



GURUGRAM UNIVERSITY, GURUGRAM

(A State Govt. University established under Haryana Act 17 of 2017)

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No. GUG/Estt./2024/ 330

Dated : 28/07/2024

Subject: Syllabus for written test for the post of Assistant Professors (on contract basis) under SFS advertised vide Advt. no. T-36/2024.

Reference : The Advt. No. T-36/2024 vide which online applications for the post of Assistant Professor (on contract basis) in various disciplines/ subjects were invited.

In continuation with the above referred advertisement, all candidates are hereby informed that the syllabus for the written test for the Assistant Professors (on contract basis) in various disciplines/subjects are as follows:-

S.No.	Discipline/Subject	Syllabus
1	Botany/Zoology/Biotechnology	As per latest CSIR NET syllabus prescribed for Life Sciences
2	Sanskrit/Hindi/Computer Application/Pol.Science/MSW/Hindu Studies	As per latest UGC NET
3	Architecture	As per latest GATE syllabus prescribed for Architecture & Planning
4	Animation	Attached at annexure-A
5	Design	As per latest Common Entrance Exam for Design (CEED)
6	Nursing	As per latest B.Sc.(Nursing) according to Indian Nursing Council (INC).

7 Public Health

Attached at annexure-B

Further it is informed that the written test is the component of the selection criteria mandatory to qualify i.e. to secure a minimum of 50% marks (47.5% for SC/BC/PwBD category). As per condition laid down in the important instruction of the advertisement, all applicants will be allowed to appear in the written test without ascertaining the eligibility. Only those applicants who qualify the written test will be scrutinized for eligibility. Only eligible and test-qualified applicants will be considered for shortlisting for further process. The written test will comprise of 50 multiple choice questions having one and only one correct option which are to be attempted in one hour. **There will negative marking of 0.25 for each incorrect answer.**

The schedule of written test will be notified in due course. All the applicants are advised to keep visiting University website for updates, if any.

REGISTRAR

Copy to:-

- I/C for uploading on the university website.

Syllabus for Assistant Professor Test in 2D Animation, 3D Animation, VFX, UI/UX, Game Design and Graphics

Section 1: 2D Animation

1.1 Fundamentals of 2D Animation

Principles of Animation: Squash and Stretch, Anticipation, Staging, Straight Ahead Action and Pose-to-Pose, Follow Through and Overlapping Action, Slow In and Slow Out, Arc, Secondary Action, Timing, Exaggeration, Solid Drawing, Appeal

- Keyframing and In-betweens
- Storyboarding and Animatics
- Character Design and Development
- Background and Layout Design
- Traditional vs. Digital 2D Animation Techniques

1.2 Software Proficiency

- Adobe Animate
- Adobe Illustrator
- Photoshop for Animation

Section 2: 3D Animation

2.1 Fundamentals of 3D Animation

- Principles of 3D Animation
- 3D Modeling: Characters, Environments, Props
- Texturing, Lighting, and Rendering
- Rigging and Skinning
- Animation: Keyframing
- Camera Techniques in 3D

2.2 Software Proficiency

- Autodesk Maya
- Blender
- Section 3: Visual Effects (VFX)

3.1 Fundamentals of VFX

- Principles and Techniques of VFX
- Compositing: Layering, Keying, Matte Painting
- Particle Systems and Dynamics
- Rotoscoping and Paint
- Matchmoving and Camera Tracking

3.2 Software Proficiency

- Adobe After Effects
- Adobe Premiere Pro

3.3 Fundamentals of Video Editing

- Principles of Video Editing: Continuity, Timing, Pacing, Transitions
- Editing Workflow: Importing, Organizing, Editing, and Exporting Footage
- Audio Editing and Synchronization
- Color Correction and Grading
- Adding Effects and Titles

3.4 Software Proficiency

- Adobe Premiere Pro
- Section 4: Graphics

4.1 Fundamentals of Graphics

- Elements and Principles of Design
- Color Theory
- Typography
- Layout and Composition
- Graphic Design for Digital Media

4.2 Software Proficiency

- Adobe Photoshop
- Adobe Illustrator
- InDesign

Section 5: Game Design

5.1 Fundamentals of Game Design

- Game Mechanics and Dynamics
- Level Design and Environment Creation
- Character Design and Animation
- Storytelling and Narrative in Games
- User Experience in Games
- Prototyping and Playtesting

5.2 Software Proficiency

- Unity
- Unreal Engine
- Section 6: UI/UX Design

6.1 Fundamentals of UI/UX Design

- Principles of User Interface Design
- User Experience Design Process
- Wireframing and Prototyping
- Usability Testing and Evaluation
- Interaction Design
- Visual Design for UI

