	4.1	Character Development: Character Design: Techniques for designing characters with unique features and personalities.		
	4.2	Storyboarding and Planning: Storyboarding Techniques: Fundamentals of creating storyboards to plan and visualize animation sequences.		
	4.3	Introduction to Animation Software: Software Training: Basics of using popular animation software such as Adobe Animate or Blender. Tool Utilization: Learning key tools and features necessary for creating and editing animations.		
	4.4	Project Creation and Review: Animation Projects: Development of short animation projects that incorporate learned techniques and principles. Feedback and Refinement: Presentation of projects for peer and instructor feedback, with focus on refining and improving the final output.		

Total	26	100%
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References

- *Williams, R. (2012). The animator's survival kit. Faber & Faber.*
- *Hooks, E. (2017). Acting for animators: 4th edition. Routledge.*
- *Vaughan, W. (2012). Digital modeling. New Riders.*
- *Kerlow, I. V. (2017). The art of 3D computer animation and effects (4th ed.). Wiley.*
- *Goldberg, E. (2008). Character animation crash course! Silman-James Press.*
- *Osipa, J. (2013). Stop staring: Facial modeling and animation done right (3rd ed.). Wiley.*

Semester II

Course Code	Course Name	Credits
PHT2217N	Photography -I	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Practical				External			Total		
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work		Practical	Oral
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Develop a comprehensive understanding of digital photography techniques.
- Acquire foundational knowledge of the principles governing light and its application in photography.
- Demonstrate proficiency in operating cameras, including an understanding of their components and functionality.
- Explore the intricacies of camera lenses, encompassing their types, functions, and optimal usage in various photographic contexts.

Course Objectives

- Develop proficiency in composition techniques, enabling students to capture compelling photographs across diverse subjects such as people and nature.
- Master the principles of lighting and colour in photography to effectively manipulate mood, atmosphere, and visual impact within images.
- Acquire skills in displaying and presenting photographs, encompassing various formats and platforms to communicate messages effectively.
- Gain a deep understanding of the mechanics of imaging, including technical aspects such as exposure, focus, and image processing, to achieve desired photographic outcomes.

Detailed Syllabus

Module / Unit	Course Module / Contents	Hours	Marks Weightage (%)	
1	Understanding Digital Photography		6	20%
	1.1	Inside the Digital Camera: Exploring the internal mechanisms and components of digital cameras.		
	1.2	Principles of Photography: Introduction to the fundamental principles governing the art and science of photography.		
	1.3	General Principles of Photography: Understanding key concepts such as exposure, focus, and composition.		
	1.4	Types of Cameras: Overview of different camera types and their respective functionalities.		
2	Camera Varieties and Comparative Analysis		6	20%
	2.1	Camera Types: Exploring a range of cameras including medium format, large format, and digital cameras.		
	2.2	Comparative Study: Analyzing the differences between digital and analogue (SLR) cameras, along with their advantages and applications.		

	2.3	Lens Types: Overview of normal, wide, telephoto, zoom, PC (Perspective Control), and TS (Tilt-Shift) lenses.		
	2.4	SLR & DSLR		
3	Camera Controls and Composition Techniques		6	30%
	3.1	Camera Controls: Exploring shutter speed, aperture, exposure control, depth of field, and selective focus.		
	3.2	Exposure Metering and Filters: Understanding exposure meters, metering systems, and various filters such as UV, polarizing, and special effect filters. Introduction to tripods.		
	3.3	Composition Techniques: Learning creative composition techniques including the rule of thirds and the Golden section. Managing digital assets and image printouts.		
	3.4	Camera Accessories and Maintenance: Overview of camera mounts, accessories, and maintenance practices. Understanding the differences between multicamera and single camera setups.		
4	Assignment: Outdoor Photography		8	30%
	4.1	Lens Selection		
	4.2	Use of Aperture		
	4.3	Use of shutter speed		
	4.4	Use of white balance		
Total			26	100%

References
<ul style="list-style-type: none"> Langford, M. (2015). <i>Langford's Basic Photography: The Guide for Serious Photographers (10th ed.)</i>. Focal Press.
<ul style="list-style-type: none"> Freeman, M. (2017). <i>The Photographer's Eye: Composition and Design for Better Digital Photos (The Photographer's Guide) (2nd ed.)</i>. Focal Press.
<ul style="list-style-type: none"> London, B. (2016). <i>Photography (12th ed.)</i>. Pearson.
<ul style="list-style-type: none"> Hunter, F., Biver, S., & Fuqua, P. (2012). <i>Light: Science and Magic: An Introduction to Photographic Lighting (5th ed.)</i>. Routledge.
<ul style="list-style-type: none"> Peterson, B. (2016). <i>Understanding exposure: How to shoot great photographs with any camera (5th ed.)</i>. Amphoto Books.
<ul style="list-style-type: none"> Kelby, S. (2017). <i>The digital photography book: Part 1 (6th ed.)</i>. Peachpit Press.

Semester II

Course Code	Course Name	Credits
POL2217N	Political Science- I	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				External		
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration of End Sem Exam	Total
15	30	5	50	50	2 Hours	100

Course Outcome

- Upon completion of this course, students will possess a comprehensive understanding of the Indian Constitution, including its historical background, structure, key provisions, fundamental rights, duties, directive principles of state policy, Schedules, and the process of amending the Constitution.
- After completing this course, students will be able to actively engage in constitutional debates, drawing on their comprehensive understanding of the Indian Constitution. They will demonstrate the ability to analyse and articulate the core principles and concepts embedded in the Constitution.
- Through participation in discussions and case studies, students will foster an understanding of the importance of secularism in the Indian context. They will be able to apply their knowledge to real-world scenarios, demonstrating how constitutional principles shape and influence issues related to secularism in India.
- By the end of this course, students will contribute to the promotion of an inclusive and equitable democracy through their knowledge and analysis of the Indian Constitution. They will critically evaluate the impact of constitutional provisions on democratic principles and formulate informed perspectives on how to enhance inclusivity and equity within the democratic framework.
- After completing the course, students will critically assess historical events' impact on the Indian Constitution's evolution. They will analyse farmers' decisions, evaluate constitutional provisions' relevance, and construct well-reasoned judgments on the strengths and weaknesses of the constitutional framework.

- Upon course completion, students will creatively apply their understanding of the Indian Constitution. They will propose innovative solutions to constitutional dilemmas and recommend policy changes, showcasing their ability to contribute constructively to constitutional discourse and development.

Course Objectives

- To develop a comprehensive understanding of the Indian Constitution's foundational principles, structure, and key provisions, including its historical context and evolution.
- To explore different perspectives and evaluate the implications of various interpretations of Indian Constitution.
- To examine the intersections between constitutional law, political philosophy, and social dynamics to gain a deeper appreciation of the constitution's role in shaping society.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Introduction to Indian Constitution	7	25%
	1.1 Definition of Constitution & Need for Constitution		
	1.2 Historical background of the Indian constitution		
	1.3 Constitutionalism and Indian Constitution		
2	Division of Constitution	7	30%
	2.1 Concepts of Fundamental Rights, Fundamental Rights in India, Safeguards of Fundamental Rights		
	2.2 Fundamental Duties in India: Objectives and Purpose, Relation between Fundamental Rights and Directive Principles of State Policy		
3	Secularism & Indian Constitution	5	15%
	3.1 Secularism and Religious Pluralism in India, Constitutional Rights and Religious Minorities		
4	Structure of Government - Legislature, Executive, Judiciary	7	30%
	4.1 The Legislature: Power and Functions of Parliament		
	4.2 The Executive: Election, Power, Functions, and the changing role of President and Prime Minister.		
	4.3 The Judiciary: Appointment of Judges in High Courts and the Supreme Court, Power and Functions of High Courts and the Supreme Court.		
Total		26	100%

References

- *M. P. Jain, Indian Constitutional Law, 8th ed., LexisNexis, New Delhi (2018).*
- *D.D. Basu, Shorter Constitution of India, 6th ed., Prentice – Hall of India, New Delhi (1981).*
- *V.N. Shukla, Constitution of India, 11th ed., Eastern Book Company, Lucknow (2018).*
- *H.M. Sreevai, Constitutional Law of India: a critical commentary, 4th ed., N.M. Tripathi, Bombay (1991).*
- *U.Bhatia, (Ed.), The Indian Constituent Assembly: Deliberations on Democracy, Taylor & Francis, London (2017).*
- *M. V. Pylee, An Introduction to the Constitution of India, S. Chand Publishing, New Delhi (2009).*

Semester II

Course Code	Course Name	Credits
TSM2217N	Tourism Management – I	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				External		
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration of End Sem Exam	Total
15	30	05	50	50	2 Hours	100

Course Outcome

- Students will recall and describe the importance of geography in tourism, providing an overview of continents and oceans, and understanding the concepts of latitudes, longitudes, climatic zones, and vegetation.
- Students will demonstrate an understanding of the general geographical features of Asia, Oceania, Europe, Africa, North America, and South America. They will comprehend the physiographic units, climate, vegetation, main countries, capitals, and key tourist attractions of each region.
- Given specific countries from Asia, Oceania, Europe, Africa, North America, and South America, students will apply their knowledge to complete assignments. They will identify and analyze the geographical features, capitals, and tourist attractions of assigned countries.
- Students will analyze the relationships between physiography, climate, and vegetation in each region. They will critically evaluate how these geographical features influence tourism and identify patterns or trends that emerge across continents.
- Students will evaluate the tourism potential of specific countries in each region, considering factors such as geographical features, climate, and key attractions. They will critically assess the impact of these factors on tourism development and make informed judgments about the attractiveness of destinations.
- Students will synthesize information to create comprehensive summaries of the general geographical features, climate, vegetation, and tourist attractions of Asia, Oceania, Europe, Africa, North America, and South America. They will integrate knowledge from different modules to develop a holistic understanding of world geography in the context of tourism.

Course Objective

- To gain knowledge about the characteristics of tourist attractions across the globe.
- To study the Earth's physical features, climate, natural resources, human populations, and their interactions according to tourism Industry.
- To understand major destinations & accessibility of the world.
- To gain knowledge on case studies & broad information about the continents.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Introduction to Tourism Geography	7	25%
	1.1 Brief Introduction of Geography and Tourism Geography		
	1.2 Continents & Oceans		
	1.3 Elements of Weather & Climate. Climatic Zones of the World.		
	1.4 Natural Vegetation of the World.		
2	Asia and Europe	7	30%
	2.1 General Geographical Features: Physiographic Units, Climate, Vegetation Main Countries, Capitals & their Tourist Attractions.		
3	America and Other Countries	7	30%
	3.1 General Geographical Features; Physiography, Climate, Vegetation. Main Countries, Capitals & Their Tourist Attractions.		
4	Case Study	5	15%
	4.1 Case Studies/Assignments/Presentations on the tourist attractions of one continent/country/climatic region		
Total		26	100%

References

- *Tourism Geography: Critical Understandings of Place, Space and Experience* by Stephen Williams and Alan A. Lew (2017)
- *World Regional Geography: Global Patterns, Local Lives* by Lydia Mihelic Pulsipher and Alex Pulsipher (2019)
- *Geography of Travel and Tourism* by Lloyd Hudman and Richard Jackson (2018)

- *Contemporary World Regional Geography* by Michael Bradshaw, Joseph Dymond, and George F. Carney (2016)
- *Global Tourism: Cultural Heritage and Economic Encounters* edited by Sarah M. Lyon and Christian Wells (2017)

Semester II

Course Code	Course Name	Credits
SCW2217N	Social Work - I	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	01	-	01	01	-	02

Internal Assessment				External		Total
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- Students will understand conceptual and theoretical aspects of social entrepreneurship in India.
- Students will be aware of the challenges of social entrepreneurship.
- Students will be able to understand the process to start a social entrepreneurship project.

Course Objectives

- To study the basic concepts of social entrepreneurship.
- To understand various social entrepreneurship processes.
- To understand role and responsibilities in the management of social entrepreneurship.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Social entrepreneurship		7	20%
	1.1	Introduction and basics of Social Entrepreneurship		
	1.2	Approaches to social development		
2	2.1	Strategic venture design, resource management and social sector marketing.	7	30%
	2.2	Funding and legal framework for social ventures		
3	Social entrepreneurship in India		7	30%
	3.1	Social impact assessment		
	3.2	Sustainable development		
4	Case Study		5	20%
	4.1	Case-studies		
Total			26	100%

References

- Bornstein, D., & Davis, S. (2010). *Social entrepreneurship: What Everyone Needs to Know?* New York: Oxford University Press.
- Kickull, Jill and Lyons, S. Thomas. (2012). *Understanding Social Entrepreneurship*. Routledge: New York
- Kramer, M. R. (2005). *Measuring innovation: Evaluation in the field of social entrepreneurship*.

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-III

Semester III

Course Code	Course Name	Credits
LAR2301N	Lighting & Texturing	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	1	-	3

Theory					Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance						Total Internal	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Students will be able to create interior rendering scenes, product lighting rendering, 3D character lighting.
- Students will be able to understand the concepts of lighting in 3d Animation.
- Students will be able to develop the skills needed for production.
- Apply textures effectively to 3D objects, considering factors such as resolution, optimization, and realism.
- Create procedural textures using noise patterns, gradients, and node-based systems.
- Develop hand-painted textures with attention to color theory and stylistic choices.

Course Objectives

- To understand the workflow of Lighting and rendering.
- To have an overall understanding of production quality rendering.
- Gain a solid understanding of the principles and importance of UV unwrapping and texturing in 3D modeling and game development.
- Develop proficiency in various UV unwrapping techniques for different types of 3D models.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction to Unwrapping & Texturing			
1	1.1	Overview of the course objectives, tools, and software used	8	25%
	1.2	Introduction to UV mapping and its importance in 3D modeling		
	1.3	Exploring different types of textures and their applications		
	1.4	Introduction to node editing.		
2	Fundamentals of UV Unwrapping		08	20%
	2.1	Understanding UV coordinates and UV space		
	2.2	Basic UV unwrapping techniques: planar, cylindrical, and spherical mapping		
	2.3	Optimizing UV layouts for efficient texture usage		
	2.4	Working with photoshop for texturing		
3	Studio Lighting and Product Showcase		07	15%
	3.1	Creating studio lighting setups for product visualization Techniques for showcasing products with different materials and surfaces		
	3.2	Props and set design		
	3.3	Lighting techniques for product showcase		
	3.4	Working with one point, two point and three point lights.		
4	Exterior Lighting and Landscape Rendering		08	15%
	4.1	Techniques for outdoor scene lighting and rendering		
	4.2	Incorporating natural elements such as trees, foliage, and water —		
	4.3	Integrating textures into shading networks		
	4.4	Working with point, surface and area lights		
5	Assignment		8	25%
	5.1	Design an indoor scene and a generative outdoor scene		
	5.2	Light them appropriately using indoor and outdoor lighting techniques		
	5.3	Angle the camera appropriately		
	5.4	Submit an environment design that is well lit and textured.		

Total	39	100%
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References

<ul style="list-style-type: none">• McKinley, M. (2008). <i>The Game Artist's Guide to Maya</i>. Wiley Publishing.
<ul style="list-style-type: none">• Ebert, D. S. (Ed.). (1994). <i>Texturing and modeling: A procedural approach</i>. Academic Press.
<ul style="list-style-type: none">• Birn, J. (2013). <i>Digital lighting and rendering</i> (3rd ed.). New Riders.
<ul style="list-style-type: none">• Kerlow, I. V. (2010). <i>The art of 3D computer animation and effects</i> (4th ed.). John Wiley & Sons.
<ul style="list-style-type: none">• Lanier, L. (2012). <i>Advanced Maya texturing and lighting</i> (3rd ed.). Sybex.

Semester - III

Course Code	Course Name	Credits
COT2302N	Color Theory	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory						Term Work / Practical/Oral			Total
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance						Total Internal	
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Understanding the basic principles of color theory
- Knowledge of the color wheel and its significance
- Ability to identify and distinguish between primary, secondary, and tertiary colors
- Understanding color harmonies and how to create pleasing color combinations
- Knowledge of color temperature and its impact on visual perception

Course Objectives

- To introduce students to the fundamental principles and concepts of color theory.
- To familiarize students with the color wheel and its components.
- To provide an understanding of color relationships and harmonies.
- To explore the psychological and emotional effects of color.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Color Theory			
1	1.1	Overview of the course and its objectives	08	20%
	1.2	Historical context of color theory		
	1.3	Perception of color and its cultural significance		
	1.4	A psychological study of color		
	The Color Wheel			
2	2.1	Primary, secondary, and tertiary colors	8	25%
	2.2	Color wheel construction and organization		
	2.3	Exploring color temperature and color value		
	2.4	Analogous, monochromatic and triad colours		
	Color Harmony			
3	3.1	Complementary colors and their use in creating contrast	8	30%
	3.2	Analogous colors and their harmonious combinations		
	3.3	Split complementary and triadic color schemes		
	3.4	Understanding color dominance and focal points		
	Psychological Effects of Color			
4	4.1	Color symbolism and cultural associations	8	25%
	4.2	Color psychology and its influence on emotions and behavior		
	4.3	Practical applications of color psychology in design and branding		
	4.4	Creating contrast through color value and intensity		
Total			36	100%

References

- "Interaction of Color" by Josef Alb
- "The Elements of Color: A Treatise on the Color System of Johannes Itten" by Johannes Itten
- Birren, F. (2016). *Color perception in art: A study of color history and its influence on modern art and design*. Schiffer Publishing.

- Albers, J. (2013). *Interaction of color* (50th anniversary ed.). Yale University Press.

Semester - III

Course Code	Course Name	Credits
KMT2303N	Keying & Motion Tracking	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	02	-	02	01	-	03

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Proficient in Chroma Keying: Students will be able to execute basic and advanced chroma keying, including background removal and edge refinement, using industry-standard software
- Skilled in Motion Tracking: Students will be able to perform 2D, 3D, and planar motion tracking, applying these skills to stabilize footage and integrate VFX elements accurately
- Capable of Handling Complex VFX Shots: Students will demonstrate the ability to combine keying and motion tracking techniques to create complex, polished VFX shots suitable for professional projects
- Industry-Ready VFX Artists: Students will complete a final project that showcases their ability to plan, execute, and present VFX work, preparing them for careers in the film and television industry

Course Objectives

- Understand Keying Techniques: To provide students with a comprehensive understanding of chroma keying, including the theory, tools, and best practices for creating clean, professional-grade keying effects
- Master Motion Tracking: To equip students with the skills to perform 2D, 3D, and planar motion tracking, enabling them to seamlessly integrate VFX elements into live-action footage
- Combine Keying and Tracking in Complex Shots: To develop students' ability to handle complex VFX projects that require both keying and motion tracking, including advanced compositing techniques

- Prepare for Industry Standards: To prepare students for professional work in the VFX industry by teaching them to plan, execute, and present projects that meet industry standards

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Keying Techniques			
1	1.1	Overview of Keying Understanding green screen and blue screen Types of keying: Luma keying, Chroma keying Basic compositing concepts	08	20%
	1.2	Chroma Keying Techniques Setting up a green screen shoot Lighting for keying Introduction to keying software (example), Adobe After Effects, Nuke)		
	1.3	Advanced Keying Dealing with edge artifacts Color spill removal Refining key edges		
	1.4	Practical Exercises Hands-on keying practice with footage Troubleshooting common keying issues		
	Introduction to Motion Tracking			
2	2.1	Overview of Motion Tracking	8	25%
	2.2	Introduction to motion tracking Types of tracking: 2D, 3D, planar Overview of tracking software (example, Mocha, Boujou) 2D Tracking		
	2.3	Basic 2D tracking techniques Stabilizing footage with 2D tracking Compositing using 2D tracking 3D Camera Tracking		
	2.4	Introduction to 3D camera tracking Solving camera motion in 3D space Integrating 3D elements into live-action footage Practical Exercises		
	Advanced Keying and Motion Tracking Techniques			
	Planar Tracking			
3	3.1	Introduction to planar tracking Using Mocha for planar tracking Applications of planar tracking in VFX Combining Keying and Tracking	8	30%
	3.2	Integrating keyed elements into tracked footage Solving complex scenes with both keying and tracking Troubleshooting combined keying and tracking issues Advanced Compositing Techniques		
	3.3	Compositing complex VFX shots Using matte paintings and other elements in composites Refining edges and blending elements Practical Exercises		

	3.4	Hands-on practice with complex VFX shots Advanced project: Composite a shot using keying and tracking		
4	Graph editing		8	25%
	4.1	Working with keyframes and the usage of different kinds of keyframes		
	4.2	Using the Bezier tool to create splines and other forms of motion graphs		
	4.3	Difference between motion and value graphs		
	4.4	Working with different frame rates		
Total			36	100%

References

- Okun, J. A., & Zwerman, S. (Eds.). (2010). *The VES handbook of visual effects: Industry standard VFX practices and procedures*. Focal Press.
- Wright, S. (2011). *Compositing visual effects: Essentials for the aspiring artist*. Focal Press.
- Albers, J. (2013). *Interaction of color* (50th anniversary ed.). Yale University Press.
- Feisner, E. A. (2006). *Color studies* (2nd ed.). Fairchild Books.

Semester-III

Course Code	Course Name	Credits
PXA2304N	Pixilation Animation	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the history and principles of Pixilation animation.
- Master the technical skills required for creating Pixilation animations.
- Develop creative concepts and execute them through practical projects.
- Critically analyze and evaluate Pixilation animations from historical and contemporary perspectives.

Course Objectives

- Gain a basic knowledge of animation principles (e.g., from a previous introductory animation course)
- Gain familiarity with digital video editing software
- Gain a better understanding of timing and pacing in animation
- Work collaboratively to produce a group Pixilation animation project.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction to Pixilation Animation			
1	1.1	Overview of Pixilation animation	10	25%
	1.2	Historical context and notable examples		
	1.3	Basic principles and techniques		
	1.4	Basics of photography		
	Theoretical Foundations			
2	2.1	Animation principles: timing, spacing, and movement	10	25%
	2.2	The role of Pixilation in visual storytelling		
	2.3	Case studies: Analysis of influential Pixilation animations		
	2.4	Exposure triangle for photography		
	Technical Setup and Equipment			
3	3.1	Camera setup and manual settings	10	25%
	3.2	Lighting and staging for Pixilation		
	3.3	Introduction to frame-by-frame shooting techniques		
	3.4	Handling special effects in Pixilation		
	Editing and Post-Production		10	25%
4	4.1	Basic editing techniques for Pixilation		
	4.2	Creating smooth transitions and continuity		
	4.3	Adding sound and music		
	Advanced techniques in Pixilation			
5	5.1	Using rotoscoping techniques in animation	6	10%
	5.2	Using props in animation		
	5.3	Camera movement techniques		
	5.4	Working with different frame rates.		

6	Assignment		6	15%
	6.1	Create a script, a storyboard and a DOP sheet.		
	6.2	Create assets, props and backgrounds.		
	6.3	Shoot a Pixilation animation using 2 or more human characters		
	6.4	Submit an animation		
Total			52	100%

References
<ul style="list-style-type: none"> • Williams, R. (2001). <i>The animator's survival kit</i>. Faber & Faber. • Webster, C. (2005). <i>Animation: The mechanics of motion</i>. Focal Press. • Furniss, M. (2007). <i>Art in motion: Animation aesthetics</i> (2nd ed.). John Libbey Publishing. • Wells, P. (1998). <i>Understanding animation</i>. Routledge.

