

**PERIYAR MANIAMMAI UNIVERSITY**  
(Under Section 3 of UGC Act, 1956)  
**School of Computing Sciences and Engineering**  
**Department of Mathematics and Computer Applications**

**Software Engineering Division**  
**B.Sc. Animation and Multimedia**  
**Regulation 2017**

**SEMESTER I**

Type	Sub. Code	Subject Title	L	T	P	C	H
AECC 1	XAM 101	Study Skills and Language Lab	1	0	1	2	3
UMAN1	XAM 102	Ariviyal Tamil	3	0	0	3	3
CC1	XAM 103	Principles of Animation	4	1	0	5	5
CC2-(DSC2A)	XAM 104	Web Design	3	1	1	5	7
CC3-(DSC3A)	XAM 105	Animation Art	4	1	0	5	5
UMAN2	XAM 106	Human Ethics, Values, Rights and Gender Equality	3	0	0	3	3
<b>TOTAL</b>			<b>18</b>	<b>3</b>	<b>2</b>	<b>23</b>	<b>26</b>

**Total Credits: 23**

**SEMESTER II**

Type	Sub. Code	Subject Title	L	T	P	C	H
AECC2	XAM 201	Environmental Studies	2	0	0	2	3
AECC3	XAM 202	Speech and Business Communication	3	0	0	3	3
CC4	XAM 203	Character & Environment Sketching	4	1	0	5	5
CC5- (DSC2B)	XAM 204	Audio and Video Editing	3	1	1	5	7
CC6- (DSC3B)	XAM 205	Visual Design	4	1	0	5	5
GE 1		<i>Generic Elective -I</i>	3	0	0	3	3
<b>TOTAL</b>			<b>19</b>	<b>3</b>	<b>1</b>	<b>23</b>	<b>26</b>

**Total Credits: 23**

**SEMESTER III**

Type	Sub. Code	Subject Title	L	T	P	C	H
SEC1	XAM 301	Digital Animation Skills	2	0	1	3	5
CC7	XAM 302	Foundation Art	4	1	0	5	5
CC8-(DSC2C)	XAM 303	Graphics Design	3	1	1	5	7
CC9-(DSC3C)	XAM 304	2D Animation	3	1	1	5	7
GE 2		<i>Generic Elective -II</i>	3	0	0	3	3
<b>TOTAL</b>			<b>15</b>	<b>3</b>	<b>3</b>	<b>21</b>	<b>27</b>

**Total Credits: 21**

**SEMESTER IV**

Type	Sub. Code	Subject Title	L	T	P	C	H
SEC2	XAM 401	Image Editing Skills	2	0	1	3	5
CC10	XAM 402	Digital FX	3	1	1	5	7
CC1-(DSC2D)	XAM 403	Cinematography & Non Linear Editing	3	1	1	5	7
CC1-(DSC3D)	XAM 404	Basics of Clay Modeling	4	1	0	5	5
GE 3		<i>Generic Elective -III</i>	3	0	0	3	3
		<b>TOTAL</b>	<b>15</b>	<b>3</b>	<b>3</b>	<b>21</b>	<b>27</b>

**Total Credits: 21****SEMESTER V**

Type	Sub. Code	Subject Title	L	T	P	C	H
SEC3	XAM 501	Compositing Techniques	2	0	1	3	5
DSE 1A	XAM 502	3D Animation	3	1	1	5	7
DSE 2A	XAME**	Elective I	4	1	0	5	5
DSE 3A	XAME**	Elective II	4	1	0	5	5
GE 4		<i>Generic Elective -IV</i>	3	0	0	3	3
Extra Credit		IPT 21 Days	0	0	0	2	
		<b>TOTAL</b>	<b>16</b>	<b>3</b>	<b>2</b>	<b>21 +2</b>	<b>25</b>

**Total Credits: 21+2****SEMESTER VI**

Type	Sub. Code	Subject Title	L	T	P	C	H
SEC4	XAM 601	Digital Television Production	2	0	1	3	5
DSE 1B	XAM 602	3D Modeling	3	1	1	5	7
DSE 2B	XAME**	Elective III	4	1	0	5	5
DSE 3B	XAM 604	Project Work	0	0	6	6	12
Extra Credit		NSS/NCC/RRC/SPORTS/RRC/YRC	0	0	0	1	
		<b>TOTAL</b>	<b>9</b>	<b>2</b>	<b>8</b>	<b>19 +1</b>	<b>29</b>

**Total Credits: 19 +1****Total Credits: 131 Credits**

**Elective I:**

Subject Code	Subject Name	L	T	P	C	H
XAME51	Media Aesthetics	4	1	0	5	5
XAME52	Media Technologies	4	1	0	5	5

**Elective II:**

Subject Code	Subject Name	L	T	P	C	H
XAME53	Script Writing and Story Board Designing	4	1	0	5	5
XAME54	Motion Capturing	4	1	0	5	5

**Elective III:**

Subject Code	Subject Name	L	T	P	C	H
XAME61	Film Making	4	1	0	5	5
XAME62	Games Development	4	1	0	5	5

**NOTE:****AECC – Ability Enhancement Compulsory Course****DSC– Department Specific Course****DSE – Discipline Specific Elective****GE – Generic Elective****SEC – Skill Enhancement Course    CC – Core Course****UMAN – University MANDatory**

### Credit Distribution

S.No.	Semester	Total No. of Hrs (Sem wise)	Total No. of Credits (Sem wise)
1.	I	26	23
2.	II	26	23
3.	III	27	21
4.	IV	27	21
5.	V	25	21
6.	VI	29	19
<b>Total</b>		<b>160</b>	<b>128</b>
IPT		--	02
NCC/NSS/SPORTS/RRC//YRC		--	01
<b>Total Credits</b>			<b>131</b>

### Summary

Total Number of Courses proposed with the credits is given below:

S.No.	Course Type	Numbers	Total Credits
1.	AECC (Theory & Lab)	03	07
2.	DSC(CC) (Theory & Lab)	12	60
3.	DSE	06	31
4.	SEC	04	12
5.	GE	04	12
6.	UMAN	02	06
	IPT	01	02
	NCC/NSS/SPORTS/RRC//YRC	--	01
<b>Total</b>		<b>32</b>	<b>131</b>

Total Credits	AECC(%)	DSC(%)	DSE(%)	SEC(%)	GE(%)	UMAN (%)
128	07 (5.47%)	60 (46.88%)	31 (24.22%)	12 (9.38%)	12 (9.38%)	06 (4.69%)

XAM 101			STUDY SKILLS AND LANGUAGE LAB				L	T	P	C
							1	0	1	2
C	P	A					L	T	P	H
0.9	0.9	0.2					1	0	2	3
PREREQUISITE: Nil										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Identify different strategies of reading and writing skills.					Cognitive		Remember		
CO2	Revise the library skills in their learning process.					Affective		Internalizing values		
CO3	Apply different techniques to various types of material such as a novel, newspaper, poem, drama and other reading papers.					Cognitive		Apply		
CO4	Use visual aids to support verbal matters into language discourse.					Cognitive		Understand		
CO5	Prepares to face the written exam with confidence and without any fear or tension.					Cognitive Psychomotor		Understand Guided Response		
UNIT I		INTRODUCTION TO STUDY SKILLS						5		
Learning Skills and Strategies of Learning; Cognitive Study skills and physical study skills, Library skills (How to use Library), familiarization of library facilities by the librarian; familiarization of basic cataloguing techniques, how to ransack the library etc.										
UNIT II		REFERENCE SKILLS						5		
How to use the library facilities for research and to write assignments; how to find out reference books, articles, journals and other e- learning materials; how to use a dictionary and thesaurus.										
UNIT III		READING RELATED STUDY SKILLS						5		
Process of reading, various types of reading materials and varied reading techniques; familiarization to materials written by various authors; features of scientific writing and familiarization to scientific writing by renowned authors; note making skills.										
UNIT IV		WRITING RELATED STUDY SKILLS						5		
Process of writing, characteristics of writing, discourse analysis, use of visual aids, and note making and note taking skills.										
UNIT V		EXAM PREPARATION SKILLS						5		
Anxiety reduction skills; familiarization with various types of exam/evaluation techniques etc.										
LANGUAGE LAB										
SOUNDS OF ENGLISH LANGUAGE								5		
Vowels, consonants, diphthongs, word stress, sentence stress, intonation patterns, connected speech etc										
VOCABULARY BUILDING								5		
Grammar, synonyms and antonyms, word roots, one-word substitutes, prefixes and suffixes, idioms and phrases.										
READING COMPREHENSION								10		
Reading for facts, meanings from context, scanning, skimming, inferring meaning, and critical reading. Active listening, listening for comprehension etc.										
LECTURE			TUTORIAL			PRACTICAL		TOTAL		
25			-			20		45		

**TEXT BOOKS:**

1. V.R. Narayanaswamy ,Strengthen Your Writing Orient Longman, 2000
2. Ghosh, R N; Inthira, S R, A Course in written English: Oxford Univ Press, New Delhi, 2001
3. Jaya Sasikumar, Champa Tickoo, Writing With A Purpose, Published by Oxford University Press, 2000
4. Freeman, Sarah: Study Strategies. New Delhi: Oxford University Press, 1979
5. Paul Gunashekar M.L. Tickoo, Reading for Meaning, S. Chand & Company Ltd., 2000
6. Bernard Hartley, Peter Viney, Streamline English: Departures, Oxford English,1990.
7. Bernard Hartley, Peter Viney, Streamline English: Destinations, Oxford : Oxford University Press, 1992.
8. Bernard Hartley, Peter Viney, Streamline English Directions, Oxford University Press 1982.

**REFERENCES:**

1. Jaya Sasikumar, Champa Tickoo, Writing With A Purpose, Oxford University Press 2001.
2. Freeman, Sarah: Study Strategies. New Delhi: Oxford University Press, 1979.
3. Reading for Meaning, Paul Gunashekar M.L. Tickoo, Published by S. Chand & Company Ltd. Sultan Chand & Company, 2000.
4. Susan Fawcett Evergreen: A Guide to Writing with Readings Paperback – January 4, 2013.

**Mapping of Course Outcomes (CO) with Graduate Attributes (GA):**

<b>B.Sc. A&amp;M</b>	<b>GA1</b>	<b>GA2</b>	<b>GA3</b>	<b>GA4</b>	<b>GA5</b>	<b>GA6</b>	<b>GA7</b>	<b>GA8</b>	<b>GA9</b>
<b>CO1</b>	0	0	0	0	1	0	0	1	0
<b>CO2</b>	0	0	0	0	2	0	0	1	0
<b>CO3</b>	0	0	0	2	1	0	0	1	0
<b>CO4</b>	0	0	0	2	1	0	0	1	1
<b>CO5</b>	0	0	0	0	1	0	0	1	1
<b>AVG</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 102			mwptpay;jkpo;				L	T	P	C
							3	0	0	3
C	P	A					L	T	P	H
2.9	0.1	0					3	0	0	3
PREREQUISITE: Nil										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Recognize (milahsk; fhZjy;)gy;NtW mwptpay; Jiw rhu;e;j El;gq;fs;> fiyr; nrhy;yhf;f cj;jpfs; Nghd;wtw;iwj; jkpo;nkhop %yk; mwpe;J nfhs;sy;.					Cognitive		Remember		
CO2	Choose (njupT nra;jy;)tlnkhop Ntu;r;nrhw;fs;> Gtpapay;> epytpay; gw;wpg; goe;jkpo; ,yf;fpaq;fs; %yk; mwpe;J nfhs;sy;.					Cognitive		Remember		
CO3	Describe(tpsf;Fjy;) njhy;fhg;gpak; %yk; mwptpay; nra;jpfis czu;jy;.					Cognitive Psychomotor		Understand Set		
CO4	Apply (gad;gLj;Jjy;)gy;NtW fy;tpj;Jiw rhu;e;j gpupTfs;> gy;NtW fy;tpj;Jiw rhu;e;j gpupTfs; Fwpj;J njspT ngwy;.					Cognitive		Apply		
CO5	Analyze (gFj;jy;)mwptpay; rpWfijfspd; Njhw;wk; kw;Wk; tsu;r;rpepiy ehlfq;fspd; gq;F Fwpj;J njspT ngWjy;.					Cognitive		Analyze		
myF– 1		mwptpay;jkpo; mwpKfk;						9		
mwptpay;jkpo; - nghwpapay;> njhopy;El;gk;> kUj;Jtk;> cotpay;. jkpopy; mwptpay; - jkpopy; El;gk;. gilg;Gg; gzp – nrhy;yhf;f cj;jpfs; - El;gkhd NtWghLfis czu;e;J nrhy;yhf;fk; nra;jy; - fiyr;nrhw;fs; - ,e;jpankhopfSf;Fg; nghJthdfiyr; nrhw;fiscUthf;Fjy; - tlmkhopNtu;r;nrhw;fis kpFjpahff; nfhz;bUj;jiyg; gad;gLj;Jjy;.										
myF– 2		gpw mwptpay; Jiwfs;						9		
Gtpapay;> epytpay; gw;wp goe;jkpo; ,yf;fpak; Fwpg;gpLk; jfty;fs; - njhy;fhg;gpak; Fwpg;gpLk capupay;> kz;zapay; gw;wpa mbg;gilr; nra;jpfs; - jkpo; kUj;Jtf; fy;tp - mwptpay; jkpOf;F ,jopay cj;jpfs; - tsu; jkpo;.										
myF– 3		gy;NtW fiyfspy; mwptpay;						9		
nkhopapay; fy;tp – fl;llf; fiyf;fy;tp – rKjhaf;fy;tp –Nra;ikf;fy;tp – kz;zapay;> Gtpapay;> fzf;fpay; Mfpait ,ize;jfy;tp - ,f;fhfy; fy;tpg; nghJepiy – fiy>mwptpay; - vd;gtw;wpd; tpsf;fq;fs;.										
myF– 4		mwptpay; jkpopy; rpWfijfspd; gq;F						9		
rpWfij -,yf;fzk; cUthf;Fk; cj;jpfs; - rpwe;j rpWfijfs; - rpWfij tiffs; - ey;y rpWfij cUthf;fk; - tuyhW – r%fk; - nkhopngau;g;G kw;Wk; mwptpay; rpWfijfs;.										
myF– 5		mwptpay; jkpopy; ehlfq;fspd; gq;F						9		
ehlfk; - ehlf ,yf;fzk;> ,Utifehlfq;fs; - gbg;gjw;Fupa ehlfk; - ebg;gjw;Fupa ehlfk; - rupj;jpuehlfk;> r%fehlfk; - eifr;Rit ehlfq;fs; - mnkr;#u; ehlfq;fs; - njhopy;Kiw ehlfq;fs;.										
LECTURE			TUTORIAL			PRACTICAL		TOTAL		

