Curriculum and Credit Framework
As per NEP 2020

For

B.Sc. Animation and Multimedia
(To be effective from the Academic Session 2023-24)

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

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1. **Background**

Introduction

The Learning Outcomes-based Curriculum Framework (LOCF) for Bachelor of Science – Animation and Multimedia degree programme to design a broad learning framework to provide the human capital needs of the ever changing Graphic and Entertainment Industry. It also aims to inculcate and empower students with creativity, knowledge, ability, skills and also moral ethical values so that he will able to acquire professional skills along with social-cultural values. It is also designed to make them capable of understanding primary research culture among students to encourage Research and Development (R & D) potentials in the field of gaming, story boarding, designing and film studies. This three years undergraduate programme has been structured to prepare the students to achieve skills for graphic, entertainment as well as animation industries.

Program Educational Objectives (PEOs) B.Sc. Animation & Multimedia undergraduate Program :

1. To impart the specialized knowledge of Animation & Multimedia areas of studies.

2. To develop the students into competent and efficient Media & Entertainment Industry ready professionals.

3. To empower students by creative, technical, communication and life skills.

4. To impart how Information Communication Technologies (ICTs) skills can be designed, developed and used as a promotion and learning tools, including use of digital, media literacy and competencies.

5. To imbibe the understanding of research and social development.

6. To inculcate professional ethics, values of Indian and global culture.

7. To prepare socially responsible media academicians, researchers, professionals with global vision.

2. Programme Outcomes

On completing the **B.Sc. Animation & Multimedia** Programme, the students shall be able to realize following programme outcomes:

PO	Description
PO-1	Shall acquire fundamental knowledge of Animation & Multimedia
PO-2	Shall acquire the knowledge related to media and its impact on industry.
PO-3	Shall be competent enough to undertake professional job as per demands and requirements of market & entertainment (M & E) Industry.
PO-4	Shall solidify foundation of design, animation, visual effects, gaming and problem solving methodology for effective implementation in the area of animation and multimedia.
PO-5	Shall impart advance knowledge about various sub-domains related to the field of animation and multimedia like game design and development.
PO-6	Shall have an understanding of acquiring knowledge throughout life.
PO-7	Shall acquaint students about upcoming technologies like augmented reality and virtual reality.
PO-8	Shall acquire the understanding of importance of leadership and teamwork that is the major quality and responsibility for media personnel.
PO-9	Shall become ethically committed media professionals and entrepreneurs adhering to the human values, the Indian culture and the Global culture.

3. **Programme Specific Outcomes**

On completing B.Sc. **Animation & Multimedia** Programme, the students shall be able to realize following outcomes:

PSO	Description
PSO-1	Design solutions for complex visual communicating problems with knowledge and practice of latest software, technology as well as strong academic knowledge of visual art and communication.
PSO-2	Knowledge of designing, animation, visual effects, gaming to communicate any simple or complex information or message to the society or a particular group of people.
PSO-3	Create audio visual or virtual models for complicated training programs in fields such as medical, defense, engineering, science and research.
PSO-4	Apply foundation and practical skills to initiate an entrepreneurship which creates number of job opportunities for the society.
PSO-5	Apply ethical principles and commit to professional ethics and responsibilities and norms of the educational and entertainment practices.

4. Graduate Attributes

- **Disciplinary Knowledge:** An ability to define the meaning, purpose of communication and demonstrate the theoretical knowledge in the field of animation and multimedia

- **Creative, problem solving, and Critical Thinking:** Gain conceptual and theoretical knowledge and learn to critically think and analyze the dynamics and contemporary phenomenon of mass communication. Develop logical and creative thinking for the solutions in Print media, electronic media and Communication for development. An ability to test and analyse research findings by demonstrating critical thinking and problem-solving skills.

- **Communication Skills:** Develop the communication skills, theoretical and practical knowledge among the students in print, digital and development communication. Elicit views of others, mediate disagreements and help reach conclusions in group settings. Apply communication skills and practices in context of social and cultural milieu of the North-eastern region.

