

# NEP and Learning Outcome-based Curriculum Framework (LOCF)

For

## B.Sc. Animation & Multimedia Programme (To be effective from the Academic Session 2022-23)



## Department of Media Studies Gurugram University, Gurugram

(A State Govt. University Established Under Haryana Act 17 of 2017)

### Scheme of Programme

B.Sc. Animation and Multimedia  
Semester 2

Course Code	Course Title	Course ID	L	T	P	Credits	Internal Assessment	ESE	TI	TE	PI	PE	Total
<b>Core Course(s)</b>													
CC201	<b>Basics of Written Communication</b>	Paper-1	3	0	1	4	30	70	15	35	15	35	100
CC202	<b>2D Animation</b>	Paper-2	3	0	1	4	30	70	15	35	15	35	100
CC203	<b>Visual Design and Classic animation</b>	Paper-3	3	0	1	4	30	70	15	35	15	35	100
<b>General Elective Course(s)</b>													
GEC204 (One from Pool of Courses)	<b>Film Making</b>	Paper-4	2	1	1	4	30	70	15	35	15	35	100
<b>Ability Enhancement Course(s)</b>													
AEC205 (One from Pool of Courses)	<b>Phonetics and Phonology</b>	Paper-5	2	0	0	2	15	35	15	35			50
<b>Skill Enhancement Course(s)</b>													
SEC206 (One from Pool of Courses)	<b>Photoshop and Illustrator</b>	Paper-6	1	0	1	2	15	35			15	35	50
<b>Value Addition Course(s)</b>													
VAC207 (One from Pool of Courses)	<b>Life Management &amp; Yoga</b>	Paper-7	1	0	1	2	15	35			15	35	50
<b>Total Credits</b>						<b>22</b>							

B.Sc. Animation and Multimedia

SEMESTER - 2

**BASICS OF WRITTEN COMMUNICATION**

<b>Course Code: CC 201</b>	<b>L: 3</b>	<b>T/P: 0/1</b>	<b>Credits:4</b>
<b>TI: 15 TE: 35</b>	<b>Time: 3Hrs.</b>	<b>PI: 15 PE: 35</b>	

The question paper will have two questions from each of the five units. Students will be required to answer any one question from each unit. Each unit will carry equal marks.

**Course Objectives:** Students will learn historical concepts of development and history of writing. They will learn the basic principles and steps needed to write basic forms such as paragraphs and sentences. The course will also enhance their writing mapping process and idea generation on topics and themes.

**Course Outcomes:** Students will be able to write independently in various basic forms such as essay, paragraph, resume, and various professions at the end of the course, using proper spelling, punctuation, and sentences.

**Unit-1 Introduction**

- 1.1 History, Development and Types of Writing and Script
- 1.2 Principals and Mechanics of Writing
- 1.3 Techniques of Writing: Issue Tree or Mind Map
- 1.4 Step and Process of Writing

**Unit-2 Developing Writing Skills (Hindi and English)**

- 2.1 Essentials of Grammar
- 2.2 Usage of Words
- 2.3 Common Errors and Misappropriations
- 2.4 Jumbled Sentences

**Unit-3 Paragraph Writing**

- 3.1 Introduction and Importance of Paragraph Writing
- 3.2 Structure and Features of Paragraph
- 3.3 Constructions of Paragraph
- 3.4 Types of Paragraph

**Unit-4 Essay Writing**

- 4.1 Introduction to Essay
- 4.2 Types of Essays
- 4.3 Characteristics of Essay
- 4.4 Steps of Essay Writing

**Unit-5 Professional Writings**

- 5.1 Letter- Element and Style
- 5.2 Resume Preparation
- 5.3 Email Writing
- 5.4 Official/Business Writings: Memo, Circular, Notice, Minutes, and Report

**REFERENCES:**

Communication Skills, Sanjay Kumar and Pushp Lata, Oxford Higher Education  
Personality Development and Soft Skills, Barun Mitra, Oxford Higher Education  
Soft Skills, Seema Gupta V & S Publishers  
Personality Development for Life Success, Prashant Sharma, BPB Publications

B.Sc. Animation and Multimedia  
SEMESTER - 2  
**2D Animation**

<b>Course Code: CC 202</b>	<b>L: 3</b>	<b>T/P: 0/1</b>	<b>Credits:4</b>
<b>TI: 15 TE: 35</b>	<b>Time: 3Hrs.</b>	<b>PI: 15 PE: 35</b>	

The question paper will have two questions from each of the five units. Students will be required to answer any one question from each unit. Each unit will carry equal marks.