<b>45</b>	<b>---</b>	<b>---</b>	<b>45</b>
<b>Nkw;ghu;it Ehy;fs;:</b>			
1. mwptpay; jkpo; - lhf;lu; th.nr. Foe;ijr;rhkp 2. tsu; jkpo; - ,jo;fs; 3. ,yf;fpatuyhW – rpWfij gw;wpaJ 4. ,yf;fpatuyhW – GjpdK; gw;wpaJ			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	1	2	2	1	2	2	1	2
<b>CO2</b>	2	3	1	2	2	1	2	1	3
<b>CO3</b>	2	1	3	1	1	2	0	1	2
<b>CO4</b>	3	2	2	2	1	0	2	2	2
<b>CO5</b>	3	1	2	1	0	1	1	2	1
<b>AVG</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

<b>XAM 103</b>	<b>PRINCIPLES OF ANIMATION</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>4</b>	<b>1</b>	<b>0</b>	<b>5</b>



C	P	A				
3	1	0				
PREREQUISITE: Nil						
COURSE OUTCOMES			DOMAIN	LEVEL		
After the completion of the course, students will be able to						
CO1	Recognize the importance of drawing and the animation.		Cognitive	Remember		
CO2	Choose the methods to make the drawings for animation.		Cognitive	Remember		
CO3	Describe the stages of animation and achieve the knowledge on animation.		Cognitive Psychomotor	Understand Set		
CO4	Apply the body languages concepts in making animated characters.		Cognitive	Apply		
CO5	Analyze the different actions to be performed by the character to make the realistic animation.		Cognitive	Analyze		
UNIT I		INTRODUCTION			15	
Drawings with the help of basic shapes, Animal study, Human anatomy, Shading techniques, Live model study, Introduction- Importance of confidence, Difference between “looking at the drawing” and “seeing the drawing”, What is observation, Procedure- How to approach, Importance of Guideline- Line of action, Overcome the fear, Drawing for animation.						
UNIT II		MAKE DRAWINGS FOR ANIMATION			15	
An Introduction on how to make drawings for animation, Shapes and forms, About 2d and 3d drawings, Caricaturing – fundamentals, Exaggeration, Attitude, Silhouettes, Boundary- breaking exercises and warm ups, gesture drawing, Line drawing and quick sketches, Drawing from observation, memory and imagination.						
UNIT III		STAGES OF ANIMATION			15	
Drawing for Animation, Exercises and warm ups on pegging sheet, Quick Studies from real life, Sequential movement drawing, Caricaturing the Action. Thumbnails, Drama and psychological effect, Motion Studies, Drawing for motion.						
UNIT IV		BODY LANGUAGE			15	
The Body language, Re-defining the drawings, Introduction to animation production process, Basic Principles in animation.						

UNIT V	ACTIONS OF CHARACTERS			15
Squash and stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal, Mass and weight, Character acting, Volume, Line of action, Path of action, Walk cycles-animal and human.				
LECTURE	TUTORIAL	PRACTICAL	TOTAL	
60	15	---	75	
REFERENCES:				
<div>1. Graphics &amp; Animation Basics , By Suzanne Weixel / Cheryl Morse</div> <div>2. Basic Animation Ht25 - Walter Foster , By Walter Foster</div> <div>3. Cartooning Basic Animation Ht25 - Walter Foster , By Walter Foster</div> <div>4. Computer Graphics &amp; Animation , By Prajapati Ak</div> <div>5. Introduction To 3d Graphics &amp; Animation Using Maya/Cd ,By Adam Watkins</div> <div>6. <a href="http://www.animationmentor.com/animation-program/animation-basics">www.animationmentor.com/animation-program/animation-basics</a>.</div>				

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
<b>CO1</b>	3	1	2	2	1	2	2	1	2
<b>CO2</b>	2	3	1	2	2	1	2	1	3
<b>CO3</b>	2	1	3	1	1	2	0	1	2
<b>CO4</b>	3	2	2	2	1	0	2	2	2
<b>CO5</b>	3	1	2	1	0	1	1	2	1
<b>AVG</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

<b>XAM 104</b>	<b>WEB DESIGN</b>				<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
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				3	1	1	5
C	P	A		L	T	P	H
2.8	1	0.2		3	1	3	7
PREREQUISITE: Nil							
COURSE OUTCOMES				DOMAIN	LEVEL		
After the completion of the course, students will be able to							
CO1	Recognize the significance of Web Technology.			Cognitive Psychomotor	Remember Perception		
CO2	Express the knowledge on HTML, CSS and JavaScript in Web Design.			Cognitive	Understand		
CO3	Employ the understanding of the Client side scripts and actively participate in teams for the creation of web pages.			Cognitive Affective	Apply Respond		
CO4	Utilize the web designing tools effectively in the real world applications.			Cognitive	Apply		
CO5	Design and Establish the Website.			Cognitive Psychomotor	Create Set		
UNIT I		INTRODUCTION TO WEB TECHNOLOGY				12+9	
Basics of Internet – World Wide Web – Web Server – Proxy Server – Web Browsers – IP Address – Domain Name – HTTP – Uniform Resource Locator – Concept of Tier – Web Pages – Static Web Pages – Dynamic Web Pages – Search Engine – Search Tools.							
Lab: 1. Usage of Microsoft Interdev. 2. Downloading Templates.							
UNIT II		HTML				12+9	
HTML Basics – HTML Editor – HTML CSS – Links – Images – Tables – Lists - Frames - HTML forms and Input tags.							
Lab: 1. Formatting tags, ordered list and unordered list. 2. Tables, frame, image map and hyperlink.							
UNIT III		CSS				12+9	
CSS Basics – Texts and Fonts – Links, Lists and Tables – Background, Border and Outline – Position – Dimension and Display.							
Lab: 1. Font, color and style 2. Background and Links							
UNIT IV		JAVASCRIPT				12+9	
Java Script Basics – Functions – Objects – Events – Scope – Strings – Numbers – Date – Arrays – Conditional and Looping Statements – Forms.							
Lab: 1. Form Validation 2. Looping and Conditional Statements							
UNIT V		WEB APPLICATIONS				12+9	
Free Website Creation – Getting Server Space - Case Studies: College Website – Blog Creation – Online Education – Career Guidance.							
Lab: Website Creation							

LECTURE	TUTORIAL	PRACTICAL	TOTAL
45	15	45	105
<b>REFERENCES:</b>			
1. Achyut S.Godbole, Atul Kahate, “Web Technologies TCP/IP To Internet Application Architectures”, First Edition, Tata McGraw-Hill Publishing Company Limited, 2003. 2. N.P. Gopalan, J.Akilandeswari, “Web Technology: A Developer’s Perspective”, Second Edition, PHI Learning Private Limited, 2014. 3. Thomas A. Powell, “HTML & CSS: The Complete Reference”, Fifth Edition, Tata McGraw Hill Education Private Limited, New Delhi, 2010. 4. Thomas A. Powell, Fritz Schneider, “JavaScript: The Complete Reference”, Second Edition, Tata McGraw Hill Education Private Limited, New Delhi, 2008. 5. www.w3schools.com 6. www.tutorialspoint.com			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A&M	PO						PSO		
	1	2	3	4	5	6	7	1	2
CO1	2	0	1	0	1	0	1	0	0
CO2	2	2	1	1	0	1	1	0	0
CO3	1	2	1	2	1	1	2	0	0
CO4	0	1	2	2	1	0	1	0	0
CO5	1	2	2	3	2	1	1	0	0
AVG	1	1	1	2	1	1	1	0	0

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM105	ANIMATION ART	L	T	P	C
		4	1	0	5

C	P	A				
4	0	0	L	T	P	H
			4	1	0	5
PREREQUISITE: 3D animation						
COURSE OUTCOMES			DOMAIN	LEVEL		
After the completion of the course, students will be able to						
CO1	Recognize the importance of animation.		Cognitive	Remember		
CO2	Demonstrate the 3D character.		Cognitive	Understand		
CO3	Analyze the storyboard and animatics.		Cognitive	Analyze		
CO4	Formulate the frame by frame animation.		Cognitive	Create		
CO5	Organize the animation special effects.		Cognitive	Create		
UNIT I		INTRODUCTION				15
What is mean by Animation – Why we need Animation – History of Animation – Uses of Animation – Types of Animation – Principles of Animation – Some Techniques of Animation – Animation on the WEB – 3D Animation – Special Effects - Creating Animation.						
UNIT II		CHARACTER LIBRARIES				15
Planning your animation-script-design-storyboards-animatics-animation-animation method- Animation efficiencies-compositing and editing-making your project plan-delivery specifications-format-dimensions- frame rate-aspect ratio-schedule-script-designs-storyboards-character libraries.						
UNIT III		STORYBOARDS AND ANIMATICS				15
Storyboards -Drawing storyboards on paper (traditional) –Acting-Drawing digitally-Drawing directly into software. Animatics -Acting in digital boards -Building animatics- Technical issues Aspect ratio - Pixel aspect ratio- Image size-Frame rate- Action safe and title safe - Exporting from After Effects - Importing into animation software.						
UNIT IV		FRAME BY FRAME ANIMATION				15
The character library Animating a scene - First pass: blocking and timing poses -Second pass: in betweening and body acting-Third pass: lip sync . -Lip sync-Fourth pass: eye acting and expressions. Timing and animation-Blocking the animation -Adding breakdowns -Adding inbetweens - Facial animation and lip sync-Using shape tweens.						
UNIT V		ANIMATION SPECIAL EFFECTS				15
Highlights and shadow modeling-Preparing the shadow model layer - Modeling the silhouette - Water Fire ,Smoke, Debris - Factors that increase file size, length-After Effects is a nondestructive program - Trimming- Pans and zooms - Export features Render queue -Transitions - Sound editing . Filters-Masks, painting, and text tools-Disadvantages of using After Effects.						
LECTURE		TUTORIAL		PRACTICAL		TOTAL
60		15		-		75
REFERENCES:						

1. Foundation Flash Cartoon Animation by Tim Jones Barry J. Kelly Allan S. Rosson David Wolfe.

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	1	1	1	1	1	1	2	1
<b>CO2</b>	1	1	3	1	1	2	1	2	2
<b>CO3</b>	1	1	2	1	2	1	1	3	1
<b>CO4</b>	2	1	1	1	2	1	1	3	1
<b>CO5</b>	2	2	1	2	2	1	1	2	1
<b>AVG</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

			AND GENDER EQUALITY				3	0	0	3
C	P	A					L	T	P	H
2.6	0	0.4					3	0	0	3
PREREQUISITE: Nil										
COURSE OUTCOMES						DOMAIN	LEVEL			
After the completion of the course, students will be able to										
CO1	Relate and Interpret the human ethics and human relationships					Cognitive	Remember Understand			
CO2	Explain and Apply gender issues, equality and violence against women					Cognitive	Understand Apply			
CO3	Classify and Develop the identify of human rights and their violations					Cognitive Affective	Analyze Receive			
CO4	Classify and Dissect necessity of human rights and report on violations.					Cognitive	Understand Analyze			
CO5	List and Respond to family values, universal brotherhood, fight against corruption by common man and good governance.					Cognitive Affective	Remember Respond			
UNIT I		HUMAN ETHICS AND VALUES						7		
Human Ethics and values - Understanding of oneself and others- motives and needs- Social service, Social Justice, Dignity and worth, Harmony in human relationship: Family and Society, Integrity and Competence, Caring and Sharing, Honesty and Courage, Valuing Time, Co-operation, Commitment, Sympathy and Empathy, Self respect, Self-Confidence and Personality- Living in harmony at various levels.										
UNIT II		GENDER EQUALITY						9		
Gender Equality - Gender Vs Sex -, Concepts, definition, Gender equity, equality, empowerment. Statu of Women in India Social, Economical, Education, Health, Employment, HDI, GDI, GEM Contributions of Dr. B.R. Ambethkar, Thanthai Periyar and Phule to Women Empowerment.										
UNIT III		WOMEN ISSUES AND CHALLENGES						9		
Women Issues and Challenges- Female Infanticide, Female feticide, Violence against women, Domestic violence, Sexual Harassment, Trafficking, Access to education, Marriage. Remedial Measures – Acts related to women: Political Right, Property Rights, Right to Education, Medical Termination of Pregnancy Act, and Dowry Prohibition Act.										
UNIT IV		HUMAN RIGHTS						9		
Human Rights Movement in India – The preamble to the Constitution of India, Human Rights and Duties, Universal Declaration of Human Rights (UDHR), Civil, Political, Economical, Social and Cultural Rights, Rights against torture, Discrimination and forced Labour, Rights of Children. National Human Rights Commission and other statutory Commissions, Creation of Human Rights Literacy and Awareness. - Intellectual Property Rights (IPR). National Policy on occupational safety, occupational health and working environment.										
UNIT V		GOOD GOVERNANCE AND ADDRESSING SOCIAL ISSUES						11		

Good Governance - Democracy, People's Participation, Open and Transparency governance, Corruption, Impact of corruption on society, on how and whom to make corruption complaints, fight against corruption and related issues and character building, Fairness in criminal justice administration, Government system of Redressal. Issues and intervention in situations of family violence, substance abuse and corruption. Creation of People friendly environment and universal brotherhood.