- **Research Skills:** Conducting research is key to fully understand how to gain the attention of an audience when building an animated movie. The last thing people want with a visual campaign is to find themselves screaming out into the void, because they've failed to engage or interest people. Research brings objectivity and accuracy in animation principles. A good story is always the outcome of research and investigation.

- **Moral and Ethical Values:** Recognize different value systems including your own, understand the moral dimensions of your decisions, and accept responsibility for them. Demonstrate empathetic social concern and equity centred national development, and the ability to act with an informed awareness of issues and participate in civic life through service learning and social commitment.

- **Life skills and Life-long Learning:** Engage in higher studies, research and professional work and be a life- long learner in context of animation technology.

- **Global Competence:** Global Competence is a multi-dimensional construct that that gave students combination of knowledge, skills, attitudes and values successfully applied to global issues Global competency demands effective communication skills that will be provided to student through linguistic and intercultural knowledge in order to make them engage in open, appropriate, and effective interactions with people all around the world (from different backgrounds) and will help students to move from learning about the world to making a difference in it.

5. Qualification descriptors

B.Sc. Animation & Multimedia is 3 years undergraduate course. The main aim of the course is to provide research and development in the field of animation and graphics. This degree provides a solid foundation in core graphic and multimedia, creative visualization and animation and film production skills.

Eligibility

The candidate should have qualified 10+2 examination from Board of School Education, Haryana or of any other Board recognized as equivalent thereto, with a minimum of 50% marks in aggregate (47.5% in case of SC/ST/ Divyang candidates of Haryana only)

6. Qualification descriptors

Semester 1

Course Code	Course Title	Course ID	L	T	P	Credits	TE	TI	PE	PI	Total
Discipline Specific Courses (DSC)											
DSC - A1	Introduction to Communication		48	0	0	4	70	30	0	0	100
DSC – B1	Visual Designing		48	0	12	4	35	15	35	15	100
DSC – C1	Basics of Traditional and Digital Animation		48	0	12	4	35	15	35	15	100
Minor (MIC) / Vocational Courses (VOC)											
MIC1	Photography		24		12	2	0	0	35	15	50
Multidisciplinary courses (MDC)											
MDC1	Introduction to Film Making		48	0	12	3	35	15	35	15	100
Ability Enhancement Couse (AEC)											
AEC1	Hindi Bhasha Evam Vyavhar		24	0	0	2	35	15			50
Skill Enhancement Course (SEC)/ Internship/Dissertation											
SEC1	Basics of Computer Application and Typing		48	0	12	3	0	0	35	15	50
Value Addition Course(s)											
VAC1	"*Panchtantra*" Indian art of Story Telling		24	4	0	2	35	15			50
Total Credits						**24**	**Total Marks**		**600**		

Semester 2

Course Code	Course Title	Course ID	L	T	P	Credits	TE	TI	PE	PI	Total
Discipline Specific Courses (DSC)											
DSC - A2	2D Animation and Advanced Traditional Animation		48	0	12	4	35	15	35	15	100
DSC - B2	Basics of Written Communication		40	0	5	4	35	15	35	15	100

Code	Title											
DSC -C3	Visual Designing and Classic Animation		48	0	12	4	35	15	35	15	100
Minor (MIC) / Vocational Courses (VOC)												
MIC2	Basic Presentation Skills		20		2	2	0	0	35	15	50
Multidisciplinary courses (MDC)												
MDC2	Film Making		48		12	3	35	15	35	15	100
Ability Enhancement Couse (AEC)												
AEC2	"Phonetics" an Art of Reading		20		4	2	35	15			50
Skill Enhancement Course (SEC)/ Internship/Dissertation												
SEC2	Photoshop and Illustrator		32		10	3			35	15	50
Value Addition Course(s)												
VAC2	Life Management and Yoga		16		2	2			35	15	50
Total Credits						**24**	**Total Marks**				**600**

SYLLABUS

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 1

Name of Subject: **Introduction to Communication**	Maximum Theory marks: 100 (70+ 30)
Subject Code: DSC - A1	

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 14 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objectives: With this course students would gain knowledge about basic aspects of Communication. Students would learn about the process and functions of communication and its role in developing self that play crucial role in the process of socialization

Outcomes: Students will able to speak confidentiality in interpersonal and group communication. They will able to apply ethics of communication in psychological as well as social context.