**Course Objectives:**

To understand advanced drawing techniques for animation with the help of mannequins. To understand all 12 principles of animation and practice it with the help of cell animation technique. Introduction of 2d software.

**Course Outcomes: -**

Students will be able to create human action figures with enhanced drawing skills.  
Students will be able to implement knowledge of light box equipment to create flipbook animation.  
Students will be able to implement knowledge of basic animation principles to create cell animation exercises like bounce ball animation, paper fly animation and various similar animations.  
Students will be able to develop Pendulum animation using the principle of arc.  
Students will be able to develop a foundation for understanding the advanced animation Principles and body mechanics.

**UNIT 1: Understanding: Principles of Animation**

- 1.1) Squash & Stretch
- 1.2) Anticipation
- 1.3) Staging

**UNIT 2: Principles of Animation**

- 2.1) Straight ahead & pose to pose,
- 2.2) Follow through and Overlapping,
- 2.3) Slow in, Slow out.

**UNIT 3: Principles of Animation**

- 3.1) Arc
- 3.2) Secondary action
- 3.3) Timing

**UNIT 4: Principles of Animation**

- 4.1) Exaggeration,
- 4.2) Solid Drawing and Appeal.

**UNIT 5: Introduction of 2d software.**

- 5.1) Toon boom
- 5.2) Adobe Animate
- 5.3) Adobe character animator.

**Final project Submission: Light box**

One stickman walk cycle.  
One-character walk cycle with any property.  
One animation of each principle of animation.

**REFERENCES:**

Universal principles of design by William led well  
The Animator's Survival Kit, Richard Williams, 2001

Timing for Animation, Harold Whitaker, 1981  
Acting for Animators, Ed Hooks, 2003  
Disney Animation: The illusion of Light, Frank Thomas, 1981

B.Sc. Animation and Multimedia  
SEMESTER - 2  
**Visual Design and Classic Animation**

<b>Course Code: CC 203</b>	<b>L: 3</b>	<b>T/P: 0/1</b>	<b>Credits:4</b>
<b>TI: 15 TE: 35</b>	<b>Time: 3Hrs.</b>	<b>PI: 15 PE: 35</b>	

The question paper will have two questions from each of the five units. Students will be required to answer any one question from each unit. Each unit will carry equal marks.

**Course Objectives:**

Observation is a very important exercise or habit to learn animation. In this semester students will learn to observe and create different perspectives around them. Understanding aspects of color in animation. To understand the connection and importance of visual designing in animation.

**Course Outcomes:**

Students will be able to visualize their drawings using perspective.

Students will learn to draw Human anatomy and animal anatomy using basic proportions.

Students will be able to demonstrate simple Color designs and compositions, value of colors in a given composition, including color systems and schemes.

Students will be able to create Backgrounds with balanced color and compositions.

**Unit 1: Drawing Details**

1.1) Perspective Drawing

1.2) Advanced light and shading

1.3) Importance of light and shading in animation.

**Unit 2: Color Theory**

2.1) Categories of colors

2.2) Advance Color Theory

2.3) Importance of color theory in animation.

**Unit 3: Character Design**

3.1) Stickman drawing in poses

3.2) Human and animal anatomy

3.3) Human/animal character design (4 view).

**Unit 4: Background design/painting**

4.1) BG design using perspective drawing and color theory.

**Unit 5: Drawing Skill development for animation**

5.1) Composition

5.2) Storyboard making

5.3) Concept art design.

**Final project submission:**

One example of each perspective drawing and eye level drawing involving light and shades in it.

One composition drawing involves all perspective drawing technique and eye level, including light and shading technique.

One background design using color theory.