LECTURE	TUTORIAL	PRACTICAL	TOTAL
45	---	---	45

#### REFERENCES:

1. Aftab A, (Ed.), Human Rights in India: Issues and Challenges, (New Delhi: Raj Publications, 2012).
2. Bajwa, G.S. and Bajwa, D.K. Human Rights in India: Implementation and Violations (New Delhi: D.K. Publications, 1996).
3. Chatrath, K. J. S., (ed.), Education for Human Rights and Democracy (Shimala: Indian Institute of Advanced Studies, 1998).
4. Jagadeesan. P. Marriage and Social legislations in Tamil Nadu, Chennai: Elachiapen Publications, 1990).
5. Kaushal, Rachna, Women and Human Rights in India (New Delhi: Kaveri Books, 2000)
6. Mani. V. S., Human Rights in India: An Overview (New Delhi: Institute for the World Congress on Human Rights, 1998).
7. Singh, B. P. Sehgal, (ed) Human Rights in India: Problems and Perspectives (New Delhi: Deep and Deep, 1999).
8. Veeramani, K. (ed) Periyar on Women Right, (Chennai: Emerald Publishers, 1996)
9. Veeramani, K. (ed) Periyar Feminism, (Periyar Maniammai University, Vallam, Thanjavur: 2010).
10. Planning Commission report on Occupational Health and Safety  
[http://planningcommission.nic.in/aboutus/committee/wrkgrp12/wg\\_occup\\_safety.p](http://planningcommission.nic.in/aboutus/committee/wrkgrp12/wg_occup_safety.p)
11. Central Vigilance Commission (Gov. of India) website: <http://cvc.nic.in/welcome.html>.

#### Mapping of Course Outcomes (CO) with Programme Outcomes (PO):

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	0	0
CO1	0	2	0	0	2	1	0	0	0
CO2	0	2	0	0	1	2	0	0	0
CO3	0	1	0	0	1	1	0	0	0
CO4	0	1	0	0	3	2	0	0	0
AVG	0	2	0	0	2	2	0	0	0

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

<b>XAM 201</b>	<b>ENVIRONMENTAL STUDIES</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
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			2	0	0	2
C	P	A	L	T	P	H
1.8	0	0.2	2	1	0	3
PREREQUISITE: Nil						
COURSE OUTCOMES			DOMAIN	LEVEL		
After the completion of the course, students will be able to						
CO1	Describe the significance of natural resources and explain anthropogenic impacts.		Cognitive	Remember, Understand		
CO2	Illustrate the significance of ecosystem, biodiversity and natural geo bio chemical cycles for maintaining ecological balance.		Cognitive	Understand		
CO3	Identify the facts, consequences, preventive measures of major pollutions and recognize the disaster phenomenon.		Cognitive Affective	Remember Receiving		
CO4	Explain the socio-economic, policy dynamics and practice the control measures of global issues for sustainable development.		Cognitive	Understand Analysis		
CO5	Recognize the impact of population and the concept of various welfare programs, and apply the modern technology towards environmental protection.		Cognitive	Understand Apply		
UNIT I		INTRODUCTION TO ENVIRONMENTAL STUDIES AND ENERGY			12	
Definition, scope and importance – Need for public awareness – Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people – Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems – Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies – Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies – Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources. Case studies – Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification – Role of an individual in conservation of natural resources – Equitable use of resources for sustainable lifestyles.						
UNIT II		ECOSYSTEMS AND BIODIVERSITY			7	
Concept of an ecosystem – Structure and function of an ecosystem – Producers, consumers and decomposers – Energy flow in the ecosystem – Ecological succession – Food chains, food webs and ecological pyramids – Introduction, types, characteristic features, structure and function of the (a) Forest ecosystem (b) Grassland ecosystem (c) Desert ecosystem (d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) – Introduction to Biodiversity – Definition: genetic, species and ecosystem diversity - Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.						
UNIT III		ENVIRONMENTAL POLLUTION			10	
Definition – Causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards – Solid waste management: Causes, effects and control measures of urban and industrial wastes – Role of an individual in prevention of pollution – Pollution case studies – Disaster management: flood, earthquake, cyclone and landslide.						

<b>UNIT IV</b>	<b>SOCIAL ISSUES AND THE ENVIRONMENT</b>			<b>10</b>
Urban problems related to energy – Water conservation, rain water harvesting, watershed management – Resettlement and rehabilitation of people; its problems and concerns, climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, Wasteland reclamation – Consumerism and waste products – Environment Protection Act – Air (Prevention and Control of Pollution) Act – Water (Prevention and control of Pollution) Act – Wildlife Protection Act – Forest Conservation Act – Issues involved in enforcement of environmental legislation – Public awareness.				
<b>UNIT V</b>	<b>HUMAN POPULATION AND THE ENVIRONMENT</b>			<b>6</b>
Population growth, variation among nations – Population explosion – Family Welfare Programme – Environment and human health – Human Rights – Value Education - HIV / AIDS – Women and Child Welfare – Role of Information Technology in Environment and human health – Case studies.				
<b>LECTURE</b>	<b>TUTORIAL</b>	<b>PRACTICAL</b>	<b>TOTAL</b>	
<b>30</b>	<b>15</b>	<b>---</b>	<b>45</b>	
<b>TEXT BOOKS:</b>				
<ol style="list-style-type: none"> <li>1. Miller T.G. Jr., Environmental Science, Wadsworth Publishing Co, USA, 2000.</li> <li>2. Townsend C., Harper J and Michael Begon, Essentials of Ecology, Blackwell Science, UK, 2003</li> <li>3. Trivedi R.K and P.K.Goel, Introduction to Air pollution, Techno Science Publications, India, 2003.</li> <li>4. Disaster mitigation, Preparedness, Recovery and Response, SBS Publishers &amp; Distributors Pvt. Ltd, New Delhi, 2006.</li> <li>5. Introduction to International disaster management, Butterworth Heinemann, 2006.</li> <li>6. Gilbert M.Masters, Introduction to Environmental Engineering and Science, Pearson Education Pvt., Ltd., Second Edition, New Delhi, 2004.</li> </ol>				
<b>REFERENCE BOOKS:</b>				
<ol style="list-style-type: none"> <li>1. Trivedi R.K., Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards, Vol. I and II, Enviro Media, India, 2009.</li> <li>2. Cunningham, W.P.Cooper, T.H.Gorhani, Environmental Encyclopedia, Jaico Publ., House, Mumbai, 2001.</li> <li>3. S.K.Dhameja, Environmental Engineering and Management, S.K.Kataria and Sons, New Delhi, 2012.</li> <li>4. Sahni, Disaster Risk Reduction in South Asia, PHI Learning, New Delhi, 2003.</li> <li>5. Sundar, Disaster Management, Sarup &amp; Sons, New Delhi, 2007.</li> <li>6. G.K.Ghosh, Disaster Management, A.P.H.Publishers, New Delhi, 2006.</li> </ol>				
<b>E RESOURCES:</b>				
<ol style="list-style-type: none"> <li>1. <a href="http://www.e-booksdirectory.com/details.php?ebook=10526">http://www.e-booksdirectory.com/details.php?ebook=10526</a></li> <li>2. <a href="https://www.free-ebooks.net/ebook/Introduction-to-Environmental-Science">https://www.free-ebooks.net/ebook/Introduction-to-Environmental-Science</a></li> <li>3. <a href="https://www.free-ebooks.net/ebook/What-is-Biodiversity">https://www.free-ebooks.net/ebook/What-is-Biodiversity</a></li> <li>4. <a href="https://www.learner.org/courses/envsci/unit/unit_vis.php?unit=4">https://www.learner.org/courses/envsci/unit/unit_vis.php?unit=4</a></li> <li>5. <a href="http://bookboon.com/en/pollution-prevention-and-control-ebook">http://bookboon.com/en/pollution-prevention-and-control-ebook</a></li> <li>6. <a href="http://www.e-booksdirectory.com/details.php?ebook=8557">http://www.e-booksdirectory.com/details.php?ebook=8557</a></li> <li>7. <a href="http://www.e-booksdirectory.com/details.php?ebook=6804">http://www.e-booksdirectory.com/details.php?ebook=6804</a></li> <li>8. <a href="http://bookboon.com/en/atmospheric-pollution-ebook">http://bookboon.com/en/atmospheric-pollution-ebook</a></li> <li>9. <a href="http://www.e-booksdirectory.com/details.php?ebook=3749">http://www.e-booksdirectory.com/details.php?ebook=3749</a></li> <li>10. <a href="http://www.e-booksdirectory.com/details.php?ebook=2604">http://www.e-booksdirectory.com/details.php?ebook=2604</a></li> <li>11. <a href="http://www.e-booksdirectory.com/details.php?ebook=2116">http://www.e-booksdirectory.com/details.php?ebook=2116</a></li> </ol>				

12. <http://www.e-booksdirectory.com/details.php?ebook=1026>  
 13. <http://www.faadooengineers.com/threads/7894-Environmental-Science>

**Mapping of Course Outcomes (CO) with Graduate Attributes (GA):**

<b>B.Sc. A&amp;M</b>	<b>GA1</b>	<b>GA2</b>	<b>GA3</b>	<b>GA4</b>	<b>GA5</b>	<b>GA6</b>	<b>GA7</b>	<b>GA8</b>	<b>GA9</b>
<b>CO1</b>	2	0	0	0	2	2	0	2	3
<b>CO2</b>	2	0	0	0	2	0	0	0	1
<b>CO3</b>	2	0	3	0	3	3	0	2	2
<b>CO4</b>	2	0	3	0	3	3	2	3	2
<b>CO5</b>	2	0	0	1	2	2	0	3	1
<b>AVG</b>	<b>2</b>	<b>0</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 202			SPEECH AND BUSINESS COMMUNICATION				L	T	P	C
							3	0	0	3
C	P	A					L	T	P	H
2.6	0.2	0.2					3	0	0	3
PREREQUISITE: Study Skills and Language Lab										
COURSE OUTCOMES						DOMAIN	LEVEL			
After the completion of the course, students will be able to										
CO1	Define and Describe how to make effective speeches academically and in social situations.					Cognitive	Remember			
CO2	Identify the forms of language used in different speeches and how to listen actively and critically.					Psychomotor	Perception			
CO3	Produce the proper tone of language required in writing and speaking in business communication.					Cognitive	Remember			
CO4	Initializing Values, Display knowledge on grammar and other linguistic features in writing various forms of business communication.					Affective	Internalizing values			
CO5	Comprehend and prepare how to write business reports, minutes, proposals etc.					Cognitive	Application			
UNIT I		PUBLIC SPEECH						9		
Introduction to public speaking; functions of oral communication; skills and competencies needed for successful speech making; importance of public speaking skills in everyday life and in the area of business, social, political and all other places of group work										
UNIT II		TYPES OF SPEECH						9		
Various types of Speeches: manuscript, impromptu, memorized and extemporaneous speeches; analyzing the audience and occasion; Developing ideas; finding and using supporting materials; Developing speech out line; Organization of Speech; introduction, development and conclusion; language used in various types of speeches; Adapting the speech structures to the Audience; paralinguistic features										
UNIT III		BUSINESS COMMUNICATION						9		
Introduction to business communication; modern developments in the style of writing letters memos and reports: block letters, semi block letters, full block letters, simplified letters etc.										
UNIT IV		USE OF LANGUAGE						9		
The language used in memos/minutes/telephone memos/ letters/assignments; art of writing E-mail etc.										
UNIT V		USE OF GRAMMAR						9		
The use of active and passive voice; the use of grammar, propriety, accuracy , exactness , the tone & other elements of language used in these writings; The format of various types of Reports/ projects etc.										
LECTURE			TUTORIAL			PRACTICAL		TOTAL		
45			---			---		45		

**TEXT BOOKS:**

1. Strengthen Your Writing by V.R. Narayanaswamy (Orient Longman)
2. A course in written English: by Ghosh, R N; Inthira, S R [Author]; Moody, K W [Author].1978
3. Writing With A Purpose, Jaya Sasikumar, Champa Tickoo, Published by Oxford University Press , Paper Back , Language – English
4. Freeman, Sarah: Study Strategies. New Delhi: Oxford University Press, 1979.
5. Reading for Meaning, Paul Gunashekar M.L. Tickoo, Published by S. Chand & Company Ltd. Sultan Chand & Company

**REFERENCES:**

1. John Sealy, Writing and Speaking Author:, Oxford University Press, New Delhi Third Edition 2009.
2. Williams K S, Communicating in Business (8th Edition) Engage Learning India Pvt. Ltd., 2012.
3. John Sealy, Writing and Speaking, Oxford University Press, New Delhi Third Edition 2009.