COURSE CONTENTS:

Unit 1: Introduction	[12]
1.1 Human communication and Process of Socialization	
1.2 Process and Functions of Communication	
1.3 Barriers of Effective Communication	
1.4 Communication and Self (Johari window)	

Unit 2: Types of Communication	[12]
2.1 Language: Verbal (oral and written) and Nonverbal	
2.2 Structure: Formal and Informal	
2.3 Flow: Horizontal and Vertical (Upward and Downward)	
2.4 Medium: Audio, Visual and Audio-visual	

Unit 3: Concept of News Journalism	[12]
3.1 Intra-personal Communication	
3.2 Interpersonal Communication	
3.3 Group communication: Small Group and Large Group	
3.4 Dyad and Triad	

Unit 4: Process of News	[12]
4.1 Kin-sic and Body Movement 4.2 Facial Expressions and Eye Movements 4.3 Para-language and Proxemics 4.4 Personal Appearance, Smell and Taste 4.5 Gaze, Haptic, Adapter and Artifacts	11

Name of Subject: **Visual Designing**	Maximum Theory marks: 100
Subject Code: DSC - B1	

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objectives: With this course students would gain knowledge about enhanced information through design methods, visually demonstrate sufficient impact, achieve unexpected results, and succeed in a positive perspective.

Outcomes: Students will able to gain knowledge about basics of form, color, typography, photography, layout, and motion graphics.

COURSE CONTENTS:

Unit 1: Fundamentals of Visual Design	[12]
1.1 Introduction to Visual Design Principles	
1.2 Exploring Line and Shape	
1.3 Understanding Color Theory	
1.4 Composition and Layout Basics	

Unit 2: Basic Drawing Techniques	[12]
2.1 Introduction to Basic Sketching	
2.2 Shading and Light Source	
2.3 Perspective Drawing Essentials	
2.4 Creating Textures and Patterns	

Unit 3: Storytelling through Visuals	[12]
3.1 Intra-personal Communication	
3.2 Interpersonal Communication	
3.3 Group communication: Small Group and Large Group	
3.4 Dyad and Triad	

Unit 4: Applied Drawing Projects	[12]

4.1 Designing Expressive Character Concepts 4.2 Creating Detailed Backgrounds and Environments 4.3 Exploring Concept Art for Various Media 4.4 Introduction to Storyboarding and Sequential Art	

Name of Subject: **BASICS OF TRADITIONAL AND DIGITAL ANIMATION**	Maximum Theory marks: 100
Subject Code: DSC - C1	

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objectives: With this course students would gain knowledge about the forms of animation which were use in industry as well as they will get the basic knowledge about editing, coloring, and compositing.

Outcomes: Students will able to gain knowledge about the Animation principles, techniques, editing, color theory and combining the multiple images. Using all previous option, they will be able to create animation in various forms.

COURSE CONTENTS:

Unit 1: Fundamentals of Animation Principles	[12]
1.1 Introduction to Animation and Its History	
1.2 Understanding Timing and Spacing	
1.3 Grasping the Concept of Squash and Stretch	
1.4 Anticipation, Follow-Through, and Overlapping Action	
Unit 2: Traditional Animation Techniques	[12]
2.1 Learning the Basics of Flipbook Animation	
2.2 Exploring Walk Cycles and Basic Character Movement	
2.3 Character Acting and Expressions in Traditional Animation	
2.4 Introduction to Animation Clean-Up and Inking	
Unit 3: Introduction to Digital Animation Tools	[12]
3.1 Getting Started with Digital Animation Software	
3.2 Understanding Layers and Keyframes	
3.3 Creating Basic Shape and Motion Tweens	
3.4 Exploring Effects and Transformations in Digital Animation	
Unit 4: Combining Traditional and Digital Techniques	[12]

4.1 Integrating Traditional Animation Concepts in Digital Workflows 4.2 Digitizing Hand-Drawn Animations 4.3 Applying Traditional Principles to Digital Character Animation 4.4 Conceptualizing and Creating a Short Digital Animation Project	15

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 1

Name of Subject: **PHOTOGRAPHY**	
Subject Code: MIC1	Maximum Practical Marks: 50

Course objectives: Operate a digital camera. Ability to apply camera techniques in several situations. Create treatments and storyboards to shoot basic video sequences. Identify story elements as they script, produce, light, direct, and edit a short documentary movie. Apply concepts of photographic composition and creative expression to pictures. An understanding of the software editing process Planning ahead and creating an idea.

