AMITY SCHOOL OF COMMUNICATION (ASCO)

**Programme Structure and Curriculum
Under
Choice Based Credit System**

B.Sc.-A&VG

2021

AMITY UNIVERSITY RAJASTHAN, JAIPUR

PROGRAMME SUMMARY

				B.Sc.-A&VG (3 years/ 6 semesters)		
Semester	**(CC)**	**Domain Electives (DE)**	**VA**	**Open Electives (OE)**	**NTCC**	**Total**
I	21	-	4	-	2	27
II	15	3	4	3	2	27
III	16	3	4	3	5	31
IV	15	3	4	3	2	27
V	9	3	4	3	8	27
VI	3	3	-	-	16	22
Total	**79**	**15**	**20**	**12**	**35**	**161**

* CC - Core Course, VA - Value Added Course, OE - Open Elective, DE - Domain Elective, FW - Field Work

Programme Learning Outcome-PLO

1- Develop basic understanding of sketching & drawing with manual & software tools.

2- Understand the basic application of multimedia tools & their use in designing &

developing animation concepts & camera techniques & their technical feature aspects.

3- Demonstrate specialized knowledge and skill set in creating and developing content

for Introduction to visual communication.

4- Understand the theoretical aspects of functions, roles,

requirements and opportunities in various areas under the broad umbrella of graphic

designing, multimedia and web designing software & scripting .

5- Exhibit expertise in multiple sub-fields of graphics & animation catering to the
professional requirements of design industry. Students would also acquire basic
knowledge of designing and screen designing

SEMESTER-I

Code	Course	Category	L	T	P/FW	Total Credits
BAV101	Basics of Sketching & Drawing	CC	2	-	2	3
BAV102	Typography	CC	2	-	2	3
BAV103	Computer Applications	CC	2	-	2	3
BAV 108	Introduction to Multimedia	CC	2	-	2	3
BAV105	Basics of HTML	CC	2	-	2	3
BAV 109	Digital Photography	CC	3	-	-	3
BAV107	Introduction to Visual Communication	CC	3	-	-	3
BCS 101	English	VA	1	-	-	1
BSS 103	Behavioural Science -I (Understanding Self for Effectiveness)	VA	1	-	-	1
FLN 101 FLG101 FLS 101	Foreign Language – I French German Spanish	VA	2	-	-	2
AND001	Anandam-I	NTCC	-	-	-	2
Total						**27**

SEMESTER-II

Code	Course	Category	L	T	P/FW	Total Credits
BAV201	Print Media Design and Production	CC	2	-	2	3
BAV208	Digital Video Production	CC	2	-	2	3
BAV203	Web Design	CC	2	-	2	3
BAV204	Foundation of 2D Animation	CC	2	-	2	3
BAV209	Introduction to 3D Modelling	CC	2	-	2	3
BAV206	Location Research for Animation	DE	2	-	2	3
BAV207	Principles of Screen Design	DE	2	-	2	
	Open Electives					
		OE				3
BCS 201	English	VA	1	-	-	1
BSS 203	Behavioural Science -II (Problem Solving and Creative thinking)	VA	1	-	-	1
FLN 201 FLG201 FLS 201 FLC201	Foreign Language – II French German Spanish Chinese	VA	2	-	-	2
AND002	Anandam-II	NTCC	-	-	-	2
Total						**27**

SEMESTER-III

Code	Course	Category	L	T	P/FW	Total Credits
BAV301	Lighting and Rendering	CC	2	-	2	3
BAV302	Rigging and Animation	CC	2	-	2	3
BAV303	Particles and Dynamics	CC	2	-	2	3
BAV304	Maya Fundamentals	CC	2	-	2	3
EVS 001	Environmental Studies	CC	4	-	-	4
BAV350	Summer Project-I (Evaluation)	NTCC	-	-	-	3
BAV308	Digital Story Telling	DE	2	-	2	3
BAV351	Project (Presentation & Evaluation)	DE	2	-	2	
	Open Electives					
		OE				3
BCS 301	Communication Skills-I	VA	1	-	-	1
BSS 303	Behavioral Science III (Interpersonal Communication & Relationship Management	VA	1	-	-	1
FLN 301 FLG301 FLS 301 FLC301	Foreign Language - III French German Spanish Chinese	VA	2	-	-	2
AND003	Anandam-III	NTCC	-	-	-	2
Total						**31**