Semester-III

Course Code	Course Name	Credits
UXD2305N	UI/UX Design	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory						Term Work / Practical/Oral			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the fundamentals of User Interface Design and User Experience Design
- User centric analysis and research activities
- Evaluation of heuristic principles and application.
- Concept Development

Course Objectives

- The UI/UX Design course brings a design-centric approach to user interface and user experience design.
- Understanding the importance of a visual communication perspective through user experience.
- Overall understanding and improving the interaction of user with the application/website.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
		Introduction to design Thinking in terms of website/ app		
1	1.1	Discussion on different website and apps.	10	15%
	1.2	Importance of User research		
	1.3	Introduction to User centered Design		
	1.4	Introduction to popular UI/UX tools (Figma, Adobe XD).		
2		The design Life cycle	10	15%
	2.1	Brainstorming, Understanding, Ideation of a project(website/app)		
	2.2	Understanding User, Their goals. Research Techniques.		
	2.3	Application of heuristic principles		
	2.4	Brainstorming the ideas		
3		Creating user Persona, User Scenario.	5	15%
	3.1	Importance of Visual Communication		
	3.2	Graphic Design Principles Icons, typography, Fonts		
	3.3	The role of color, typography, and imagery in UI design.		
	3.4	Organizing content for ease of use.		
4		Sitemap. Introduction To Adobe XD Introduction to Frames, tools	5	20%
	4.1	Low Fidelity Wireframes Mid Fidelity Wireframes High Fidelity Wireframes.		
	4.2	Creating Prototype		
	4.3	Work on project		
	4.4	The importance of wireframes in the design process.		

5		Prototyping	5	15%
	5.1	Types of prototypes (low, mid, high fidelity).		
	5.2	Low-fidelity vs. high-fidelity wireframes.		
	5.3	Basics of usability testing.		
	5.4	Conducting and analyzing usability tests.		
6		Final Project	4	20%
	6.1	Create basic designs focusing on layout and visual hierarchy.		
	6.2	Create user personas and empathy maps.		
	6.3	Develop site maps and navigation flows.		
	6.4	Build interactive prototypes using Figma or Adobe XD.		
Total			39	100%

References

- Soegaard, M. (2018). *The basics of user experience design: A UX design book by the Interaction Design Foundation*. Interaction Design Foundation.
- Norman, D. A. (2013). *The design of everyday things* (Revised & expanded ed.). Basic Books.
- Krug, S. (2014). *Don't make me think, revisited: A common sense approach to web usability* (3rd ed.). New Riders.
- Garrett, J. J. (2011). *The elements of user experience: User-centered design for the web and beyond* (2nd ed.). New Riders.

Semester-III

Course Code	Course Name	Credits
CCG2306N	Color Correction & Grading	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Proficient in Color Correction: Students will be able to apply primary and secondary color correction techniques to video footage, ensuring balanced and accurate colors
- Skilled in Color Grading: Students will be able to create and apply color grades that enhance the visual storytelling of a project, using both standard and advanced grading techniques
- Capable of Handling Complex Workflows: Students will demonstrate the ability to manage and execute color grading workflows, including matching shots across sequences and collaborating with other post-production professionals
- Industry-Ready Colorists: Students will complete a comprehensive final project that showcases their ability to plan, grade, and present a fully polished video, preparing them for professional roles in the industry

Course Objectives

- Understand Color Theory and Correction: To provide students with a comprehensive understanding of color theory, including the tools and techniques used for basic and advanced color correction
- Master Color Grading Techniques: To equip students with the skills needed to create visually compelling color grades that enhance storytelling and match the visual style of different genres
- Develop Advanced Workflow Skills: To teach students how to efficiently manage color correction and grading workflows, including working with RAW/LOG footage, matching shots, and collaborating in post-production environments

- Prepare for Industry Standards: To prepare students for professional work in the film and television industry by teaching them to plan, execute, and present projects that meet industry standards in color grading

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Color Theory and Correction		
1	1.1 Fundamentals of Color Theory	10	15%
	1.2 Understanding color spaces: RGB, CMYK, YUV Color perception and psychology Introduction to color wheels and histograms Week 2: Basic Color Correction Techniques		
	1.3 Primary color correction: Exposure, contrast, and white balance Introduction to color correction tools in software (example DaVinci Resolve, Adobe Premiere Pro) Working with scopes: Waveform, Vectorscope, and Histogram		
	1.4 Isolating colors and using masks Working with Hue, Saturation, and Luminance (HSL) Balancing skin tones and matching shots		
	Introduction to Color Grading		
2	2.1 Understanding Color Grading	10	15%
	2.2 Difference between color correction and color grading The role of color grading in storytelling Introduction to LUTs (Look-Up Tables) and their uses		
	2.3 Creating Visual Styles Developing a color palette for a project Working with film emulation LUTs and custom grading Grading for different genres: Drama, horror, sci-fi, etc		
	2.4 Hands-on color correction with provided footage Troubleshooting common issues in color correction Project: Correct and balance a sequence of shots		
	Advanced Techniques and Workflow		

3	3.1	Understanding the color grading pipeline Working with RAW and LOG footage Organizing a project for efficient grading	5	15%
	3.2	Matching Shots and Sequences Techniques for ensuring consistency across shots Matching shots in different lighting conditions Dealing with challenging footage: mixed lighting, overexposure, etc		
	3.3	Color Grading Workflow		
	3.4	Collaborative Workflows Working with editors, directors, and DPs Versioning and rendering graded footage Color grading in a multi-user environment		
4	Advanced Color Grading Techniques		5	20%
	4.1	Grading for Different Genres: Horror, Drama, Comedy, etc.		
	4.2	Working with Masks and Windows for Selective Grading		
	4.3	Grading for Different Outputs: Web, TV, Cinema		
	4.4	Introduction to HDR Grading		
5	Advanced Color Correction Techniques		5	15%
	5.1	Secondary Color Correction		
	5.2	Working with Log Footage		
	5.3	Noise Reduction and Sharpening Techniques		
	5.4	Matching Shots: Continuity in Color		
6	Final Project and Industry Applications		4	20%
	6.1	Overview of industry trends in color grading Case studies of color grading in feature films and commercials Preparing for industry workflows and deliverables		
	6.2	Industry Applications and Trends		
	6.3	Project Planning and Pre-production Conceptualizing the final project Pre-production planning: Storyboarding, shot list, and visual references Setting up the project for grading		
	6.4	Project Execution Executing color correction and grading for the final project Troubleshooting and refining the final grade Peer reviews and feedback sessions		

Total	39	100%
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References
<ul style="list-style-type: none"> • Van Hurkman, A. <i>Color correction handbook: Professional techniques for video and cinema</i>. Publisher.
<ul style="list-style-type: none"> • Hullfish, S. (2013). <i>The art and technique of digital color correction</i>. Focal Press.
<ul style="list-style-type: none"> • Gerard, A. (2013). <i>Color correction handbook: Professional techniques for video and cinema</i> (2nd ed.). Adobe Press.
<ul style="list-style-type: none"> • Shaw, D. (2017). <i>Color grading 101: Getting started color grading for editors, filmmakers, photographers, and designers</i>. Createspace Independent Publishing.

Semester III

Course Code	Course Name	Credits
FLF2311N	FRENCH III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External		Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam		
Mid Term	Viva	Continuous Evaluation	Attendance				Total
15	20	10	05	50	50	75 mins	100

Course Outcome

- Get in depth Knowledge of accents and French phonetics.
- Write about placements of objects.
- Talk about recent experiences or recent plans.
- Understand the important geographic locations and culture of France.
- Gain mastery over complex grammatical structures, including the subjunctive mood, advanced verb tenses, and intricate sentence formations.

Course Objectives

- To engage the students to continue to refine pronunciation, focusing on more subtle aspects of accent and intonation.

- To describe the placements of the objects etc.
- To talk about recent experiences or of recent plans.
- To understand biographical information.
- To master complex grammatical structures, including the subjunctive mood, advanced tenses, and nuanced sentence structures.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Module I		7	50%
	Leçon 1	Une journée sur Terre		
	Leçon 2	Une journée « écolo »		
	Leçon 3	Une journée avec...		
	Leçon 4	Une journée en Pologne		
2	Module II		6	20%
	Leçon 1	Sortir « à la française »		
	Leçon 2	Soyez les bienvenus !		
	Leçon 3	Apprendre autrement		
3	Module III		6	30%
	Leçon 1	Jeunes talents		
	Leçon 2	Écrivains francophones		
	Leçon 3	Un livre, un jour		
4	Module IV		5	30%
	Leçon 1	Il a choisi la France		
	Leçon 2	Informons-nous		
Total			26	100%

References

- *Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette, 2012.*
- *Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.*

- *Loiseau Y., Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
- *Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
- *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2017.*
- *Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier, 2018.*
- *Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.*
- *Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.*
- *Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.*

Semester III

Course Code	Course Name	Credits
FLG2311N	GERMAN III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External		Total
Internal Assessment			Attendance	Total	End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation					
15	20	10	05	50	50	75 mins	100

Course Outcome

- Listen and comprehend.
- Understand and respond to audio texts, telephonic messages, and announcements.
- Listen and speak.
- Have proficiency in pronunciation.
- Communicate in routine situations where exchange of basic information is required.

Course Objectives

- To listen and comprehend.
- To understand and respond to audio texts, telephonic messages, and announcements.
- To listen and speak.
- To have proficiency in pronunciation.
- To communicate in routine situations where exchange of basic information is required.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage			
1	Kapitel 7					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Grammatischer Aspekt</td> <td> <ul style="list-style-type: none"> - Präpositionen mit Dativ, z.B. aus, bei - Artikelwörter: bestimmt, unbestimmt, negativ im Nom., Akku., Dativ - Possessivartikel im Dativ </td> <td style="text-align: center; vertical-align: middle;">6</td> <td style="text-align: center; vertical-align: middle;">25%</td> </tr> </table>	Grammatischer Aspekt	<ul style="list-style-type: none"> - Präpositionen mit Dativ, z.B. aus, bei - Artikelwörter: bestimmt, unbestimmt, negativ im Nom., Akku., Dativ - Possessivartikel im Dativ 	6	25%	
Grammatischer Aspekt	<ul style="list-style-type: none"> - Präpositionen mit Dativ, z.B. aus, bei - Artikelwörter: bestimmt, unbestimmt, negativ im Nom., Akku., Dativ - Possessivartikel im Dativ 	6	25%			
2	Kapitel 7					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Thematischer Aspekt</td> <td> <ul style="list-style-type: none"> - Termine absprechen - Anleitungen verstehen und geben - Briefe verstehen und beantworten - über Sprachenlernen sprechen - Informationen in Texten finden </td> <td style="text-align: center; vertical-align: middle;">7</td> <td style="text-align: center; vertical-align: middle;">25%</td> </tr> </table>	Thematischer Aspekt	<ul style="list-style-type: none"> - Termine absprechen - Anleitungen verstehen und geben - Briefe verstehen und beantworten - über Sprachenlernen sprechen - Informationen in Texten finden 	7	25%	
Thematischer Aspekt	<ul style="list-style-type: none"> - Termine absprechen - Anleitungen verstehen und geben - Briefe verstehen und beantworten - über Sprachenlernen sprechen - Informationen in Texten finden 	7	25%			
3	Kapitel 8					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Grammatischer Aspekt</td> <td> <ul style="list-style-type: none"> - Adjektiv mit sein Thema: Wohnungsbeschreibung - Adjektiv sehr, zu - Wohin: in+Akku. - Wo: in+Dativ - Wechselpräpositionen z.B. über, auf, unter, vor </td> <td style="text-align: center; vertical-align: middle;">6</td> <td style="text-align: center; vertical-align: middle;">25%</td> </tr> </table>	Grammatischer Aspekt	<ul style="list-style-type: none"> - Adjektiv mit sein Thema: Wohnungsbeschreibung - Adjektiv sehr, zu - Wohin: in+Akku. - Wo: in+Dativ - Wechselpräpositionen z.B. über, auf, unter, vor 	6	25%	
Grammatischer Aspekt	<ul style="list-style-type: none"> - Adjektiv mit sein Thema: Wohnungsbeschreibung - Adjektiv sehr, zu - Wohin: in+Akku. - Wo: in+Dativ - Wechselpräpositionen z.B. über, auf, unter, vor 	6	25%			
4	Kapitel 8					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Thematischer Aspekt</td> <td> <ul style="list-style-type: none"> - Wohnungsanzeigen verstehen - eine Wohnung beschreiben - die Wohnungseinrichtung planen - eine Einladung schriftlich beantworten - über eine Wohnungseinrichtung sprechen - einen Text über eine Wohnung schreiben </td> <td style="text-align: center; vertical-align: middle;">7</td> <td style="text-align: center; vertical-align: middle;">25%</td> </tr> </table>	Thematischer Aspekt	<ul style="list-style-type: none"> - Wohnungsanzeigen verstehen - eine Wohnung beschreiben - die Wohnungseinrichtung planen - eine Einladung schriftlich beantworten - über eine Wohnungseinrichtung sprechen - einen Text über eine Wohnung schreiben 	7	25%	
Thematischer Aspekt	<ul style="list-style-type: none"> - Wohnungsanzeigen verstehen - eine Wohnung beschreiben - die Wohnungseinrichtung planen - eine Einladung schriftlich beantworten - über eine Wohnungseinrichtung sprechen - einen Text über eine Wohnung schreiben 	7	25%			
Total		26	100%			

References

- *Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.*
- *Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.*
- *Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.*
- *Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.*
- *Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.*
- *Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.*

Semester III

Course Code	Course Name	Credits
FLS2311N	SPANISH III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External		Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation	Attendance	Total			
15	20	10	05	50	50	75 mins	100

Course Outcome

- To speak and write about his/her daily routine and will be able to describe the daily routine of others and express the frequency.
- To effectively understand time, tell time and ask questions using time.
- To understand and explain the geographical structure such as area, population etc. of Spanish speaking countries along with food and local cuisines.
- To effectively write an informal E-mail.
- To conjugate irregular verbs and use them in their day-to-day life.

Course Objectives

- To enable the students to talk and discuss about their routine and/or daily routine of others effectively and express the frequency.

- To enable the students to understand time.
- To enable the student to understand the geography of Spanish speaking countries along with local cuisines and food.
- To teach the students how to write an informal E-mail.
- To teach how to conjugate irregular verbs and incorporate them in day-to-day life.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	¿Tus amigos son mis amigos?		3	20%
	1.1	La geografía de España		
	1.2	Los verbos en presente de indicativo		
2	¿Dónde está mi reloj?		7	30%
	2.1	La hora en español		
	2.2	El verbo Tener en la forma TENER QUE + Infinitivo		
3	¿Sabes estos verbos?		6	20%
	3.1	Los verbos irregulares		
4	¿Día a día		10	30%
	4.1	Los verbos reflexivos		
	4.2	La frecuencia para la rutina diaria		
	4.3	Hablar de la rutina diaria		
Total			26	100%

References

- *Espinosa, Nat. 100 Reflexive Verbs In Spanish That You Need To Know. Independently Published, 2022.*
- *Floréz, Raphaela. Verbos Irregulares (Español). 2023.*
- *Gordon, Ronni, and David Stillman. The Big Red Book of Spanish Verbs, Second Edition. McGraw-Hill, 2008.*
- *Palencia, Ramon, and Luis Aragones. McGraw-Hill Education Intermediate Spanish Grammar. McGraw-Hill Education, 2014.*
- *Powell. Autodisciplina. Create Your Reality, 2019.*
- *Reid, Stephanie. La hora (Time) (Early Childhood Themes) (Spanish Edition). 2013.*

- *Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.*
- *Saavedra, Eduardo. La Geografía de España del Idrisi (Classic Reprint). Forgotten Books, 2017.*
- *Tormo, Alejandro Bech, Francisco Del Moral Manzanares, et al. El Cronómetro en clase. 2020.*
- *Tormo, Alejandro Bech. Cronometro. Nivel B1. Con espansione online. Con CD. Per le Scuole superiori (El). Edinumen Editorial, 2013.*

Semester III

Course Code	Course Name	Credits
CSE2312N	Reading and Comprehension	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Internal				External		Total
Mid-Sem Exam	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- Attain and enhance competence in reading and comprehension skills and develop reading skills, speed and keen interest in reading different genres.
- Read university text, manuals, technical contents and expand their vocabulary.
- Produce best reviews after analytical and critical reading.
- Employ various reading techniques and strategies to gain maximum output from reading.
- Understand the nuances of reading as a skill.

Course Objectives

- To discuss the techniques of reading and comprehension.

- To illustrate the methods of reading technical and non-technical texts.
- To enhance the knowledge of graphics, mind maps and pyramids.
- To guide ways of gathering information and processing it through effective reading strategies.
- To teach how to do review writing after effectively applying appropriate reading methods.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Effective Reading	4	31%
	1.1 What is reading comprehension? Process of reading, Types of reading: (Academic reading, Professional reading, Literary reading, technical reading & Critical reading) Strategies and Techniques of reading: (Skimming, Scanning, Intensive, Extensive, Loud & Silent reading, SQ3R etc.) Reading speed & Tips for improving reading skills		
	1.2 Strategies for Reading Comprehension		
	1.3 Note taking and Note Making		
2	Technical Language Development	4	31%
	2.1 Reading Manuals: What is technical language? Characteristics of technical texts User guide – manuals: (Lab reports, Brochures, Proposals, Technical specifications & descriptions) Instructions & warnings etc.		
	2.2 Difference between Literary and Technical reading		
3	Summarization	3	23%
	3.1 Summarization of reading passages, reports, chapters, books & selected passages from competitive examinations.		
	3.2 Graphic organizers for summaries: Mind maps, flow charts, tree diagrams, pyramids		

4	Activities		2	15%
	4.1	News reading, Picture reading,		
	4.2	Review of a book/journal, Paraphrasing		
Total			13	100%

References

- *Krishnaswamy N & T Sriraman. Creative English for Communication, Macmillan India Limited, 2000*
- *Mascull, Bill. Business Vocabulary in Use Advanced, Cambridge University Press, 2004*
- *Raman, Meenakshi & Singh, Prakash. Business Communication, Oxford University Press, 2006.*
- *Rizvi, Ashraf M. Effective Technical Communication, McGraw Hill Education, 2017*
- *Sethi, Anjane & Adhikari, Bhavana. Business Communication, Tata McGraw Hill, 2009.*
- *Varinder Kumar & Bodh Raj, Comprehension and Communication Skills in English, Kalyani Publishers, 2022.*

Semester – III

Course Code	Course Name	Credits
BEH2313N	Behavioral Science-III	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory					External		Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Activity	Assignment	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- Enhanced communication and understanding among team members
- Increased trust and respect within the team.
- Improved collaboration and problem-solving abilities.
- Greater appreciation for diversity and different perspectives.
- Clearer roles, responsibilities, and accountability.
- Stronger team unity and alignment towards common goals.

Course Objective

- To Foster open communication and active listening among team members.

- To Build trust and mutual respect within the group.
- To Encourage collaboration and shared decision-making.
- To Promote diversity and inclusion within the team.
- To Develop clear roles and responsibilities for each member.
- To Strengthen team cohesion through shared goals and experiences.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Group formation		2	20%
	1.1	Definition and Characteristics of group		
	1.2	Importance of groups formation		
	1.3	Classification and stages of groups formation		
	1.4	Benefits of group formation		
2	Teams		2	20%
	2.1	Meaning and nature of teams		
	2.2	External and internal factors affecting team.		
	2.3	Building Effective Teams		
	2.4	Consensus Building and Collaboration		
3	Group Functions		2	20%
	3.1	External Conditions affecting group functioning: Authority, Structure, Org. Resources, Organizational policies etc.		
	3.2	Internal conditions affecting group functioning: Roles, Norms, Conformity, Status, Cohesiveness, Size, Inter group conflict.		
	3.3	Group Cohesiveness and Group Conflict		
	3.4	Adjustment in Groups		
4	Leadership			

	4.1	Meaning, Nature, and Functions	2	20%
	4.2	Self-leadership		
	4.3	Leadership styles in organization		
	4.4	Leadership in Teams		
5	Power to empower: Individual and Teams		2	20%
	5.1	Meaning, Nature, and Types of Power and Empower		
	5.2	Identify the sources and uses of Power		
	5.3	Relevance in organization and Society		
	5.4	Feeling power and powerlessness		
Total			10	100%

References	
•	<i>Forsyth, D. R. (2018). Group Dynamics. Wadsworth, Cengage Learning.</i>
•	<i>Robbins, S. P., & Judge, T. A. (2019). Organizational Behavior (18th ed.). Pearson.</i>
•	<i>Kouzes, J. M., & Posner, B. Z. (2017). The Leadership Challenge: How to Make Extraordinary Things Happen in Organizations (6th ed.). Jossey-Bass.</i>
•	<i>Pfeffer, J. (2010). Power: Why Some People Have It—and Others Don't. Harper Business.</i>
•	<i>Lencioni, P. (2002). The Five Dysfunctions of a Team: A Leadership Fable. Jossey-Bass.</i>
•	<i>Hackman, J. R., & Wageman, R. (2005). A theory of team coaching. Academy of Management Review, 30(2), 269-287.</i>

Semester III

Course Code	Course Name	Credits
VAC2314N	GRAPHIC DESIGN	03

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
03	-	-	03	-	-	03

Theory						External			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract .	Oral	
Mid Term	Continuous Evaluation	Attendance	Total						
15	10	05	30	70	3 Hours	-	-	-	100

Course Outcome

- Students will learn the concept of Graphics with its basics.
- Students will learn the principles of Graphic Design.
- Students will learn to use the Design Tools and elements.
- Students will learn creating textures and backgrounds, Layout, and compositions.

Course Objectives

- To understand the principles of Graphic Design.
- To understand user interface of Software.
- To use, Design Tools and elements.
- Creating textures and backgrounds, Layout, and compositions, creating final artwork.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Basic Introduction of Design Software		8	20%
	1.1	Introduction of Graphic Design, Software and their uses		
	1.2	Introduction about Photoshop		
	1.3	Tools and its uses, Effects and techniques, Layout and Compositions		
	1.4	How to create different Backgrounds, how to create forms and compositions, what is layouts and how it works?		
2	Understanding different Tools for creating Graphics:		14	30%
	2.1	Creation of effects with different tools with technique.		
	2.2	Creation of Textures and styles of Background and Letters.		
	2.3	How to improve Image quality? Image cutout and extending with tools.		
	2.4	How to create Art works with different and proper layouts? Additional Imagination of layout and composition, Work on Image.		
	2.5	Touching, retouching, finishing, stamping, cropping, mixing etc., How to create different designs with using all contain and images.		
	2.6	How to start your final Artwork from the beginning?		
3	Develop skills in typography and layout design.		7	20%
	3.1	Introduction to typography		
	3.2	Typefaces and fonts		
	3.3	Typography rules and conventions		
	3.4	Combining typefaces		
4	Gain experience with design software programs such as Adobe Photoshop and Illustrator		10	30%
	4.1	Introduction to Adobe Photoshop, Illustrator, and In Design		
	4.2	Basic functions and tools of each program		
	4.3	Creating and editing images and graphics		
	4.4	Creating layouts and designs in each program		
Total			39	100

References

- *Towards a new age Graphic Design, Principles and Formulas for Classical, Computer by Richard Williams*
- *The Elements of Graphic Design by Alex W. White.*

Semester III

Course Code	Course Name	Credits
ABC2317N	Analysis of Business Cases	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical		Oral
Test	Continuous Evaluation	Attendance	Total						
25	20	05	50	50	3 Hours	-	-	-	100

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Demonstrate the ability to critically assess business cases, identifying core challenges, underlying issues, and potential opportunities within various organizational contexts.
- Utilize relevant analytical frameworks and tools to interpret complex business cases, deriving insights that inform strategic decision-making processes.
- Develop coherent, evidence-based solutions and recommendations for business challenges, effectively communicating these strategies to stakeholders through both written reports and presentations.