Course Objectives: The course helps you understand how to apply Photography and Photography techniques, how to organize a photo shoot, and how to work on set to produce high-quality still photographs.

COURSE CONTENTS:

Unit 1: Introduction to Camera	[12]
1.1 Basics of Camera	
1.2 Components of Camera	
1.3 Functioning of Camera	
1.3 Different types of Cameras	
Unit 2: Basic Camera Operation	[12]
2.1 Camera Control and Shooting Techniques	
2.2 Camera Angles, Shots and Movements	
2.3 Importance of Lighting	
2.4 Lighting Techniques and Equipment	

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 1

Name of Subject: **Introduction to Film Making**	
Subject Code: MDC1	Maximum Practical Marks: 50

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Course objectives: The aim this course is to provide students with basic knowledge of Film making and to study about different films and film makers. To acquire the knowledge of different statements like statement, script and story boarding. To create an idea with experimental concept.

Course Objectives: Students would be able to know about films film-makers and able to know production pipeline: pre-production, production, post- production and able know to Apply script storyboard for experimental animation film.

COURSE CONTENTS:

Unit 1: Introduction of film	[12]
1.1 Brief history of film making 1.2 Type of film - fiction/ non fiction 1.3 Short film/ feature film/ documentary 1.4 Indian film industry	
Unit 2: Film production (pre-production and script writing)	[12]
2.1 Pre-production- idea generation 2.2 Research, rough draft 2.3 Budgeting, location 2.4 Script writing	
Unit 3: Film Production (Production)	[12]
1.1 Introduction camera technology 1.2 Type of shot, angles, movements and uses 1.3 Equipment related to shooting 1.4 Shooting process	
Unit 4: Film Production (Post Production) Editing, Effects	[12]

4.1 Meaning, definition and process of film editing 4.2 Different software of editing 4.3 Meaning and use of visual effects 4.4 Audio recording, dubbing, editing	

Suggested Readings:

1. Film-making: An Introduction to the Craft of the Director (2005) by Alexander Mackendrick, edited by Paul Cronin
2. The Filmmaker's Handbook by: Steven Ascher and Edward Pincus.

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 1

Name of Subject: **हिंदी भाषा एवं व्यवहार**	Maximum Theory marks: 50 (35+ 15)
Subject Code: AEC1	Maximum Practical Marks:

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objective: इस पाठ्यक्रम का प्रमुख उद्देश्य है विद्यार्थियों को हिंदी भाषा का व्यावहारिक ज्ञान देना साथ ही उन्हें लेखनि लिखने के लिए प्रोत्साहित करना।

Course Outcomes:

1. हिंदी भाषा शिक्षण का महत्व, दशा व वैश्विक स्थिति का ज्ञान।
2. इस पाठ्यक्रम के पश्चात विद्यार्थियों को हिंदी भाषा के लेखन इत्यादि का अभ्यास होगा और वह स्वयं लेखन कार्य कर सकेंगे।

COURSE CONTENTS:

इकाई 1 हिंदी भाषा अर्थ एवं स्वरूप	[12]
1.1 हिंदी नामोत्पति, स्वरूप 1.2 भाषा क्षमता एवं भाषा व्यवहार 1.3 हिंदी के विविध रूप: राजभाषा, माध्यम भाषा, संचार भाषा 1.4 हिंदी भाषा शिक्षण के उद्देश्य एवं व्यवहार	
इकाई 2 आधुनिकीकरण व हिंदी	[12]
2.1 शिक्षा में हिंदी की भूमिका 2.2 शिक्षक की भूमिका एवं संवैधानिक स्थिति 2.3 डिजिटिकरण एवं कम्प्यूटर क्रांति 2.4 विश्वपटल पर बढ़ता हिंदी का महत्व	

प्रायोगिक:

३ पत्र-लेखन
(क) पत्र के प्रकार
(ख) औपचारिक पत्र
(ग) अनोपचारिक पत्र४ कक्षा -कक्ष शिक्षण
(क) शिक्षण का अर्थ, महत्व
(ख) सूक्ष्म शिक्षण
(ग) निबंध लेखन
(घ) अनुवाद

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 1

Name of Subject: **Basics of Computers**	Maximum Theory marks:
Subject Code: SEC1	Maximum Practical Marks: 50

Course objectives: Student will learn a basic understanding of history of computer its evolution and use as technology hardware and software. Utilize computer technologies for writing and presentation. Demonstrate basic understanding of basic computer software's.

Course Objectives: Solve basic information systems problems using MS Office products appropriate for the solution. Communicate in a business environment using the MS Office product appropriate for the communication. Use of computing technology ethically, safely, securely, and legally. Describe and analyze computer hardware, software, and the internet. Use file management techniques for file and directory/folder organization.

COURSE CONTENTS:

Unit 1: Fundamentals of Computer	[12]
1.1 Computer: Definition, Characteristics & Objectives	
1.2 Functional Units of Computer	
1.3 Computer Memory	
1.4 Input / Output Devices	
Unit 2: History	[12]
2.1 History of Computer	
2.2 Computer Software & Computer Language	
2.3 Function and Types of Operating System	
2.4 Working with windows	
Unit 3: Basic Computer Software and Applications	[24]
3.1 MS Word- Creation and Manipulation of Document	
3.2 MS Excel- Data Analyses	
3.3 MS PowerPoint- Preparation of Presentation	
3.4 MS Access	

Suggested Readings:

Name of Subject: **"*Panchtantra*" Indian Art of Story Telling**	Maximum Theory marks:
Subject Code: VAC1	Maximum Practical Marks: 50

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objectives: Panchatantra Fables are narrated in a fun-filled manner, which will definitely ignite curiosity among the students. They will learn about human action and reaction in different situations through narratives. Such stories will help them in learning how to handle real-life situations.

Course Outcomes:

1. Students will able to recall the story and can relate to it in specific ways and problems of everyday life. Also, it provides a strong moral message to them.
2. Raising Curiosity and Furthering Brain Development. These stories are the best guide to inculcate moral values in students. These are rich in Indian culture and values and are relevant to all communities across the world.
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COURSE CONTENTS:

Unit 1: Art of Storytelling	[12]
1.1 Storytelling: Content, Characterization and Character Build-up	
1.2 Elements of Storytelling: Narrative, Interactive, Imaginative and Attentive	
1.3 Language of Story Telling	
1.3 Sequence and Connectivity	

Unit 2: Storytelling and Moral education	[12]
2.1 Abstract Concepts and Least Messages Complexity	
2.2 Storytelling and Behaviour Changes	
2.3 Visual Presentation Through Words	
2.4 Screening of "*Panchtantra*" Stories	

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **2D ANIMATION AND ADVANCED TRADITIONAL ANIMATION**	Maximum Theory marks: 100
Subject Code: DSC – A2	Maximum Practical Marks:

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Course objectives: To introduce students to the animation as an art form; implementing a firm understanding of timing, animation principles and the scope of techniques animation can cover. The students will learn industry standard practices in applied creativity.

Course Objectives: At the end of this course students will get demonstrate understanding of software, hardware, and use of materials, sound studio, editing systems, and other peripheral devices and tools used in animation production.

COURSE CONTENTS:

Unit 1: Fundamentals of Basic 2D Animation	[12]
1.1 Introduction to 2D Animation Techniques	
1.2 Key Principles 2D Animation	
1.3 Applying Easing and Arcs in Animation	
1.4 Working with Character Rigging and Posing.	