**Mapping of Course Outcomes (CO) with Graduate Attributes(GA):**

<b>B.Sc. A&amp;M</b>	<b>GA1</b>	<b>GA2</b>	<b>GA3</b>	<b>GA4</b>	<b>GA5</b>	<b>GA6</b>	<b>GA7</b>	<b>GA8</b>	<b>GA9</b>
<b>CO1</b>					1			1	1
<b>CO2</b>					2			1	2
<b>CO3</b>				2	1			1	1
<b>CO4</b>				2	1			1	2
<b>CO5</b>					1			1	3

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 203			CHARACTER & ENVIRONMENT SKETCHING		L	T	P	C
					4	1	0	5
C	P	A			L	T	P	H
3.8	0.2	0			4	1	0	5
PREREQUISITE: Animation Art								
COURSE OUTCOMES					DOMAIN		LEVEL	
After the completion of the course, students will be able to								
CO1	Recognize the significance of Pencil Drawing.				Cognitive		Remember	
CO2	Express the different ways of line drawing perspective in Pencil drawing.				Cognitive		Understand	
CO3	Employ the understanding of the lights in Pencil drawing.				Cognitive		Apply	
CO4	Utilize the various shading methods effectively in making the realistic drawings.				Cognitive		Apply	
CO5	Design and Draw the drawings using different types of pencils.				Cognitive Psychomotor		Create Set	
UNIT I		HISTORY OF PENCIL DRAWING					15	
Materials and Tools: Choosing the Right Kind and Quality-Pencil, Eraser, Drawing Pad, Drawing board, Paper Stumps or Cone Blenders, Pencil, Ruler Sharpener. BASICS IN DRAWING AND SKETCHING-The Different types of Pencil Grips-Tripod Grip, Extended Grip, Underhand Grip, And Overhand Grip								
UNIT II		LINES PERSPECTIVE					15	
Lines-Flat Lines, Accent Lines , Contour Lines, Scumble/Scribbling ,Cross Hatch Line ,Smudge Pointillism. Basic Perspectives in Drawing- An Introduction on Perspectives - Linear perspective, Zero Point Perspective, One Point perspective ,Two Point Perspective ,Three-Point perspective, Isometric Perspective ,Atmospheric Perspective. Basic Drawing Shapes								
UNIT III		LIGHTING					15	
Basic Elements of Light, Shadows, and Shading - Light, Shadows and Shadow Box. Constructing a Simple Shadow box, Kinds and Quality of Light, Hard Light, Soft light. Basic Elements of Shading - The Highlight or Full Light, The Cast Shadow, The Halftone The Reflected Light, The Shadow Edge								
UNIT IV		SHADING					15	
Different Shading Techniques - Regular Shading, Irregular Shading, Circular Shading, directional Shading. Add Tones and Values -Tips on Tones and Values, Examples on Shading.								
UNIT V		FINISHING TOUCHES					15	
Erasing and Dusting , Mixed Media Applications - Watercolor Pencils, Oil Colored Pencils, Drawing with Pencils in Oil Painting, Pen and Ink Drawing, Wall Painting ,Cartoon Drawing , Tips to Draw Faster								
LECTURE			TUTORIAL			PRACTICAL		TOTAL

<b>45</b>	<b>15</b>	<b>--</b>	<b>60</b>
<b>REFERENCES:</b>			
1. Pencil Drawing - A Beginner's Guide (e-book) – <a href="http://nicheempires.com">http://nicheempires.com</a> . 2. Basic Drawing Techniques by Richard Box Pub: Winsor & Newton, (U.S.A) 3. The Complete Book of drawing techniques -a professional guide for the artist by Peter Stanyer. 4. Still Life by Sanjay Shelar, Jyotsana Prakashan(India).Pub. 5. Drawing and Anatomy by Victor Perard , Kingsport Press Pub(U.K). 6. <a href="https://in.pinterest.com/explore/environment-sketch">https://in.pinterest.com/explore/environment-sketch</a> 7. <a href="http://www.craftsy.com">www.craftsy.com</a> / Online Classes/Art & Photo.			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	3	2	2	1	2	1	2
<b>CO2</b>	2	3	2	2	1	2	0	1	1
<b>CO3</b>	2	2	3	1	2	1	1	2	3
<b>CO4</b>	3	2	1	3	1	2	2	1	1
<b>CO5</b>	2	1	3	2	0	1	1	2	3
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 204			AUDIO AND VIDEO EDITING				L	T	P	C
							3	1	1	5
C	P	A					L	T	P	H
3	1	0					3	1	3	7
PREREQUISITE: Computer Fundamentals										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1		Recognize the basics and objectives of editing.					Cognitive		Remember	
CO2		Discuss the various types of editing.					Cognitive		Understand	
CO3		Explain 2D and 3D graphics.					Cognitive		Apply	
CO4		Classify various elements of audio.					Cognitive		Analyze	
CO5		Describe the procedure for format conversion.					Psychomotor		Perspective	
UNIT I		INTRODUCTION							12+9	
Concept and Objectives of Editing, Software and tools, Continuity and Jerk Enter and Exit in Frame, Title, Credits and Sounds. Sound editing, mixing sound, laying sound tracks, syncing sound and picture. Capturing video. Editing techniques for News, Documentary and Fiction and Ad Film.										
Lab										
1. Touring in to software										
2. Setting up a project										
3. Workspace										
UNIT II		ELEMENTS OF THE EDITING							12+9	
Picture transitions and their use, Elements of the editing, motivation, information, shot composition sound, camera angle, continuity. Types of the editings, action edit, and screen position edit, form edit, dynamic edit. Do's and don'ts of editing. Voice over and sound bytes, dubbing and mixing of sound. Computer hardware for editing.										
Lab										
1. Settings, Preferences and Managing Assets										
2. Creating Videos										
3. Creating Audios										
UNIT III		ON LINE EDITING							12+9	
On line editing in a multi-camera TV programme production. TV Graphics and Animation: Theory and Practice Elements of 2D Graphic Elements of 3D Graphics. 3D Modeling. 3D Animation. Special effects creation, Environmental special effects Lighting camera and texturing. Introduction to virtual sets. Film Analysis: The Editor's point of view Extensive sound recording, video editing, graphics and animation practical’s. Participation in production exercises.										
Lab										



<ol style="list-style-type: none"><li>1. Adding Transitions</li><li>2. Exporting frames, clips and sequences</li><li>3. Applying Effects, Color Correction, and Opacity</li></ol>			
<b>UNIT IV</b>	<b>INTRODUCTION TO SOUND</b>		<b>12+9</b>
Sound, Digital sound files, different sound formats, midi and digital audio, creating digital audio files, sound producing, sound extracting, Advantages and disadvantages of midi and digital, choosing between midi and Digital audio. Linking files: Sound for the World Wide Web, adding the sound to your multimedia project, production tips, audio recording, keeping track of your sound, testing and evaluation.			
<b>Lab</b> <ol style="list-style-type: none"><li>1. Adding audio effects</li><li>2. Editing and mixing audio</li><li>3. Adding video effects</li></ol>			
<b>UNIT V</b>	<b>RECORD CLIPS AND EDITING</b>		<b>12+9</b>
Sound recording, editing digital recording, trimming, splicing and assembly, volume adjustments, format conversion, re sampling or downloading, fade-ins and fade - outs, equalization, time stretching, digital signal processing, reverting sound, making midi audio, audio file formats.			
<b>Lab</b> <ol style="list-style-type: none"><li>1. Creating Dynamic titles</li><li>2. Applying specialized editing tool</li><li>3. Integrating software with other applications</li></ol>			
<b>LECTURE</b>	<b>TUTORIAL</b>	<b>PRACTICAL</b>	<b>TOTAL</b>
<b>45</b>	<b>15</b>	<b>45</b>	<b>105</b>
<b>REFERENCES:</b>			
<ol style="list-style-type: none"><li>1. Editing Today: Smith, Ron F. and O'Connell, L.M, Published 2003, Blackwell Publishing</li><li>2. Nonlinear Editing: Media Mannel; Morris, Patrick, Published 1999 Focal Press.</li><li>3. Basic Elements of Filmmaking II Handbook, UW-Milwaukee Department of Film, 2004 Rob Danielson.</li><li>4. Audio system guide Video and film production by Chris Lyons, A shure Educational Publication</li><li>5. Filmmaking Guide by Tom Barrance ref:www.intofilm.org</li><li>6. <a href="http://www.amazon.in/Digital-Audio-Editing-Correcting-Enhancing/dp/0415829585">http://www.amazon.in/Digital-Audio-Editing-Correcting-Enhancing/dp/0415829585</a></li><li>7. <a href="http://www.apress.com/9781484216477">http://www.apress.com/9781484216477</a></li><li>8. <a href="http://www.amazon.com/Editing-Digital-Video-Complete-Technical/dp/0071406352">http://www.amazon.com/Editing-Digital-Video-Complete-Technical/dp/0071406352</a></li><li>9. <a href="http://www.amazon.com/Audio-Video-Editing-Books/b?ie=UTF8&amp;node=15375301">http://www.amazon.com/Audio-Video-Editing-Books/b?ie=UTF8&amp;node=15375301</a></li><li>10. <a href="http://www.amazon.in/The-Technique-Film-Video-Editing/dp/0240813979">http://www.amazon.in/The-Technique-Film-Video-Editing/dp/0240813979</a></li><li>11. <a href="https://opensource.com/resources/ebook/video-editing">https://opensource.com/resources/ebook/video-editing</a></li></ol>			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	1	2	2	2	1	1	1	1
<b>CO2</b>	2	1	2	1	2	1	1	2	1
<b>CO3</b>	1	1	1	1	1	1	1	3	1
<b>CO4</b>	1	0	1	1	2	1	1	1	1
<b>CO5</b>	1	1	2	1	1	2	3	2	1
<b>AVG</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 205			VISUAL DESIGN				L	T	P	C	
							4	1	0	5	
C	P	A					L	T	P	H	
3.8	0.2	0					4	1	0	5	
PREREQUISITE: Nil											
COURSE OUTCOMES							DOMAIN		LEVEL		
After the completion of the course, students will be able to											
CO1	Recognize the visual effects basics and its types.						Cognitive		Remember		
CO2	Summarize and Classify the fluid and fire effects with other effects.						Cognitive Psychomotor		Understand Perception		
CO3	Comparing the paint effects and liquid effects with other effects.						Cognitive Cognitive		Understand Analyze		
CO4	Implementing and applying special effects with Visual Effects.						Cognitive		Understand		
CO5	Experimenting and checking the visual effects in 2D and 3D effects.						Cognitive		Create		
UNIT I			INTRODUCTION							15	
Visual Effects- Description- Types- Particles – Analysis- Size- Sand Effects – Smoke Effects Fire Effects – Cloud Effects – Snow Effects.											
UNIT II			FLUID EFFECTS							15	
Fluid Effects-Coloring- designing Clouds Background – Designing Fog Effects – Explosion Effects– Fire Effects with flames - Space Effects and designs- Designing Thick Smoke.											
UNIT III			PAINT EFFECTS							15	
Designing Paint Effects – Coloring paints- Designing Trees and green effects – Designing Weather and seasons –Effects on seasons- Designing Glass image – Designing Different glass reflection- Designing Glow Effects – Liquid Effects and Reflection design.											
UNIT IV			SPECIAL EFFECT							15	
Special effect – Acquisition shooting progress – common types of special effects – Designing effects of Hair and shape – Designing Fur Effects- Designing Clothes and effects.											
UNIT V			VISUAL EFFECTS TOOL AND ADVANCED FUNCTIONS							15	
Visual Effects Tool and advanced functions– Converting images from 2D to 3D Pictures – Creating 3D Effects- Differentiation 2D effects and 3D effects.											
LECTURE			TUTORIAL			PRACTICAL			TOTAL		

<b>60</b>	<b>15</b>		<b>75</b>
<b>REFERENCES:</b>			
1. Visual Effects Cinematography Zoran Perisic, The Morgan Kaufmann Series in Computer Graphics,2012. 2. The Art and Science of Digital Compositing (The Morgan Kaufmann Series in Computer Graphics) by Ron Brinkmann ,2011.Doug sahlin, Flash MX Action script for designers, Wiley publishing, 2002. 3. Visual effect Society (VES), Jeffrey A. Okun, Susan Zwerman, 2010, Elsevier inc.			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	2	2	2	2	2	2	1	1
<b>CO2</b>	2	2	3	2	3	2	2	1	1
<b>CO3</b>	2	2	2	3	2	2	2	1	1
<b>CO4</b>	2	2	2	2	2	2	2	2	1
<b>CO5</b>	3	2	2	3	2	2	3	3	1
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM301			DIGITAL ANIMATION SKILLS				L	T	P	C
							2	0	1	3
C	P	A					L	T	P	H
1.6	1	0.4					2	0	3	5
PREREQUISITE: Nil										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Define and Explain Basic concepts in Drawing					Cognitive		Knowledge Evaluation		
CO2	Identify and design various shapes					Psychomotor		Perception Origination		
CO3	Compose and Formulate the perspectives in drawing					Psychomotor Affective		Origination Organization		
CO4	Identify and design figures and animals					Psychomotor		Perception Origination		
CO5	Listen and Create natural drawing from everyday observations					Psychomotor Affective		Origination Organization		
UNIT I			SKETCHING USING SIMPLE SHAPES						6+9	
From scribbles to signs - The big three – overlapping shapes - foreshortening - Draw to tell stories – The plot thickens.										
Lab Drawing shapes										
UNIT II			PUT IT IN PERSPECTIVE						6+9	
Journey To The Vanishing Point - Objects in space – Conquering deep space -One point Perspective –two point perspective –three point prospective inclined plane perspective.										
Lab Drawing Perspective										
UNIT III			DRAWING FIGURES AND ANIMALS						6+9	
Speed sketching versus sustained drawing - Sketching and drawing performance – from simple shapes –overlapping shapes -line quality – sketching and drawing from life –sketching from television, dance, sport.										
Lab Drawing figures and Animals										
UNIT IV			DRAWING THE SCAPES						6+9	
Drawing techniques in Landscapes - Townscapes – seascapes - Drawing water, lake, ocean, rivers and falls – Drawing rocks and Mountains.										
Lab Drawing the Scapes										

Drawing the seascapes			
UNIT V	CAPTURING MOVEMENT		6+9
Nature provides – the line of action - Everyday observations – fantasy and body language – Inspiration from classical mythology.			
Lab			
Drawing from observations			
LECTURE	TUTORIAL	PRACTICAL	TOTAL
30	0	45	75
REFERENCES:			
1. Peter parr 2016, Blooms burry publishing “Sketching for Animation” 2. Pascal Naidon 2016 “The Vision for Pencil”			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	1	2	2	1	1	1	3	3
<b>CO2</b>	2	1	1	2	1	1	1	3	3
<b>CO3</b>	3	1	2	1	2	1	1	3	3
<b>CO4</b>	2	1	2	1	1	2	2	3	3
<b>CO5</b>	3	1	2	3	1	2	2	3	3
<b>AVG</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>3</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 302			FOUNDATION ART				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: Animation Art										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize the concept of design principles.						Cognitive	Remember		
CO2	Sketch an art using different tools						Cognitive	Apply		
CO3	Examine various perspectives of drawing.						Cognitive	Apply		
CO4	Describe the various methods of drawings.						Cognitive	Remember		
CO5	Design a fine art using appropriate properties and methodologies.						Cognitive	Analyze		
UNIT I		INTRODUCTION							15	
The creative impulse - Looking at life and art – thinking about life and art : recording and communicating - understanding art-Line, communication, and the impulse to order – characteristics of line –directionality of line-line and shape – line and value – line and texture – interpretation of the quality of line – closure and continuity – the expressive language of line.										
UNIT II		SHAPES							15	
Shapes - terms with shape – types of shape – positive and negative shapes – the shaped canvas – shape as icon. Value: Shades of gray – descriptive and expressive properties of value.										
UNIT III		COLOR AND LIGHT							15	
Color and light – properties of color – color mixing- color and Principles of Design – color schemes – other uses of color Texture: Types of Texture – texture and design – texture as subject-Space-actual Space – multiple perspectives – amplified perspective – parallel perspective.										
UNIT IV		ACTUAL MOTION							15	
Actual motion – implied motion - illusion of motion – time and motion in film and video – Unity and Variety: Ways to achieve unity – unity with variety - conceptual and symbolic unity and disunity.										
UNIT V		EMPHASIS AND FOCAL POINT							15	
Emphasis and focal point- Relationships between emphasis and focal point – methods of creating emphasis and focal point – multiple focal points – degree of emphasis – absence of focal point-Balance and Rhythm: actual balance and pictorial balance – pictorial balance – types of balance										

– achieving balance in asymmetrical compositions – all over pattern – imbalance – types of rhythm - Scale – proportion.