SEMESTER-IV

Code	Course	Category	L	T	P/FW	Total Credits
BAV401	Production Pipeline	CC	2	-	2	3
BAV402	Lighting and Rendering in Maya	CC	2	-	2	3
BAV403	Rigging and Animation in Maya	CC	2	-	2	3
BAV404	Particles and Dynamics in Maya	CC	2	-	2	3
BAV405	Stop Motion	CC	2	-	2	3
BAV408	Animation Project - 3D Quadruped	DE	2	-	2	3
BAV409	Digital Editing	DE	2	-	2	
	Open Electives					
		OE				3
BCS 401	Communication Skills-II	VA	1	-	-	1
BSS 403	Behavioural Science -IV (Group Dynamics & Team Building)	VA	1	-	-	1
FLN 401 FLG401 FLS 401 FLC401	Foreign Language – IV French German Spanish Chinese	VA	2	-	-	2
AND004	Anandam-IV	NTCC	-	-	-	2
Total						**27**

SEMESTER-V

Code	Course	Category	L	T	P/FW	Total Credits
BAV501	3D Character Design and Sculpting (Z-Brush)	CC	2	-	2	3
BAV502	Digital Composting	CC	2	-	2	3
BAV503	Sound Editing	CC	2	-	2	3
BAV550	Summer Project-II (Evaluation)	NTCC	-	-	-	6
BAV504	Animation Post Production	DE	2	-	2	3
BAV507	Foley & Sound effects for Film & Animation	DE	2	-	2	
	Open Electives					
		OE				3
BCS 501	Communication Skills-III	VA	1	-	-	1
BSS 503	Behavioral Science-V (Individual, Society and Nation)	VA	1	-	-	1
FLN 501 FLG 501 FLS 501 FLC501	Foreign Language - I French German Spanish Chinese	VA	2	-	-	2
AND005	Anandam-V	NTCC	-	-	-	2
Total						**27**

SEMESTER-VI

Code	Course	Category	L	T	P/F W	Total Credits
BAV601	Advance Compositing	CC	2	-	2	3
BAV 602 BAV 603 BAV 604 BAV 605	**Professional Project** Specialization: (Any one) Professional Project (2D Animation Professional Project (3D Animation) Professional Project (Composting) Professional Project (Lighting and Rendering)	NTCC	-	-	16	8
BAV606	Internship	NTCC	-	-	-	8
BAV607	Brand Designing	DE	2	-	2	3
BAV608	Portfolio Development	DE	-	-	6	
	Total					**22**

SEMESTER-I

BASIS OF SKETCHING & DRAWING

Course Code	L	T	P/FW	Credit
BAV 101	2	-	2	3

Course Objective:

This course will cover the fundamentals of drawing with a focus on shapes. It will address line, tone, volume, space, scale, proportion and artistic expression. An emphasis on "process" will direct the momentum of this course

Course Content

Module 1

- Elements and Principles of sketching
- Creative design- Imagination based composition and Sketching.
- Perspective Drawing- Objects and Character
- Live sketching exercises.

    Note: Assignments within hard copy

Module 2

- Anatomy sketching- Human, Animals and Birds.
- Body proportion and measurement.
- Pose to pose action analysis.
- Sketching exercises.

    Note: Assignments within hard copy

Module 3

- Character design
- Landscape study,
- Live landscaping.