Unit 2: Character Animation with classic and cel animation	[12]
2.1 Introduction to Stop-Motion Animation Techniques	
2.2 Character Design for cutout or clay animation.	
2.3 Creating Dynamic Walk and Run Cycles with cutout or clay animation.	
2.4 Character following animation principles (cel animation)	

Unit 3: Advanced Classic Animation Techniques	[12]
3.1 Mastering Weight and Physics in Classic Animation	
3.2 Exploring Complex Emotions and Acting	
3.3 Detailed Background Animation in Classic Art	
3.4 Using Limited Animation for Efficiency and Style	

Unit 4: Applied Projects in 2D Animation, Stop-Motion, and Classic Animation	[12]

4.1 Creating a Short 2D Animation Sequence 4.2 Animating Characters Interacting with the Environment (2D) 4.3 Exploring Stop-Motion Set Design and Puppets 4.4 Designing and Animating a Longer Classic Sequence	23

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **Basics of Written Communication**	Maximum Theory marks: 100 (70+ 30)
Subject Code: DSC – B2	Maximum Practical Marks:

Instructions for paper setter: Examiner is requested to set **one compulsory and eight other questions, two from each unit.** The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objective: 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:

1. 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.

COURSE CONTENTS:

Unit 1: **Introduction**	[12]
1.1 History, Development and Types of Writing and Script	
1.2 Principals and Mechanics of Writing	
1.3 Step and Process of Writing	
1.4 Essentials of Grammar	
Unit-2 Paragraph Writing	[12]
3.1 Introduction and Importance of Paragraph Writing	
3.2 Structure and Features of Paragraph	
3.3 Constructions of Paragraph	
3.4 Types of Paragraphs	
Unit-3 Essay Writing	[12]
4.1 Introduction to Essay	
4.2 Types of Essays	
4.3 Characteristics of Essay	
4.4 Steps of Essay Writing	
Unit-4 Professional Writings	[12]

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	25

Suggested Readings:

1.

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **VISUAL DESIGNING AND CLASSIC ANIMATION**	Maximum Theory marks: 100
Subject Code: DSC – C2	

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objectives: With this course students would gain knowledge about enhanced and advanced information through design methods, visually demonstrate sufficient impact, achieve unexpected results, and succeed in a positive perspective. And, will able to create multiple graphical works using rules and principles of animation

Outcomes: Students will able to gain knowledge about advance forms of shapes, color, typography, photography, all perspective drawings, layout, and motion graphics.

COURSE CONTENTS:

Unit 1: Advanced Drawing Techniques	[12]
1.1 Exploring Advanced Sketching Methods	
1.2 Texture Rendering and Crosshatching	
1.3 Integrating Mixed Media in Artwork	
1.4 Advanced Perspective Drawing	
Unit 2: Character and Creature Design	[12]
2.1 Designing Unique Characters and Creatures	
2.2 Conveying Personality through Design	
2.3 Anatomy and Proportions in Character Art	
2.4 Designing for Different Genres and Styles	
Unit 3: Visual Narrative	[12]
3.1 Sequential Art and Storyboarding Basics	
3.2 Creating Visual Flow in Comics	
3.3 Visualizing Scenes and Pacing	
3.4 Incorporating Dialogue and Expression	

Unit 4: Applied Visual Design Projects	[12]
4.1 Designing Cover Art and Book Illustrations 4.2 Concept Art for Film and Games 4.3 Editorial Illustration and Print Media 4.4 Portfolio Development and Presentation	27

Suggested Readings:

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **Basic Presentation Skills**	Maximum Theory marks:
Subject Code: MIC2	Maximum Practical Marks: 50

Course objectives: This course will give the opportunity to develop and strengthen skills in preparing and presenting public oral presentations in a variety of situations. This course will focus on instructional strategies to develop the written, verbal, non-verbal and technical communication skills of the students.

Course Outcomes:

1. After end of the course student will be able express and present themselves clearly, with confidence in variety of speaking situations.

2. They will able to plan and structure an effective presentation. its effective delivery and overcome anxiety, fear and nervousness when making a presentation

Unit-1 Planning and Designing Presentation	[6]
1.1 Types of Presentation (Formal and Informal, Structured and Unstructured) 1.2 Structure of Presentation 1.3 Stages of Presentation Designing: Planning, Gathering Information, Writing and Designing 1.4 Tools for Presentations Designing 1.5 Do's and Don'ts of presentation	
Unit-2 Presentation Behaviour	[14]
2.1 Style of Presentation (storyteller, Freeform, Visual, Closer, Connector, instructor, persuader, interactive) 2.2 Presentation Skills: Delivering and Handling of Presentation, Practice, Self-Rehearsals, and Improvising 2.3 Role of non-verbal communication in presentation 2.4 Behaviour Skills: Positive Attitude, Self-Management, Problem Solving, Time Management and Anger Management. 2.5 Presentation Etiquette: Dressing and Grooming, Meeting Etiquette, Dinning Etiquette	