LECTURE	TUTORIAL	PRACTICAL	TOTAL
60	15	0	75
<b>REFERENCES:</b>			
1. Louis Fichner Rathus, 2007, Foundations of art & design, Wadsworth Publishing Co Inc. 2. Alan Pipes, 2004, Foundations of art + design, Laurence King Publishing. 3. <a href="http://www.slideshare.net">www.slideshare.net</a> . 4. <a href="http://www.proko.com">www.proko.com</a>			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
CO1	3	2	1	0	1	1	1	1	1
CO2	2	2	3	2	1	2	2	1	1
CO3	1	1	2	1	2	1	1	1	1
CO4	1	1	2	1	2	3	1	1	1
CO5	1	1	2	1	2	2	1	1	1
AVG	2	1	2	1	2	2	1	1	1

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation



XAM 303			GRAPHICS DESIGN				L	T	P	C
							3	1	1	5
C	P	A					L	T	P	H
2.8	1	0.2					3	1	3	7
PREREQUISITE: Visual design										
COURSE OUTCOMES						DOMAIN	LEVEL			
After the completion of the course, students will be able to										
CO1	Understand and recognize the Graphic Design concepts and its applications.					Cognitive	Understand Remember			
CO2	Understand the elements of design and Apply it to produce own shapes and color design.					Cognitive Psychomotor	Understand Apply Set			
CO3	Understand the principles of design and Apply it to develop a page for Website and print media.					Cognitive Psychomotor	Understand Apply Set			
CO4	Understand the poster design concepts and develop posters for advertisement and academic poster presentation.					Cognitive Psychomotor	Understand Apply Set			
CO5	Understand and equip themselves for self-employment and develop Presentation and Communication Skills.					Cognitive Affective	Understand Remember Receiving Responding			
UNIT I		INTRODUCTION TO THE GRAPHIC DESIGN						12+9		
Introduction to the Graphic Design Industry - History of Graphic Design - Future of Graphic design - Introduction to the equipment. The introduction of each piece of equipment would be tied to a relevant graphics project.										
Lab Using Photoshop: 1. Color Design 2. Shape Design										
UNIT II		ELEMENTS OF DESIGN						12+9		
Elements of Design - Colour - Line - Shape - Space- Texture - Value : Principles of Design Balance , Contrast, Emphasis/Dominance , Harmony , Movement/Rhythm , Proportion Repetition/ Pattern , Unity , Variety.										
Lab Using Photoshop: 1. Text & Shape Design										
UNIT III		TYPOGRAPHY						12+9		
Typography - Anatomy of a letter- Typefaces - Typographic Measurement - Typographic Standards - Typographic Guidelines - Creating images for print & web -Formats - Resolution. Raster Vs Vector -Editing Images - Ethics - Copyright laws.										
Lab										

<b>Using Photoshop:</b> 1. Page Design for Web 2. Page Design for Print			
<b>UNIT IV</b>	<b>POSTER DESIGN</b>		<b>12+6</b>
Poster Design - Concept of Poster - Importance of posters - Qualities of a good poster - Project work on poster design - Calendar/Postage stamp design - Pennants/Buntings/Flags.			
<b>Lab</b> <b>Using Photoshop:</b> 1. Advertisement Poster Design 2. Academic Poster Design 3. Calendar Design			
<b>UNIT V</b>	<b>GRAPHIC DESIGN CAREERS</b>		<b>12+6</b>
Careers in graphic design - Graphic Design careers and job avenues -Competencies for Employment employable skills - Building an artist portfolio - Setting up graphic design enterprise - Factors to consider - Building a portfolio of works - Meaning and Purpose - Hard and Soft copies.			
<b>Lab</b> <b>Using Photoshop:</b> 1. Personal Portfolio Design 2. Company Portfolio Design			
<b>LECTURE</b>	<b>TUTORIAL</b>	<b>PRACTICAL</b>	<b>TOTAL</b>
<b>45</b>	<b>15</b>	<b>45</b>	<b>105</b>
<b>REFERENCES:</b>			
1. Thinking with Type: A Primer for Designers: A Critical Guide for Designers, Writers, Editors, & Students Paperback – September 2, 2004 By Ellen Lupton. 2. Jennifer’s-Introduction to Typography -An Advanced Communication Design Project-by Jennifer Simmer-Winter Term 2005 3. Typography- A guide to setting perfect type-by James Felici-Second Edition 4. Poster Design -A guide for FIMS students & staff: How to produce effective & attractive scientific posters 5. Policing Cyber crime by Petter Gottschalk-Bookboon.com 6. Portfolio Guidelines- All you need to know about your portfolio 7. Elements of Design (The Basics of Graphic Design)-net material 8. About Graphic Design- e-copy –net material 9. The Visual Display of Quantitative Information Hardcover – January 1, 2001, by Edward R. Tufte			
<b>Web Resources:</b> Poster Design: 1. <a href="https://www.ncsu.edu/project/posters/index.html">https://www.ncsu.edu/project/posters/index.html</a> 2. <a href="http://www.posterpresentations.com/html/free_poster_templates.html">http://www.posterpresentations.com/html/free_poster_templates.html</a> Cyber crime: 3. <a href="http://www.posterpresentations.com/html/free_poster_templates.html">http://www.posterpresentations.com/html/free_poster_templates.html</a> 4. <a href="http://www.tutorialspoint.com">www.tutorialspoint.com</a>			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A &amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	2	1	2	1	1	1	0
<b>CO2</b>	2	3	3	3	2	2	3	3	0
<b>CO3</b>	2	3	3	3	2	2	3	3	0
<b>CO4</b>	2	3	3	3	1	2	3	3	0
<b>CO5</b>	2	3	3	1	3	2	3	1	0
<b>AVG</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>0</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 304			2D ANIMATION				L	T	P	C
							3	1	1	5
C	P	A					L	T	P	H
2.8	1	0.2					3	1	3	7
PREREQUISITE: Nil										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Recognize the significance of 2D Animation.					Cognitive		Remember		
CO2	Summarize the knowledge on animation software and detect about the animation software.					Cognitive Psychomotor		Understand Perception		
CO3	Manipulate the symbols and text to animate, and identify and tested the animated symbols and text.					Cognitive Affective		Application Receiving		
CO4	Know about the action script used in animation software.					Cognitive		Understand		
CO5	Design and test the animation in web.					Cognitive		Create		
UNIT I		INTRODUCTION TO 2D ANIMATION						12+9		
Basic Animation – Principles of Animation - Animation Types – 2D Animation – Understanding - Animation workflow - 2D animation software’s – Introduction to animation software.										
Lab: 1. Installing software 2. Create a animation software file.										
UNIT II		GETTING STARTED						12+9		
Understanding about the Timeline – Organizing about the Timeline – using of tools panel – preview the animated movie – modify the content and stage – saving your movie– publishing your movie – understanding strokes and fills - creating with shapes – editing shapes – working with graphics.										
Lab: 1. Working with timeline. 2. Publish the movie. 3. Working with shapes. 4. Working with graphics.										
UNIT III		MANIPULATING SYMBOLS AND ANIMATE						12+9		
Create the Symbols – Editing and managing symbols – change the size, position and color effects with instances – applying filter with special effects – Animation – Animating position– changing the pacing and timing – Animating transparency – filter – transformation – changing the path of the motion – nested animation – testing the animation.										
Lab: 1. Working with symbols.										

2. Apply special effects in movies.			
3. Create and manipulate the animation.			
4. Testing the animation.			
<b>UNIT IV</b>		<b>ACTION SCRIPT</b>	<b>12+9</b>
Introduction to Action script – Language basics – Data types –working with display object –error handling – networking basics and security – programming vector, bitmap graphics –Scripting animation – deploying flash on web.			
<b>Lab:</b>			
1. Working with display object			
2. Error handling			
3. vector and bitmap graphics			
4. Deploy flash with HTML.			
<b>UNIT V</b>		<b>WORKING WITH AUDIO, VIDEO AND CONTROLLING FLASH CONTENT AND PUBLISH FLASH DOCUMENT</b>	<b>12+9</b>
Import sound files – edit sound files – audio and video encoding options – use cue points – embed video– Load and display external files – Control the movie clip timeline – test document – publish the document – publish project for web –Test project with mobile interactions – other 2d animation tools.			
<b>Lab:</b>			
1. Manipulating audio and video files			
2. Embed video			
3. Manipulating content			
4. Test document.			
<b>LECTURE</b>		<b>TUTORIAL</b>	<b>PRACTICAL</b>
<b>45</b>		<b>15</b>	<b>45</b>
			<b>TOTAL</b>
			<b>105</b>
<b>REFERENCES:</b>			
1. Cartoon Animation (How to Draw and Paint series) by Preston Blair.			
2. Adobe Flash Professional CS6 Classroom in a Book, by adobe systems			
3. Doug sahlin, Flash MX Action script for designers, Wiley publishing, 2002.			
4. Roger braunstein, Action script 3.0 Bible, Second edition, Wiley publishing inc, 2010.			
5. www.w3schools.com			
6. www.tutorialspoint.com			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	1	1	1	1	2	1	1	1
<b>CO2</b>	3	2	2	2	2	2	2	2	1
<b>CO3</b>	2	2	2	2	3	2	2	2	1
<b>CO4</b>	3	2	2	2	2	2	2	3	1
<b>CO5</b>	3	3	3	3	3	3	3	3	1
<b>AVG</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 401			IMAGE EDITING SKILLS				L	T	P	C
							2	0	1	3
C	P	A					L	T	P	H
2	1	0					2	0	3	5
PREREQUISITE: Digital Animation Skills										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Identify and describe the concept & objectives of Editing and software tools available.					Cognitive		Understand Remember		
CO2	Create new images using various effective tools using software packages.					Cognitive		Understand Remember Apply		
CO3	Develop their Knowledge and skills in image editing.					Cognitive Psychomotor		Apply Respond		
CO4	Renovate the damaged images files and export the files in various formats.					Cognitive		Remember Apply		
CO5	Create GIF animation, Business card, Advertisement Banner, Poster Presentation Banner.					Cognitive Psychomotor		Create organization		
UNIT I		INTRODUCTION						6+9		
Visual Design: Elements, Forms, Space, Time, Movements, Balance, Symmetry, Rhythm, Unity, Contrast and Scale. Visual Design Principles and its Functionality, Interactive Design: Characteristics of digital media interfaces.										
Lab										
1. Create a Paper work for a Advertising agency and a Commercial Organization on Logo, Visiting card, Letter head, Envelope and Poster design										
2. Create a Paper work on 3 Dimensional Logos										
UNIT II		COLORS AND TYPOGRAPHIC						6+9		
About Colors and Typographic concepts for print, interactive and web media.										
Lab										
1. Create a Home page for a Advertising agency										
2. Create a Button, Banner for WebPages										
UNIT III		MANAGING COLOURS						6+9		
Fundamentals of media elements and concepts of digital image editing. Getting to Know the Photoshop Interface, Using the Photoshop tools, Vector and Pixel, Bit Depth, Resolution, Image Color Corrections, Image Corrections, Black and white to Color Conversion.										
Lab										
1. Take a candid Black and white photo and convert that into color photo										
2. Create a Logo, Visiting card, Letter head , Envelope and Poster design for Adverting agency and Commercial organization.										
UNIT IV		DIGITAL EFFECT						6+9		
Working with text objects, masks and Layer, Brushes, Paths, Graphics creation - brand and corporate identity manual, poster, brochure, label artwork presentation. Creative Logo Making, Filters and Blending Effects. 3D in Photoshop.										