**REFERENCES:**

Figure drawing without a model by Ron Tiner

Drawing for Absolute and utter beginner by Claire Garcia

Pencil sketching by Thomas C Wang  
Perspective Drawing Hand Book by Joseph D' Amelio  
Design element: A graphic style manual by Timothy Samara  
The principles of beautiful web design by Jason Beard

B.Sc. Animation and Multimedia  
SEMESTER - 2  
**Film Making**

<b>Course Code: GEC 204</b>	<b>L: 3</b>	<b>T/P: 0/1</b>	<b>Credits:4</b>
<b>TI: 15 TE: 35</b>	<b>Time: 3Hrs.</b>	<b>PI: 15 PE: 35</b>	

The question paper will have two questions from each of the four units. Students will be required to answer any one question from each unit. Unit V of the question paper will have four questions out of which the student will be required to answer any two questions. Each unit will carry equal marks.

**Course Objectives :**

To acquire knowledge of the camera's components and function of a digital camera

To acquire knowledge of outdoor photography.

To understand films, themes, and cinematography.

**Course Outcomes:**

Students will be able to use the camera in films and videos.

Students will be able to apply lights and camera fundamentals and for films and photography.

Students will be able to acquire knowledge of outdoor photography.

**Unit 1 Understanding Films**

1.1 Short film

1.2 Documentary

1.3 feature film

1.4 Movie genres

**Unit 2 Aspects of film making**

2.1 Theme

2.2 Story

2.3 Screenplay

2.4 Cinematography

**Unit 3 Working on Camera:**

3.1 Components, Functions & Types of Camera,

3.2 Camera and lens

3.3 Element of photography

3.4 Understating light & Compositing rules

**Unit 4 Introduction to Shooting & Editing**

4.1 Outdoor study of photography and video Shooting

4.2 Capture silhouette image & monochromatic image

4.3 Concept of sound & video editing

4.4 Concept of photo editing

**REFERENCES:**

The beginner's photography guide by Chris Gatum

The Filmmaker's Handbook by: Steven Ascher and Edward Pincus

Film-making: An Introduction to the Craft of the Director (2005) by Alexander Mackendrick, edited by Paul Cronin

B.Sc. Animation and Multimedia  
SEMESTER - 2  
**PHONETICS AND PHONOLOGY**

<b>Course Code: AEC 205</b>	<b>L: 2</b>	<b>T/P: 0/0</b>	<b>Credits:2</b>
<b>TI: 15 TE: 35</b>	<b>Time: 3Hrs.</b>	<b>PI: 0 PE: 0</b>	

The question paper will contain a total of nine questions, each with an equal weightage. The question paper will be divided into two parts (A and B), where Part A is compulsory and you may attempt any four questions from Part B.

**Course Objectives:** Understand the system of sounds and sound combinations in English. Understand how sounds are produced, how they are transmitted, and how they are perceived (phonetics). Differentiate between consonants and vowels. Pronounce English sounds in isolation and in connected speech.

**Course Outcomes:** Students will be able to understand systematic, conscious consideration of how speech sounds are made, what they sound like, and how they compare with each other. Know the structure of the English syllable. Know the different types of stress in English. Distinguish between strong and weak forms. Know the different intonation patterns of English.

### **Unit-1 Basics of Phonetics**

- 1.1 Introduction to Phonetics: Consonant and Vowels
- 1.2 Transcriptions and Sounds
- 1.3 Role of Syllable in Speaking
- 1.4 Stress, Intonations and Rhythm

### **Unit-2 Spoken English**

- 2.1 Difference between British, American and Indian Spoken English
- 2.2 Difference in Pronunciation
- 2.3 Characteristics and Problems of Indian English
- 2.4 Vocalization, Sounds and Reading

### **REFERENCES:**

Communication Skills, Sanjay Kumar and Pushp Lata, Oxford Higher Education

Soft Skills, Seema Gupta, V & S Publishers

**Photoshop and Illustrator**

<b>Course Code: SEC 206</b>	<b>L: 1</b>	<b>T/P: 0/1</b>	<b>Credits:2</b>
<b>TI: 0 TE: 0</b>	<b>PI: 15 PE: 35</b>		<b>Time: 3Hr.</b>

**Course Objective:** - To learn advanced use of all tools and different workspaces of Photoshop and Illustrator. Students will learn character designing and Background designing for 2D animation in Photoshop. Students will learn to design vector arts like logo, brochure, banner, poster, vector character and background for vector animation.