Suggested Readings:

Name of Subject: **Film Making**	Maximum Theory marks: 100
Subject Code: MDC2	Maximum Practical Marks:

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Course objectives: The aim this course is to provide students with basic knowledge of Film making and to study about different films and film makers. To acquire the knowledge of different statements like statement, script and story boarding. To create an idea with experimental concept.

Course Objectives: Students would be able to know about technical terms of films, film-makers and able to know production pipeline: pre-production, production, post- production and able know to about the rules and norms of film making.

COURSE CONTENTS:

Suggested Readings:

Unit 1: Film Production	[16]
1.1 History of Cinema	
1.2 Production Office & Team - Different Roles	
1.3 Location Hunting & Casting - Stars, Character Actors, Junior Artists	
1.4 Technician Associations - FFI & Rules, Minimum Wages, Disputes	

Unit 2: Pre-production, Budgetting & Funding	[16]
2.1 Finding Funding / Sponsorship for Ad /Public Service film, Liasing with Client	
2.2 Script & Script Breakdown - Location, Character, Props Breakdown	
2.3 Co-ordinating with Director of Project - Production Meetings, Organizing shoot	
2.4 Study of Documentary Films	

Unit 3: Roles of Directors & Technicians	[16]
1.1 Roles & Requirements of Director & Technicians	
1.2 Script Requirements & Solutions	
1.3 Production Design & Art Direction	
1.4 Relationship with Distributors & Exhibitors - Norms & Contracts	

Name of Subject: **"Phonetic" An Art of Reading**	Maximum Theory marks:
Subject Code: AEC2	Maximum Practical Marks: 50

Instructions for paper setter: Examiner is requested to set one compulsory and eight other questions, two from each unit. The compulsory question should be of 7 marks and should cover entire syllabus. Student should attempt four other questions i.e., one from each unit.

Objective: 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:

1. 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.
2. Know the different types of stress in English. Distinguish between strong and weak forms. Know the different intonation patterns of English.

COURSE CONTENTS:

Unit 1: Basics of Phonetics	[10]
1.1 Definition and Division of Phonetics 1.2 Consonant and Vowels: Sounds with Transcriptions 1.3 Syllable: Definition, Types and Rules 1.3 Stress and Intonation: Definition and Types	
Unit 2: Reading Patterns in English	[10]
2.1 Difference between British, American and Indian English 2.2 Characteristics and Problems of Indian English 2.3 Essentials of Reading English 2.4 Reading Skills: Scanning, Skimming Eyes, Extensive Reading and Intensive Reading	

    Suggested Readings:

    1.

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **Illustrator and Photoshop**	Maximum Theory marks:
Subject Code: SEC2	Maximum Practical Marks: 50

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:

1. 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.
2. 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.

COURSE CONTENTS:

Unit 1: Character & Background Designing and Digital Painting	[10]
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	[10]
2.1 Introduction to the Illustrator: 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.	
Unit 3: Project Submission (practical)	[12]

Logo design Poster Design/ Banner Design/ Brochure Design. Character Design. Background Design One human and one non-human character design. Detailed background design.	32

B.Sc. ANIMATION AND MULTIMEDIA
SEMESTER - 2

Name of Subject: **Life Management and Yoga**	Maximum Theory marks: s
Subject Code: VAC2	Maximum Practical Marks: 50 (35+ 15)

Objective: At the end of the course, students will know how to impart skills to introduce yoga awareness for health among the general public. 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:

1. To acquaint students with the knowledge of yogasana, kriya, bandha mudra, shatkarma, etc. Students will be able to fit themselves physically and mentally.
2. Students can inform others about the benefits of yoga in everyday life. Conduct yoga protocols at workplaces.

COURSE CONTENTS:

Unit 1: **Introduction**	[6]
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**	[10]
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	

Suggested Readings:

1.