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
Text
Drawing: The head and Figure; Jack Hamm; Penguin Publishers
Reference
Pencil Sketching: Thomas C Wang; John Wiley and Sons

TYPOGRAPHY

Course Code	L	T	P/FW	Credit
BAV 102	2	-	2	3

Course Objective:

A reader rarely notices great typography, but its absence is keenly missed. Poor technique will kill even your best concept. This module will introduce you to fundamentals of Typography, concepts and give you an opportunity to polish and improve your designs

**Course
Content:**

Module 1

- Brief Historical overview
- What is a Font, Types classifications:
- Serif; Sans Serif; Display;
  Script; Pi Type
  Terminology
- Type Families: Basic & Extended; Font Names; Ligatures; Text vs Display ;Text vs
  Display;Bold Parts of Letters & the Optical Baseline
- Noticing the Differences Between Similar
  Typefaces Positive & Negative Space of Type
- Figure-Ground with
  Type Stretching or
  Squeezing Type?
- Expert Sets :Lining& Old style Figures, Swashes & Glyph Substitution

Module 2

- The Creative Brief :Project Name, Objectives, Target Audience, User Needs, Personality, Tone
  & Mood, Current Target Audience Mind Set, Key Target Audience Insights, Design Approach &
  Strategies
- •Choosing an Effective
  Typeface •The
  Personality/Mood of a
  Typeface •Emotive Words
- •Researching
  Type Online
  •Legibility vs
  Readability

Module 3

- Designing with Type• Ligatures• White Space• Layout
  Hierarchy •Grids
- Creating Contrasts with Type
- Typeface ; Weight; Size; Typeface Width; Caps/ U&lc:
  Soft/Hard;Straight/Oblique;Horizontal/Vertical;Few/Many;Order/Chaos;Color
  or Shade; Positive/Negative
- •Type of Color

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
Text: Typography Essentials: 100 Design Principles for Working with Type (Design Essentials) by Ina Saltz
References
Typography Workbook: A Real-World Guide to Using Type in Graphic Design by Timothy Samara

COMPUTER APPLICATIONS

Course Code	L	T	P/FW	Credit
BAV 103	2	-	2	3

Course Objective:

This unit will give students a broad knowledge of the basics of computer usage in publication houses. How to work with computers, what are the design software? Students will study the design and layout of pages, taking into consideration the choice of typeface and positioning and choice of colour, images and text. Their work will include practical projects as well as investigations into current design and editing practices in a variety of print forms.

Course Contents:

Module 1

- Windows, MSOffice: - Ms Word, Ms Power Point, Networking: - Lan, Wan concept.
- What is DTP (Desk Top Publishing)?
- How it is linked with computers. Newspaper, Magazine, Book publishing is part of DTP.
- Working with Vector Software
- Designing of Logo and posters in Vector software
- Working with tool and Pallets

Module 2

- Working with file formats.
- Image manipulation (selection and cropping)
- Graphics, use of text wrap
- Anchored graphics and rules, various palettes, master pages, templates etc.
- Import – export-artwork for designing

Module 3

- Introduction Adobe Illustrator
- Tools and features
- Layer and color palettes
- Working with pen tools and modification tools
- Creating logo and Illustrations

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text & References:

- Fundamental of Computer, BPB Publication or Tech Book Publication
- Desktop Publishing on PC By M.C. Sharma
- Adobe InDesign CS 3 Classroom in a book by BPB Publication or Adobe Creative Team
- Adobe InDesign CS 4 Classroom in a Book by Adobe Creative Team
- Adobe Illustrator CS 4 Classroom in a book by BPB Publication or Adobe Creative Team
- Art and production; Sarkar, N.N.
- Newspaper Layout & Design: A Team Approach; Daryl & Moen

INTRODUCTION TO MULTIMEDIA

Course Code	L	T	P/FW	Credit
To be allotted	2	-	2	3

Course Objective: To give students a broad grounding in issues surrounding multimedia including the role of and design of multimedia systems.