Course Objectives

- Develop critical thinking skills by engaging students in the analysis of complex business cases.

- Enhance problem-solving abilities through the application of business theories to real-world scenarios.
- Foster strategic decision-making by evaluating various business challenges and opportunities.
- Improve analytical skills in identifying key issues and deriving insights from business case studies.
- Strengthen communication skills by teaching students to present their analyses and solutions effectively.
- Increase understanding of business dynamics across different industries and organizational contexts.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Analytical Frameworks for Case Analysis	7	25%
	SWOC Analysis (Strengths, Weaknesses, Opportunities, Challenges) PESTLE Analysis (Political, Economic, Social, Technological, Legal, Environmental) Porter's Five Forces Analysis		
2	Decision Making and Problem Solving	7	25%
	Enhance decision-making and problem-solving abilities through case analysis. Topics: Decision-Making Process Problem-Solving Strategies		
3	Strategic Management Analysis	6	25%
	Analyze strategic management issues and formulate effective strategies based on case study scenarios. Topics: Strategic Analysis Strategy Formulation and Implementation		
4	Industry-Specific Case Analysis	6	25%
	Understand industry-specific challenges and best practices in management through case studies. Topics: Industry Analysis Industry-Specific Case Studies		
Total		26	100%

References

- *Harvard Business Review Case Studies*
- *Case Studies in Management by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson*
- *Case Studies in Strategic Management by Sanjay Mohapatra*
- *Case Studies in Marketing Management by S. Ramesh Kumar*
- *Case Studies in Organizational Behavior by Steven L. McShane and Mary Ann Von Glinow*

Semester III

Course Code	Course Name	Credits
ANM2317N	Animation – II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- **Advanced Animation Skills:** Students will develop advanced skills in character animation, including character posing, movement, and expression, applying the 12 principles of animation effectively.
- **Technical Proficiency:** Students will gain proficiency in advanced rigging techniques, character setup for complex movements, and the use of advanced features in animation software.
- **Visual Storytelling:** Students will understand narrative structure in animation, create storyboards and animatics, and apply visual language and symbolism to enhance storytelling in their animations.
- **Application of Innovative Methods:** Students will apply cutting-edge animation techniques to create professional-quality projects.

Course Objective

- **Enhanced Animation Skills:** Develop advanced skills in character animation, including character posing, movement, and expression, applying the 12 principles of animation effectively.
- **Technical Proficiency:** Gain proficiency in advanced rigging techniques, character setup for complex movements, and the use of advanced features in animation software.
- **Creative Storytelling:** Understand narrative structure in animation, create storyboards and animatics, and apply visual language and symbolism to enhance storytelling in animations.
- **Professional Portfolio Development:** Create a professional animation portfolio that showcases advanced skills, creativity, and understanding of industry practices, preparing for careers in animation.

Detailed Syllabus

Module / Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Foundations of Animation		6	20%
	1.1	Principles of Animation: Explore and apply the 12 principles of animation to create believable and dynamic motion.		
	1.2	Storyboarding Techniques: Learn to develop and present visual stories through storyboards, focusing on composition and narrative flow.		

	1.3	Character Design Basics: Understand the fundamentals of character design, including silhouette, shape language, and visual appeal.		
	1.4	Introduction to 3D Animation: Gain a basic understanding of 3D animation software and its interface, focusing on keyframe animation.		
2	Intermediate Animation Techniques		6	20%
	2.1	Character Rigging and Weighting: Learn advanced rigging techniques to create flexible and realistic character movements.		
	2.2	Advanced Keyframe Animation: Refine keyframe animation skills, focusing on timing, spacing, and character performance.		
	2.3	Lip Sync and Facial Animation: Explore techniques for syncing character dialogue with lip movements and expressive facial animations.		
	2.4	Camera and Cinematography: Understand the principles of camera movement and shot composition to enhance storytelling and visual interest.		
3	Specialized Animation Skills		6	30%
	3.1	Creature Animation: Study the principles of creature animation, focusing on animalistic movement and behaviour.		
	3.2	Physics-based Animation: Learn to create realistic animations using physics simulations for objects like cloth, hair, and fluid.		
	3.3	Character Animation for Games: Explore the unique challenges and techniques involved in creating animations for interactive game environments.		
	3.4	Advanced Techniques and Styles: Exploration of niche animation styles and techniques, such as motion capture, effects animation, or advanced 3D modeling.		
4	Advanced Character Animation and Dynamics		8	30%
	4.1	Complex Character Rigging: Advanced rigging techniques for creating detailed and flexible character rigs. Setup of facial rigs and body deformations for realistic movement.		

	4.2	Dynamic Motion and Simulation: Implementation of physics-based simulations for natural movement, including cloth and hair simulations. Techniques for simulating natural forces and interactions.		
	4.3	Dynamic Motion: Physics-based simulations for natural movement.		
	4.4	Complex Rigging: Advanced character rigging and facial deformation		
Total			26	100%

References
<ul style="list-style-type: none"> • <i>Williams, R. (2012). The animator's survival kit. Faber & Faber.</i>
<ul style="list-style-type: none"> • <i>Hooks, E. (2017). Acting for animators: 4th edition. Routledge.</i>
<ul style="list-style-type: none"> • <i>Maestri, G. (2006). Digital character animation 3. New Riders.</i>
<ul style="list-style-type: none"> • <i>Kerlow, I. V. (2017). The art of 3D computer animation and effects (4th ed.). Wiley.</i>
<ul style="list-style-type: none"> • <i>Roberts, S. (2007). Advanced animation: An illustrated approach. Focal Press.</i>
<ul style="list-style-type: none"> • <i>Osipa, J. (2013). Stop staring: Facial modeling and animation done right (3rd ed.). Wiley</i>

Semester III

Course Code	Course Name	Credits
PHT2317N	Photography - II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Students will know Camera modes
- Student will know about lenses
- Students will know about different cameras & lenses
- Field visit Studios or art gallery, Outdoor Photography Practice.

Course Objectives

- Students will gain a basic knowledge of camera parts.
- Gain knowledge about controlling light to get desired Results.
- Technicalities to take photographs during nighttime & Day Time
- The aim of the course is to train the mind in how to see the world through a camera.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Camera and its Parts		6	20%
	1.1	Introduction to Camera parts & Different Modes of Camera Dial		
	1.2	Shutter speed		
	1.3	Aperture, ISO		
	1.4	Exposure		
2	Different types of cameras		6	20%
	2.1	Pinhole camera		
	2.2	Compact camera		
	2.3	Mirrorless		
	2.4	SLR & DSLR		
3	Different types of Lenses		6	30%
	3.1	Wide Angle		
	3.2	Tele-photo lens		
	3.3	Macro Lens		
	3.4	Prime Lens		
4	Assignment: Use of Mirror Less cameras & Large Format Cameras, Sensor Size		8	30%
	4.1	Mirror less cameras		
	4.2	DSLR Crop Sensor		
	4.3	Full Frame Sensor		
	4.4	Large Format Cameras		
Total			26	100%

References
<ul style="list-style-type: none"> • <i>Prescribed Textbooks: Mastering Shutter Speed By AI Judge</i>
<ul style="list-style-type: none"> • <i>Reference Material: The Photography Journal</i>
<ul style="list-style-type: none"> • <i>Name and Publication: Melanie Pullen</i>
<ul style="list-style-type: none"> • <i>Horenstein, H. (2012). Digital Photography: A Basic Manual. Little, Brown and Company.</i>

- *Shore, S. (2007). The nature of photographs. Aperture.*
- *Birnbaum, B. (2010). The art of photography: A personal approach to artistic expression. Rocky Nook.*

Semester III

Course Code	Course Name	Credits
POL2317N	Political Science - II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				External		Total
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration of End Sem Exam	
15	30	5	50	50	2 Hours	100

Course Outcome

- Recall the historical events and milestones that have shaped India's foreign policy.
- Explain the underlying principles and ideologies guiding India's foreign policy decisions.
- Apply theoretical frameworks to analyse contemporary challenges and opportunities in India's foreign relations.
- Compare and contrast India's foreign policy approaches with those of other major powers, such as China and the United States.
- Critically assess the successes and failures of India's foreign policy initiatives in promoting national interests and global stability.
- Develop policy recommendations to enhance India's role in regional and global governance structures.

Course Objectives

- To comprehend the historical evolution and underlying principles of India's foreign policy.
- To analyze contemporary challenges and opportunities in India's foreign relations.
- To evaluate the effectiveness and impact of India's diplomatic strategies.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Determinants of India's Foreign Policy	5	20%
	1.1 Domestic sources of India's Foreign Policy		
	1.2 International sources of India's Foreign Policy		
2	Objectives and Principles of India's Foreign Policy	6	20%
	2.1 Objectives of India's Foreign Policy		
	2.2 Principles of India's Foreign Policy		
3	Non-Alignment in Indian Foreign Policy	7	30%
	3.1 Conceptual Framework & Principles of Non-Alignment Policy		
	3.2 Relevance of Non-Alignment Policy		
4	India & the World	8	30%
	4.1 India and the major powers- US, Russia, China		
	4.2 India and Global Institutions		
Total		26	100%

References

<ul style="list-style-type: none"> • <i>Bandhopadhyaya, The Making of India's Foreign Policy, Allied Publishers, New Delhi (1970).</i>
<ul style="list-style-type: none"> • <i>R. Basu, The United Nations: Structure and Functions of an International Organisation, Revised and Enlarged ed., Sterling, New Delhi (2004).</i>
<ul style="list-style-type: none"> • <i>A. Mattoo & H. Jacob (eds.), India and the Contemporary International System, Manohar Publications in collaboration with RCSS Colombo, New Delhi (2014).</i>
<ul style="list-style-type: none"> • <i>S. Cohen, India: Emerging Power, Brookings Institution Press (2002).</i>

Semester III

Course Code	Course Name	Credits
TSM2317N	Tourism Management - II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				End Sem Exam	Duration of End Sem Exam	Total
Mid Term	Continuous Evaluation	Attendance	Total			
15	30	05	50	50	2 Hours	100

Course Outcome

- Students will be able to remember and identify the basic concepts and types of tourism products, including heritage, wildlife, religious, and cultural tourism.
- Students will be able to describe the different types of heritage tourism, the role of heritage management organizations, and identify major wildlife sanctuaries, national parks, and biological reserves in India.
- Students will apply their understanding of religious and cultural tourism concepts to identify key centers for various religions, as well as important cultural sites and events, such as classical and folk dances, handicrafts, and tourism fairs and festivals.
- Students will critically evaluate the impact of different tourism products on the promotion and preservation of heritage, wildlife, religious, and cultural tourism in India.
- Students will evaluate the contributions of organizations like UNESCO, ASI, and INTACH in preserving and promoting heritage sites and will assess the importance of these sites in the context of tourism.
- Students will synthesize their learning by creating a comprehensive presentation or case study on a chosen tourism product, analysing its significance, impact, and potential for tourism development.

Course Objective

- To gain knowledge about the characteristics of tourist attractions in India.
- To study the Cultural aspects, Fair & festivals of India.
- To gain destination knowledge of India through different tangible and non-tangible aspects.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Tourism Products	5	15%
	1.1 Tourism Products: Definition, Concept and classification		
2	Heritage & Wildlife-based Tourism Products	7	30%
	2.1 Heritage – Meaning, Types of Heritage Tourism, Heritage Management Organizations- UNESCO, ASI, INTACH		
	2.2 Major places for heritage tourism, important monuments, circuits etc		
	2.3 Major wildlife sanctuaries, national parks and biological reserves		
3	Religious and Cultural Tourism Products	7	25%
	3.1 Religious Tourism- concept and definition, two major centers of religious tourism of each religion.		
	3.2 Cultural Tourism – Concept		
	3.3 Classical and Folk dances of India, Handicrafts and textiles: important handicraft objects and centers, Tourism Fairs and festivals.		
4	Case Study	7	30%
	4.1 Prepare a presentation on any one of the above themes and explain in detail the tourism products		
Total		26	100%

References

- *Cultural Tourism in India: A Case Study of Kerala* by N. Jayaram and A. P. Krishna (2017).
- *Heritage Tourism: Theories and Practices* by Dallen J. Timothy (2018).
- *Wildlife Tourism: Theory and Practice* by David Newsome and Susan A. Moore (2017).
- *Religious Tourism in Asia: Tradition and Change through Case Studies and Narratives* edited by Courtney Bruntz and Brooke Schedneck (2020).
- *Indian Classical Dance and Cultural Tourism: The Global Approach* by Priyanka Verma (2019).

Semester – III

Course Code	Course Name	Credits
SCW2317N	Social Work-II	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	01	-	01	01	-	02

Theory						Total
Internal Assessment			External			
Mid Term	Continuous Evaluation	Attendance	Total	End Semester Exam	Duration of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- To understand the concepts of rural, urban and tribal communities.
- To understand the issues of rural, urban and tribal communities.
- To understand policies and programs of Urban and Rural Development and aspects of Panchayati Raj Institutions.
- To understand how to practice social work in different social work fields.

Course Objectives

- The knowledge of this subject is essential to understand the concepts of rural, urban and tribal communities.
- It will be helpful to understand the issues of rural, urban and tribal communities.
- It will be helpful to gain a fundamental knowledge on policies and programmes of Urban and Rural Development and Panchayati Raj Institutions.
- The insights from this subject will help the students to understand how to practice social work in different social work fields.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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1	Introduction to Rural Society		13	50%
	1.1	Introduction to Rural Society. Characteristics of Rural society.		
	1.2	Problems – Issues faced by the rural poor such as indebtedness, Bonded labour, Low wages, Unemployment.		
2	Introduction to urban community		13	50%
	4.1	Introduction to urban community. Characteristics of urban community. for urban development.		
	4.2	Problems- issues faced by urban community.		
	4.3	Government programmes for urban development.		
Total			26	100%

References	
•	<i>Alexander, K.C., Prasad R.R., Jahagirdar M.P. (1991) Tribals - Rehabilitation and Development, Jaipur: Rawat Publications</i>
•	<i>Ashok Narang (2006) Indian Rural Problems, New Delhi: Murari Lal & Sons</i>
•	<i>Baluchamy, S. (2004) Panchayat Raj Institutions, New Delhi: Mittal Publication</i>
•	<i>C.G.Pickvance, (Ed.) (1976) Urban Sociology: Critical Essays, UK : Methuen</i>
•	<i>Chahar, S.S. (Ed.) (2005) Governance of Grassroots Level in India, New Delhi: Kanishka</i>

Semester III

Course Code	Course Name	Credits
CES2319N	Community Outreach	03

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	-	-	-	-	-	03

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
-	-	-	-	100	-	-	-	-	100

Course Outcome

- Students will be able to critically evaluate the ethical implications of media practices and content in practical.
- Students will demonstrate an understanding of the ethical responsibilities of media towards community.
- Students will gain the ability to deconstruct media messages and understand the influence on a community's perception and their behaviour.
- Students will be equipped to use media as a tool for promoting social responsibility and advocating for positive change in society.

Course Objectives

- To explore the role of media practically for shaping public opinion and its ethical responsibilities in a democratic society.
- To develop the ability to critically analyze media content and its impact on social, cultural, and political issues.
- To foster an understanding of ethical journalism and responsible reporting in various media platforms.
- To examine the potential of media as a tool for advocacy and social change.

<p>Annexures: Questionnaires (if any), relevant reports, etc.</p> <p>Chapter Scheme: Chapter I: Introduction Chapter II: Conceptual Framework/National/International Scenario - Chapter III: Work profile/ assignments handled by the student Chapter IV: Conclusion and Recommendations and skill sets learnt during internship</p> <p>The report must be type written in font Times New Roman, 12 points, 1.5 line spacing on both sides of the paper, Spiral Bound. The report should comprise a maximum of 80 to 100 pages and must be submitted in two copies.</p> <p>Viva -voce: Students must appear in viva voce with their report.</p>		65%
Total		100%

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-IV

Semester IV

Course Code	Course Name	Credits
TDS2401N	3D Simulation	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	1	-	3

Theory					Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance						Total Internal	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the foundational concepts and techniques in 3D simulation.
- Gain proficiency in industry-standard 3D modeling and simulation software.
- Apply principles of physics and animation to create realistic simulations.
- Develop problem-solving skills through practical projects and case studies.
- Collaborate effectively on complex simulation projects.

Course Objectives

- To understand the workflow of 3D Simulation.
- To have an overall understanding of production quality rendering.
- Gain a solid understanding of the principles and importance of simulation in 3D modeling and game development.
- Develop proficiency in various 3D modeling softwares

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction to 3D Simulation			
1	1.1	Overview of 3D simulation and its applications	8	15%
	1.2	Historical development and current trends		
	1.3	Basic concepts and terminology		
	1.4	Working with simulators		
	Simulation Software and Tools			
2	2.1	Overview of industry-standard simulation software	08	20%
	2.2	Navigating and utilizing simulation tools and features		
	2.3	Setting up a simulation project		
	2.4	Creating a domain and a simulator		
3	Principles of Physics in Simulation		8	15%
	3.1	Basic physics concepts relevant to 3D simulation (e.g., gravity, collisions, fluid dynamics)		
	3.2	Adjusting settings and using geometry nodes		
	3.3	Creating cloth and hard object simulations		
	3.4	Making simulation scenes		
4	Advanced Simulation Techniques		10	25%
	4.1	Exploring advanced simulation topics (e.g., particle systems, soft body dynamics)		
	4.2	Fundamentals of interactivity in simulations		
	4.3	Case studies of complex simulations		
	4.4	Using rigged characters with simulations		
5	Project		5	25%
	5.1	Create a 3D scene with props, characters and backgrounds		
	5.2	Create cloth, particle and other forms of simulations		

5.3	Create collisions and simulation interactions with the scene		
5.4	Submit an animated video		
Total		39	25%

References
<ul style="list-style-type: none"> • Lengyel, E. (Year). <i>3D math primer for graphics and game development</i>. Publisher.
<ul style="list-style-type: none"> • Luna, F. D. (2012). <i>Introduction to 3D game programming with DirectX 11</i>. Mercury Learning and Information.
<ul style="list-style-type: none"> • Van Gumster, J. (Year). <i>Blender for dummies</i>. Wiley.

Semester IV

Course Code	Course Name	Credits
RAS2402N	Rigging & Skinning	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	2	-	3

		Theory				Term Work / Practical/Oral			Total
Internal Assessment		Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation							Attendance	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the fundamental concepts of rigging and skinning in computer animation.
- Create skeletal structures and joint hierarchies for character rigs.
- Apply inverse kinematics (IK) and forward kinematics (FK) techniques to control rig movement.
- Implement effective deformation techniques to achieve realistic character animation.

Course Objectives

- To gain an overall understanding how 3D models and characters can be rigged using basic bones.
- To gain understanding of IK and FK rigging techniques.
- Rig and skin objects with various complexities, such as facial rigs and mechanical rigs.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Rigging and Skinning			
1	1.1	Overview of rigging and skinning in computer animation	08	15%
	1.2	Role of rigging and skinning in character animation and game development		
	1.3	Understanding the rigging pipeline		
	1.4	Understanding keyframing animation		
	Basic Skeleton Creation			
2	2.1	Joint hierarchy and bone placement	08	20%
	2.2	Joint orientation and rotation order		
	2.3	Bind poses and rest positions		
	2.4	Creating a skeletal rig		
	Rigging Controls and Constraints			
3	3.1	Introduction to rigging controls	8	15%
	3.2	Implementing translation and rotation controls		
	3.3	Implementing translation and rotation controls		
	3.4	Weight painting and smoothing techniques		
	Rigging for Animation Production			
4	4.1	Rig optimization techniques	5	25%
	4.2	Rigging conventions and naming conventions		
	4.3	Rigging for different animation styles and requirements		
	4.4	Skinning techniques for complex character models		
	Project			
5	5.1	Rigging and skinning performance optimization	10	25%
	5.2	Final project and portfolio review		
Total			39	100%

References

- Osipa, J. (2008). *Stop staring: Facial modeling and animation done right*. Sybex.
- Clark, B., & Grove, D. (Year). *Inspired 3D advanced rigging and deformations*. Publisher.
- Kerman, B. (2010). *Inspired 3D character setup* (2nd ed.). Cengage Learning.
- Parent, R. (2012). *Computer animation: Algorithms and techniques* (3rd ed.). Morgan Kaufmann.

Semester IV

Course Code	Course Name	Credits
ROT2403N	Rotoscopy	2

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
1	2	-	1	1	-	2

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- **Mastery of Rotoscoping Techniques:** Students will be able to apply both basic and advanced rotoscoping techniques to create smooth, realistic animations and integrate them into complex scenes
- **Proficiency in Software Tools:** Students will gain proficiency in industry-standard rotoscoping software, such as Adobe After Effects and Nuke, effectively using these tools to complete various rotoscoping tasks
- **Advanced Compositing and Color Correction:** Students will demonstrate the ability to perform advanced compositing and color correction, ensuring rotoscoped elements blend seamlessly with original footage
- **Effective Project Execution and Critique:** Students will complete a comprehensive rotoscoping project, participate in peer reviews, and incorporate feedback to enhance their work, demonstrating both technical skill and critical evaluation abilities

Course Objectives

- **Understand Rotoscopy Fundamentals:** To provide students with a solid foundation in the principles and history of rotoscoping, including basic techniques and the software used in the industry
- **Develop Technical Skills:** To equip students with the technical skills necessary for frame-by-frame rotoscoping, motion tracking, and basic compositing through hands-on practice and projects

- **Advance Rotoscoping Abilities:** To enable students to handle complex rotoscoping scenarios, refine their work for higher accuracy, and apply advanced color correction techniques to achieve professional-quality results
- **Enhance Project and Review Skills:** To guide students in completing a full rotoscoping project, effectively presenting their work, providing and receiving constructive feedback, and refining their projects based on critique

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Rotoscopy			
1	1.1	Define rotoscoping and its historical context in animation and VFX	08	25%
	1.2	Familiarization with Tools: Gain hands-on experience with software such as Adobe After Effects and Nuke		
	1.3	Basic Rotoscoping Techniques: Learn and apply basic frame-by-frame animation and masking techniques		
	1.4	Complete a simple rotoscoping exercise to demonstrate basic skills		
	Fundamental Rotoscoping Techniques			
2	2.1	Apply frame-by-frame techniques to create smooth animations	08	25%
	2.2	Motion Tracking Skills: Understand and use basic motion tracking to follow moving elements		
	2.3	Compositing Fundamentals: Learn basic compositing to combine rotoscoped elements with backgrounds		
	2.4	Complete a rotoscoping task incorporating frame-by-frame and motion tracking techniques		
	Advanced Rotoscoping Techniques			
3	3.1	Detailing and Refinement: Refine rotoscoped elements for higher accuracy and realism	8	25%
	3.2	Advanced Color Correction: Apply advanced color correction to match rotoscoped elements with the original footage		
	3.3	Develop a project that involves complex shots and detailing		

	3.4	Techniques to adjust and match colors and lighting		
4	Final Project and Review		8	25%
	4.1	Peer Review Skills: Present and critique peer projects constructively		
	4.2	Finalize and Polish Work: Refine and finalize projects based on feedback		
	4.3	Assessment: Evaluate understanding and application of rotoscoping techniques through a final assessment		
	4.4	Work on a complete rotoscoping project.	4	25%
Total			36	100%

References	
•	Oatley, C. (n.d.). <i>Rotoscope: An animation guide</i> .
•	Wright, S. (Year). <i>Digital compositing for film and video</i> . Publisher.
•	Okun, J. A., & Zwerman, S. (2010). <i>The VES handbook of visual effects: Industry standard VFX practices and procedures</i> . Focal Press.
•	Brinkmann, R. (2008). <i>The art and science of digital compositing: Techniques for visual effects, animation, and motion graphics</i> (2nd ed.). Morgan Kaufmann.