<b>Lab</b>			
1. Create a Pamphlet			
2. Create a CD label and CD cover design			
<b>UNIT V</b>	<b>CONVERSION TO WEB</b>		<b>6+9</b>
Creating web based Layout, Converting files to web and print, Compositing Image Techniques, File Merge, Save, Import and Export techniques, Tips and Tricks in Photoshop.			
<b>Lab:</b>			
1. Create a Calendar design			
2. Create a Dangler design (Front and back) for a new mobile.			
<b>LECTURE</b>	<b>TUTORIAL</b>	<b>PRACTICAL</b>	<b>TOTAL</b>
<b>30</b>	<b>-</b>	<b>45</b>	<b>75</b>
<b>REFERENCES:</b>			
1. Peter Bauer, 2013,"Photoshop CC for Dummies", John Wiley & Sons, Inc.NJ			
2. Adobe Creative Team, 2015, Adobe Photoshop CC in a classroom, Adobe Press published Pearson Education.			
3. Martin Evening, 2015, The Adobe Photoshop CC, Adobe Press published Pearson Education.			
4. Lesa Snider, 2013, Photoshop CC The Missing Manual, O'Reilly Media			
5. Matt Kloskowski, 2012, Photoshop Compositing Secrets, Peachpit Press.			
6. Derek Lea, 2009, Creative Photoshop CS4-Digital Illustration and Art Techniques Elsevier Press			
7. <a href="http://www.freebookcentre.net/graphics-design-books/photoshop-ebooks-download.html">http://www.freebookcentre.net/graphics-design-books/photoshop-ebooks-download.html</a>			
8. <a href="http://www.fromdev.com/2014/08/free-photoshop-tutorials-ebooks-learning-resources.html">http://www.fromdev.com/2014/08/free-photoshop-tutorials-ebooks-learning-resources.html</a>			
9. <a href="http://psd.tutsplus.com/">http://psd.tutsplus.com/</a>			
10. <a href="http://tv.adobe.com/product/photoshop/">http://tv.adobe.com/product/photoshop/</a>			
11. <a href="http://www.freebookcentre.net/graphics-design-books/photoshop-ebooks-download.html">http://www.freebookcentre.net/graphics-design-books/photoshop-ebooks-download.html</a>			
12. <a href="http://it-ebooks.info/tag/photoshop/">http://it-ebooks.info/tag/photoshop/</a>			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	2	2	2	2	1	1	2	2
<b>CO2</b>	2	3	3	3	3	1	1	3	2
<b>CO3</b>	2	3	3	3	3	1	1	3	2
<b>CO4</b>	2	3	3	3	3	1	1	3	2
<b>CO5</b>	2	3	3	3	3	1	1	3	2
<b>AVG</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation



XAM 402			DIGITAL FX				L	T	P	C
							3	1	1	5
C	P	A					L	T	P	H
2.8	1	0.2					3	1	3	7
PREREQUISITE: 2D Animation										
COURSE OUTCOMES						DOMAIN		LEVEL		
After the completion of the course, students will be able to										
CO1	Recognize the significance of Visual effects.					Cognitive Psychomotor		Remember Perception		
CO2	Express the knowledge on using green screen techniques in giving digital effects.					Cognitive		Understand		
CO3	Employ the understanding of the data acquisition techniques and actively participate in teams for the creation of Visual effects.					Cognitive Affective		Apply Respond		
CO4	Utilize the digital cinematography techniques effectively in designing the realistic applications.					Cognitive		Apply		
CO5	Design and Establish the complete digital effects by mixing digital sounds.					Cognitive Psychomotor		Create Set		
UNIT I		VISUAL EFFECTS						12+9		
Introduction – history – Preproduction Preparation –Previs – advanced techniques –acquisition – Types of Special effects – The elements - rain – wind – snow – ice -Mechanical effects										
Lab :										
Creating special effects such as Rain , Fire, Ice, Smoke Etc.										
UNIT II		GREEN SCREEN TECHNIQUES						12+9		
Overview – Function of backing – Fabrics and Paints – Backing Uniformity – Balancing screen brightness – Floor shots – virtual sets – limitations –Foreground lighting-Camera for blue screen – Negative scanning and Digital conversion – Commoditizing software										
Lab :										
Experiments using green screen effects										
UNIT III		DATA ACQUISITION AND3D SCANNING SYSTEMS						12+9		
Camera report – tracking markers – Cyber scanning – Lidar scanning and acquisition – 3D scanning systems – Lighting data – Clean plates – Monster sticks - Animation Capture - Real time match moving – recording camera data										
Lab: Creating realistic advertisements										
UNIT IV		PHOTOGRAPHIC REFERENCE						12+9		
Shooting video as reference – Rules – set up - testing – Digital cinematography – Filming live action Plates - Case study – Shooting elements for compositing – Assorted methods – Motion control – Types – Stop motion photography – Miniature effects										
Lab : Design a movie on given topic by using photos, videos										
UNIT V		DIGITAL SOUNDS						12+9		

Digital Sound-Digital Mixers-Digital transfer-Sound file types (AIF-WAV)Digital Audio Workstations-Importing to Split stereo sound files-Sound bites-Virtual mixers-Real-time effects-Effects automation-Inserts and shifting-Effects processing-Amplitude compression-Reverberation-Sound with time-based image-Sound effects-Voiceovers

Lab : Mixing and editing Sounds and giving background music to Movies

LECTURE	TUTORIAL	PRACTICAL	TOTAL
45	15	45	105
<b>REFERENCES:</b>			
1. Jeffery A.Okun, Susan zwerman, 2010, The VES Handbook of Visual Effects, Focal Press. 2. Bruce and Jenny Bartlett, "Practical Recording Techniques", 3 <sup>rd</sup> Ed. Focal Press, 2002 3. Micah Laaker, Chistopher Schmitt , ADOBE Photoshop Ver.(8)CS in10 Simple Steps or Less, , First Edition, Willy Publishing Inc.,. 1. <a href="https://www.visualeffectssociety.com/">https://www.visualeffectssociety.com/</a> 2. <a href="http://www.autodesk.com/solutions/visual-effects">www.autodesk.com/solutions/visual-effects</a>			

#### Mapping of Course Outcomes (CO) with Programme Outcomes (PO):

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
CO1	3	2	2	2	2	1	1	2	1
CO2	2	3	2	2	2	1	1	1	1
CO3	2	2	1	2	2	1	2	2	1
CO4	1	1	3	1	2	2	1	3	1
CO5	2	2	1	2	3	1	1	2	1
AVG	2	2	2	2	2	1	1	2	1

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM403			CINEMATOGRAPHY & NON LINEAR EDITING				L	T	P	C	
							3	1	1	5	
							L	T	P	H	
C	P	A					3	1	3	7	
2.6	1	0.4									
PREREQUISITE: Audio and Video Editing											
COURSE OUTCOMES						DOMAIN		LEVEL			
After the completion of the course, students will be able to											
CO1	Describe and Express basic concepts in photography.					Cognitive		Remember Understand			
CO2	Identify and Interpret fundamentals of cinematography.					Cognitive		Remember Understand			
CO3	Compose and Formulate various photographs and videos					Psychomotor Affective		Origination Organization			
CO4	Identify and Explain the responsibilities of crew members in a camera department.					Cognitive		Knowledge Evaluation			
CO5	Initiate and Organize a screen play and shoot a short film.					Psychomotor Affective		Origination Organization			
UNIT I			BASICS OF PHOTOGRAPHY AND LIGHT						12+9		
What is photography - How photography works - Picture structuring - Picture Structuring - The roles photographs play – Changing attitude towards photography -Personal style and approaches – Light -Wavelengths and colours – Shadows – when light reaches the surface – light intensity and distance – Making light from images.											
Lab											
Working with Digital Design, Layer Based Compositing											
UNIT II			LENSES AND DIGITAL CAMERA						12+9		
Lenses : Photographic lenses – Aperture and f – numbers – depth of field – how depth of field works – Depth of focus – lens care - Cameras using film – Essential components – Camera types –How view camera works –How direct viewfinder camera works –How reflex camera works - Digital Camera –overview how images are captured –film verses digital imaging routes – CCD limits to your final print size -Storing exposed shots on memory cards disk – point and shoot low end camera – high end camera shoots.											
Lab											
Working with Title Graphics ,Fire effect											
UNIT III			LIGHTING PRINCIPLES AND FILM PROCESSING						12+9		
Lighting principles and equipments- Basic characteristics of lighting – lighting equipment – Practical lighting problems - Film Processing – Equipments and general preparation – Processing black and white negatives –Processing chromomeric – Digital image manipulation Hardware - software programs – learning the ropes –working on pictures.											
Lab											
Working with Smoke Effect ,Rain effect											

UNIT IV	BASICS OF CINEMATOGRAPHY			12+9	
Film formats - video tape formats – Sync speed – Sync and MOS - Film Stock - Types of film – Film Speed -Aspect ratio - F Stops and T stops – Exposure Time and Exposure- Color Temperature and Color Balance Meters – The Camera – Gate – Shutter – inching knob – Viewing system –Lens – magazine - Motor – Batteries - Additional camera components – Filters – Camera Mounts.					
Lab Working with Node Based Compositing, Camera Tracking					
UNIT V	THE CAMERA DEPARTMENT			12+9	
Director of photography- Camera Operator – First Assistant Camera man – Second Assistant Camera man – Loader – SD or HD video production- <b>Second Assistant Camera man</b> - Working with the laboratory – laboratory supplies - Choosing and ordering expendable – Preparation of camera equipment - Preparation of camera truck – Preparation of dark room – Production – Magazine – slate – Post production – wrapping equipments.					
Lab Working with Non linear Editing, Audio -Video Synchronization					
LECTURE		TUTORIAL		PRACTICAL	TOTAL
45		15		45	105
REFERENCES:					
1. Michale Langford “Basic Photography”, Focal Press Oxford Auckland Boston Johannesburg Melbourne New Delhi (UNIT : I, II and III)					
2. David E Elkins , “The Camera Assistant’s Manual “Focal Press Oxford Auckland Boston Johannesburg Melbourne New Delhi (UNIT : IV and V)					
3. David Samuelson,2009 , “Motion Picture Camera Techniques”					
4. Verne Carlson,2003 ,”The Professional Lighting Handbook”					
5. Blain Brown,2003,”The Filmmakers Pocket Reference”					

#### Mapping of Course Outcomes (CO) with Programme Outcomes (PO):

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
<b>CO1</b>	2	2	3	2	2	1	1	1	2
<b>CO2</b>	2	2	3	2	2	1	1	1	2
<b>CO3</b>	2	1	2	1	1	1	1	1	2
<b>CO4</b>	1	1	1	2	1	2	2	1	2
<b>CO5</b>	3	2	2	3	3	1	1	1	2
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 404			BASICS OF CLAY MODELING				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: Nil										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize how the study of clay relates to animation disciplines.						Cognitive		Remember	
CO2	Relate knowledge of the character design in clay materials and process.						Cognitive		Analyze	
CO3	Interpret design principles in their individual projects.						Cognitive		Understand	
CO4	Establish using clay modeling to build basic shapes.						Cognitive		Create	
CO5	Apply techniques for working in stop motion animation.						Cognitive		Apply	
UNIT I			INTRODUCTION						15	
Clay animation: concepts and types – clay tools – Armature – clay modeling process.										
UNIT II			BASIC SHAPES IN CLAY						15	
Geometrical shapes in clay – Background in clay- Vehicles in clay – Buildings in clay.										
UNIT III			CHARACTER DESIGNING IN CLAY						15	
Model sheet of character-Humana body parts in clay – Animal models in clay – Fruits and vegetables – complete human figure in clay model.										
UNIT IV			CLAY ANIMATION						15	
Cartoon designing in clay – Hair style in clay – Face mask in clay – case study making a indoor/outdoor with environment & characters in clay.										
UNIT V			STOP MOTION ANIMATION						15	
Making of film using stop motion technique - Adding visual & Sound Effects - Digital Editing										
LECTURE			TUTORIAL			PRACTICAL			TOTAL	
60			15			0			75	
REFERENCES:										
1. The Advanced art of stop motion animation by Ken.A.Priebe by cengage learning										
2. A sculptor's Guide to Tools and Materials Second edition by Bruner F. Barrie										

3. <http://thevirtualinstructor.com/blog/sculpting-materials-for-beginners>
4. <http://www.chalkstreet.com/clay-modeling-and-pottery-for-beginners/>
5. ebook - Clay Modelling for Beginners: An Essential Guide to Getting Started in the Art of Sculpting Clay

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	3	2	2	2	1	2	2
<b>CO2</b>	3	2	3	2	2	1	1	2	2
<b>CO3</b>	3	2	2	2	1	1	1	2	2
<b>CO4</b>	3	2	2	3	1	1	1	2	3
<b>CO5</b>	3	2	2	2	1	1	1	2	3
<b>AVG</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM501			COMPOSITING TECHNIQUES				L	T	P	C
							2	0	1	3
C	P	A					L	T	P	H
3	0	0					2	0	3	5
PREREQUISITE: Audio and Video Editing										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize the basic concepts of logical effects.						Cognitive		Remember	
CO2	Select the various techniques to create an effective scene.						Cognitive		Apply	
CO3	Examine various color correction and image optimization.						Cognitive		Apply	
CO4	Classify the various unreal effects.						Cognitive		Understand	
CO5	Analyze a right motion tracking tools to produce an effective scene.						Cognitive		Analyze	
UNIT I			INTRODUCTION						15	
Composite in After Effects-A Basic Composite-Get Settings Right-The User Interface: Use It like a Pro-Effects in After Effects: Plug-ins and Animation Presets-Output: Render Queue and Alternatives-Assemble Any Shot Logically- The Timeline-Dreaming of a Clutter-Free Workflow-Timing: Keyframes and the Graph Editor-Shortcuts Are a Professional Necessity-Animation: It’s All About Relationships-Accurate Motion Blur-Timing and Retiming										
UNIT II			COLOR CORRECTION						15	
Color Correction-Color Correction and Image Optimization-Levels: Histograms and Channels-Curves: Gamma and Contrast-Hue/Saturation: Color and Intensity-Compositors Match Colors-Beyond the Ordinary, Even Beyond After Effects- Rotoscoping and Paint-Roto Brush and Refine Edge-Articulated Mattes-Refined Mattes: Feathered, Tracked-Paint and Cloning-Avoid Roto and Paint										
UNIT III			CAMERA AND OPTICS						15	
The Camera and Optics-The Unreal After Effects Camera-3D and CINEMA 4D-The Camera Tells the Story-Don’t Forget Grain-Real Cameras Distort Reality-Train Your Eye- Climate and the Environment-Particulate Matter-Sky Replacement-Fog, Smoke, and Mist-Billowing Smoke-Wind and Ambience-Precipitation										
UNIT IV			PYROTECHNICS						15	
Pyrotechnics: Heat, Fire, Explosions-Firearms-Energy Effects-Heat Distortion-Fire-Explosions-Advanced Color Options and HDR-What Is High Dynamic Range, and Does Film Even Still Exist?-Linear HDR Compositing: Life like-Linear LDR Compositing, Color Management and LUTs-Beyond Theory into Practice										
UNIT V			EFFECTIVE MOTION TRACKING						15	
Effective Motion Tracking-Track a Scene with the 3D Camera Tracker-Warp Stabilizer VFX: Smooth Move-The Point Tracker: Still Useful-Mocha AE Planar Tracker: Also Still Quite Useful-Camera Integration- Selections: The Key to Compositing-Beyond A Over B: How to Combine Layers-Edges on Camera -Transparency and How to Work with It-Mask Options and Variable Mask Feather-Mask Modes and Combinations-Animated Masks-Composite With or Without Selections: Blending Modes-Share a Selection with Track Mattes-Right Tool for the Job.										