Course Content

Module 1
- Graphics using lines. Graphics by combining basic shapes.
- Interface: Working with toolbars, Document Setup
- Rulers & Guidelines: Status Bar.
- Introduction of Vectorization and Tracing.
- Text: Formatting

Module 2
- Working with objects.
- Working with drawing and editing tools.
- Working with color and their family features
- Working with object manager and power clip
- Working with clipping mask

Module 3

- Image manipulation through the Adobe Photoshop
- Working with Images and color pallets.
- Working with layers
- Working with Masking option in Adobe Photoshop.
- Introduction of Rasterization and saving file formats.
- Introduction of retouching and color correction.
- Working with Image size and Resolution.
-

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
Text
Exploring Adobe Illustrator CS6 (Adobe CS6) by Toni Toland and Annesa Hartman
References
Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer Smith, Jeremy Osborn and AGI Creative Team.

BASICS OF HTML

Course Code	L	T	P/FW	Credit
BAV 105	2	-	2	3

Course Objective :

Begins with an HTML overview, how HTML evolved, how to construct a basic HTML page, explore the ins and outs of formatting, Web colors, images, and links, essential elements of a Web page, to create files and folders using the correct directory structure, view source code to learn from the inspiration of others.

Course Content:

Module 1:

- Course Introduction; Course software; What is a HTML and HTML 5
- Getting started with tags; How to save web pages
- Viewing your web pages; Basic HTML Tags ; Basic HTML template; Heading Tags; Paragraph
- Break tags; Bold and Italics; HTML lists

Module 2:

- Dealing with Images; Types of Images
- Inserting Images; Image Attributes; Images and CSS
- Text wrapping with CSS; CSS and image borders
- Background Images; Adding captions to images

Module 3

- Linking to other pages
- Hyperlinks; Linking to other pages
- Other types of hyperlinks; CSS and hyperlinks; External stylesheets
- HTML lists and nav bars

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

Text

The complete Reference: Thomas Powell; Osborne/McGraw Hill

Reference

Head First Web Design by Ethan Watrall and Jeff Siarto

DIGITAL PHOTOGRAPHY

Course Code	L	T	P/FW	Credit
To be allotted	2	-	2	2

Course Objective:

After being exposed to the basics of photography in the first semester, the students will be eager to try their hands in the comparatively new area of digital photography and imaging. They will be able to start maintaining their portfolios and will be required to make digital presentations and undertake practical assignments.

Course Contents:

Module I:

- Electronic flash & its synchronization
- One, two & three point lighting
- Working on the Subject
- Digital Image Construction (Size & Resolution of Digital Images)
- Uses, Advantages and Limitations of Digital over Conventional Photography
- Image Sensors (CCD and CMOS)
- Formats of a Digital Image

Module II:

- Types of Digital Cameras
- Portrait, Product, Wildlife
- Nature & landscapes,
- Night photography,
- Journalism (photography for newspapers & magazines)
- Problems with Digital Photographs
- Commonly used image editors

Module III:

- Editing images with Adobe Photoshop and Photoshop Elements
- Printing and Sharing Digital Images
- Practicing Outdoor Photography
- Photography Assignments and Projects
- Developing Personal Digital Portfolio
- Digital Image Manipulation using various computer software

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text & References:

Langford, M. (1980). Advanced photography: A grammar of techniques (4th ed.). London: Focal Press.
Langford, M., &Bilissi, E. (2008). Langford's advanced photography (7th ed.). Amsterdam: Focal.
Lovell, R. (2002). Pictures and words: The crucial combination of photos and the words that explain them. Clifton Park, NY: Thomson Delmar Learning.
McCartney, S. (2001). Mastering the basics of photography. New York: Allworth Press.
Newhall, B. (1982). The history of photography: From 1839 to the present (Completely rev. and enl. ed.). New York: Museum of Modern Art ;.
Stout, H. (2011, April 1). Father of modern photography. Cobblestone.