Semester-IV

Course Code	Course Name	Credits
SMA2404N	Stop-Motion Animation	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory					Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the history and principles of stop-motion animation.
- Develop skills in constructing and animating stop-motion characters and scenes.
- Master techniques for capturing and editing stop-motion sequences.

Course Objectives

- Apply creativity and technical knowledge to produce original stop-motion animations.
- Critically analyze stop-motion animations from historical and contemporary perspectives.

Detailed Syllabus

Module/Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Stop-Motion Animation		
1	1.1 Overview of stop-motion animation and its history		
	1.2 Historical context and notable examples		

	1.3	Basic principles and techniques	10	15%
	1.4	Persistence of vision		
2	Tools and Materials		10	15%
	2.1	Introduction to stop-motion equipment and software		
	2.2	Materials for creating models and sets (e.g., clay, wire, fabric)		
	2.3	Setting up a stop-motion studio		
	2.4	Placing appropriate lighting		
3	Model Making and Set Design		10	20%
	3.1	Techniques for building and sculpting stop-motion characters		
	3.2	Designing and constructing miniature sets		
	3.3	Lighting and camera setup for stop-motion		
	3.4	Techniques for capturing frames and ensuring consistency		
4	Editing and Post-Production		15	25%
	4.1	Editing stop-motion animations: importing, sequencing, and refining frames		
	4.2	Creating smooth transitions and continuity		
	4.3	Adding sound and music		
	4.4	Color correction and color grading		
5	Project		7	25%
	5.1	Create a script, storyboard and DOP sheet		
	5.2	Create assets, props and backgrounds		

5.3	Shoot the animation according to the DOP sheet		
5.4	Submit a stop motion animation		
Total		52	100%

References	
•	Laybourne, K. (Year). <i>The animation book</i> . Publisher.
•	Winder, K. (Year). <i>Stop motion: Craft skills for model animation</i> .
•	Priebe, K. A. (Year). <i>The advanced art of stop-motion animation</i> . Publisher.
•	Lord, P., & Sibley, B. (2010). <i>Cracking animation: The Aardman book of 3-D animation</i> (2nd ed.). Thames & Hudson.

Semester-IV

Course Code	Course Name	Credits
SOD2405N	Sound Design	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

		Theory				Term Work / Practical/Oral			Total
Internal Assessment		End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral			
Test	Continuous Evaluation						Attendance	Total Internal	
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand and apply the principles of sound design in various media formats.
- Record, edit, and manipulate high-quality audio using digital tools.
- Create and design sound effects and incorporate them into projects.
- Edit and enhance dialogue recordings, including ADR.
- Integrate music effectively into sound design.
- Develop critical listening skills and understand sound perception.

Course Objectives

- Understand and apply sound design principles in different media formats.
- Develop practical skills in recording, editing, and manipulating audio.
- Create and design sound effects and integrate them into projects.
- Enhance dialogue recordings and incorporate music effectively.
- Develop critical listening skills and understand sound perception.

Detailed Syllabus

Module/Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Sound Design		
1	1.1 Overview of sound design and its importance in different media forms		

	1.2	Elements of sound design: sound effects, Foley, dialogue, music	12	15%
	1.3	Historical overview of sound design in film and other media		
	1.4	Introduction to Audition		
	Sound Theory and Perception			
2	2.1	Psychoacoustics: how humans perceive sound	08	20%
	2.2	Understanding frequency, amplitude, and other key sound properties		
	2.3	Sound design considerations for different genres		
	2.4	Sound propagation, reflection, and absorption		
	Sound Recording Techniques			
3	3.1	Introduction to microphones and their characteristics	15	15%
	3.2	Recording techniques for different sound sources (dialogue, ambience, Foley, etc.)		
	3.3	Field recording vs. studio recording		
	3.4	Best practices for capturing high-quality audio		
	Music in Sound Design			
4	4.1	Understanding the role of music in sound design	10	25%
	4.2	Licensing and rights considerations for using music in media projects		
	4.3	Creating and editing music tracks		
	4.4	Blending music with other sound elements		
	Project			
5	5.1	Procure assets, music files and other sound design elements for a soundscape of an animation	7	25%
	5.2	Give sound to an animated film		

Total	52	100%
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References	
<ul style="list-style-type: none">• Viers, R. (2008). <i>The sound effects bible: How to create and record Hollywood style sound effects</i>. Michael Wiese Productions.	
<ul style="list-style-type: none">• Farnell, A. (2010). <i>Designing sound</i>. MIT Press.	
<ul style="list-style-type: none">• Sonnenschein, D. (2001). <i>Sound design: The expressive power of music, voice, and sound effects in cinema</i>. Michael Wiese Productions.	
<ul style="list-style-type: none">• Yewdall, D. L. (2012). <i>Practical art of motion picture sound</i> (4th ed.). Focal Press.	

Semester IV

Course Code	Course Name	Credits
DED2406N	Digital Editing	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

		Theory			Term Work / Practical/Oral			Total	
		Internal Assessment		End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	100	

Course outcome

- Mastery of Editing Software: Students will gain proficiency in using industry-standard digital editing software, such as Adobe Premiere Pro and Final Cut Pro.
- Visual Storytelling Skills: Students will learn to craft compelling narratives through effective editing techniques.
- Technical Precision: Students will develop the ability to execute precise cuts, transitions, and effects to enhance the visual and auditory flow of media.
- Audio Synchronization: Students will be able to synchronize and edit audio tracks to complement the visual elements seamlessly.

Course Objectives

- Software Proficiency: Equip students with advanced skills in using digital editing software.

- **Editing Techniques:** Teach students various editing techniques, including cutting, transitions, and effects.
- **Audio-Visual Integration:** Train students to synchronize and integrate audio elements with visual footage effectively.
- **Narrative Construction:** Guide students in constructing cohesive and engaging visual narratives through editing.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Digital Editing			
1	1.1	Overview of Digital Editing: Understanding the role and importance of editing in media production.	08	20%
	1.2	History and Evolution: A brief history of editing techniques and tools, from film to digital.		
	1.3	Introduction to Editing Software: Familiarization with key software like Adobe Premiere Pro and Final Cut Pro		
	1.4	Basic Editing Techniques: Learning simple cuts, transitions, and timelines.		
	1.5	File Management and Organization: Best practices for managing media files and project organization		
	Advanced Editing Techniques			
2	2.1	Precision Cutting and Trimming: Mastering the art of fine-tuning video clips for seamless transitions	12	25%
	2.2	Transitions and Effects: Applying advanced transitions and visual effects to enhance storytelling		
	2.3	Multi-Camera Editing: Techniques for editing footage from multiple camera angles.		
	2.4	Color Correction and Grading: Introduction to color correction tools and basic color grading techniques		

	2.5	Working with Keyframes: Using keyframes for animations and dynamic changes in video.		
3	Audio Editing and Integration		15	30%
	3.1	Audio Syncing: Techniques for synchronizing audio with video footage.		
	3.2	Sound Effects and Foley: Adding and editing sound effects to complement the visual narrative.		
	3.4	Music Integration: Selecting and integrating background music to support the visual story.		
	3.3	Dialogue Editing: Techniques for cleaning up and enhancing dialogue tracks.		
	3.5	Mixing and Balancing Audio: Ensuring consistent audio levels and quality throughout the project.		
4	Finalization and Professional Output		15	25%
	4.1	Project Review and Feedback: Techniques for reviewing and refining edits based on feedback..		
	4.2	Exporting and Rendering: Best practices for exporting final projects in various formats.		
	4.3	Portfolio Development: Compiling a selection of edited works into a professional portfolio.		
	4.4	Industry Standards and Practices: Understanding industry expectations for deliverables and quality.		
	4.5	Creative Exploration: Encouraging experimentation with editing styles and innovative approaches.		
Total			45	100%

References

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|--|
| <ul style="list-style-type: none">• Murch, W. (2001). <i>In the blink of an eye: A perspective on film editing</i>. Silman-James Press. |
| <ul style="list-style-type: none">• Dancyger, K. (Year). <i>The technique of film and video editing: History, theory, and practice</i>. Publisher. |
| <ul style="list-style-type: none">• Thompson, R., & Bowen, D. (2013). <i>The grammar of the edit</i> (3rd ed.). Focal Press. |
| <ul style="list-style-type: none">• Rosenberg, J. (2017). <i>Adobe Premiere Pro CC classroom in a book</i> (2017 ed.). Adobe Press. |

Semester IV

Course Code	Course Name	Credits
AVD2407N	AR/VR Design	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

		Theory			Term Work / Practical/Oral			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Students will be able to develop interactive AR/VR applications using Unity and other development tools.
- Students will be able to apply user experience design principles to create effective AR/VR applications.
- Students will be able to use 3D modeling and animation techniques to create engaging AR/VR environments and characters.
- Students will be able to develop multiplayer AR/VR applications and applications for mobile devices.
- Students will be able to collaborate effectively with others to develop complex AR/VR projects from concept to completion.

Course Objectives

- To provide students with a comprehensive understanding of AR/VR technology and its applications in various industries.
- To teach students how to use Unity and other AR/VR development tools to create interactive applications.
- To develop students' creative problem-solving, critical thinking, and teamwork skills through the design and execution of AR/VR projects.

- To prepare students for careers in AR/VR development, game design, and related fields.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to AR/VR			
1	1.1	Overview of AR/VR technology and its applications.	10	25%
	1.2	Introduction to Unity and other AR/VR development tools.		
	1.3	Basic programming concepts for AR/VR.		
2	2.1	AR/VR Design and Development	15	25%
	2.2	User User experience design for AR/VR		
	2.3	Developing interactive AR/VR applications		
	2.4	Introduction to 3D modeling and animation for AR/VR		
3	3.1	Advanced AR/VR Development	15	25%
	3.2	Advanced programming concepts for AR/VR		
	3.3	Developing multiplayer AR/VR applications		
	3.4	Developing AR/VR applications for mobile devices		
4	4.1	Final Project	12	25%
	4.2	Students will work in teams to develop a final AR/VR project using the skills and techniques they've learned throughout the course		
	4.3	Emphasis on creative problem-solving, effective communication, and collaboration		

Total	52	100
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References	
•	Sherman, W. R., & Craig, A. B. (2018). <i>Understanding virtual reality: Interface, application, and design</i> (2nd ed.). Morgan Kaufmann.
•	Jerald, J. (2015). <i>The VR book: Human-centered design for virtual reality</i> . Association for Computing Machinery and Morgan & Claypool.
•	Cawood, S., & Fiala, M. (2008). <i>Augmented reality: A practical guide</i> . Pragmatic Bookshelf.
•	Aukstakalnis, S. (2017). <i>Practical augmented reality: A guide to the technologies, applications, and human factors for AR and VR</i> . Addison-Wesley.

Semester IV

Course Code	Course Name	Credits
FLF2411N	FRENCH IV	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External	Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam		
Mid Term	Viva	Continuous Evaluation	Attendance	Total			
15	20	10	05	50	50	75 mins	100

Course Outcome

- Enhance students' language skills in both spoken and written forms.
- Apply and the communicate tasks related to topics covered already
- Acquire current social communication skills, oral (dialogue, telephone conversations, etc.) and written and perform simple communication tasks.
- To speak with near-native pronunciation and intonation, effectively conveying meaning and emotion.
- To differentiate positively or negatively.

Course Objectives

- To strengthen the language of the students in both oral and written.
- To revise the grammar in application and the communication tasks related to topics covered already.

- To get acquainted with the current social communication skills, oral (dialogue, telephone conversations, etc.) and written and perform simple communication tasks.
- To engage the students to speak with near-native pronunciation and intonation, effectively conveying meaning and emotion.
- To differentiate positively or negatively.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	DOSSIER 6 – Nous rêvons d’aller dans un pays francophone		13	50%
	Leçon 1	100% photo		
	Leçon 2	Voyager autrement		
	Leçon 3	Tour de France		
	Leçon 4	Séjour au Maroc		
	Leçon 5	Quand partir ?		
	Leçon 6	Carnets de voyages		
2	DOSSIER 7 – Nous allons vivre « à la française »		13	50%
	Leçon 1	Manger français à Bogota		
	Leçon 2	La France à Budapest		
	Leçon 3	Les français et les livres		
	Leçon 4	Retour aux sources		
	Leçon 5	S’habiller « à la française »		
	Leçon 6	Petits coins de France		
Total			26	100%

References

<ul style="list-style-type: none"> • <i>Berthet, Hugot et al. Alter Ego - Méthode de Français, A1: Hachette, 2012.</i>
<ul style="list-style-type: none"> • <i>Bruno Girardeau et Nelly Mous. Réussir le DELF A1. Paris : Didier, 2011.</i>
<ul style="list-style-type: none"> • <i>Loiseau Y., Mérieux R. Connexions 1, cahier d'exercices. Didier, Paris, 2017.</i>
<ul style="list-style-type: none"> • <i>Loiseau Y. & Mérieux R. Connexions 1, Guide pédagogique. Didier, Paris, 2017.</i>
<ul style="list-style-type: none"> • <i>Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2017.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier, 2018.</i>
<ul style="list-style-type: none"> • <i>Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2018.</i>
<ul style="list-style-type: none"> • <i>Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.</i>
<ul style="list-style-type: none"> • <i>Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.</i>

Semester IV

Course Code	Course Name	Credits
FLG2411N	GERMAN IV	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External	Total	
Internal Assessment					End Sem Exam		Duration Of End Sem Exam
Mid Term	Viva	Continuous Evaluation	Attendance	Total			
15	20	10	05	50	50	75 mins	100

Course Outcome

- Communicate in everyday situations in writing.
- Talk about their daily routine.
- Communicate verbally with a dialogue-partner with respect to basic topics, provided the partner speaks slowly, clearly and is willing to help.
- Frame and understand simple sentences in past tense.
- Have a basic conversation using vocabulary related to clothes and apparel.

Course Objectives

- To communicate in everyday situations in writing.
- To talk about their daily routine.
- To communicate verbally with a dialogue-partner with respect to basic topics, provided the partner speaks slowly, clearly and is willing to help.

- To frame and understand simple sentences in past tense.
- To have a basic conversation using vocabulary related to clothes and apparel.

Detailed Syllabus				
Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Kapitel 9		6	25%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Perfekt - Partizip II - Konnektoren und Konjunktionen (und,oder, aber) 		
2	Kapitel 9		7	25%
	Thematischer Aspekt	<ul style="list-style-type: none"> - einen Tagesablauf beschreiben - über Vergangenes sprechen - Stellenanzeigen verstehen - Meinung über Jobs äußern, Blogs über Jobs verstehen - ein Telefongespräch vorbereiten, telefonieren und nachfragen - über Jobs sprechen 		
3	Kapitel 10		6	25%
	Grammatischer Aspekt	<ul style="list-style-type: none"> - Interrogativartikel: welcher im Nom. U. Akku. - Demonstrativartikel: dies im Nom. U. Akku. - Partizip II: Trennbare u. nicht trennbare Verben - Personalpronomen im Dativ - Verben im Dativ 		
4	Kapitel 10		7	25%
	Thematischer Aspekt	<ul style="list-style-type: none"> - über Kleidung sprechen - Farben - Chat über einen Einkauf verstehen - über Vergangenes berichten - Gespräche beim Kleiderkauf 		

		führen - sich im Kaufhaus orientieren - Informationen über Berlin verstehen und recherchieren		
Total			26	100%

References
<ul style="list-style-type: none"> • <i>Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.</i>
<ul style="list-style-type: none"> • <i>Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.</i>
<ul style="list-style-type: none"> • <i>Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.</i>
<ul style="list-style-type: none"> • <i>Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.</i>
<ul style="list-style-type: none"> • <i>Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.</i>
<ul style="list-style-type: none"> • <i>Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.</i>

Semester IV

Course Code	Course Name	Credits
FLS2411N	SPANISH IV	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory						External	Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation	Attendance	Total			
15	20	10	05	50	50	75 mins	100

Course Outcome

- Write and speak about geography, food, culture and themselves effectively.
- Demonstrate effective use of interrogatives in Spanish and use them appropriately to form questions and answer them.
- Get a deep knowledge about the future tense, and they will be able to frame sentences using simple future.
- Use past perfect tense to talk about activities and events that happened in the past.
- Understand how to write a formal or business E-mail.

Course Objectives

- To strengthen the language of the students in both oral and written form.
- To enable the students to use interrogatives in Spanish.

- To enable the students to use simple future tense to frame and speak sentences about future.
- To enable students to write and speak about past tense.
- To teach how to write a formal E-mail.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	María tiene suerte		8	31%
	1.1	El verbo TENER		
	1.2	Las expresiones con el verbo TENER		
	1.3	Acuerdo y desacuerdo		
2	¿Sabes conducir?		7	27%
	2.1	El verbo Saber y Conocer		
	2.2	Las diferencias entre Saber y Conocer		
	2.3	El futuro simple en español		
	2.4	Un ensayo basado en el futuro simple		
3	¿Quién quiere aprender español?		5	19%
	3.1	Los interrogativos y las preguntas usando el interrogativo		
	3.2	La cultura de España		
4	¿Dónde has estado?		6	23%
	4.1	El pretérito perfecto en español		
	4.2	Escribir correo electrónico usando el pretérito perfecto.		
Total			26	100%

References

- Blanco, Begoña. *Nuevo avance. Con CD Audio. 2011.*
- Bregstein, Barbara. *Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*
- García, Concha Moreno, et al. *Nuevo avance. Con CD Audio.2011.*
- Hutchinson, Sam. *Los Numeros - Numbers. Find and Speak Spanish, 2022.*

<ul style="list-style-type: none"> • <i>Meredith, Susan. Spanish for Beginners Flashcards. 2010.</i>
<ul style="list-style-type: none"> • <i>Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.</i>
<ul style="list-style-type: none"> • <i>Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.</i>
<ul style="list-style-type: none"> • <i>Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.</i>
<ul style="list-style-type: none"> • <i>Rivano, Emilio. El verbo gustar y otros así. 2022.</i>
<ul style="list-style-type: none"> • <i>Rivas, Celestino. Daily Spanish For Beginners. 2019.</i>
<ul style="list-style-type: none"> • <i>Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.</i>
<ul style="list-style-type: none"> • <i>Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.</i>
<ul style="list-style-type: none"> • <i>Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.</i>

Semester IV

Course Code	Course Name	Credits
CSE2412N	Effective Writing Skills	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Internal				External		Total
Mid-Sem Exam	Continuous Evaluation	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- Articulate and apply guidelines for effective writing, avoiding common errors in various contexts.
- Demonstrate proficiency in crafting well-structured paragraphs, assignments, and letters, adhering to prescribed formats and guidelines.
- Compose official documents, including memos, notices, circulars, agendas, and minutes, following established formats and guidelines.
- Understand the principles of report writing, distinguish between types of reports, and effectively create project reports.
- Recognize the advantages and opportunities of social networking for professional growth, and they will be able to make meaningful contacts.

Course Objectives

- To demonstrate understanding of effective writing fundamentals.
- To master various forms of writing.
- To develop proficiency in official correspondence.

- To acquire report writing skills.
- To explore the professional aspects of writing.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction to Writing Skills		3	23%
	1.1	Guidelines to Effective Writing Skills, Avoiding Common Errors		
	1.2	Paragraph Writing Assignment Writing		
	1.3	Plagiarism		
2	Letter Writing		3	23%
	2.1	Types of letters		
	2.2	Formats & Guidelines		
3	Official Correspondence		4	31%
	3.1	Memo & Notice		
	3.2	Circulars, Agenda and Minutes		
4	Report Writing		3	23%
	4.1	Principles of Report Writing,		
	4.2	Types of Report Writing		
	4.3	Project Report Writing		
	4.4	Social Networking: Advantages, Opportunities, Making Contacts		
Total			13	100

References

- *Working in English, Jones, Cambridge*
- *Business Communication, Raman –Prakash, Oxford*
- *Speaking Personally, Porter-Ladousse, Cambridge*
- *Speaking Effectively, Jermy Comfort, et.al, Cambridge*
- *Anjanees Sethi & Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Semester IV

Course Code	Course Name	Credits
BEH2413N	Behavioural Science IV	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory							Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Activity	Assignment	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- Knowledge of this subject is essential to understand about Stress and Coping Strategies as a human is very important concept to understand Stress as stress.
- To help students become aware of the signs and symptoms of stress early, to prevent chronic stress.
- To help students identify potential sources of stress and to develop an awareness that they can cope with the stress in their lives.
- To Enhanced emotional resilience and stability.
- Better work-life balance and reduced burnout.
- Strengthened support networks and relationships.

Course Objective

- To introduce the student to stress and coping mechanisms.
- To take students, step by step, through an interactive understanding of each of the basic related to stress and coping mechanisms.
- To give the student a basic understanding of stress and coping mechanisms so that they can have a better understanding of how to cope with stressors.
- To give the student a basic understanding which will act as a foundation for dealing with general life stress.
- To develop an understanding of stress and coping mechanisms.
- To understand the ability to recognize and manage stress triggers.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage (%)
1	Introduction of Stress		2	20%
	1.1	Nature, Meaning & characteristics of Stress.		
	1.2	Psychological meaning of Stress		
	1.3	Primary appraisal, secondary appraisal, and past experiences		
	1.4	Sign and Symptoms of Stress		
2	Types & Sources of stress		2	20%
	2.1	Stages of stress, The physiology of stress		
	2.2	Stimulus-oriented approach.		
	2.3	The transactional and interactional model.		
	2.4	Pressure – environment fit model of stress.		
3	Causes and symptoms of stress		2	20%
	3.1	Personal, Organizational and Environmental		
	3.2	Cognitive & Behavioral symptoms		
	3.3	Stress and Immune system		
	3.4	GAD and symptoms in general life		
	Consequences of stress			

4	4.1	Effect on behavior and personality	2	20%
	4.2	Effect of stress on performance		
	4.3	Individual and Organizational consequences with special focus on health		
	4.4	Effect of stress on physical health		
5	Strategies for stress management		2	20%
	5.1	Coping with Stress: Stress management techniques, Meditation procedure		
	5.2	Meditation procedure and Biofeedback		
	5.3	Positive health, happiness, and wellbeing		
	5.4	Relaxation Techniques		
Total			10	100%

References	
•	<i>McEwen, B. S. (2002). The End of Stress as We Know It. Dana Press</i>
•	<i>Sapolsky, R. M. (2004). Why Zebras Don't Get Ulcers (3rd ed.). Holt Paperbacks.</i>
•	<i>Marmot, M. G., & Wilkinson, R. G. (2006). Social Determinants of Health (2nd ed.). Oxford University Press.</i>
•	<i>Cohen, S., Janicki-Deverts, D., & Miller, G. E. (2007). Psychological stress and disease. JAMA, 298(14), 1685-1687.</i>
•	<i>Seligman, M. E. P. (2011). Flourish: A Visionary New Understanding of Happiness and Well-being. Atria Books.</i>
•	<i>Ganster, D. C., & Rosen, C. C. (2013). Work stress and employee health: A multidisciplinary review. Journal of Management, 39(5), 1085-1122.</i>

Semester IV

Course Code	Course Name	Credits
VAC2414N	Motion Graphics	04

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory						External			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Practical	Oral	
Mid Term	Continuous Evaluation	Attendance	Total						
15	10	05	30	70	2 Hours	-	-	-	100

Course Outcome

- Students will learn the concept of Graphics with its basics.
- Students will learn the principles of Graphic Design.
- Students will learn to use the Design Tools and elements.
- Students will learn creating textures and backgrounds, Layout, and compositions.