6.2 Software Proficiency

- Adobe XD
- Figma



Syllabus for the post of Assistant Professor Master of Public Health

Unit 1: Evolution and Basic Concepts of Public Health/Social Medicine and Community Health

History of Social Medicine and Community Health, History of Public Health and Its Milestones, Comprehensive Health Care, Social Development and Health, Dimensions and Determinants of Health, Concepts and Indicators of Health and Wellbeing, Natural History of Disease, Levels of Prevention, Globalisation and Its Impact on Health, Roles and Responsibility of State, Community and Private Sector in Health

Unit 2: Evolution of Health Policies and Health Services in India

Health Committees and Development of Health Services in Independent India, Constitutional Provisions, Federal Structure and Social Security, National Health Policies (1983, 2002, 2017), Population Policy, Nutrition Policy, Policy on Indian Systems of Medicine and Homeopathy, 2002, Important Health Legislations in India, Health Infrastructure in India—Public, Private, and Charitable, Public Private, Civil Society and Social Movements in Health

Unit 3: General Epidemiology and Bio-statistics

Basic concepts and definitions in Epidemiology, Types of epidemiology, Uses of epidemiology, Measurements in epidemiology, Epidemiological Study Designs Screening and surveillance, Validity of Screening and Diagnostic tests, Causation, Association and Biases, Investigation of an epidemic, Basic concepts in Bio-statistics, Types of data and data sources for Public Health, Sampling Techniques and sample size estimation, Probability and Tests of Significance, Data analysis, presentation and interpretation

Unit 4: Social Sciences and Health

Definition, Scope, Concepts and Significance of Social, Economic, Cultural and Behavioral Factors on Health and Disease, Social Theories of Causation of Disease, Implications of Social Structure and Socio-economic Status for Health, Political and Economic Aspects of Health, Health Perceptions and Behavior, Health Economics, Qualitative Research Methodology, Social Work Approach in Health Care

Unit 5: Epidemiology of Common Health Problems In India and National Health Programmes

Communicable Diseases—Common, Emerging and Re-emerging diseases, Hospital acquired infections, Antimicrobial resistance, Non-Communicable Diseases—Cardio-vascular diseases,

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Diabetes, Cancers, Rheumatic heart disease, Blindness, Mental Health, Occupational Diseases, Genetic diseases, Accidents, Injuries and Disasters

Unit 6: Basic Determinants of Health

Environment and Health, Water and sanitation, Environmental pollution and Health impacts, Built Environment and Housing, Climate change and impact on health, Waste management, Hospital waste management, Nutrition, Ecology of malnutrition, Assessment of Nutritional status, Nutritional diseases and their management, Food and nutrition security and related legislations, National Nutrition programs, Socio cultural aspects of nutrition, Food safety, Food standards and related legislations, Social Determinants of Health

Unit 7: Demography, Family Welfare and RCH

Demography and Family Planning, Definition, concepts and indicators related to demography and family planning, Demographic cycle, Size, composition and distribution of India's population, Approaches and methods of contraception, Evolution of National Family Welfare Program, Social issues related to Family Planning, Felt need and unmet need in Family planning, Social marketing in family planning, Counselling in Family planning, PC and PNDT Act-1994, MTP Act 1971, Reproductive and Child Health, Evolution of Maternal/ Reproductive and Child Health programs, Safe motherhood and essential newborn care with related schemes and programs, Gender issues in women's health, Major health problems of children in India and related National Health Programs, Adolescent health and related schemes and programs, Rights of child and related schemes and Programs, School Health Programme

Unit 8: Health Education/IEC/BCC and Information Technology in Health

Concepts, objectives and approaches of health education, Methods, modes and barriers of communication, Planning, Management and Organization of health education programs, E-medicine, Distance education and associated legal issues, Role of Media in Health Education, E Health and m Health

Unit 9: Health Systems Research, Planning and Management and Recent Advances in Public Health

Health planning and management, Health systems research- Operations Research, System analysis, Health Technology ,assessment, Monitoring and Evaluation, Health Management Information System, Medical and Social Audits, Health teams and their management, Human Resources in Health, Role of Ayush in local Health traditions, Health policy studies, Quality assessment of Health Services- parameters and standards, Ethics in Health Care, National Institutes of Public Health Research and Training

Unit 10: International Health

Health problems of developed and developing countries, Health problems of South East Asia region, International Agencies in Health Emporiatics, Health for All Approaches- Primary Health Care (1978) to Universal Health Coverage, Millennium Development Goals (MDG) and Sustainable Development Goals (SDG)

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