INTRODUCTION TO VISUAL COMMUNICATION

Course Code	L	T	P/FW	Credit
BAV 107	3	-	-	3

Course Objective:

Seeing comes before words. We learn to see and recognize before we learn to speak. When we grow older as adults, the way we see things is affected by what we know and what we believe. Visual communication applies the fundamentals of major art forms for professional problem solving. It is the conveyance of ideas and information in forms that can be read or looked upon. This unit will introduce students to the history, forms, elements, theories, meaning, and principles of visual communication. Students will be given basic grounding through conventional classes and practical exercises in the form of scrapbooks so as to prepare them for undertaking the remaining courses in BJMC.

Course Contents:

Module I: Introduction to Visual Communication

- Defining an image and visual communication (VC) VC as integral part of human communication Human Vision and 2 dimensionalimages
- Human beings have highly developed seeing rather than hearing abilities
- Historical trends and developments: from painting to installation art, from naturalism to impressionism to neo-realism, high-art and low-art, role of visual technologies, debates related to art and social reality
- Science, Human beings, and Visual Information: how human body receives information: senses, brain, stimuli, heart, and body parts

Module II: Basics of Visual Communication

- Some Fields: chemical imaging, data, information, software, volume, and product visualization, technical drawing etc
- Some Image Types: computer graphics, map, pictograph, photograph, moving image, table, drawing, diagram, ideogram, illustration, etc
- Contemporary applications: cartography, spatial analysis, graphics, visual perception and analytics, advertising, politics, entertainment, business etc
- Medium: digital, paper, electronic, electrical, web
- Elements: line, shape, colour, space, form, depth, texture, light & shade, dimension, grey-scale, interactions of elements, continuity, and & proximity etc
- Principles of design: contrast, harmony, proportion, balance, and movement

Module III: Power, Visual Representation & Society

- Human beings and visual information processing mechanism: registering selected information, processing thoughts and feelings, storing information and acting or speaking according to the information processed and stored.
- Gestalt and constructivism, which are sensual, are early theories that explain the mechanics while semiotics and cognitive, which are perceptual, are more advanced modern theories that involve signs, intellect, and the mind
- Consumer culture (from 19th-21st century) & growth of VC: changes in ways of seeing, ways of being seen & ways of telling
- Concept of gaze: desire, voyeurism, critique of male gaze, and interactive gaze, masculine and feminine identities
- Experience of images (signs: indexical, symbolic, and iconic), context in which images are interpreted (medium, form, socio-economic dimensions) and ways in which they are interpreted (cliché, stereotype, convention)
- Politics of representation of mediated images: video's sensation, dreams, and manipulation; film's logic and rhetoric; advertising image's shock and seduction; political image's public image, public relations, and propaganda; and media image's persuasion and violence

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text & References:
Text

- Smith, Kenneth Louis (2005) *Handbook of Visual Communication- theory methods andmedia*, Routledge: London.
- Lester, Paul Martin (2006) (4thed) *Visual Communication- Images with Messages*, Thomson Wadsworth: Belmont, CA.

Reference

- Sturken, Marita& Cartwright, Lisa (2001) *Practices of Looking: An Introduction to VisualCulture,* Oxford University Press:
- Hall, Stuart (1997) *Representation: Cultural Representations and Signifying Practices*, Open University Press/sage Publications: London.
- Barry, Ann Marie (1997) V*isual Intelligence: Perception, Image, and Manipulation in VisualCommunication*: State University New York Press: NY.
- Berger, John (1972)*Ways of Seeing,* Penguin and BBC: London

ENGLISH

Course Code	L	T	P/FW	Credit
BCS 101	1	-	-	1

Course Objective:
The course is intended to give a foundation of English Language. The literary texts are indented to help students to inculcate creative & aesthetic sensitivity and critical faculty through comprehension, appreciation and analysis of the prescribed literary texts. It will also help them to respond form different perspectives.