Course Objectives

- To understand the principles of Graphic Design.
- To understand user interface of Software
- To use, Design Tools and elements.
- Creating textures and backgrounds, Layout, and compositions, creating final artwork.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Basic Introduction of Design Software		13	30%
	1.1	Introduction of Graphic Design, Software and their uses		
	1.2	Introduction about Photoshop		
	1.3	Tools and its uses, Effects and techniques, Layout and Compositions		
	1.4	How to create different Backgrounds, how to create forms and compositions, what is layouts and how it works?		
2	Understanding different Tools for creating Graphics:		13	30%
	2.1	Creation of effects with different tools with technique.		
	2.2	Creation of Textures and styles of Background and Letters.		
	2.3	How to improve Image quality? Image cutout and extending with tools.		
	2.4	How to create Art works with different and proper layouts? Additional Imagination of layout and composition, Work on Image.		
	2.5	Touching, retouching, finishing, stamping, cropping, mixing etc., How to create different designs with using all contain and images.		
	2.6	How to start your final Artwork from the beginning?		
3	Develop skills in typography and layout design.		13	20%
	3.1	Introduction to typography		
	3.2	Typefaces and fonts		
	3.3	Typography rules and conventions		
	3.4	Combining typefaces		
4	Gain experience with design software programs		13	20%
	4.1	Introduction to Adobe Photoshop, Illustrator, and In Design		
	4.2	Basic functions and tools of each program		

	4.3	Creating and editing images and graphics		
	4.4	Creating layouts and designs in each program		
Total			52	100%

References	
	• <i>Towards a new age Graphic Design, Principles and Formulas for Classical, Computer</i> by Richard Williams
	• <i>The Elements of Graphic Design</i> by Alex W. White.
	• Alvey, B. (2018). <i>Motion graphics: Principles and practice from the ground up.</i> Wiley.
	• Lázaro, J., & Segura, P. (2019). <i>Designing motion graphics with Adobe After Effects: A step-by-step guide.</i> CRC Press.

Semester IV

Course Code	Course Name	Credits
DBC2417N	Development of Business Cases	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory						External			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract .	Oral	
Test	Continuous Evaluation	Attendance	Total						
25	20	05	50	50	3 Hours	-	-	-	100

Course Outcome

- Case Studies in Management is designed to provide students with an in-depth understanding of various management theories and practices through real-world cases.
- The course will focus on analyzing complex managerial situations, decision-making processes, and strategic implementations across different industries.
- Through the examination of case studies, students will develop critical thinking, problem-solving, and decision-making skills essential for effective managerial roles.
- Gain the ability to structure and develop comprehensive business cases from initial concept to final presentation.
- Utilize analytical tools and frameworks to assess business situations and justify strategic decisions within a business case.
- Demonstrate the skills to present well-reasoned business cases that effectively communicate solutions to stakeholders.

Course Objectives

- To Introduce students to the principles and methodologies of developing effective case studies.
- To Equip students with the skills to analyze and interpret data collected for case studies.
- To Develop student’s abilities to effectively communicate case study findings through written reports and presentations.
- To introduce the fundamentals of structuring and organizing business cases for various industries.
- To equip students with the skills to analyze business problems and develop data-driven solutions.
- To foster the ability to effectively communicate business case findings and recommendations to diverse audiences.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
1	Case Study Design Fundamentals	7	25%
	1. Understanding the Purpose and Scope of Case Studies 2. Identifying Case Study Subjects and Scenarios 3. Structuring Case Study Content 4. Data Collection Methods for Case Study Development		
2	Data Analysis and Interpretation Techniques	7	25%
	1. Data Collection Methods for Case Studies 2. Qualitative and Quantitative Data Analysis Techniques 3. Coding and Categorizing Data 4. Drawing Conclusions and Making Recommendations		
3	Case Study Writing and Presentation Skills	6	25%
	1. Structuring Case Study Reports 2. Writing Clear and Concise Case Study Narratives 3. Creating Engaging Visuals for Case Study Presentations 4. Delivering Compelling Case Study Presentations		
	Peer Review and Feedback		

4	<ol style="list-style-type: none"> 1. Providing Constructive Feedback 2. Peer Review Techniques 3. Incorporating Feedback into Case Study Revisions 4. Finalizing Case Study Documents 	6	25%
	Total	26	100%

References
<ul style="list-style-type: none"> • <i>Harvard Business Review Case Studies</i>
<ul style="list-style-type: none"> • <i>Case Studies in Management by Michael A. Hitt, R. Duane Ireland, and Robert E. Hoskisson</i>
<ul style="list-style-type: none"> • <i>Case Studies in Strategic Management by Sanjay Mohapatra</i>
<ul style="list-style-type: none"> • <i>Case Studies in Marketing Management by S. Ramesh Kumar</i>
<ul style="list-style-type: none"> • <i>Case Studies in Organizational Behavior by Steven L. McShane and Mary Ann Von Glinow</i>

Semester – IV

Course Code	Course Name	Credits
ANM2417N	Animation - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory				External			Total		
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work		Prac .	Oral
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- **Advanced Animation Skills:** Students will demonstrate proficiency in advanced animation techniques, including character animation, rigging, and effects.
- **Creative Storytelling:** Students will develop the ability to create compelling narratives and visual stories through animation.
- **Technical Proficiency:** Students will gain advanced technical skills in animation software and tools.
- **Professional Portfolio:** Students will create a professional animation portfolio showcasing their skills and creativity.

Course Objective

- To enhance students' proficiency in advanced animation software and techniques.
- To develop a deep understanding of character animation, storytelling, and visual communication.
- To cultivate critical thinking and problem-solving skills in animation production.

- To prepare students for careers in animation through the creation of a professional animation portfolio.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hour s	Marks Weightage (%)
1	Advanced Character Animation		6	20%
	1.1	Character Acting and Emotion: Explore advanced techniques for character acting, conveying emotions, and creating believable performances.		
	1.2	Advanced Rigging and Controls: Learn advanced rigging techniques to create flexible and expressive character rigs.		
	1.3	Lip Sync and Facial Animation: Master the art of lip syncing and facial animation to bring characters to life.		
	1.4	Advanced Animation Exercises: Practice advanced animation exercises to refine animation skills and techniques.		
2	Visual Storytelling and Cinematography		6	20%
	2.1	Storyboarding for Animation: Develop storyboarding skills for animation, focusing on shot composition, pacing, and visual storytelling.		
	2.2	Cinematic Techniques in Animation: Explore advanced cinematic techniques, such as camera angles, lighting, and mood, to enhance storytelling.		
	2.3	Editing and Timing: Animating to Audio: Sync animation with audio tracks, including dialogue, music, and sound effects, to create cohesive storytelling.		
2.4	Animating to Audio: Sync animation with audio tracks, including dialogue, music, and sound effects, to create cohesive storytelling.			
3	Advanced Animation Production		6	30%
	3.1	Short Film Production: Collaborate with peers to produce a short, animated film, applying advanced animation techniques and principles.		

	3.2	Visual Effects and Dynamics: Learn to create visual effects and dynamics, such as particle systems, cloth simulations, and fluid dynamics, in animation.		
	3.3	Motion Capture and Performance Capture: Explore the use of motion capture and performance capture technologies in animation production.		
	3.4	Interactive Animation: Learn about interactive animation techniques for games and other interactive media.		
4	Advanced Rigging Techniques:		8	30%
	4.1	Character and Object Rigging: Development of complex rigs for characters and objects with advanced controls and deformations.		
	4.2	Sophisticated Animation Methods: Character Animation: Techniques for animating detailed character interactions and nuanced movements.		
	4.3	Motion Capture Integration: Data Utilization: Importing and refining motion capture data for enhanced realism in character animations.		
	4.4	Advanced Visual Effects: Effects Creation: Techniques for creating and integrating complex visual effects, including particle systems and fluid dynamics.		
Total			26	100%

References	
•	<i>Williams, R. (2012). The animator's survival kit. Faber & Faber.</i>
•	<i>Hooks, E. (2017). Acting for animators: 4th edition. Routledge.</i>
•	<i>Vaughan, W. (2012). Digital modeling. New Riders.</i>
•	<i>Kerlow, I. V. (2017). The art of 3D computer animation and effects (4th ed.). Wiley.</i>
•	<i>Goldberg, E. (2008). Character animation crash course! Silman-James Press.</i>
•	<i>Osipa, J. (2013). Stop staring: Facial modeling and animation done right (3rd ed.). Wiley.</i>

Semester IV

Course Code	Course Name	Credits
PHT2417N	Photography III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	02	-	01	01	-	02

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration of End Sem Exam	Term Work	Prac.		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
35	10	05	50	50	2 Hours	-	-	-	100

Course Outcome

- Students will know about Product Photography.
- Students will learn about Glamour Studio Photography.
- How to control exposure during event photography.
- How to use a camera in wildlife photography.

Course Objective

- Students will get an overview on different genres of photography.
- Analyzing the difference of the photography culture.
- Analyzing the difference of the photography, composition and technical aspects used in shooting related subjects.
- The aim of the course is to train the mind in how to see the world through a camera.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage (%)
1	Photojournalism	6	20%
	1.1 What is Photojournalism		
	1.2 How to deal with people		
	1.3 How to get information		
	1.4 How to find perfect frame		
2	Table-top Photography	6	20%
	2.1 Product Selection		
	2.2 Props Selection		
	2.3 Gear-Camera selection		
	2.4 How to use light		
3	Glamour Photography	6	30%
	3.1 How to use Artificial light		
	3.2 One point – Two point – Three Point lighting		
	3.3 Makeup		
	3.4 Retouching		
4	Assignment: Assignment: Shooting Travel Photography, Portrait Photography	8	30%
	4.1 Framing		
	4.2 Composition		
	4.3 Color Palette		
	4.4 Techniques		
Total		26	100%

References
<ul style="list-style-type: none"> • Prescribed Textbooks: World of DSLR
<ul style="list-style-type: none"> • Reference Material: The British Journal of Photography
<ul style="list-style-type: none"> • Name and Publication: online Journal Ang, T., & Studd, R. (2013). Digital Photography Step by Step. DK.
<ul style="list-style-type: none"> • Frost, L. (2019). Creative Photography Ideas Using Adobe Photoshop: 75 Workshops to Enhance Your Photographs. Ilex Press.

- Hirsch, R. (2014). *Seizing the light: A history of photography*. McGraw-Hill Education.
- Sontag, S. (1977). *On photography*. Farrar, Straus, and Giroux.

Semester IV

Course Code	Course Name	Credits
POL2417N	Political Science - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				External		Total
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Duration of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcome

- Memorize the structure and functions of different branches of the Indian government, including the legislature, executive, and judiciary.
- Explain the principles of Indian democracy and the features of its political system, including federalism, secularism, and parliamentary democracy.
- Apply theoretical concepts and frameworks to analyse current political issues and trends in Indian society.
- Compare and contrast different political ideologies and movements influencing Indian politics, such as socialism, liberalism, and nationalism.
- Critically assess the strengths and weaknesses of India's democratic institutions and governance structures.
- Develop strategies for enhancing political participation, accountability, and representation in the Indian political system.

Course Objectives

- To understand the structure and functioning of the Indian political system: This objective aims to provide students with a comprehensive understanding of the institutions, processes, and principles that govern the Indian political system.
- To analyze the dynamics of Indian democracy and governance: This objective focuses on examining the various dimensions of Indian democracy, including electoral politics, political parties, federalism, and governance challenges.

- To evaluate the impact of socio-economic and cultural factors on Indian politics: This objective aims to explore the interplay between socio-economic, cultural, and political factors in shaping the Indian polity.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Introduction to Indian Political System		5	20%
	1.1	Introduction to key concepts: democracy, federalism, secularism		
	1.2	Historical background of Indian political system		
2	Institutions of Indian Democracy		6	20%
	2.1	Parliament and Legislative Process		
	2.2	Executive Branch		
	2.3	Judiciary and Legal System		
3	Political Dynamics in India		7	30%
	3.1	Evolution of party system in India		
	3.2	Electoral process, party competition, and electoral reforms		
4	Contemporary Issues and Challenges		8	30%
	4.1	Regionalism in Indian Politics		
	4.2	New Social Movements since the 1970s, Environmental Movements, Women's Movements, Human Rights Movements		
Total			26	100%

References

- *B. Chandra, Essays on Colonialism, Orient Longman, Delhi, (1999).*
- *S. Sarkar, Modern India, Macmillan, Delhi (1983).*
- *B. Chandra et. al. (eds.), India's Struggle for Independence, Penguin UK, 2016.*
- *P. Brass, The Politics of India since Independence, Cambridge University Press, Cambridge (1994).*
- *B.Chakrabarty & R.K.Pandey, Indian government and Politics. SAGE Publications India, New Delhi (2008).*
- *Hoveyda, Indian Government and Politics, Pearson Education India, New Delhi (2010).*

Semester IV

Course Code	Course Name	Credits
TSM2417N	Tourism Management - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	01	01	-	01	02

Internal Assessment				End Sem Exam	Duration of End Sem Exam	Total
Mid Term	Continuous Evaluation	Attendance	Total Internal			
15	30	5	50	50	2 Hours	100

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Mapping Trends in Tourism		7	25%
	1.1	Domestic and International Trends and Patterns in Indian Tourism Travel.		
	1.2	Factors responsible for growth and development of Indian tourism		
	1.3	Foreign Tourist Arrivals accounting.		
2	Current Tourism Scenario in India		7	30%
	2.1	State Tourism Organizations: - Changing pattern observed on the arrival of tourists.		
	2.2	Mapping and analyzing of tourism trends of the following states: - Tamil Nadu, Uttar Pradesh, Karnataka, Madhya Pradesh, Delhi, Maharashtra.		
3	Emerging Tourism Trends			
	3.1	Emerging trends within tourists and travelers		

	3.2	Emerging tourism products of India	7	30%
	3.3	Emerging technologies, change in scope of tourism		
4	Case Study		5	15%
	4.1	Presentation on any latest/emerging tourism trend in the country and explain in detail.		
Total			26	100%

References

<ul style="list-style-type: none"> • <i>Tourism: Principles and Practice</i> by John Fletcher, Alan Fyall, David Gilbert, and Stephen Wanhill (2017).
<ul style="list-style-type: none"> • <i>Emerging Trends in Tourism and Hospitality</i> by B. I. Mahajan and S. R. Vyas (2018).
<ul style="list-style-type: none"> • <i>Indian Tourism: Past, Present, and Future</i> by Patrick M. Casabona (2020).
<ul style="list-style-type: none"> • <i>Tourism in India: New Trends and Opportunities</i> by Ratandeep Singh (2016).
<ul style="list-style-type: none"> • <i>Sustainable Tourism Practices in the Tourism Industry</i> by James E. S. Higham and Michael Lück (2016).

Semester IV

Course Code	Course Name	Credits
SCW2417N	Social Work - III	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	01	-	01	01	-	02

Internal Assessment				External	
Mid Term	Continuous Evaluation	Attendance	Total	End Sem Exam	Total
15	30	05	50	50	100

Course Outcome

- Students will understand conceptual and theoretical aspects of social problems in India.
- Students will be aware of the problems and crimes of society.
- Students will be able to understand the problems and effects of individuals, family & society.
- Students should be able to handle social problems and treatment. In future, they would contribute to social policy making as social work professionals.

Course Objectives

- To study the basic concepts of social problems and social work approaches.
- To understand various social problems and its management and legislative measures.
- To understand role of social work and social worker in management of social problems.
- To study social development and social change process to deal with social problems.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage	
1	Social Problems		13	50%
	1.1	Social problems: Meaning, Concept and Definitions,		
	1.2	Classification of social problems.		
	1.3	Causes and consequences of social problems.		
	1.4	Social work approach in the prevention, control, and management of social problems.		
2	Various Social Problems in India		13	50%
	2.1	Extent, causes, management and legislative measures		
	2.2	Youth Unrest, Human Trafficking, Substance Abuse, Beggary, Commercial Sex Work, Corruption, Terrorism, Child labour, Role of social worker in identifying social problems and developing strategies for help		
	2.3	Case-studies		
Total		26	100%	

References

- *Ahuja, Ram (1992), Social Problems in India, Rawat Publications, Jaipur.*
- *Keneth, Henry (1978), Social Problems: Institutional and Interpersonal Perspectives, Scott, Foresman and Company, Illinois, London.*
- *Merton, Robert K, and Robert Nisbet (1971), Contemporary Social Problems, Fourth Edition, Harcourt Brace and Co., New York.*

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-V

Semester V

Course Code	Course Name	Credits
AVE2501N	Advanced Visual Effects	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	04	-	01	02	-	03

Theory		Term Work / Practical/Oral			Total				
Internal Assessment		Term Work	Pract.	Oral					
Tests	Continuou Evaluation				Attendance	Total Internal	End Sem Exam	Duratio n Of End Sem Exam	
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- **Mastery of VFX Tools:** Students will gain advanced proficiency in using industry-standard visual effects software.
- **Complex Visual Effects Creation:** Students will learn to design and execute complex visual effects sequences for film, TV, and digital media.
- **Problem-Solving in VFX:** Students will develop the ability to troubleshoot and resolve technical challenges in visual effects production.

- Portfolio-Ready VFX Projects: Students will produce high-quality visual effects projects suitable for inclusion in a professional portfolio.

Course Objectives

- Software Proficiency: Equip students with advanced skills in using visual effects software like After Effects, Nuke, and Houdini.
- Techniques Mastery: Teach students to design and implement complex visual effects, including simulations, compositing, and 3D integration.
- Creative Problem-Solving: Develop students' ability to address and solve technical challenges in VFX production.
- Professional Project Development: Guide students in creating industry-standard visual effects projects for their portfolios

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Foundations of Advanced Visual Effects		
1	1.1 Introduction to Advanced VFX: Overview of advanced visual effects and their role in modern media.	08	20%
	1.2 Industry-Standard Software: In-depth exploration of key VFX software like Nuke, Houdini, and After Effects.		
	1.3 Advanced Compositing Techniques: Techniques for combining multiple elements into a seamless final image.		

	1.4	3D Integration in VFX: Basics of integrating 3D models and environments into live-action footage.		
	1.5	Understanding VFX Pipelines: Overview of the VFX production process from pre-visualization to final output.		
	Simulation and Dynamics			
2	2.1	Particle Systems: Creating and controlling particle effects like smoke, fire, and explosions.	12	25%
	2.2	Fluid Dynamics: Simulating realistic water, lava, and other fluid effects using advanced software tools.		
	2.3	Rigid Body Dynamics: Techniques for simulating physical interactions, including breaking and collision effects.		
	2.4	Cloth and Hair Simulation: Advanced methods for animating realistic cloth, hair, and fur.		
	2.5	Lighting and Rendering for VFX: Techniques for realistic lighting and rendering in visual effects sequences.		
3	Advanced Compositing and Integration			
	3.1	Green Screen and Rotoscoping: Techniques for keying out backgrounds and rotoscoping complex scenes.		

	3.2	Matte Painting and Digital Environments: Creating and integrating digital matte paintings and environments into live-action footage.	5	30%
	3.3	Camera Tracking and Match moving: Techniques for tracking camera movement and integrating CG elements.		
	3.4	Incorporating Mixed Media: Combining digital painting with other digital or traditional media for hybrid artworks		
	3.5	Color Grading and Correction: Advanced color correction techniques to ensure visual consistency.		
4	Professional VFX Project Development		11	25%
	4.1	Project Planning and Pre-Visualization: Developing a detailed plan and pre-visualization for a VFX project.		
	4.2	Team Collaboration and Workflow: Best practices for working in a team environment on complex VFX projects.		
	4.3	Problem Solving in VFX: Techniques for troubleshooting and solving common technical challenges in visual effects.		
	4.4	Final Project Execution: Creating a complete, high-quality VFX sequence as a capstone project.		
	4.5	Portfolio and Presentation: Compiling a professional VFX reel and presenting it effectively to potential employers.		

Total	36	100%
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References
<ul style="list-style-type: none"> • Brinkmann, R. (2008). <i>The art and science of digital compositing: Techniques for visual effects, animation, and motion graphics</i> (2nd ed.). Morgan Kaufmann.
<ul style="list-style-type: none"> • "Houdini On the Spot: Power User Tips and Techniques" by Craig Zerouni
<ul style="list-style-type: none"> • Okun, J. A., & Zwerman, S. (Eds.). (2015). <i>The VES handbook of visual effects: Industry standard VFX practices and procedures</i> (2nd ed.). Routledge.
<ul style="list-style-type: none"> • Murphy, J. (2012). <i>Essential CG lighting techniques with 3ds Max</i> (2nd ed.). Focal Press.

Semester V

Course Code	Course Name	Credits
PFD2502N	Portfolio Development	6

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	08	-	02	04	-	06

		Theory			Term Work / Practical/Oral			Total
		Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	
Tests	Continuou Evaluation	Attendance	Total Internal					
15	10	05	30	70	-	-	3 Hours	100

Course outcome

- Professional Portfolio Creation: Students will develop a polished, industry-standard portfolio showcasing their skills and work.
- Artistic and Technical Skill Display: Students will effectively present both their creative and technical abilities through curated portfolio pieces.
- Self-Promotion: Students will learn to articulate their personal brand and professional identity through their portfolio.

- **Diverse Media Representation:** Students will compile a portfolio that includes a variety of media, demonstrating versatility.

Course Objectives

- **Portfolio Structuring:** Guide students in organizing and structuring a cohesive and professional portfolio.
- **Skill Showcase:** Teach students to effectively highlight their best work and skills within their portfolio.
- **Personal Branding:** Equip students with strategies to develop and express their personal brand through their portfolio.
- **Media Diversity:** Encourage students to include a range of media and project types to demonstrate versatility.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Foundations of Portfolio Development			
1	1.1	Introduction to Portfolio Concepts: Understanding the purpose and goals of a professional portfolio	20	20%
	1.2	Types of Portfolios: Exploration of different portfolio formats (physical, digital, interactive).		

	1.3	Identifying Strengths and Focus Areas: Assessing personal skills and selecting work that best represents them		
	1.4	Portfolio Structure and Organization: Learning how to structure a cohesive and logical portfolio.		
	1.5	Researching Industry Standards: Analyzing successful portfolios within the industry to set benchmarks		
	Content Creation and Curation			
2	2.1	Selecting Portfolio Pieces: Criteria for choosing work that showcases a range of skills and creativity.	20	25%
	2.2	Project Documentation: Techniques for documenting projects, including process work and final outcomes.		
	2.3	Visual and Written Presentation: Balancing visual elements with concise, impactful descriptions.		
	2.4	Consistency and Branding: Ensuring a consistent style and personal brand throughout the portfolio		
	2.5	Diverse Media Representation: Including various types of media (e.g., print, digital, video) to demonstrate versatility.		

