

# Syllabus

2<sup>nd</sup> Semester

**B.Sc. (Animation and Multimedia)**

**Curriculum and Credit Framework  
As per NEP 2020**

**For**

**B.Sc. Animation and Multimedia  
(To be effective from the Academic Session 2024-25)**



**Department of Media Studies  
Gurugram University, Gurugram  
(A State Govt. University Established Under Haryana Act 17 of 2017)**

**B.Sc. Animation and Multimedia**

Semester 2

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
<b>Core Course(s)</b>														
CC-ID4	Photo Editing and Digital Painting		2	0	4	2	0	2	4	15	35	15	35	100
CC-ID5	UI/UX and Web Designs		2	0	4	2	0	2	4	15	35	15	35	100
CC-ID6	2D Animation on Digital Canvas		2	0	4	2	0	2	4	15	35	15	35	100
<b>Minor/ Vocational Course(s)</b>														
MIC-2	One from Pool								2					50
<b>Multidisciplinary Course(s)</b>														
MDC-2	One from Pool								3					75
<b>Ability Enhancement Course(s)</b>														
AEC-2	One from Pool								2					50
<b>Skill Enhancement Course(s)</b>														
SEC-2	One from Pool								3					75
<b>Value-added Course(s)</b>														
VAC-2	One from Pool								2					50
<b>Total Credits</b>									<b>24</b>					<b>600</b>

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## SEMESTER – II

Name of Subject: <b>Photo Editing and Digital Painting</b>	Maximum Theory marks: 50 (15+ 35)
Course ID:	Maximum Practical Marks: 50 (15+ 35)

**Instructions for External Examiner:** This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

**Objectives:** The objective of this course is to introduce students to the essential techniques and tools used in photo editing and digital painting. Students will learn to enhance, manipulate, and create images using various software, developing their skills in digital artistry and visual storytelling.

### Course Outcomes:

By the end of this course, students will be able to:

- Understand and utilize the fundamental tools and techniques of photo editing software.
- Enhance and manipulate photographs to achieve desired effects.
- Create original digital paintings using a tablet and stylus.
- Critically analyze and improve their digital artwork based on feedback.

### COURSE CONTENTS:

<b>Unit 1: Introduction to Photo Editing</b>
1.1 Overview of photo editing software (e.g., Adobe Photoshop, Affinity Photo)
1.2 Understanding the interface and basic tools
1.3 Image resolution, file formats, and color modes
1.4 Basic photo corrections (cropping, resizing, adjusting brightness/contrast)
<b>Unit 2: Advanced Photo Editing Techniques</b>

2.1 Layers and masking techniques

2.2 Retouching and healing tools

2.3 Color correction and grading

2.4 Creating composites and working with multiple images

### **Unit 3: Introduction to Digital Painting**

3.1 Overview of digital painting software (e.g., Adobe Photoshop, Corel Painter)

3.2 Using a tablet and stylus

3.3 Understanding brushes and brush settings

3.4 Basic painting techniques and layering

### **Unit 4: Advanced Digital Painting Techniques**

4.1 Creating textures and details

4.2 Lighting and shading in digital painting

4.3 Character and environment design

4.4 Finalizing and exporting digital artwork

#### **Suggested Readings:**

- **"Adobe Photoshop Classroom in a Book" by Andrew Faulkner and Conrad Chavez**
- **"Digital Painting Techniques: Practical Techniques of Digital Art Masters" by 3dtotal Publishing**
- **"The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks, and Techniques" by Glyn Dewis**
- **"Digital Painting for Beginners" by Carlyn Beccia**

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**B.Sc. Animation and Multimedia  
SEMESTER – II**

<b>Name of Subject: UI/UX and Web Designs</b>	Maximum Theory marks: 50 (15+ 35)
Course ID:	Maximum Practical Marks: 50 (15+ 35)

**Instructions for External Examiner:** This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

**Objectives:** The objective of this course is to introduce students to the fundamental principles and techniques of UI/UX (User Interface/User Experience) and web design. Students will learn to create intuitive, aesthetically pleasing, and user-friendly digital interfaces, focusing on both the theoretical and practical aspects of design.