Course Contents:

Module I: Vocabulary
Use of Dictionary
Use of Words: Diminutives, Homonyms & Homophones

Module II: Essentials of Grammar - I
Articles
Parts of Speech
Tenses

Module III: Essentials of Grammar - II
Sentence Structure
Subject -Verb agreement
Punctuation

Module IV: Communication
The process and importance
Principles & benefits of Effective Communication

Module V: Spoken English Communication
Speech Drills
Pronunciation and accent
Stress and Intonation

Module VI: Communication Skills-I
Developing listening skills
Developing speaking skills

Module VII: Communication Skills-II
Developing Reading Skills
Developing writing Skills

Module VIII: Written English communication
Progression of Thought/ideas
Structure of Paragraph
Structure of Essays

Module IX: Short Stories
Of Studies, by Francis Bacon
Dream Children, by Charles Lamb
The Necklace, by Guy de Maupassant
A Shadow, by R.K.Narayan
Glory at Twilight, Bhabani Bhattacharya

Module X: Poems

All the Worlds a Stage	Shakespeare
To Autumn	Keats
O! Captain, My Captain.	Walt Whitman
Where the Mind is Without Fear	Rabindranath Tagore
Psalm of Life	H.W. Longfellow

Examination Scheme:

Components	A	CT	HA	EE
Weightage (%)	05	15	10	70

Text & References:

- Madhulika Jha, Echoes, Orient Long Man
- Ramon & Prakash, Business Communication, Oxford.
- Sydney Greenbaum Oxford English Grammar, Oxford.
- Successful Communications, MalraTreece (Allyn and Bacon)
- Effective Technical Communication, M. Ashraf Rizvi.

* 30 hrsProgramme to be continued for Full year

BEHAVIOURAL SCIENCE - I
(UNDERSTANDING SELF FOR EFFECTIVENESS)

Course Code	L	T	P/FW	Credit
BSS 103	1	-	-	1

Course Objective:
This course aims at imparting an understanding of:
Self and the process of self exploration
Learning strategies for development of a healthy self esteem
Importance of attitudes and its effect on personality
Building emotional competence
Course Contents:
Module I: Self: Core Competency
Understanding of Self
Components of Self – Self identity
Self concept
Self confidence
Self image
Module II: Techniques of Self Awareness
Exploration through Johari Window
Mapping the key characteristics of self
Framing a charter for self
Stages – self awareness, self acceptance and self realization
Module III: Self Esteem & Effectiveness
Meaning & Importance
Components of self esteem
High and low self esteem
Measuring your self esteem
Module IV: Building Positive Attitude
Meaning and Nature of Attitude
Components and Types of Attitudes
Relevance and Importance of Attitudes
Module V: Building Emotional Competence
Emotional Intelligence – Meaning, Components, Importance and Relevance
Positive and Negative Emotions
Healthy and Unhealthy expression of Emotions
Module VI: End-of-Semester Appraisal

Viva based on personal journal
Assessment of Behavioural change as a result of training
Exit Level Rating by Self and Observer
Text & References:

- Dressler, David and Cans, Donald: The Study of Human Interaction
- Lindzey, G. and Borgatta, E: Sociometric Measurement in the Handbook of Social Psychology, Addison – Welsley, US.
  - J William Pfeiffer (ed.) Theories and Models in Applied Behavioural Science, Vol 2, Group (1996); Pfeiffer & Company.

FRENCH – I

Course Code	L	T	P/FW	Credit
FLN 101	2	-	-	2

Course Objective:

To familiarize the students with the French language

- with the phonetic system
- with the syntax
- with the manners
- with the cultural aspects

Course Contents:

Module A: pp. 01 to 37: Unités 1, 2, Unité 3 Object if 1, 2

Only grammar of Unité 3: object if 3, 4 and 5

Contenu lexical:Unité 1: Découvrir la langue française : (oral et écrit)

1. se présenter, présenter quelqu'un, faire la connaissance desautres, formules de politesse, rencontres
2. dire/interroger si on comprend
3. Nommer les choses

Unité 2: Faire connaissan

1.   donner/demander des informations sur une personne, premiers contacts, exprimer ses goûts et ses préférences
2.   Parler de soi: parler du travail, de ses activités, de son pays, de sa ville.