3	Portfolio Enhancement and Feedback		20	30%
	3.1	Refining and Polishing Work: Techniques for improving the quality and presentation of portfolio pieces.		
	3.2	Feedback and Iteration: Incorporating constructive feedback from peers and mentors to refine the portfolio.		
	3.3	Advanced Layout and Design: Exploring sophisticated layout techniques for both digital and physical portfolios.		
	3.4	Interactive Portfolio Elements: Integrating interactive elements for digital portfolios to engage viewers.		
	3.5	Mock Interviews and Presentations: Practicing portfolio presentations and interviews to prepare for industry scenarios.		
4	Finalization and Professional Application		18	25%
	4.1	Final Portfolio Assembly: Compiling and finalizing the portfolio for presentation.		
	4.2	Creating an Online Portfolio: Developing a personal website or online portfolio to showcase work digitally.		
	4.3	Networking and Self-Promotion: Strategies for using the portfolio in networking and job search efforts.		

	4.4	Portfolio Presentation Skills: Mastering the art of presenting the portfolio to potential employers or clients.		
	4.5	Portfolio Review and Assessment: Conducting a final review of the portfolio to ensure it meets industry standards and personal goals.		
Total			78	100%

References	
•	Marshall, L., & Atkins, A. (2017). <i>Go beyond the job description: Craft a career that delivers value and meaning</i> . Michael Wiese Productions.
•	Landa, R. (2014). <i>Build your own brand: Strategies, prompts and exercises for marketing yourself</i> . HOW Books.
•	Fiore, B. (2012). <i>Portfolio design: How to create a winning portfolio for your interview</i> (4th ed.). W. W. Norton & Company.
•	Cabarga, L. (2009). <i>Logo, font & lettering Bible: A comprehensive guide to the design, construction, and usage of alphabets and symbols</i> . Watson-Guptill.

Semester V

Course Code	Course Name	Credits
TDA2503N	3D Animation	3

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	2	-	2	1	-	3

Theory					Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the fundamental principles of 3D animation and their application in various contexts.
- Develop skills in 3D modeling, texturing, and rigging.
- Master animation techniques, including keyframing, motion paths, and character animation.

Course Objectives

- Utilize industry-standard software to create and render 3D animations.
- Produce a complete 3D animation project from concept to final render.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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	Introduction to 3D Animation			
1	1.1	Overview of 3D animation and its applications	12	25%
	1.2	Historical development and current trends		
	1.3	Basic concepts and terminology		
	Getting Started with 3D Software			
2	2.1	Introduction to industry-standard 3D software (e.g., Blender, Maya, 3ds Max)	08	20%
	2.2	Navigating the user interface and basic tools		
	2.3	Creating and manipulating basic 3D shapes		
	Animation Principles			
3	3.1	Fundamental principles of animation (e.g., squash and stretch, anticipation, follow-through)	15	30%
	Module IV: Character Animation			
4	4.1	Techniques for animating characters: walk cycles, facial expressions	4	25%
	4.2	Exploring advanced animation techniques (e.g., inverse kinematics, procedural animation)		
	4.3	Using animation tools and features for character animation		
Total			39	100%

References	
	• "The Animator's Survival Kit" by Richard Williams
	• "3D Animation Essentials" by Andy Beane
	• "Introduction to 3D Game Programming with DirectX 11" by Frank Luna
	• Barnett, C. (2010). The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators. Faber & Faber.

Semester-V

Course Code	Course Name	Credits
RTA2504N	Rotoscopy Animation	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02	-	04

Theory				Term Work / Practical/Oral			Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance					Total Internal		
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the history and principles of rotoscopy animation.
- Develop technical skills in rotoscoping using both traditional and digital methods.
- Apply rotoscopy techniques to create realistic and expressive animations.

Course Objectives

- Utilize industry-standard software to enhance and refine rotoscope animations.
- Produce individual and collaborative projects demonstrating proficiency in rotoscopy.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Rotoscopy Animation		

1	1.1	Overview of rotoscoping animation and its history	10	25%
	1.2	Key techniques and applications of rotoscoping		
	1.3	Basic principles and techniques		
2	Fundamentals of Rotoscoping		14	25%
	2.1	Basic principles of rotoscoping: tracing, keyframes, and in-betweens		
	2.2	Differences between traditional and digital rotoscoping methods		
	2.3	Introduction to rotoscoping tools and software (e.g., Adobe After Effects, Blender)		
3	Advanced Rotoscoping Techniques		13	25%
	3.1	Combining rotoscoping with other animation techniques (e.g., compositing, visual effects)		
	3.2	Working with complex scenes: integrating multiple layers and elements		
	3.3	Hands-on exercises with advanced rotoscoping techniques		
	3.4	Techniques for enhancing the realism and fluidity of animations		
4	Digital Rotoscoping Techniques		15	25%
	4.1	Introduction to digital rotoscoping tools and features		
	4.2	Techniques for frame-by-frame tracing and refinement		
	4.3	Adding sound and music		
Total			52	100%

References

- "The Animator's Survival Kit" by Richard Williams

• "Rotoscoping: A Guide to Rotoscope Animation" by Andrew T. Young
• "The Art of Rotoscoping: The Complete Guide" by Matt S. Ross
• Thomas, F., & Johnston, O. (1981). The Illusion of Life: Disney Animation. Disney Editions.

Semester-V

Course Code	Course Name	Credits
DGP2505N	Digital Painting	4

Contact Hours			Credits Assigned						
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total			
01	06	-	01	03	-	04			
	Theory				Term Work / Practical/Oral				
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- **Mastery of Digital Tools:** Students will develop proficiency in using digital painting software and tools.
- **Artistic Technique Development:** Students will apply traditional painting techniques in a digital environment to create visually compelling artwork.
- **Creative Expression:** Students will enhance their ability to express artistic ideas and concepts through digital mediums.
- **Portfolio-Ready Artwork:** Students will produce a collection of polished digital paintings suitable for inclusion in a professional portfolio

Course Objectives

- **Software Proficiency:** Equip students with the skills to effectively use digital painting software and tools.
- **Technique Application:** Teach students to apply traditional painting techniques within a digital context.
- **Creative Exploration:** Encourage students to explore and express their artistic ideas digitally.
- **Professional Artwork Creation:** Guide students in producing high-quality digital paintings suitable for a professional portfolio.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
	Introduction to Digital Painting		
1	1.1 Overview of Digital Painting: Understanding the basics and significance of digital painting in the art world.	08	20%
	1.2 Digital Tools and Software: Introduction to industry-standard software like Adobe Photoshop and Corel Painter.		
	1.3 Basic Brush Techniques: Learning how to use and customize brushes for different painting effects.		
	1.4 Color Theory in Digital Media: Applying traditional color theory to digital work, including color mixing and shading..		
	1.5 File Management and Workflow: Best practices for organizing digital files and optimizing workflow.		
	Techniques and Methods	12	25%

2	2.1	Layering and Blending: Understanding the use of layers for complex compositions and blending techniques.		
	2.2	Digital Texturing: Creating and applying textures to enhance the realism and depth of digital paintings.		
	2.3	Lighting and Shadow: Techniques for rendering light and shadow to add dimension to digital artwork.		
	2.4	Digital Sketching and Concept Art: Developing quick sketches and concepts digitally as a foundation for detailed work.		
	2.5	Rendering and Detailing: Refining digital paintings by adding intricate details and finishing touches		
3	Creative Expression and Style Development		15	30%
	3.1	Exploring Artistic Styles: Experimenting with different styles and techniques to develop a unique digital art style		
	3.2	Conceptualizing Ideas: Translating creative ideas and themes into digital paintings		
	3.3	Character and Environment Design: Creating characters and environments, focusing on composition and storytelling.		
	3.4	Incorporating Mixed Media: Combining digital painting with other digital or traditional media for hybrid artworks		
	3.5	Personal Project Development: Beginning a personal digital painting project that showcases individual style and creativity		
4	Professional Application and Portfolio Development		17	25%

4.1	Final Project Creation: Developing a comprehensive digital painting project from concept to completion.		
4.2	Polishing and Presentation: Techniques for refining and preparing digital paintings for professional presentation.		
4.3	Online Portfolio Creation: Building an online portfolio to showcase digital paintings to potential clients or employers.		
4.4	Industry Insights: Understanding the digital painting industry, including job roles and market trends.		
4.5	Peer Review and Feedback: Participating in critique sessions to receive and give constructive feedback on digital artworks.		
Total		52	100%

References	
•	"Digital Painting Techniques: Practical Techniques of Digital Art Masters" by 3dtotal Publishing
•	"Beginner's Guide to Digital Painting in Photoshop" by 3dtotal Publishing

Semester-V

Course Code	Course Name	Credits
BGD2506N	Background Development	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	06	-	01	03	-	04

		Theory			Term Work / Practical/Oral			Total
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract. Oral	
Test	Continuous Evaluation	Attendance	Total Internal					
15	10	05	30	70	-	-	3 Hours	100

Course outcome

- Proficiency in Background Design: Students will demonstrate the ability to design and develop backgrounds using fundamental principles of composition, perspective, and color theory
- Skill in Digital Techniques: Students will be proficient in using digital tools and techniques for creating detailed and textured backgrounds, including effective layer management
- Thematic and Environmental Consistency: Students will produce backgrounds that are thematically consistent and effectively integrated with animated elements or project requirements
- Project Execution and Presentation: Students will complete a comprehensive background development project, showcasing their skills in design, execution, and presentation, and effectively participating in peer reviews and critiques

Course Objectives

- **Understand Background Fundamentals:** To provide students with a solid understanding of the principles and importance of background development in animation and visual storytelling
- **Develop Digital Skills:** To equip students with the technical skills necessary for creating digital backgrounds, including proficiency in relevant software tools and techniques
- **Create Thematic and Environmentally Consistent Backgrounds:** To teach students how to design backgrounds that align with specific themes and environments, ensuring integration with animated elements
- **Complete and Critique Projects:** To guide students in completing a comprehensive background project, presenting their work effectively, and participating in peer reviews to enhance their critical evaluation skills

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Background Development			
1	1.1	Understanding Backgrounds: Define the role and importance of background development in animation and visual storytelling	08	20%
	1.2	Fundamentals of Design: Learn basic principles of background design, including composition, perspective, and color theory		
	1.3	Tools and Techniques: Get acquainted with the tools and software used in background development, such as Photoshop and Illustrator.		
	1.4	Initial Project: Complete a basic background design project to demonstrate understanding of foundational concepts		
	Digital Background Creation			
2	2.1	Layer Management: Learn how to use layers effectively in digital software to create complex backgrounds	12	25%
	2.2	Digital Texturing: Creating and applying textures to enhance the realism and depth of digital backgrounds.		
	2.3	Texture and Detail: Apply techniques to add texture and detail to digital backgrounds for realism		

	2.4	Proficiency in Digital Tools		
	2.5	Create a detailed digital background incorporating learned techniques		
3	Environmental and Thematic Backgrounds		15	30%
	3.1	Understand how to design and develop various environments for different themes and settings		
	3.2	Thematic Consistency: Ensure background designs align with the theme and mood of the project		
	3.3	Integration with Animation: Learn how to integrate backgrounds effectively with animated characters and elements		
	3.4	Designing Environments		
	3.5	Advanced Project: Create a thematic background that integrates with animation or other project elements		
4	Final Project and Review		17	25%
	4.1	Execute a comprehensive background development project from concept to completion		
	4.2	Presentation Skills: Present and explain background designs effectively		
	4.3	Online Portfolio Creation: Building an online portfolio to showcase backgrounds to potential clients or employers.		
	4.4	Peer Review and Critique: Provide and receive constructive feedback on background designs		
	4.5	Final Assessment: Demonstrate mastery of background development techniques through a final evaluation		
Total			52	100%

References

- Backgrounds: The Art of Background Painting by Mark W. Nelson
- "Digital Painting Techniques: Practical Techniques of Digital Art Masters" edited by 3dtotal Publishing
- Johnston, O., & Thomas, F. (1995). *The illusion of life: Disney animation*. Disney Editions.
- Bancroft, T. (2016). *Creating characters with personality: For film, TV, animation, video games, and graphic novels*. Watson-Guptill.

Semester-V		
Course Code	Course Name	Credits
MOG2507N	MOTION GRAPHICS	4

Contact Hours			Credits Assigned						
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total			
01	06	-	01	03	-	04			
	Theory				Term Work / Practical/Oral				
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Students will be able to navigate the After Effects interface and use its tools to create animations and visual effects.
- Students will be able to apply animation principles and design principles to create effective motion graphics.
- Students will be able to use intermediate and advanced techniques to create complex animations and visual effects.
- Students will be able to use compositing techniques, 3D layers, and cameras to create dynamic and engaging motion graphics.

Course Objectives

- To provide students with a comprehensive understanding of motion graphics and its applications in various industries.

- To teach students how to use After Effects to create engaging animations and visual effects.
- To develop students' creative problem-solving and critical thinking skills through the design and execution of motion graphics projects.
- To prepare students for careers in motion graphics, animation, video production, and related fields.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage	
		Introduction to After Effects and Motion Graphics.			
1	1.1	Overview of After Effects interface and tools.	15	25%	
	1.2	Basic animation principles and techniques.			
	1.3	Introduction to typography.			
	1.4	Design principles in motion graphics.			
2		Intermediate Motion Graphics Techniques	15	25%	
	2.1	Advanced animation techniques, including key frame interpolation and easing.			
	2.2	Working with masks and shapes.			
	2.3	Introduction to expressions and scripting.			
3		Advanced Motion Graphics Techniques	10	25%	
		3.1			Compositing techniques, including green screen and tracking.
		3.2			Working with 3D layers and cameras.
		3.3			Advanced effects and plugins.

		Final Project.		
4	4.1	Students will create a final motion graphics project using the techniques they've learned throughout the course.	12	25%
	4.2	Emphasis on creative problem-solving, storytelling, and effective communication through motion graphics.		
Total			52	100

References
<ul style="list-style-type: none"> • "Creating Motion Graphics with After Effects" by Chris and Trish Meyer -
<ul style="list-style-type: none"> • "The After Effects Illusionist" by Chad Perkins
<ul style="list-style-type: none"> • Betancourt, M. (2013). <i>The history of motion graphics</i>. Wildside Press.
<ul style="list-style-type: none"> • Beiman, N. (2017). <i>Prepare to board! Creating story and characters for animated features and shorts</i> (3rd ed.). Focal Press.

Semester V

Course Code	Course Name	Credits
FLF2511N	FRENCH V	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory						external	Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Mid Term	Viva	Continuous Evaluation	Attendance	Total Internal			
15	20	10	05	50	50	75 mins	100

Course Outcome

- Enhance proficiency in both spoken and written language.
- Develop familiarity with modern social communication skills, both oral (such as dialogues and telephone conversations) and written, and to perform basic communication tasks effectively.
- Write a review of a movie or a show.
- Describe a person using good vocabulary and different adjectives.
- Apply various tenses and moods in French using subjunctive tense.

Course Objectives

- To strengthen the language of the students in both oral and written.

- To get the students acquainted with the current social communication skills, oral (dialogue, telephone conversations, etc.) and written and perform simple communication tasks.
- To talk about a film or a show.
- To describe a person using good vocabularies and different adjectives
- To use the different tenses, different moods in French.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Module I		8	50%
	Leçon 1	Histoires d'étudiants		
	Leçon 2	Un dîner en ville		
2	Module II		6	30%
	Leçon 1	Soirée déguisée Un dîner en ville		
	Leçon 2	Chez l'habitant		
3	Module III		6	10%
	Leçon 1	Un peu de culture ?		
4	Module IV		6	10%
	Leçon 1	Une soirée originale		
Total			26	100%

References

- Berthet, Hugot et al. *Alter Ego - Méthode de Français, A1: Hachette, 2012.*
- Bruno Girardeau et Nelly Mous. *Réussir le DELF A1. Paris : Didier, 2011.*
- Loiseau Y., Mérieux R. *Connexions 1, cahier d'exercices. Didier, Paris, 2017.*
- Loiseau Y. & Mérieux R. *Connexions 1, Guide pédagogique. Didier, Paris, 2017.*
- *Connexions 1, livre de l'élève – Loiseau Y. & Mérieux R., éd. Didier, Paris, 2017.*

• <i>Latitudes 1, cahier d'exercices – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
• <i>Latitudes 1, Guide pédagogique – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
• <i>Latitudes 1, Guide pédagogique téléchargeable – Loiseau Y. & Mérieux R., éd. Didier,2018.</i>
• <i>Latitudes 1, livre d'élève + CD – Loiseau Y. & Mérieux R., éd. Didier, Paris,2018.</i>
• <i>Nathalie Hirschsprung, Tony Tricot, Cosmopolite 1 Méthode de Français A1. Hachette, 2017.</i>
• <i>Nathalie Hirschsprung, Tony Tricot. Cosmopolite 1 Cahier d'activités A1. Hachette, 2017.</i>

Semester V

Course Code	Course Name	Credits
FLG2511N	GERMAN V	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory						External	Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation	Attendance	Total Internal			
15	20	10	05	50	50	75 mins	100

Course Outcome

- Handle situations which one normally encounters while travelling.
- Take part in conversations and discussions pertaining to familiar topics such as family, hobbies, travel etc. without prior preparation.
- Develop the listening comprehension skills
- Understand programs on television or radio and inform oneself about current events or areas of interest/ provided the speaker speaks clearly.
- Have a basic conversation using vocabulary related to body parts and basic diseases.

Course Objectives

- To handle situations which one normally encounters while travelling.

- To take part in conversations and discussions pertaining to familiar topics such as family, hobbies, travel etc. without prior preparation.
- To develop listening comprehension skills.
- To understand programs on television or radio and informing oneself about current events or areas of interest/ provided the speaker speaks clearly.
- To have a basic conversation using vocabulary related to body parts and basic diseases.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Kapitel 11		6	25%
	Grammatischer Aspekt	- Imperativ: du, ihr, Sie - Modalverben: dürfen, sollen		
2	Kapitel 11		7	25%
	Thematischer Aspekt	- persönliche Angaben machen - Körperteile nennen - eine Sportübung verstehen und erklären - Aufforderungen wiedergeben - Gespräche beim Arzt führen - Anweisungen verstehen und geben - Gesundheitstipps verstehen und geben - Wörter erschließen		
3	Kapitel 12		6	25%
	Grammatischer Aspekt	- Pronomen: man - Fragewörter: wer, wen, wem, was(Nom. u. Akk.) Ort: wo, wohin, woher, wann & wie - Zeitadverbien: zuerst, dann, später, zum Schluss		

4	Kapitel 12		7	25%
	Thematischer Aspekt	<ul style="list-style-type: none"> - Vorschläge für eine Stadttour verstehen - einen Weg beschreiben - eine Postkarte schreiben - die Jahreszeiten kennen lernen - das Wetter beschreiben - Reiseberichte verstehen - Probleme im Hotel beschreiben - sich im Hotel beschweren - über Reiseziele sprechen 		
Total			26	100%

References
<ul style="list-style-type: none"> • <i>Aufderstraße, Hartmut. Lagune 1. Deutsch als Fremdsprache: Kursbuch und Arbeitsbuch. Ismaning: Max Hueber Verlag 2012.</i>
<ul style="list-style-type: none"> • <i>Braun, Anna, and Daniela Wimmer. Schritte Plus A1/1: Arbeitsbuch. Hueber Verlag, 2020.</i>
<ul style="list-style-type: none"> • <i>Dengler, Stefanie. Netzwerk A1. Teil2. Kurs- Und Arbeitsbuch: Deutsch Als Fremdsprache. Langenscheidt, 2012.</i>
<ul style="list-style-type: none"> • <i>Funk, Hermann, et al. studio d A1: Deutsch als Fremdsprache. Cornelsen Verlag, 2015.</i>
<ul style="list-style-type: none"> • <i>Langenscheidt. Langenscheidt Pocket Dictionary German: German-English, English-German. Langenscheidt Publishing Group, 2022.</i>
<ul style="list-style-type: none"> • <i>Niebisch, Daniela, et al. Lagune A1: Kursbuch. Hueber Verlag, 2016.</i>

Semester V

Course Code	Course Name	Credits
FLS2511N	SPANISH V	02

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	-	-	02	-	-	02

Theory					External		Total
Internal Assessment					End Sem Exam	Duration Of End Sem Exam	
Mid Term	Viva	Continuous Evaluation	Attendance	Total Internal			
15	20	10	05	50	50	75 mins	100

Course Outcomes

- Understand how to conjugate verbs with vocal changes and use them effectively in sentences.
- Revise all the grammar topics which were taught in the previous semesters.
- Describe events, activities and incidents that occurred in the past using preterit tense effectively and efficiently.
- Understand and apply vocabulary based on shops, restaurants and airports and will be able to communicate at the given places.
- Actively engage in mock viva sessions, applying the skills learned throughout the course. This practical experience will enhance their ability to handle real-life conversations with native speakers.

Course Objectives

- To enable the students to comprehend and make use of verbs with vocal changes.
- To revise the grammar in application and the communication tasks related to topics covered already.
- To enable the students to use preterit tense to describe events that happened in the past.
- To enhance the vocabulary of the students based on shops, restaurants and airport.
- Simulate and participate in mock Vivas and conversations.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	El español y tú		5	20%
	1.1	Las preposiciones del lugar		
	1.2	Expresiones cotidianas		
2	¿Sabes verbos con cambios vocales?		5	20%
	2.1	Los verbos regulares en español		
	2.2	Los verbos con cambios vocales. (AR, ER, IR)		
3	¿Qué comiste ayer?		8	30%
	3.1	Introducción del pretérito indefinido en español.		
	3.2	Los verbos regulares en el pretérito indefinido		
4	¿Dónde estuviste ayer, Juan?		8	30%
	4.1	Los verbos irregulares en el pretérito indefinido		
	4.2	Un ensayo usando el pretérito indefinido.		
Total			26	100%

References

- Blanco, Begoña. *Nuevo avance. Con CD Audio. 2011.*
- Bregstein, Barbara. *Easy Spanish Step-By-Step. McGraw Hill Professional, 2005.*
- García, Concha Moreno, et al. *Nuevo avance. Con CD Audio. 2011.*
- Hutchinson, Sam. *Los Numeros - Numbers. Find and Speak Spanish, 2022.*
- Meredith, Susan. *Spanish for Beginners Flashcards. 2010.*

<ul style="list-style-type: none"> • <i>Moreno, Concha, et al. Nuevo Avance Básico alumno +CD. 2010.</i>
<ul style="list-style-type: none"> • <i>Richmond, Dorothy. Practice Makes Perfect Spanish Verb Tenses, Second Edition. McGraw Hill Professional, 2010.</i>
<ul style="list-style-type: none"> • <i>Richmond, Dorothy. Practice Makes Perfect: Spanish Pronouns and Prepositions, Premium Fourth Edition. McGraw-Hill Education, 2020.</i>
<ul style="list-style-type: none"> • <i>Rivano, Emilio. El verbo gustar y otros así. 2022.</i>
<ul style="list-style-type: none"> • <i>Rivas, Celestino. Daily Spanish For Beginners. 2019.</i>
<ul style="list-style-type: none"> • <i>Thomas, Scott. The Big Red Book of Spanish Vocabulary. NTC Foreign Language, 2006.</i>
<ul style="list-style-type: none"> • <i>Velarde, J. Gutierrez. Los Verbos Ser y Estar En Español. 2018.</i>
<ul style="list-style-type: none"> • <i>Weibel, Peter. The Big Red Book of Spanish Idioms: 4,000 Idiomatic Expressions. McGraw Hill Professional, 2004.</i>

Semester V

Course Code	Course Name	Credits
CSE2512N	Employability Skill	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Internal				External		Total
Test	Continuous Assessment	Attendance	Total Internal	End Sem Exam	Duration Of End Sem Exam	
15	30	05	50	50	2 Hours	100

Course Outcomes

- Categorize different types of interviews, recognize various interview styles, and demonstrate fundamental skills required when facing interviews.
- Create professional resumes, covering letters, and follow-up letters, showcasing their ability to articulate their qualifications and experiences during job applications and interviews.
- Perform a SWOT analysis, identifying their strengths, weaknesses, opportunities, and threats, fostering self-awareness, and aiding in strategic career planning.
- Understand and apply social etiquette, including the proper way to shake hands and exchange business cards. They will also demonstrate knowledge of dining etiquette and appropriate behavior in a professional setting such as the cubicle.
- Enact in mock interview sessions, applying the skills learned throughout the course. This practical experience will enhance their ability to handle real-life interview scenarios.