LECTURE	TUTORIAL	PRACTICAL	TOTAL
60	15	0	75
REFERENCES:			
1. Mark Christiansen Visual Effects and Compositing STUDIO TECHNIQUES Adobe® After Effects® CC 2. www.slideshare.net. 3. www.proko.com			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
CO1	1	0	2	1	2	1	2	3	2
CO2	1	1	2	1	1	1	2	1	1
CO3	1	0	1	1	1	1	1	1	1
CO4	1	1	2	1	2	1	1	1	1
CO5	1	1	2	1	2	2	2	1	3
AVG	2	1	3	2	3	2	3	2	3

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation



XAM 502			3D ANIMATION				L	T	P	C
							3	1	1	5
C	P	A					L	T	P	H
3	1	0					3	1	3	7
PREREQUISITE: 2D Animation										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize the basics of blender frame work.						Cognitive Psychomotor	Remember Perception		
CO2	Apply textures, lighting and rendering to the objects.						Cognitive	Apply		
CO3	Create animated objects and manipulate rigging the objects.						Cognitive Psychomotor	Create Guided Response		
CO4	Design particles and apply fluid dynamics to create realistic objects.						Cognitive Psychomotor	Create Mechanism		
CO5	Analyze common problems in 3D animation to improve the performance in designing games.						Cognitive	Create		
UNIT I		INTRODUCTION							12+9	
History – Blender Interface – working with Views – Creating and editing Objects – Modeling – Modifiers - Mesh – Mesh editing – Proportional editing – Join and separating meshes – Boolean operations – Sculpt mode – retopology.										
Lab: 1. Making Objects using blender 2. Using modifiers 3. creating sculpt										
UNIT II		MATERIAL AND TEXTURES							12+9	
Camera settings and options – Lighting types and settings- Render settings – Basic material setting - Procedural materials – Basic Texture settings - Texture Paintings – Procedure painting – Setting up a world – Meta Shapes - Curves – Spins – NURBS.										
Lab: 1. Applying textures 2. Cube painting										
UNIT III		RIGGING AND ANIMATION							12+9	
Animation basics - Key frames – Time lines – Dope sheet – Pivot Point –Rigging with bones – Forward Kinematics – Inverse Kinematics – Walk Cole.										
Lab: 1. Create simple animation 2. Rigging Simple Character										
UNIT IV		PARTICLES AND PHYSICS							12+9	
Particle – Appearance – Behavior – settings – Particle interaction with objects and forces– external forces – using explode modifiers – Making hair – Fluid dynamics – smoke – soft body physics – Cloth dynamics.										
Lab:										

1. Making particles 2. Using fluid dynamics			
UNIT V	GAME DESIGN		12+9
Game engine physics – textures in game engine– Game design – silly soccer game - shooting things – common problems – resources – video sequence editors.			
Lab:			
1. Designing simple games			
LECTURE	TUTORIAL	PRACTICAL	TOTAL
45	15	45	105
REFERENCES:			
1. Lance Flaveli, “Beginning Blender : Open source 3D modeling, animation and game design ”, Apress, 2010			
2. John m.Blain , “The complete guide to blender basics”, Second edition, CRC Press 2015			
3. Oliver Villa, “Learning Blender: A Hands-On Guide to Creating 3D Animated Characters”, Second Edition, Addition Wesley Learning, 2014.			
4. www.blender.org			
5. www.cdschools.org/cdhs/site/default.asp.			
6. www.BlenderNation.com.			
7. www.blenderartists.org.			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	2	1	2	1	1	2	1
<b>CO2</b>	2	3	1	2	2	2	1	1	1
<b>CO3</b>	1	2	2	2	3	1	2	3	1
<b>CO4</b>	2	2	3	2	2	1	1	2	1
<b>CO5</b>	2	1	3	2	2	1	1	2	1
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAME51			MEDIA AESTHETICS				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: Nil										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize and Express media aesthetics and light						Cognitive	Remember Understand		
CO2	Identify and Interpret lighting and color						Cognitive	Remember Understand		
CO3	Compose and Formulate various colors						Cognitive	Create		
CO4	Compare and classify media screens						Cognitive	Analyze		
CO5	Identify and Interpret depth and volume of a picture						Cognitive	Remember Understand		
UNIT I		INTRODUCTION							15	
Applied media Aesthetics definition – Applied Aesthetics and contextualism – context and perception – medium as structural agent – Applied media aesthetics methods. Light - The Nature of light – Lighting purposes and functions – The nature shadows - Outer orientation functions – Inner orientation functions.										
UNIT II		LIGHTING AND COLOR							15	
Lighting – Standard lighting techniques – Chiaroscuro lighting - Flat lighting – Media enhanced and media generated lighting – Single and Multiple Camera lighting – Color – What is color? How we perceive color – How we mix color – Relativity of color – Colors and feeling – Color energy.										
UNIT III		COLOR COMPOSITION AND VISUAL APPROACHES							15	
Functions and Compositions of colors – Informational Function of color – Compositional function of color - Desaturation Theory - Area- Aspect ratio - Object size – image size Deductive and inductive visual approaches.										
UNIT IV		SCREEN FORCES							15	
Forces within the screen - Horizontal and vertical directions – magnetism of the frame – Asymmetry of the frame – Figure and ground psychological closure - Vectors – Interplay of screen forces – stabilizing the field through distribution of Graphic mass and magnetic force – Stabilizing the field through distribution of vectors – Stages of balance - object framing g – Extending the field with multiple screen -Diving the screen.										
UNIT V		DEPTH AND VOLUME							15	
Depth and volume – z axis – graphics depth factors – Major graphication devices - Building screen volume - Volume duality - z axis Articulation - z axis blocking -Spatial paradoxes.										

LECTURE	TUTORIAL	PRACTICAL	TOTAL
60	15	0	75
<b>REFERENCES:</b>			
1. Applied media Aesthetics 3 <sup>rd</sup> edition			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A &M	PO							PSO	
	1	2	3	4	5	6	7	1	2
CO1	2	1	2	1	1	1	1	2	2
CO2	2	1	1	1	1	1	1	2	2
CO3	2	1	2	1	2	1	1	2	2
CO4	2	2	1	1	1	2	2	2	2
CO5	2	1	1	1	1	1	1	2	2
AVG	2	1	1	1	1	1	1	2	2

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAME52			MEDIA TECHNOLOGIES				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: Nil										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize the concept of media production and the process and technically know-how.						Cognitive		Remember	
CO2	Illustrate and communicate ideas in the form of production in various media.						Cognitive		Analysis	
CO3	Create and communicate ideas visually in the form of media.						Cognitive		Create	
CO4	Understand the basic of production in print, radio, television and internet media.						Cognitive		Understand	
CO5	Examine the basic knowledge about media production.						Cognitive		Apply	
UNIT I			INTRODUCTION					12		
Various types of media - Paper, Television, Radio and Internet – History of media.										
UNIT II			PRINT MEDIA					12		
Print media professional designing tools for News paper, magazine, brochures, advertisements, booklets, business cards, book covers- Image and text effects.										
UNIT III			RADIO MEDIA					12		
How radio broadcasting works, radio studio, radio programme formats, radio play documentary, news, interviews, discussions, writing for radio, editing for radio.										
UNIT IV			TELEVISION MEDIA					12		
Television production process, Electronic news gathering, basic steps of production, script writing and editing principles.										
UNIT V			INTERNET MEDIA					12		
Internet – e-books, e-magazines, portals, web advertisements.										
LECTURE		TUTORIAL			PRACTICAL			TOTAL		
60		15			-			75		
REFERENCES:										
1. Charles convonor, Designing for Print, Second Edition,John Wiley & Sons										
2. Gorham Kindem and Robert B.Musburger, Introduction to Media Production: The path to digital production, Elsevier publication 2009										

3. Lynnee Schafer Gross, Electronic Media Introduction, McGraw Hill, 2009
4. [https://en.wikipedia.org/wiki/Media\\_\(communication\)](https://en.wikipedia.org/wiki/Media_(communication))
5. <https://www.studyblue.com/notes/b/media-and-culture-an-introduction-to-mass-communication>

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	3	2	1	1	2	1	2
<b>CO2</b>	2	2	2	1	1	1	2	1	2
<b>CO3</b>	2	1	2	1	1	1	2	1	1
<b>CO4</b>	3	2	3	2	1	1	2	1	2
<b>CO5</b>	2	2	2	1	1	1	2	1	2

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAME53			SCRIPT WRITING AND STORY BOARD DESIGNING				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
3.8	0.2	0					4	1	0	5
PREREQUISITE: Character and Environment Sketching.										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Recognize the significance of Script writing.						Cognitive		Remember	
CO2	Express the different ways of Story preparation in Script.						Cognitive		Understand	
CO3	Employ the understanding of the Writing skills in Story board designing.						Cognitive		Apply	
CO4	Utilize the various advertising methods effectively in making the realistic shooting spot.						Cognitive		Apply	
CO5	Design and Draw the story board writing using different types of subjects.						Cognitive Psychomotor		Create Set	
UNIT I			SCRIPT						12	
Script: concept, forms and utility, Basic principles of writing a script -Importance of script writing.										
UNIT II			STORY						12	
Writer and Producer- Researching the script -Story Development ,Plots in script.										
UNIT III			WRITING						12	
Descriptive writing ,Analytical writing -Writing fiction - Writing script for video programmes, Concept of Shooting Script.										
UNIT IV			ADVERTISING						12	
Script writing for theatre, Script writing for Advertising -Script writing for planetarium.										
UNIT V			STORY BOARD						12	
Introduction to Story board- Parts of storyboard --Advantages of storyboarding Interactive Story boarding -Designing of Storyboard exercise.										
LECTURE			TUTORIAL			PRACTICAL			TOTAL	
60			15			--			75	
REFERENCES:										

1. Chawdhary, Nirmal kumar, How to write film screenplay, Kanishka publishers, distributors, New Delhi- 110002,– 2009,ISBN 978-81-8457-112-7.
2. Rubenstein, Paul Max, Martin Jo Maloney, Writing For the Media, Film Television, Video And Radio, Prentive Hall,– Englewood Clifts, New Jersey 07632, 1988, ISBN: 0-13-971508-7-01
3. Whitaker, Harold, John Halas, Updated by Tom Sito, Timing for Animation, Focal Press Elsevier, New York & Singapore, 2009 ISBN: 978-0-240-52160-2.

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>								<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	3	2	3	2	2	1	2	1	1	2
<b>CO2</b>	2	3	2	2	1	2	0	0	1	1
<b>CO3</b>	2	2	3	1	2	1	1	2	2	3
<b>CO4</b>	3	2	1	3	1	2	2	1	1	1
<b>CO5</b>	2	1	3	2	0	1	1	2	2	3
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation



XAME54			MOTION CAPTURING				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: 3D Animation										
COURSE OUTCOMES						DOMAIN	LEVEL			
After the completion of the course, students will be able to										
CO1	Recognize the importance of Mocap.					Cognitive	Remember			
CO2	Demonstrate the 3D character.					Cognitive	Understand			
CO3	Analyze the retargeting and skeletal editing.					Cognitive	Analyze			
CO4	Formulate the composing and decomposing motions.					Cognitive	Create			
CO5	Organize the hand and facial motion capture.					Cognitive	Create			
UNIT I		INTRODUCTION							15	
An overview and history of motion capture-history of mocap-early attempts-rotoscoping-beginning of digital mocap-types of mocap-optical mocap systems-magnetic mocap systems –mechanical mocap systems-preproduction-importance of preproduction-precapture planning-script-story board-shot list-animatic-preparation for capture-capture volume-capture schedule.										
UNIT II		PIPELINE							15	
Setting up a skeleton for a 3D character-calibrations-system calibration-subject calibration-capture sessions-audio and video references-organization-preventing occlusions-cleaning and editing data-cleaning marker data-types of data-labeling and identifying-data cleaning methods-applying marker data to the skeleton.										
UNIT III		SKELETAL EDITING							15	
Retargeting - reducing need for retargeting - scaling a skeleton - fixing foot sliding - working on the spine blending motion - inverse kinematics - floor contact-rigid body - looping motion – poses – data application - a Stick with two markers - a stick with three markers - flexible objects.										
UNIT IV		DECOMPOSING AND COMPOSING MOTIONS							15	
Mapping multiple motions-decomposing and composing upper and lower body motions-synchronizing upper and lower body motions –breaking motion apart-mocap as forward kinematics animation -keyframe animation with inverse kinematics-integrating mocap animation and key-frame animation.										
UNIT V		HAND AND FACIAL MOTION CAPTURE							15	
Anatomy of a hand- rig and marker set for the hand – rigid hand-mitten- mitten with an independent thumb –mitten with stretches-ultimate-capturing hands –facial motion capture-anatomy of face-camera setup and capture-facial rig- marker set –facial data stabilization – facial data editing.										
LECTURE			TUTORIAL			PRACTICAL		TOTAL		
60			15			-		75		

<b>REFERENCES:</b>		
1. MoCap for Artists: Workflow and Techniques for Motion Capture Paperback – Import, 9 May 2008 by Midori Kitagawa (Author), Brian Windsor (Author) 2. Understanding Motion Capture for Computer Animation (eBook) by Alberto Menache ,2010,Elsevier Trade Monographs (Verlag).978-0-12-381497-5 (ISBN) 3. Motion Capture in Performance: An Introduction By Matt Delbridge, 2015, Palgrave Macmillan Publishers, St Martin’s Press, 175,Fifth Avenue, Newyork.		