Unité 3:Organiser son temps

1. dire la date et l'heure

Contenu grammatical:

1. organisation générale de la grammaire
2. article indéfini, défini, contracté
3. nom, adjectif, masculin, féminin, singulier et pluriel
4. négation avec « de », "moi aussi", "moi non plus"
5. interrogation : Inversion, est-ce que, qui, que, quoi, qu'est-ceque, où, quand, comment, quel(s), quelle(s)
   Interro-négatif : réponses : oui, si, non
6. pronom tonique/disjoint- pour insister après une préposition
7. futurproche

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- le livre à suivre : Campus: Tome 1

GERMAN – I

Course Code	L	T	P/FW	Credit
FLG 101	2	-	-	2

Course Objective:

To enable the students to converse, read and write in the language with the help of the basic rules of grammar, which will later help them to strengthen their language.

To give the students an insight into the culture, geography, political situation and economic opportunities available in Germany.

Course Contents:

Module I: Introduction

Self introduction: heissen, kommen, wohnwn, lernen, arbeiten, trinken, etc.

All personal pronouns in relation to the verbs taught so far.

Greetings: Guten Morgen!, Guten Tag!, Guten Abend!, Gute Nacht!, Danke sehr!, Danke!, Vielen Dank!, (es tut mir Leid!), Hallo, wie geht's?: Danke gut!, sehr gut!, prima!, ausgezeichnet!, Es geht!, nicht so gut!, so la la!, miserabel!

Module II: Interviewspiel

To assimilate the vocabulary learnt so far and to apply the words and phrases in short dialogues in an interview game for self introduction.

Module III: Phonetics

Sound system of the language with special stress on Dipthongs

Module IV: Countries, nationalities and their languages

To make the students acquainted with the most widely used country names, their nationalitie and the language spoken in that country.

Module V: Articles

The definite and indefinite articles in masculine, feminine and neuter gender. All Vegetables, Fruits, Animals, Furniture, Eatables, modes of Transport

Module VI: Professions

To acquaint the students with professions in both the genders with the help of the verb "sein".

Module VII: Pronouns

Simple possessive pronouns, the use of my, your, etc.

The family members, family Tree with the help of the verb "to have"

Module VIII: Colours

All the color and color related vocabulary – colored, colorful, colorless, pale, light, dark, etc.

Module IX: Numbers and calculations – verb "kosten"

The counting, plural structures and simple calculation like addition, subtraction, multiplication and division to test the knowledge of numbers.

"Wie viel kostet das?"

Module X: Revision list of Question pronouns

W – Questions like who, what, where, when, which, how, how many, how much, etc.

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- Wolfgang Hieber, Lernziel Deutsch
- Hans-Heinrich Wangler, Sprachkurs Deutsch
- Schulz Griesbach, Deutsche Sprachlehre für Ausländer
- P.L Aneja, Deutsch Interessant- 1, 2 & 3
- Rosa-Maria Dallapiazza et al, Tangram Aktuell A1/1,2
  - Braun, Nieder, Schmöe, Deutsch als Fremdsprache 1A, Grundkurs

SPANISH – I

Course Code	L	T	P/FW	Credit
FLS 101	2	-	-	2

Course Objective:

To enable students acquire the relevance of the Spanish language in today's global context, how to greet each other. How to present / introduce each other using basic verbs and vocabulary

Course Contents:

Module I

A brief history of Spain, Latin America, the language, the culture…and the relevance of Spanish language in today's global context.
Introduction to alphabets

Module II

Introduction to '*Saludos*' (How to greet each other. How to present / introduce each other).
Goodbyes (despedidas)
The verb *llamarse*and practice of it.

Module III

Concept of Gender and Number
Months of the years, days of the week, seasons. Introduction to numbers 1-100, Colors, Revision of numbers and introduction to ordinal numbers.