Course Objectives

- To understand and apply interview techniques.
- To develop effective interview skills.
- To conduct self-discovery through swot analysis.
- To master Professional Etiquette.
- to simulate and participate in mock interview sessions.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Interviews		5	38%
	1.1	Types of Interviews and Styles of Interview		
	1.2	Facing Interviews-Fundamentals		
	1.3	Practice Session Conducting Interviews		
	1.4	Fundamentals and Practice Session, Mock Interview Sessions		
2	Interview Skills		5	38%
	2.1	Resume Writing,		
	2.2	Covering Letters		
	2.3	Interview Follow Up Letters		
3	Self- Discovery		1	8%
	3.1	SWOT [Strengths, Weakness, Opportunities, and Threats] Analysis		
4	Employability Skills		2	16%
	4.1	Conflict Management		
	4.2	Work Ethics		
Total			13	100

References

- *Working in English, Jones, Cambridge*
- *Business Communication, Raman –Prakash, Oxford*
- *Speaking Personally, Porter-Ladousse, Cambridge*
- *Speaking Effectively, Jermy Comfort, et.al, Cambridge*
- *Anjane Sethi & Bhavana Adhikari, Business Communication, Tata McGraw Hill*

Semester V

Course Code	Course Name	Credits
BEH2513N	Behavioural Science - V	01

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
01	-	-	01	-	-	01

Theory							Total
Internal Assessment					End Sem Exam	Duration of End Sem Exam	
Activity	Continuous Evaluation	Viva	Attendance	Total			
20	40	35	05	100	-	-	100

Course Outcome

- A strong personality fosters resilience and adaptability in diverse life situations.
- Nationalism fosters a sense of belonging and unity among citizens.
- Human values form the foundation of ethical behavior and moral integrity.
- Personality development enhances effective communication and interpersonal relationships.
- It strengthens cultural identity and promotes the preservation of traditions and heritage.
- They promote empathy, compassion, and respect for others, fostering harmonious societies.

Course Objectives

- To Understand the importance of individual differences
- Better understanding of self in relation to society and nation
- Facilitation for a meaningful existence and adjustment in society
- Inculcating patriotism and national pride.

Detailed Syllabus

- To develop an understanding of the importance of human values.

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
1	Individual differences & Personality		2	20%
	1.1	Personality: Definition & Relevance		
	1.2	Importance of nature & nurture in Personality Development		
	1.3	Importance and Recognition of Individual differences in Personality		
	1.4	Accepting and Managing Individual differences (adjustment mechanisms) Intuition, Judgement, Perception & Sensation (MBTI) BIG5 Factors		
	Managing Diversity			
	2.1	Defining Diversity		
	2.2	Affirmation Action and Managing Diversity		
	2.3	Increasing Diversity in Work Force		
	2.4	Barriers and Challenges in Managing Diversity		
3	Socialization		2	20%
	3.1	Nature of Socialization		
	3.2	Social Interaction		
	3.3	Interaction of Socialization Process		
	3.4	Contributions to Society and Nation		
4	Patriotism and National Pride		2	20%
	4.1	Sense of pride and patriotism		
	4.2	Importance of discipline and hard work		
	4.3	National Integrity, Integrity, accountability, and national pride.		

	4.4	National pride and prejudice.		
5	Human Rights, Values and Ethics		2	20%
	5.1	Meaning and Importance of human rights		
	5.3	Human rights awareness		
	5.3	Obligation to respect, character-based system of human rights		
	5.4	Values and Ethics- Learning based on project work on Scriptures like- Ramayana, Mahabharata, Gita etc.		
Total			10	100%

References
<ul style="list-style-type: none"> ● <i>Pervin, L. A., & John, O. P. (2001). Personality: Theory and Research (8th ed.). Wiley.</i>
<ul style="list-style-type: none"> ● <i>Jayne, M. E. A., & Dipboye, R. L. (2004). Workforce diversity: A key to improve productivity. Journal of Human Resource Management, 43(4), 409-424.</i>
<ul style="list-style-type: none"> ● <i>Nettle, D. (2007). The Nature of Personality: Genes, Culture, and National Character. MIT Press.</i>
<ul style="list-style-type: none"> ● <i>Kirton, G., & Greene, A. M. (2015). The Dynamics of Managing Diversity: A Critical Approach (4th ed.). Routledge.</i>
<ul style="list-style-type: none"> ● <i>Funder, D. C. (2019). The Personality Puzzle (8th ed.). W. W. Norton & Company.</i>
<ul style="list-style-type: none"> ● <i>Barak, M. E. M. (2021). Managing Diversity: Toward a Globally Inclusive Workplace (5th ed.). SAGE Publications.</i>

Semester V

Course Code	Course Name	Credits
SIP2521N	INTERNSHIP	05

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	-	-	-	-	-	05

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance	Total						
-	-	-	100	-	2 Hours	-	-	-	100

Course Outcome

- Students will be able to get practical exposure about the subjects.
- Students will be able to enhance their ability to absorb an interdisciplinary approach.
- Students will get familiarized with various measurement and scaling techniques.
- Students will be able to write a report and give a presentation of their work.

Course Objectives

- To refine the practical exposure of the corporate functioning.
- To help students to apply their theoretical understanding on the concerned project.
- To bridge the gap between theory and practice.
- To enhance the intellectual ability and attributes related to data handling and report writing.

Detailed Syllabus

Course Module / Contents	Hours	Marks Weightage
<p>Guidelines: Every student shall be required to undergo practical training in a media organization approved by the Institute for four weeks, normally in the Summer Vacation, after the end of the semester examinations.</p> <p>The candidates shall be required to undergo training in the various areas of the media organization concerned. The work done by the candidate during the training period shall be submitted in the form of a training report.</p> <p>The last date for the receipt of the training report in the department shall be one month after the date of completion of training, i.e. at the beginning of the next semester.</p> <p>Components of the Report: The outcome of Summer Internship is the Project Report. A project report should have the following components: Cover Page: This should contain the title of the report with the name of the name of the media organization where the student interned, to whom it is submitted, for which degree, the name of the author, name of the supervisor, year of submission of the project work, name of the University.</p> <p>Acknowledgement: Various organizations and individuals who might have aided/co-operation during his/her internship.</p> <p>Table of Content: Page-wise listing of the main contents in the report, i.e., different Chapters and its main Sections along with their page numbers.</p> <p>Body of the Report: The body of the report should have these four logical divisions.</p> <p>Introduction: This will cover the overview of the media organization in which the student has interned, rationale/ need / justification for interning with the organization, expectations from the internship and Chapter Planning.</p> <p>Body of the Report: The body of the report should have these four logical divisions.</p> <p>Work Profile/ Assignments Handled by the Student:(using the tools and techniques mentioned in the methodology).</p>	<p>The week/hours will be assigned by the supervisor as per academic calendar.</p>	<p>10%</p> <p>15%</p>

<p>Conclusion and Recommendations and Skill Sets Learnt during Internship: In this section, the concluding observations based on the main findings and suggestions are to be provided.</p> <p>Bibliography or References: This section will include the list of books and articles which have been used in the project work, and in writing a project report.</p> <p>Annexures: Questionnaires (if any), relevant reports, etc.</p> <p>Chapter Scheme: Chapter I: Introduction 20 marks Chapter II: Conceptual Framework/National/International Scenario 5 marks Chapter III: Work profile/ assignments handled by the student 35 marks. Chapter IV: Conclusion and Recommendations and skill sets learnt during internship 15 marks. The report must be type written in font Times New Roman, 12 points, 1.5 line spacing on both sides of the paper, Spiral Bound. The report should comprise a maximum of 80 to 100 pages and must be submitted in two copies.</p>		75%
Total		100%

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-VI

Semester VI

Course Code	Course Name	Credits
COM2601N	Compositing	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	04	-	02	02		04

		Theory				Term Work / Practical/Oral			Total	
		Internal Assessment		Total Internal	End Semester Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuou s Evaluation	Attendance								
15	10	05	30	70	-	-	3 Hours	-	100	

Course outcome

- Proficiency in Compositing Techniques Students will demonstrate the ability to apply basic and advanced compositing techniques, including layering, masking, keying, and tracking, to create professional-quality compositions
- Mastery of Software Tools Students will achieve proficiency in using industry-standard compositing software (such as Adobe After Effects or Nuke) and demonstrate their ability to utilize its features effectively for various compositing tasks
- Effective Color Correction and Grading Students will be able to perform accurate color correction and grading, matching colors between shots and creating visually appealing compositions that maintain consistency and enhance the overall look of the project
- Integration of Visual Effects Students will successfully integrate visual effects with live-action footage, demonstrating their ability to enhance and manipulate footage using techniques like particles, lights, and 3D elements

Course Objectives

- Understand and Apply Compositing Principles To provide students with a solid foundation in compositing principles and techniques, enabling them to combine multiple visual elements into cohesive and visually compelling compositions
- Develop Technical Skills in Software To ensure students develop technical proficiency in using compositing software, enabling them to efficiently and effectively execute various compositing tasks and projects
- Enhance Visual Aesthetics through Color Correction To equip students with the skills to perform color correction and grading, ensuring that their compositions have a professional and polished appearance, with consistent color and tone across shots
- Execute Complex Compositing Projects To guide students in planning, executing, and presenting complex compositing projects that integrate visual effects, demonstrating their ability to apply learned techniques to real-world scenarios

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Compositing and Basic Techniques			
1	1.1	Overview of Compositing Key Concepts and Terminology Introduction to Compositing Software	12	25%
	1.2	Basic Compositing Techniques (Layering, Masking, Blending Modes)		
	1.3	Introduction to After Effects and Nuke		
	Advanced Compositing Techniques			
2	2.1	Rotoscoping and Keying (Chroma Key, Luma Key)	08	20%
	2.2	Tracking and Stabilization Advanced		
	2.3	Masking and Matte Creation Working with 3D Elements and Camera Tracking		
	Color Correction and Grading			
3	3.1	Color Theory and Correction Principles	15	30%
	3.2	Color Grading Techniques		
	3.3	Choosing appropriate visualization tools and techniques		

	3.4	Color theory and its application in visualization		
4	Compositing for Visual Effects and Final Project		10	25%
	4.1	Integrating Visual Effects (VFX) with Live Action Working with Particles, Lights, and Effects		
	4.2	Final Project Preparation		
	4.3	Execution Review		
	4.4	Implementing interactivity in animation projects		
	4.5	Critique of Final Projects		
Total			45	100%

References

- Lintermann, B., & Kiefer, R. (2016). *Compositing visual effects: Essentials for the aspiring artist*. CRC Press.
- O'Rourke, S. (2013). *The art and science of digital compositing*. Academic Press.
- Betancourt, M. (2013). *The history of motion graphics*. Wildside Press.
- Wong, W. C. (2017). *Digital compositing for film and video: A practical guide for artists*. Focal Press.

Semester VI

Course Code	Course Name	Credits
VFX6003	Visualization Research	8

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
02	12	-	02	06	-	08

Test	Theory					Term Work / Practical/Oral			Total
	Internal Assessment			End Sem Exams	Duration Of End Sem Exam	Term Work	Pract.	Oral	
	Continuou s Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Critically Study and evaluate current practices and models in animation.
- Recognise and interpret systems with the design environment Skills.
- To practice design principles to a variety of different visualization styles and to push creative mindset.

Course Objectives

- This course introduces the strategies of visualization as an efficient method to convey complex data.
- It covers the fundamentals of visual communication and research methods.
- Animation is a very strong tool which can be applied in graphic design, communication design, data visualization and human-computer interaction design. The course combines the best practices from these intersections while focusing on effectiveness of the visualization.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours	Marks Weightage
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1	Introduction to Visual Design Research		12	25%
	1.1	Research Methodologies Primary, Secondary, Tertiary research methods.		
	1.2	Introduction to Data Visualisation & Infographics		
	1.3	Theoretical foundations of visualization		
2	Visual Storytelling		08	20%
	2.1	Animated & Interactive Design		
	2.2	Animation in Web Design, UI-UX Design, Infographics and Motion Graphics		
	2.3	Case Study		
3	Data Visualization Principles		15	30%
	3.1	Data Visualization Principles		
	3.2	Data Visualization Principles		
	3.3	Choosing appropriate visualization tools and techniques		
	3.4	Color theory and its application in visualization		
	3.5	Visual storytelling techniques		
	3.6	Incorporating data visualization in animated narratives		
	3.7	Case studies of animation projects utilizing visualization		
4	Module IV: Interactive Visualization		10	25%
	4.1	Introduction to interactive visualization techniques		
	4.2	Designing interactive animation experiences		
	4.3	User experience (UX) and user interface (UI) design considerations		
	4.4	Implementing interactivity in animation projects		

	4.5	Simulation techniques: particles, fluid dynamics, cloth simulation		
	4.6	Emerging trends in visualization research		
	4.7	Evaluation of the developed visualization		
Total			45	100%

References
<ul style="list-style-type: none"> • "The Visual Display of Quantitative Information" by Edward R. Tufte
<ul style="list-style-type: none"> • "Information Visualization: Perception for Design" by Colin Ware
<ul style="list-style-type: none"> • "Visual Explanations: Images and Quantities, Evidence and Narrative" by Edward R. Tufte
<ul style="list-style-type: none"> • "Animating Real-Time Game Characters" by Paul Steed.

Semester VI

Course Code	Course Name	Credits
AND2603N	Animatics Design	4

Contact Hours			Credits Assigned				
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total	
02	06	-	01	03	-	04	
Theory					Term Work / Practical/Oral		Total
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract. Oral	
Test	Continuous Evaluation	Attendance	Total Internal				
15	10	05	30	70	-	3 Hours	100

Course outcome

- Proficient Animatics Creation: Students will be able to create professional quality animatics that effectively convey visual narratives.
- Technical Software Mastery: Students will demonstrate advanced skills in using industry-standard software for animatics production.
- Effective Storyboarding: Students will be able to translate story ideas into clear, detailed, and engaging storyboards.
- Timing and Pacing Control: Students will skillfully manage the timing and pacing of visual sequences to enhance storytelling.

Course Objectives

1. Master Storyboarding Techniques: Equip students with the skills to create clear and effective storyboards.
2. Develop Timing and Pacing: Teach students to control timing and pacing within animatics for optimal storytelling.
3. Integrate Audio Elements: Train students in synchronizing visuals with sound, including dialogue and music.
4. Enhance Technical Proficiency: Improve students' skills in using industry-standard software for animatics creation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Animatics			
1	1.1	Understanding Animatics: Definition, purpose, and role in the animation production pipeline.	08	20%
	1.2	History and Evolution: Overview of how animatics have developed in animation and film.		
	1.3	Key Components of Animatics: Storyboards, timing, sound, and motion.		
	1.4	Tools and Software for Animatics: Introduction to industry-standard software like Adobe Premiere, After Effects, and Toon Boom.		
	1.5	Basic Techniques: Timing, transitions, and layering techniques essential for animatics creation.		
	Storyboarding for Animatics			
2	2.1	Principles of Storyboarding: Essential rules for creating clear and effective storyboards.	12	25%
	2.2	Visual Storytelling: Techniques for conveying a narrative visually, including shot composition and camera angles.		

	2.3	Storyboarding Workflow: Step-by-step guide from initial sketches to final boards.		
	2.4	Scene Breakdown and Timing: Determining the length and sequence of shots for animatics.		
	2.5	Storyboard to Animatic Conversion: Transitioning from static storyboards to dynamic animatics.		
3	Technical Aspects of Animatics		15	30%
	3.1	Editing and Timing: Techniques for synchronizing visual elements with audio tracks.		
	3.2	Adding Sound and Dialogue: Integrating sound effects, dialogue, and music to enhance storytelling.		
	3.3	Motion and Transitions: Applying motion to static images and creating smooth transitions between scenes.		
	3.4	Working with Layers and Assets: Managing multiple layers and assets for complex animatics.		
	3.5	Rendering and Exporting Animatics: Best practices for exporting animatics in various formats.		
4	Advanced Techniques and Project Development		15	25%
	4.1	Advanced Storytelling Techniques: Exploring narrative pacing, emotional beats, and visual metaphors.		
	4.2	Client Collaboration and Feedback: Working with clients or team members to refine animatics based on feedback.		
	4.3	Animatics in Different Media: Adapting animatics for various formats like film, TV, advertising, and games.		
	4.4	Project Planning and Management: Organizing and managing a complete animatics project from concept to final delivery.		
	4.5	Portfolio Development: Assembling a professional portfolio of animatics to showcase to potential employers or clients.		
Total			45	100%

References

- "Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media)" by David Harland Rousseau and Benjamin Reid Phillips
- "The Art of the Storyboard: A Filmmaker's Introduction" by John Hart
- McClung, S. (2013). *Creating animated cartoons with Maya: A step-by-step guide to creating 3D animation*. Wiley.
- Sherman, J. (2017). *The art of 2D animation: Creating traditional animation with the latest software*. CRC Press.

Semester VI

Course Code	Course Name	Credits
CAP2605N	Capstone Project	4

Contact Hours			Credits Assigned						
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total			
02	06	-	01	03	-	04			
	Theory				Term Work / Practical/Oral				
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal						
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- **Effective Project Execution:** Students will successfully plan, develop, and execute a comprehensive capstone project.
- **Advanced Research Skills:** Students will demonstrate advanced research skills, including data collection, analysis, and application.
- **Professional Presentation:** Students will present their project findings professionally and effectively to an academic or industry audience.
- **Critical Reflection and Assessment:** Students will critically reflect on their project process and outcomes, evaluating the achievement of their objectives

Course Objectives

- **Project Planning:** Guide students in developing a detailed plan and proposal for their capstone project.

- Research and Analysis: Equip students with skills to conduct thorough research and analyze data relevant to their project.
- Implementation and Execution: Teach students to effectively implement and manage their project from inception to completion.
- Presentation and Reflection: Prepare students to present their project findings and reflect critically on their work and its impact

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Project Planning and Proposal Development			
1	1.1	Understanding the Capstone Project: Overview of capstone projects and their significance in academic and professional contexts.	08	20%
	1.2	Topic Selection and Research: Techniques for selecting a relevant and impactful project topic.		
	1.3	Developing a Project Proposal: Writing a clear and comprehensive project proposal, including objectives, scope, and methodology.		
	1.4	Literature Review: Conducting a thorough literature review to support the project rationale and objectives.		
	1.5	Project Timeline and Milestones: Creating a detailed timeline with key milestones to guide project development.		
	Research and Data Collection			
2	2.1	Research Methodologies: Introduction to qualitative and quantitative research methods relevant to the project.	12	25%
	2.2	Data Collection Techniques: Strategies for collecting accurate and relevant data, including surveys, interviews, and experiments.		
	2.3	Ethical Considerations: Understanding and adhering to ethical guidelines in research and data collection.		

	2.4	Cloth and Hair Simulation: Advanced methods for animating realistic cloth, hair, and fur.		
	2.5	Preliminary Data Analysis: Basic techniques for analyzing collected data to inform project development		
3	Project Development and Execution		15	30%
	3.1	Project Design and Implementation: Translating the proposal into actionable steps and developing the project.		
	3.2	Problem-Solving and Adaptation: Strategies for addressing challenges and making necessary adjustments during project execution		
	3.3	Interim Reporting and Feedback: Preparing and presenting progress reports to receive constructive feedback.		
	3.4	Collaboration and Teamwork: Techniques for effective collaboration in team-based capstone projects.		
	3.5	Iteration and Refinement: Continuous improvement of the project based on feedback and testing.		
4	Final Presentation and Evaluation		15	25%
	4.1	Final Project Completion: Completing all aspects of the project and preparing it for presentation.		
	4.2	Project Documentation: Writing a comprehensive project report or thesis that details the process, findings, and outcomes.		
	4.3	Presentation Skills: Developing and practicing the presentation of the project to an academic or professional audience.		
	4.4	Defense and Q&A Preparation: Preparing for the defense of the project, including answering questions and justifying decisions.		
	4.5	Reflection and Assessment: Reflecting on the project process and outcomes and assessing the achievement of objectives.		
Total			45	100%

References

- | |
|---|
| • "The Capstone Handbook: A Guide to Developing and Defending Your Capstone Project" by Rebecca Jordt |
| • "Designing and Managing Your Research Project: Core Skills for Social and Health Research" by David Thomas and Ian Hodges |
| • McClung, S. (2020). <i>The animation workbook: A comprehensive guide to creating professional animation</i> . Routledge. |
| • Blumberg, R. (2017). <i>The art of 3D: Computer animation and effects</i> . Wiley. |

Semester VI

Course Code	Course Name	Credits
AFP2606N	Animation Film Portfolio	4

Contact Hours			Credits Assigned						
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total			
02	04	-	02	02	-	04			
Theory					Term Work / Practical/Oral		Total		
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral	
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	-	-	3 Hours	-	100

Course outcome

- Professional Portfolio Creation: Develop a comprehensive and industry-ready animation film portfolio.
- Technical Proficiency: Demonstrate advanced technical skills in animation software and tools.
- Creative Storytelling: Showcase the ability to craft compelling narratives through animation.
- Personal Artistic Style: Cultivate and express a unique artistic style in animated works.

Course Objectives

- **Portfolio Development:** Guide students in creating a polished and professional animation film portfolio.
- **Technical Skill Enhancement:** Improve proficiency in animation software and production techniques.
- **Narrative Crafting:** Teach students how to develop engaging and coherent storylines in animation.
- **Artistic Expression:** Encourage the exploration and refinement of personal artistic style in animation.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Portfolio Foundations			
1	1.1	Introduction to Portfolio Development: Understanding the purpose and importance of a professional animation portfolio.	08	20%
	1.2	Identifying Personal Strengths: Assessing skills and artistic style to define the focus of the portfolio.		
	1.3	Portfolio Structure and Components: Outlining key sections such as showreels, concept art, and completed projects.		
	1.4	Researching Industry Standards: Analyzing exemplary portfolios from successful animators to set quality benchmarks.		
	1.5	Goal Setting for the Portfolio: Defining clear objectives for what the portfolio should achieve.		
	Technical Skill Application			
2	2.1	Advanced Animation Techniques: Applying complex animation methods to showcase technical prowess.	12	25%
	2.2	Software Mastery: Deepening expertise in industry-standard tools like Adobe After Effects, Maya, or Blender.		
	2.3	Project Workflow Optimization: Streamlining the production process from concept to final output.		
	2.4	Incorporating Visual Effects: Enhancing animations with VFX to add depth and creativity.		