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	1	1	1	1	1	1	2	1
<b>CO2</b>	1	1	3	1	1	2	1	2	2
<b>CO3</b>	1	1	2	1	2	1	1	3	1
<b>CO4</b>	2	1	1	1	2	1	1	3	1
<b>CO5</b>	2	2	1	2	2	1	1	2	1
<b>AVG</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 601			DIGITAL TELEVISION PRODUCTION				L	T	P	C
							2	0	1	3
C	P	A					L	T	P	H
3	0	0					2	0	3	5
PREREQUISITE: Nil										
COURSE OUTCOMES:										
Course Outcomes							Domain		Level	
After the completion of the course, students will be able to										
CO1:	Recognize about the digital media.						Cognitive		Remember	
CO2:	Summarize the shooting progress						Cognitive		Understand	
CO3:	Identify the editing and sharing in movies.						Cognitive		Understand	
CO4:	Implementing the advanced in movies.						Cognitive		Understand	
CO5:	Experimenting the movie maker tools to create the quality in movies.						Cognitive		Create	
UNIT I		INTRODUCTION							6+9	
Digital media – Idea of Movie creation – Preproduction – Planning - story script - Production – Shooting progress – Post production – introduction to Movie maker.										
Lab										
1. Installing movie maker										
UNIT II		SHOOTING PROGRESS							6+9	
Director – Assistant Producer – Production Manager – basic camera work - three way shooting – lighting – trailer preparation. – organize your clips										
Lab										
1. Capture video from device.										
2. Organize the videos from the movie maker										
UNIT III		EDITING AND SHARING							6+9	
Adding – arranging – splitting – trimming – combining – Edit audio tracks – Narration recording – Adjust – Save your movie – sharing										
Lab										
1. Splitting videos										
2. Adding audio										
3. Finish your movie										
UNIT IV		ADVANCED IN MOVIE							6+9	
Working with still images – Adding sound effect – video transition – Video Effects										
Lab										
1. Video transition										
2. Video effects										
UNIT V		PLAYING MOVIES							6+9	
Playing with movies – audacity – creating movie with quality sound effects – creating skins for videos.										
Lab:										
1. Create skin for videos.										
2. Audacity for narration for quality sound.										
LECTURE			TUTORIAL			PRACTICAL			TOTAL	
30			-			45			75	

<b>REFERENCES:</b>		
1. Digital Television Production, Jeremy orleber, 2002, Arnold publishing. 2. Television production Handbook, Herbert zettl, 11 edition, Wordsworth, cengage learning 2006. 3. Microsoft windows movie maker handbook, John M'Chalak, Seth McEvoy.		

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	1	1	1	1	2	1	1	1
<b>CO2</b>	3	2	2	2	2	2	2	2	1
<b>CO3</b>	2	2	2	2	3	2	2	2	1
<b>CO4</b>	3	2	2	2	2	2	2	3	1
<b>CO5</b>	3	3	3	3	3	3	3	3	1
<b>AVG</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAM 602			3D MODELLING				L	T	P	C				
							3	1	1	5				
C	P	A									L	T	P	H
3	1	0									3	1	3	7
PREREQUISITE: 3D Animation														
COURSE OUTCOMES							DOMAIN		LEVEL					
After the completion of the course, students will be able to														
CO1	Understand the definition of Computer Based Animation and Modeling. Experiment with the geometrical 2D and 3D shapes.						Cognitive Psychomotor		Understand Remember					
CO2	Understand and Apply 2D modeling in simple objects with lines and connect with compound objects.						Cognitive		Understand Remember Apply					
CO3	Design 3D modeling with 3d objects.						Cognitive Psychomotor		Apply Respond					
CO4	Identify different types of lighting and cameras and Apply in real world application.						Cognitive		Remember Apply					
CO5	Creating and Applying standard materials, adding material details with maps, creating compound materials.						Cognitive Psychomotor		Create organization					
UNIT I		COMPUTER-BASED ANIMATION							12+9					
Definition of Computer-based Animation, Basic Types of Animation: Real Time ,Non-real-time, Definition of Modeling, Creation of 3D objects. Exploring the Max Interface, Controlling & Configuring the Viewports, Customizing the Max Interface & Setting Preferences, Working with Files, Importing & Exporting, Selecting Objects & Setting Object Properties, Duplicating Objects, Creating & Editing Standard Primitive & extended Primitives objects, Transforming objects, Pivoting, aligning etc.														
Lab: 1. Introduction to 3D Studio Max. 2. Exploring the Max Interface 3. Creating & Editing Standard Primitive Objects														
UNIT II		2D SPLINES & SHAPES& COMPOUND OBJECT							12+9					
Understanding 2D Splines& shape, Extrude & Bevel 2D object to 3D, Understanding Loft & terrain, Modeling simple objects with splines, Understanding morph, scatter, conform, connect compound objects, blobmesh, Boolean , Pro-boolean & pro-cutter compound object.														
Lab: 1. 2D Splines, Shapes & Compound Objects. 2. Understanding 2D Splines & Shape 3. Convert 2D to 3D object using extrude, bevel, loft, terrain etc.														
UNIT III		3D MODELLING							12+9					
Modeling with Polygons, using the graphite, working with XRefs, Building simple scenes, Building complex scenes with XRefs, using assets tracking, deforming surfaces & using the mesh modifiers, modeling with patches & NURBS														
Lab:														

<div>1. 3D Modeling</div> <div>2. Modeling with polygon objects</div> <div>3. Building Simple &amp; Complex Scene</div>			
UNIT IV	LIGHTING & CAMERA		12+9
Configuring & Aiming Cameras, camera motion blur, camera depth of field, camera tracking, using basic lights & lighting Techniques, working with advanced lighting, Light Tracing, Radiosity, video post, mental ray lighting etc.			
Lab:			
<div>1. Lighting &amp; Camera</div> <div>2. Configuring &amp; Aiming Cameras</div> <div>3. Using Camera Motion Blur &amp; Depth of Field</div>			
UNIT V	TEXTURING		12+9
Using the material editor & the material explorer, creating & applying standard materials, adding material details with maps, creating compound materials & material modifiers, unwrapping UVs & mapping texture, using atmospheric & render effects etc.			
Lab:			
<div>1. Texturing with Max</div> <div>2. Using Material Editor</div> <div>3. Create &amp; Apply standard material</div> <div>4. Material Modifier</div>			
LECTURE	TUTORIAL	PRACTICAL	TOTAL
45	15	45	105
REFERENCES:			
<div>1. TedBoardman, 3d’sMax5Fundamentals, Techmedia”2004,</div> <div>2. Michele Busquet, Modeling, Animate with 3d’smax6, “Many world, 2006.</div> <div>3. Michael E. Mortenson, 3D Modeling, Animation, and Rendering, Create space,2010.</div> <div>4. Boris Kulagin, “3ds Max 8 from Modeling to Animation, BPB,2006.</div> <div>5. Michael G., 3D Modeling and Animation, IRM Publishing,2005</div> <div>6. Lance Flavell, Beginning Blender: Open Source 3D Modeling, Animation, and Game Design, Apress, 2010.</div>			

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

B.Sc. A&M	PO							PSO	
	1	2	3	4	5	6	7	1	2
<b>CO1</b>	2	2	2	2	2	1	1	2	2
<b>CO2</b>	2	3	3	3	3	1	1	3	2
<b>CO3</b>	2	3	3	3	3	1	1	3	2
<b>CO4</b>	2	3	3	3	3	1	1	3	2
<b>CO5</b>	2	3	3	3	3	1	1	3	2
<b>AVG</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation

XAME61			FILM MAKING				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
3.4	0.4	0.2					4	1	0	5
PREREQUISITE: 2D Animation, 3D Animation										
COURSE OUTCOMES						DOMAIN	LEVEL			
After the completion of the course, students will be able to										
CO1	Observe the basics of Animation and Perceive the process of Film Making.					Cognitive Psychomotor	Remember Perception			
CO2	Interpret the knowledge on Pre Production activity.					Cognitive	Understand			
CO3	Employ the understanding of Production activity					Cognitive	Apply			
CO4	Utilize the awareness of Post Production activity and Achieve the good quality in the Pre Production, Production and Post Production of Film Making.					Cognitive Psychomotor	Apply Set			
CO5	Contribute more actions in Designing the Animated Movie.					Cognitive Affective	Create Respond			
UNIT I			ANIMATION BASICS – I						15	
The Bouncing Ball – Generic Walks – Personality Walks – Generic Runs –Key Generic Run Stages – Additional Pointers for Runs – Head-on Runs – Quadruped Walks – Weight – Standard Rubber Ball – Ping-Pong Ball – Bowling Ball – Comparing the three versions.										
UNIT II			ANIMATION BASICS – II						15	
Anticipation – The Benefits of Anticipation – Anticipations are for everything - Dialog – Body Language – Facial Animation - Lip Synching – Two-Character Dialog – Final Project – Staggers – Successive Breakouts of Joints – Eye Blinks – Eyebrows.										
UNIT III			ANIMATED FILM PRODUCTION – I						15	
Production Challenge – Exploring Ideas, Storytelling and Scriptwriting – Concept Art, Viz Dev and Camera Maps – Character Design – Thumbnails – Storyboards.										
UNIT IV			ANIMATED FILM PRODUCTION – II						15	
Filmmaking Techniques – Audio Record – Animatic and Bacher Boards – Backgrounds and Environment Layouts – Color Script – Audio Breakdown – Block in Key Poses - Placement and Timing.										
UNIT V			ANIMATED FILM PRODUCTION – III						15	
Two-Dimensional In-Betweening – Rolling, Flipping and Pencil Testing – Clean-up – Scanning – Background and Environments – Coloring – Compositing – Rendering – Final Edit.										
LECTURE			TUTORIAL			PRACTICAL			TOTAL	
60			15			-			75	
REFERENCES:										

1. Tony White, How to make animated films, Focal Press, Elsevier, 2009.
2. Kit Laybourne, The Animation Book: A complete guide to animated film making – from flip-books to sound cartoons to 3D animation, Crown Publishing Group, 1998.
3. Mark Simon, Producing Independent 2D Character Animation: Making and Selling a Short Film, Focal Press, Elsevier, 2003.
4. [https://en.wikibooks.org/wiki/Movie\\_Making\\_Manual](https://en.wikibooks.org/wiki/Movie_Making_Manual)

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	1	0	3	0	1	1	2	3	0
<b>CO2</b>	1	2	0	1	1	0	1	0	2
<b>CO3</b>	1	2	0	2	1	0	1	0	2
<b>CO4</b>	1	2	0	1	3	1	1	0	2
<b>CO5</b>	2	3	2	2	3	2	1	1	0
<b>AVG</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation



XAME62			GAMES DEVELOPMENT				L	T	P	C
							4	1	0	5
C	P	A					L	T	P	H
4	0	0					4	1	0	5
PREREQUISITE: 2D Animation										
COURSE OUTCOMES							DOMAIN		LEVEL	
After the completion of the course, students will be able to										
CO1	Identify the basic principles, concepts and process of gaming						Cognitive		Analyze	
CO2	Identify all the components of a game and their functions.						Cognitive		Remember	
CO3	Demonstrate their competency by building game using Blender and Python						Cognitive		Understand	
CO4	Explain the basic of production process for the game						Cognitive		Apply	
CO5	Formulate with the concepts, tools and techniques for working in game design and development						Cognitive		Create	
UNIT I			INTRODUCTION						15	
Introduction to computer game design – Types of games, Understanding hardware – Network requirements.										
UNIT II			GAME ENGINE & CODE STRUCTURE						15	
Introduction to computer game engine Blender/Torque – File structures – Modeling – Scene development – Code structure python.										
UNIT III			PRODUCTION PROCESS						15	
Pre production for the game terminology, story board and concepts – Post production for the game techniques, peer to peer working, updating process.										
UNIT IV			GAME DESIGN & DEVELOPMENT						15	
Utilize an object, character, events, instances and actions animations in a game – backgrounds and rooms usage in a game.										
UNIT V			AUDIO VISUAL DESIGN						15	
Audio design - Understanding sound and effects in a game – adding sounds and effects in a game.										
LECTURE			TUTORIAL			PRACTICAL			TOTAL	
60			15			-			75	
REFERENCES:										
1. Introduction to Game Development by Steve Rabin Charles River Media, May 2005										
2. Beginning Blender: Open Source 3D Modeling, Animation, and Game Design by Lance Flavell										
3. The Art of Game design by Jesse Schell, CRC Press										
4. <a href="http://www.cs.uncc.edu/~tbarnes2/GameDesign/">http://www.cs.uncc.edu/~tbarnes2/GameDesign/</a>										

**Mapping of Course Outcomes (CO) with Programme Outcomes (PO):**

<b>B.Sc. A&amp;M</b>	<b>PO</b>							<b>PSO</b>	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>CO1</b>	2	2	2	1	1	1	2	1	2
<b>CO2</b>	2	2	2	1	1	1	2	1	2
<b>CO3</b>	2	1	2	1	1	1	2	1	1
<b>CO4</b>	3	2	3	2	1	1	2	1	2
<b>CO5</b>	3	2	3	2	1	1	2	1	2
<b>AVG</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>

3–High Relation, 2–Medium Relation, 1–Low Relation, 0–No Relation