**Course Outcomes:**

By the end of this course, students will be able to:

- Understand the basic principles of UI/UX design.
- Design user interfaces that are both functional and visually appealing.
- Develop web pages using modern web design tools and technologies.
- Evaluate and improve digital products based on user feedback and usability testing.

**COURSE CONTENTS:**

<b>Unit 1: Introduction to UI/UX Design</b>
1.1 Definition and importance of UI/UX
1.2 Key principles of user-centered design
1.3 Understanding user research and personas
1.4 Basic elements of user interface design (layout, typography, color)
<b>Unit 2: UX Design Process</b>
2.1 Information architecture and wireframing
2.2 Prototyping tools and techniques (e.g., Figma, Adobe XD)
2.3 Usability testing and heuristic evaluation

2.4 Analyzing user feedback to improve design
<b>Unit 3: Introduction to Web Design</b>
3.1 Basics of HTML and CSS
3.2 Responsive web design principles
3.3 Introduction to web design tools (e.g., Adobe Dreamweaver, )
3.4 Accessibility in web design
<b>Unit 4: Advanced Web Design Techniques</b>
4.1 Integrating UI principles into web design
4.2 UX principles into web design
4.3 Project management
4.4 Collaboration in web design

**Suggested Readings:**

- "Don't Make Me Think: A Common Sense Approach to Web Usability" by Steve Krug
- "The Design of Everyday Things" by Don Norman

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**B.Sc. Animation and Multimedia  
SEMESTER – II**

<b>Name of Subject: 2D Animation on Digital Canvas</b>	Maximum Theory marks: 50 (15+ 35)
Course ID:	Maximum Practical Marks: 50 (15+ 35)

**Instructions for External Examiner:** This question paper shall be divided in two sections. The examiner is requested to set section A as compulsory question containing 7 marks and from the entire syllabus (can be either objective or subjective). Section B will be in choice from two of the questions from each unit. The students will be required to attempt one question from each unit. All questions from each unit will carry equal marks.

**Objectives:** The objective of this course is to introduce students to the fundamental principles and techniques of creating 2D animation on a digital canvas. Students will learn to use digital tools and software to create dynamic, expressive animations, focusing on both the technical skills and creative processes involved in digital 2D animation.

**Course Outcomes:**

By the end of this course, students will be able to:

- Understand and apply the principles of 2D animation.
- Use digital tools and software to create 2D animations.
- Develop and animate characters and scenes on a digital canvas.
- Critically analyze and refine animated works based on feedback.

**COURSE CONTENTS:**

<b>Unit 1: Introduction to 2D Animation</b>
1.1 History and evolution of 2D animation
1.2 Basic principles of animation (e.g., squash and stretch, timing, anticipation)
1.3 Introduction to digital animation tools and software (e.g., Adobe Animate, Stykz)
1.4 Understanding the animation workflow: from concept to final product
<b>Unit 2: Character Design and Animation</b>

2.1 Designing characters for animation

2.2 Creating and using motions tweens

2.3 Keyframes, in-betweens, and the animation cycle

2.4 Animating character movement and expressions

**Unit 3: Backgrounds and Scenes**

3.1 Designing backgrounds and environments

3.2 Layout and composition for animation

3.3 Using layers to separate foreground, middle ground, and background

3.4 Camera movements and scene transitions

**Unit 4: Advanced Techniques and Final Project**

4.1 Advanced animation techniques (e.g., lip-sync, special effects)

4.2 Sound design and synchronization

4.3 Editing and post-production for animation

4.4 Preparing a portfolio and presenting your work

**Suggested Readings:**

- "The Animator's Survival Kit" by Richard Williams
- "Cartoon Animation" by Preston Blair