	2.5	Editing and Polishing: Refining animations through meticulous editing and post-production techniques.		
3	Narrative and Artistic Expression		15	30%
	3.1	Storytelling in Animation: Crafting compelling and coherent narratives to feature in the portfolio.		
	3.2	Character and Environment Design: Developing unique characters and immersive worlds to demonstrate creative skills.		
	3.3	Artistic Style Development: Refining and expressing a distinctive artistic voice throughout the portfolio.		
	3.4	Storyboarding and Pre-Visualization: Creating effective storyboards and animatics to plan animations.		
	3.5	Cohesion and Consistency: Ensuring a unified and consistent artistic vision across all portfolio elements.		
4	Professional Presentation and Industry Readiness		15	25%
	4.1	Final Portfolio Assembly: Organizing and compiling the portfolio into a cohesive and professional package.		
	4.2	Feedback and Revision: Iteratively improving the portfolio based on peer and mentor feedback.		
	4.3	Portfolio Presentation Skills: Preparing to pitch the portfolio effectively to industry professionals.		
	4.4	Online Portfolio Creation: Establishing a digital presence through websites or online platforms.		
	4.5	Networking and Job Search Strategies: Learning how to use the portfolio for job applications and networking within the industry.		
Total			45	100%

References
<ul style="list-style-type: none"> • "Prepare to Board! Creating Story and Characters for Animated Features and Shorts" by Nancy Beiman
<ul style="list-style-type: none"> • "Your Career in Animation: How to Survive and Thrive" by David B. Levy

- Houghton, A. (2019). *The animation portfolio: A guide to getting your work seen and hired*. Focal Press.
- Smith, D. (2015). *The Art of 2D and 3D Animation: Building Your Animation Portfolio*. CRC Press.

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-VII

Semester VII

Course Code	Course Name	Credits
WAI2701N	Working with AI	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
2	4	-	2	2	-	4

Theory					Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral		
Test	Continuous Evaluation	Attendance							Total Internal
15	10	05	30	70	3 Hours	-	-	-	100

Course outcome

- Understand the role of AI in the animation industry and its applications.
- Gain proficiency in using AI tools and techniques for animation.
- Explore procedural generation, character animation, and motion capture using AI.

Course Objectives

- Develop and apply AI-driven solutions to real-world animation problems.
- Critically evaluate the impact of AI on animation processes and creative workflows.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to AI in Animation			
1	1.1	Overview of AI technologies and their relevance to animation	12	25%
	1.2	Historical development and current trends		
	1.3	Basic concepts and terminology		
	Fundamentals of AI and Machine Learning			
2	2.1	Basic concepts of artificial intelligence and machine learning	15	20%
	2.2	Types of AI algorithms and models (e.g., neural networks, deep learning)		
	2.3	Introduction to AI frameworks and libraries (e.g., TensorFlow, PyTorch)		
	Procedural Generation with AI			
3	3.1	Introduction to procedural generation and its applications in animation	15	30%
	Motion Capture and AI			
4	4.1	AI methods for enhancing and refining motion capture data	10	25%
	4.2	Using AI to process and analyze motion capture data		
	4.4	Tools and algorithms for improving animation efficiency and output		
Total			52	100%

References

- "Artificial Intelligence for Games" by Ian Millington and John Funge
- "Deep Learning for Computer Vision" by Rajalingappaa Shanmugamani
- "The Art of Animation" by Michael T. Wiese
- Haines, D. (2018). *Storyboarding essentials: SCAD creative essentials*. Wiley.

Semester VII

Course Code	Course Name	Credits
ARS2702N	Animation Research Seminar I	8

Contact Hours			Credits Assigned						
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total			
02	12	-	02	06	-	08			
	Theory				Term Work / Practical/Oral				
Internal Assessment			Total Internal	End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.	Oral	Total
Test	Continuous Evaluation	Attendance							
-	-	-	-	-	-	50	-	50	100

Course outcome

- Master Research Methods: Gain expertise in research methodologies for animation design.
- Critical Analysis: Develop skills to critically evaluate animation works.
- Innovate Techniques: Explore and experiment with new animation techniques.
- Effective Communication: Improve skills in presenting research findings.

Course Objectives

- Research Proficiency: Equip students with advanced research skills specific to animation design.

- Critical Thinking: Foster the ability to critically assess animation techniques and trends.
- Innovation Exploration: Encourage exploration of new and emerging animation technologies.
- Scholarly Writing: Develop students' ability to document and present research effectively.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
Foundations of Animation Research				
1	1.1	Understanding the significance and scope of research in the field of animation.	08	20%
	1.2	Overview of qualitative, quantitative, and mixed methods relevant to animation studies.		
	1.3	How to find, evaluate, and synthesize existing research to build a solid foundation.		
	1.4	Formulating clear and researchable questions within the animation domain.		
	1.5	Understanding intellectual property, consent, and ethical issues in conducting research.		
Critical Analysis and Theory in Animation				
2	2.1	Exploring key theories and concepts that underpin animation studies.	12	25%
	2.2	Detailed study of traditional and contemporary animation techniques and their evolution.		
	2.3	Examining how culture, society, and politics influence animation design.		
	2.4	In-depth analysis of landmark animated films and series, understanding their impact.		
	2.5	Investigating the role of storytelling and visual language in animation.		

3	Research Methodologies and Tools		15	30%
	3.1	Step-by-step guide to planning and structuring research projects in animation.		
	3.2	Methods for gathering data, including surveys, interviews, and archival research specific to animation.		
	3.3	Techniques for analyzing visual data, such as frame-by-frame analysis, semiotics, and visual rhetoric.		
	3.4	Introduction to tools like Adobe After Effects, Blender, and other relevant software for research.		
	3.5	Applying statistical tools and software to analyze animation research data.		
4	Application of Research in Animation Design		15	25%
	4.1	Applying research findings to enhance animation design and production.		
	4.2	Encouraging experimentation with new animation styles and techniques based on research.		
	4.3	Developing skills to effectively present research through papers, reports, and presentations.		
	4.4	Engaging in group research projects to solve real-world animation design problems.		
	4.5	Exploring emerging trends and future directions in animation research and design.		
Total			45	100%

References
<ul style="list-style-type: none"> • The Animation Studies Reader by Nichola Dobson, Annabelle Honess Roe, Amy Ratelle, and Caroline Ruddell
<ul style="list-style-type: none"> • Understanding Animation by Paul Wells
<ul style="list-style-type: none"> • Furniss, M. (2007). <i>Art in motion: Animation aesthetics</i>. John Libbey Publishing.
<ul style="list-style-type: none"> • Dancyger, K., & Rush, J. (2017). <i>Alternative scriptwriting: Writing beyond the rules</i> (5th ed.). Focal Press.

Semester VII

Course Code	Course Name	Credits
MMA2703N	Mixed Media Animation	4

Contact Hours			Credits Assigned					
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total		
02	04	-	02	02	-	04		
	Theory				Term Work / Practical/Oral			
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract. Oral	Total
Test	Continuous Evaluation	Attendance	Total Internal					
15	10	05	30	70	-	-	3 Hours	100

Course outcome

- **Mastery of Mixed Media Techniques:** Students will demonstrate proficiency in combining traditional and digital media techniques to create innovative and cohesive mixed media animations
- **Effective Use of Tools and Software:** Students will show competency in using various tools and software for integrating and enhancing different media types in animation projects
- **Creative Integration of Media Types:** Students will develop the ability to seamlessly blend traditional animation methods with digital elements, achieving a harmonious and visually compelling final product
- **Professional Project Execution:** Students will complete a comprehensive mixed media animation project, showcasing their skills in concept development, execution, presentation, and critical evaluation

Course Objectives

- Understand Mixed Media Animation Fundamentals: To provide students with a foundational understanding of mixed media animation, including its history, principles, and the role of combining different media types
- Develop Technical Skills in Media Integration: To equip students with the technical skills required to integrate traditional and digital media effectively, using industry-standard tools and techniques
- Enhance Creative Abilities: To encourage students to explore and apply creative approaches in blending various media types, ensuring thematic and aesthetic consistency in their animations
- Complete and Critique Mixed Media Projects: To guide students in developing a full mixed media animation project, presenting their work professionally, and participating in peer reviews to provide and receive constructive feedback

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours	Marks Weightage
	Introduction to Mixed Media Animation			
1	1.1	Define mixed media animation and its role in contemporary animation	08	20%
	1.2	Explore Techniques and Materials: Identify and explore various techniques and materials used in mixed media animation		
	1.3	Familiarize with Software and Tools: Learn about the software and tools used for integrating different media types in animation		
	1.4	Create a basic mixed media animation project to demonstrate understanding of core concepts and techniques		
	Apply Traditional Techniques			
2	2.1	Combine Traditional and Digital Media: Integrate traditional animation with digital elements effectively	12	25%
	2.2	Detailed study of traditional and contemporary animation techniques and their evolution.		

	2.3	Understand Material Properties: Learn about the properties of different traditional media and how they interact with digital tools		
	2.4	In-depth analysis of landmark animated films and series, understanding their impact.		
	2.5	Use Digital Tools Effectively: Apply digital tools and techniques for creating and enhancing animation		
3	Digital Media and Effects		15	30%
	3.1	Step-by-step guide to planning and structuring research projects in animation.		
	3.2	Incorporate Special Effects: Learn to integrate special effects and visual enhancements into mixed media projects		
	3.3	Techniques for analyzing visual data, such as frame-by-frame analysis, semiotics, and visual rhetoric.		
	3.4	Introduction to tools like Adobe After Effects, Blender, and other relevant software.		
	3.5	Blend Media Types: Develop skills in blending different media types seamlessly within an animation		
4	Final Project and Review		15	25%
	4.1	Applying research findings to enhance animation design and production.		
	4.2	Execute a complete mixed media animation project from concept to final output		
	4.3	Presentation and Communication: Present and explain the final project effectively, demonstrating mastery of mixed media techniques		
	4.4	Engaging in group research projects to solve real-world animation design problems.		
	4.5	Peer Review and Feedback: Participate in peer reviews to provide and receive constructive feedback		
Total			52	100%

References
• "Mixed Media and Other Techniques" by Linda M. K. & B. M. M.
• "The Animator's Survival Kit" by Richard Williams
• Sherman, J. (2017). <i>The art of 2D animation: Creating traditional animation with the latest software</i> . CRC Press.
• Haines, D. (2018). <i>Storyboarding essentials: SCAD creative essentials</i> . Wiley.

Semester VII

Course Code	Course Name	Credits
PPD2705N	Professional Project - I	03

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	-	-	-	-	-	03

Theory					External			Total	
Internal Assessment				End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Mid Term	Continuous Evaluation	Attendance	Total						
-	-	-	-	-	-	50	-	50	100

Course Outcome

- Students will be able to generate and present original media project ideas that meet industry standards and effectively engage target audiences.
- Students will demonstrate proficiency in planning and managing all aspects of media productions, including timelines, budgets, and resource allocation.
- Students will produce high-quality content using advanced media tools and technologies across various platforms.
- Students will lead and work effectively in teams, successfully managing collaboration with diverse stakeholders throughout project execution.

Course Objectives

- To teach students how to develop and articulate clear, innovative ideas for media projects, ensuring alignment with industry standards and target audience expectations.
- To equip students with the skills to create comprehensive project plans, including timelines, budgets, and resource allocation, to effectively manage media productions.

- To enhance students' abilities in utilizing media tools and technologies essential for producing professional-grade content across various platforms.
- To foster teamwork and leadership skills, enabling students to collaborate efficiently with diverse stakeholders throughout the project lifecycle.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours/week	Marks Weightage
1	Project Outlines: The students can opt for any of the following specialized area:	The hours/week will be assigned by the supervisor as per the academic session.	10%
	<ul style="list-style-type: none"> • Print/ Publishing • Advertising • Public Relations • Photography/ Videography/Film • Electronic Communication • Radio/Podcasting/web radio • Event • AD/PR Campaign 		
2	Detail of Project Making		
	As per the interest and opportunity, students can do a project or join any project under any media professional/ media organization.		
3	Evaluation		
	After completing the project, students are required to document their project under their supervisor and submit the project on the given date by the supervisor and to appear for final viva-voce.		
Total			100%

SYLLABUS

**B.Sc. Animation & VFX
(Honours/Honours With Research)**

SEMESTER-VIII

Semester – VIII

Course Code	Course Name	Credits
ARS2801N	Animation Research Seminar II	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	08	-	-	04	-	04

Theory				Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance					Total Internal	
-	-	-	-	-	50	-	50	100

Course outcome

- Students will learn to explore plenty of knowledge concerning education and issues.
- Students will learn to make a dissertation and the techniques of research.
- Students will learn to demonstrate their research work.
- Students will get familiarized with various measurement and scaling techniques of research.

Course Objectives

- To understand the contemporary and historical issues concerning education.
- To demonstrate his/her competence in using systematic research procedures.
- To overview of dissertation proposal process; pretest and assignments; process of developing

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/Week	Marks Weightage
	Student Learning:		Week, as per academic session	5%
1	1.1	Students will be required to write a research paper for a research topic, they can choose any topic from their previous semester or as per their interest.		
	Develop research proposal:			10%
2	2.1	Students will be instructed to develop a research proposal, following the method of research and get approved by their supervisor.		
	Writing research paper:			20%
3	3.1	Ensure that all the procedures and methods (i.e., design, instrument selection, sample selection, data collection, and data analysis) are explained in detail.		
	Research paper presentation in the Seminar and evaluation done by the external and supervisor:			65%
4	4.1	It is mandatory for each student to present the research paper. The supervisor and external will evaluate the research paper on the basis of their work and viva-voce.		
				100%

Reference

- Bryant, M. T. (2004). The portable dissertation advisor. Thousand Oaks, CA: Corwin Press.
- Butin, D. W. (2009). The education dissertation: A guide for practitioner scholars. Thousand Oaks, CA: Corwin Press.
- Davis, G. B., Parker, C. A., & Straub, D. W. (2012). Writing the doctoral dissertation: A systematic approach (3rd ed.). Hauppauge, NY: Barron's Educational Series.
- Glatthorn, A. A., & Joyner, R. L. (2012). Writing the winning thesis or dissertation: A step-by-step guide (3rd ed.). Thousand Oaks, CA: Corwin Press.
- Kratwohl, D. R., & Smith, N. L. (2005). How to prepare a dissertation proposal: Suggestions for students in education and the social and behavioral sciences. Syracuse, NY: Syracuse University Press.
- Locke, L. F., Spirduso, W., & Silverman, S. J. (2013). Proposals that work: A guide for planning dissertations and grant proposals (6th ed.). Thousand Oaks, CA: Sage.

<p>•Ogden, E. H. (2006). <i>Completing your dissertation or thesis in two semesters or less</i> (3rd ed.). Lanham, MD: Rowman & Littlefield.</p>
<p>•Pyrzczak, F. (2000). <i>Completing your thesis or dissertation: Professors share their techniques and strategies</i>. New York, NY: Routledge.</p>
<p>•Roberts, C. M. (2010). <i>The dissertation journey: A practical and comprehensive guide to planning, writing, and defending your dissertation</i> (2nd ed.). Thousand Oaks, CA: Corwin Press.</p>
<p>•Rudestam, K. E., & Newton, R. R. (2014). <i>Surviving your dissertation: A comprehensive guide to content and process</i> (4th ed.). Thousand Oaks, CA: Sage.</p>
<p>•Single, P. B. (2009). <i>Demystifying dissertation writing: A streamlined process from choice of topic to final text</i>. Sterling, VA: Stylus Publishing.</p>
<p>•Terrell, S. R. (2015). <i>Writing a proposal for your dissertation: Guidelines and examples</i>.</p>
<p>•New York, NY: Guilford Press.</p>

Semester – VIII

Course Code	Course Name	Credits
ANP2802N	Animation Portfolio	4

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	08	-	-	04	-	04

Theory				Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance					Total Internal	
-	-	-	-	-	50	-	50	100

Course outcome

- Students will successfully conceptualize and pitch unique media projects that demonstrate a strong alignment with their creative vision and technical skills.
- Students will produce high-quality media content using advanced tools and techniques, meeting industry standards across various platforms.
- Students will curate a polished portfolio that effectively highlights their diverse media production capabilities and enhances their professional profile.
- Students will demonstrate the ability to critically assess their work, incorporating feedback to refine and improve their production processes.

Course Objectives

- To guide students in developing unique and innovative ideas for media projects that reflect their creative vision and technical expertise.
- To enable students to proficiently use industry-standard tools and techniques in the creation of diverse media content.

- To assist students in assembling a professional portfolio that showcases their media production skills across various formats and platforms.
- To encourage students to critically evaluate their own work, identifying areas of strength and opportunities for improvement in their production process.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/ Week	Marks Weightage
	Major Areas of Work:			
1	1.1	2D Animation	4 weeks	10%
	1.2	3D Animation		
	1.3	Traditional Animation		
	1.4	Stopmotion Animation		
	1.5	Experimental Animation		
	1.6	Motion Graphics		
	1.7	Visual Effects & CGI		
	Guidelines for Media Production Portfolio:			
2	2.1	Thorough reading of relevant study material and references		15%
	2.2	Students will choose the current topics for every area of writing		
	2.3	Students will discuss the topics with the guide and will take the approval		
	2.4	Students will use the formal writing pattern i.e. 12 font size, 1.5 line spacing and Times New Roman.		
	2.5	Students will have to make proper formal document that includes : Title Page, Table of Contents, Acknowledgement, Write ups.		
3	Final Evaluation by supervisor			

	Students must be present with their prepared portfolio for Viva-voce.		75%
	Total		100%

Reference	
•	Haines, D. (2019). <i>The animation portfolio: A guide to creating a standout animation portfolio</i> . CRC Press.
•	Glei, A. (2017). <i>The creative portfolio: Showcasing your work and yourself</i> . Rockport Publishers.
•	McCoy, K. (2021). <i>Animation portfolios: Building a winning portfolio for the animation industry</i> . Focal Press.
•	Evans, R. (2014). <i>Portfolio design: The creative process for animation students</i> . Wiley.

Semester – VIII

Course Code	Course Name	Credits
DSP2803N	Dissertation Project	8

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	08	-	-	08	-	08

Theory				Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance					Total Internal	
-	-	-	-	-	50	-	50	100

Course outcome

- To enable students to undertake an independent research project in animation.
- To foster critical thinking and reflection on animation practice.
- To develop advanced animation skills and techniques through a creative project.

Course Objectives

- To enhance research and writing skills through the production of a dissertation.
- To prepare students for professional practice or postgraduate study in animation or related fields.

Detailed Syllabus

Module/ Unit	Course Module / Contents		Hours/ Week	Marks Weightage
	The areas/ subject for the creativity and campaign planning:		4 weeks	10%
1	1.1	2D Animation		
	1.2	3D Animation		
	1.3	Traditional Animation		
	1.4	Stopmotion Animation		
	1.5	Experimental Animation		
	1.6	Motion Graphics		
	1.8	Visual Effects & CGI		
	Research Methods and Literature Review			
2	2.1	1. Conduct a literature review and identify relevant sources. 2. Submit a literature review draft		20%
	3.1	Project Proposal Development		
3		Developing a research question or creative hypothesis. Outlining the project scope, objectives, and timeline. Crafting a project proposal, including both creative and academic components.		25%
	Production and Dissertation Writing			
4		<ul style="list-style-type: none"> Finalizing the animation project (rendering, final sound design, and edits). Completing the dissertation, including introduction, conclusion, and references. 		45%
				100%

Reference
•Bryant, M. T. (2004). The portable dissertation advisor. Thousand Oaks, CA: Corwin Press.
•Butin, D. W. (2009). The education dissertation: A guide for practitioner scholars. Thousand Oaks, CA: Corwin Press.
•Davis, G. B., Parker, C. A., & Straub, D. W. (2012). Writing the doctoral dissertation: A systematic approach (3rd ed.). Hauppauge, NY: Barron's Educational Series.
•Glatthorn, A. A., & Joyner, R. L. (2012). Writing the winning thesis or dissertation: A step-by-step guide (3rd ed.). Thousand Oaks, CA: Corwin Press.

<p>•Krathwohl, D. R., & Smith, N. L. (2005). How to prepare a dissertation proposal: Suggestions for students in education and the social and behavioral sciences. Syracuse, NY: Syracuse University Press.</p>
<p>•Locke, L. F., Spirduso, W., & Silverman, S. J. (2013). Proposals that work: A guide for planning dissertations and grant proposals (6th ed.). Thousand Oaks, CA: Sage.</p>
<p>•Ogden, E. H. (2006). Completing your dissertation or thesis in two semesters or less (3rd ed.). Lanham, MD: Rowman & Littlefield.</p>
<p>•Pyrzczak, F. (2000). Completing your thesis or dissertation: Professors share their techniques and strategies. New York, NY: Routledge.</p>
<p>•Roberts, C. M. (2010). The dissertation journey: A practical and comprehensive guide to planning, writing, and defending your dissertation (2nd ed.). Thousand Oaks, CA: Corwin Press.</p>
<p>•Rudestam, K. E., & Newton, R. R. (2014). Surviving your dissertation: A comprehensive guide to content and process (4th ed.). Thousand Oaks, CA: Sage.</p>
<p>•Single, P. B. (2009). Demystifying dissertation writing: A streamlined process from choice of topic to final text. Sterling, VA: Stylus Publishing.</p>
<p>•Terrell, S. R. (2015). Writing a proposal for your dissertation: Guidelines and examples. New York, NY: Guilford Press.</p>

Semester- VIII

Course Code	Course Name	Credits
PPD2804N	Professional Project - II	6

Contact Hours			Credits Assigned			
Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
-	12	-	-	06	-	06

Theory				Term Work / Practical/Oral			Total	
Internal Assessment			End Sem Exam	Duration Of End Sem Exam	Term Work	Pract.		Oral
Test	Continuous Evaluation	Attendance					Total Internal	
-	-	-	-	-	50	-	50	100

Course outcome

- Students will be able to generate and present original media project ideas that meet industry standards and effectively engage target audiences.
- Students will demonstrate proficiency in planning and managing all aspects of media productions, including timelines, budgets, and resource allocation.
- Students will produce high-quality content using advanced media tools and technologies across various platforms.
- Students will lead and work effectively in teams, successfully managing collaboration with diverse stakeholders throughout project execution.

Course Objectives

- To teach students how to develop and articulate clear, innovative ideas for media projects, ensuring alignment with industry standards and target audience expectations.

- To equip students with the skills to create comprehensive project plans, including timelines, budgets, and resource allocation, to effectively manage media productions.
- To enhance students' abilities in utilizing media tools and technologies essential for producing professional-grade content across various platforms.
- To foster teamwork and leadership skills, enabling students to collaborate efficiently with diverse stakeholders throughout the project lifecycle.

Detailed Syllabus

Module/ Unit	Course Module / Contents	Hours/Week	Marks Weightage
	Project Outlines: The students can opt for any of the following specialized area:		
1	1.1 Mixed Media Animation	10 weeks	25%
	1.2 Motion Graphics		
	1.3 Graphic Design		
	1.4 Photography/ Videography/Film		
	1.5 2D Animation		
	1.6 Radio/Podcasting/web radio		
	1.7 3D Animation/CGI		
2	Detail of project making:		
<p>As per the interest and opportunity, students can do a project or join any project under any media professional/ media organization.</p> <p>After completing the project, students are required to document their project under their supervisor and submit the project on the given date by the supervisor and the students should be present for their viva-voce.</p>			75%