**Course Outcomes:** -Understand the basic principles and functions of the software, including the tools, workspace, and basic techniques. Create and manipulate shapes, paths, and curves to create complex designs. Apply colors, gradients, patterns, and typography to create visually appealing designs. Manage and organize design elements using layers, blending modes and other techniques. Apply transformations and effects to designs, such as rotation, scaling, and distortion. Understand how to use the digital pen tab for designing. Export and save designs in various file formats, including vector and raster formats, depending on the intended use.

**Unit 1: Character & Background Designing and digital painting.**

1.1 Painting workspace: Learn to use digital tablets for character design and background design. Learn to use this workspace for concept art development.

1.2 Color Correction and Use of primary, secondary and tertiary colors in any design or image to make them more vibrant

1.3 Blending modes: Applying different blending modes on layers can create different effects on any image, design or illustration.

1.4 Filters, Typography and Exporting files

**Unit 2: Introduction to Illustrator**

2.1 Introduction to the Illustrator, including the tools, workspace, and basic functions.

2.2 Understanding the Interface: Explore the different menus, palettes, and toolbars available in Illustrator. Learn how to customize your workspace to make your work easier

2.3 Character design: Create vector character.

2.4 logo and BG design: Background design for vector animation, create clip art, logo, poster, brochure design.

**Final project Submission:**

- Logo design
- Poster Design/ Banner Design/ Brochure Design.
- Character Design.
- Background Design
- One human and one non human character design.
- Detailed background design.

**REFERENCES:**

Creative Perspective for Artists and Illustrators, Ernest W Watson

[https://helpx.adobe.com/pdf/photoshop\\_reference.pdf](https://helpx.adobe.com/pdf/photoshop_reference.pdf)

[https://help.adobe.com/archive/en/illustrator/cs6/illustrator\\_reference.pdf](https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf)

B.Sc. Animation and Multimedia  
**SEMESTER - 2**  
**LIFE MANAGEMENT AND YOGA**

<b>Course Code: VAC 207</b>	<b>L: 1</b>	<b>T/P: 0/1</b>	<b>Credits:2</b>
<b>TI: 0 TE: 0</b>	<b>PI: 15 PE: 35</b>		<b>Time: 3Hr.</b>

**Course Objectives:** To acquaint students with the knowledge of Yogasana, Kriya, Bandha Mudra, shatkarma, etc. To gain an understanding of yogic practices and apply that understanding in one's life and living. To develop human values in students. To develop physical, emotional, and mental health through yogic activities.

**Course Outcomes:** At the end of the course, students will know how to impart skills to introduce yoga awareness for health among the general public. Students can inform others about the benefits of yoga in everyday life and will be able to conduct yoga protocols at workplaces. Students will be able to fit themselves physically and mentally.

**Unit 1 Introduction**

- 1.1 Yoga: Concept and Importance
- 1.2 History of Yoga
- 1.3 Relationship between Meditation & Yoga
- 1.4 Patanjali Yogsutra: its Importance in Life

**Unit 2 Life Management**

- 2.1 Yoga for Concentration
- 2.2 Yoga for Mental Health
- 2.3 Yoga for Physical Fitness
- 2.4 Common Yogic Practice: Yama, Niyama, Asana, Pranayam, Pratyahara, Bandha Mudra, Shatkarma/Kriya, Meditation

**REFERENCES:**

Yoga A Healthy Way of Living, National Council of Educational Research and Training, 2015

Patanjali Yoga Sutra - Edited by Dr. Karmvedkar, Kaivalyadham Lonawala.

Patanjali Yoga Pradeep - Geeta Press Gorakhpur

Yoga Parichay - Dr. Peetambar Jha - Kaivalyadham Lonawala

Yoga Darasan- Dr. Ramakant Mishra, Dr. Chandra Kant Mishra