Module IV

Introduction to *SER* and *ESTAR* (both of which mean To Be).Revision of '*Saludos*' and '*Llamarse*'. Some adjectives, nationalities, professions, physical/geographical location, the fact that spanish adjectives have to agree with gender and number of their nouns. Exercises highlighting usage of *Ser* and *Estar*.

Module V

Time, demonstrative pronoun (Este/esta, Aquel/aquella etc)

Module VI

Introduction to some key AR /ER/IR ending regular verbs.

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation
I – Interaction/Conversation Practice

Text & References:

- Español, EnDirecto I A
- Español Sin Fronte

CHINESE – I

Course Code	L	T	P/FW	Credit
FLC 101	2	-	-	2

Course Objective:

There are many dialects spoken in China, but the language which will help you through wherever you go is Mandarin, or Putonghua, as it is called in Chinese. The most widely spoken forms of Chinese are Mandarin, Cantonese, Gan, Hakka, Min, Wu and Xiang. The course aims at familiarizing the student with the basic aspects of speaking ability of Mandarin, the language of Mainland China. The course aims at training students in practical skills and nurturing them to interact with a Chinese person.

Course Contents:

Module I

Show pictures, dialogue and retell.

Getting to know each other.

Practicing chart with Initials and Finals. (CHART – The Chinese Phonetic Alphabet Called "Hanyu Pinyin" in Mandarin Chinese.)

Practicing of Tones as it is a tonal language.

Changes in 3rd tone and Neutral Tone.

Module II

Greetings

Let me Introduce

The modal particle "ne".

Use of Please 'qing' – sit, have tea ………….. etc.

A brief self introduction – Ni hao ma? Zaijian!

Use of "bu" negative.

Module III

Attributives showing possession

How is your Health? Thank you

Where are you from?

A few Professions like – Engineer, Businessman, Doctor, Teacher, Worker.

Are you busy with your work?

May I know your name?

Module IV

Use of "How many" – People in your family?

Use of "zhe" and "na".

Use of interrogative particle "shenme", "shui", "ma" and "nar".

How to make interrogative sentences ending with "ma".

Structural particle "de".

Use of "Nin" when and where to use and with whom. Use of guixing.

Use of verb "zuo" and how to make sentences with it.

Module V

Family structure and Relations.

Use of "you" – "mei you".

Measure words

Days and Weekdays.

Numbers.

Maps, different languages and Countries.

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- "Elementary Chinese Reader Part I" Lesson 1-10

SEMESTER-II

PRINT MEDIA DESIGN AND PRODUCTION

Course Code	L	T	P/FW	Credit
BAV 201	2	-	2	3

Course Objective:

This topic will introduce the students to the various skills required to combine all the elements necessary to create an effective page for publication. They will also learn the terminology used in page layout and design and the importance of style sheet. Students will study the design and layout of various pages, taking into consideration the choice of typeface, positioning, colors, images and text for Newspaper, Magazine, Book design etc.

Course Contents:

Module 1
- Design Elements
- Design Principles
- Preferences Settings
- Grid, vertical, horizontal, modular, column widths, proportion
- Difference between Offset & Digital Printing process
- Difference between CMYK & RGB Color mode
- Tints, Shading
- Style sheet

Module 2

- How to create an own style sheet
- Style guide: examples from newspapers, magazines.
- Typography, its history
- Choice of typeface and masthead
- Choice and use of images
- Positioning of articles and images on the page
- Use of headlines in an appropriate font
- Point size, number of lines etc.

Module 3

- Text manipulation
- Stages of layout
- Print layout
- Web Layout
- The difference between Newspaper & Magazine layouts
- Use of Fashion feature, or Business articles or News pages.
- Creating layouts using design softwares.
- Creating vector graphics and raster images

Examination Scheme:

Components	CE	P	CT	A	EE
Weightage (%)	20	10	15	5	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text & References:

- Adobe Indesign Classroom in a book; BPB Publication
- Photoshop 7 Killer Tips; Kelby, Scott & Nelson, Felix
- Photoshop 7 The Ultimate Reference; Ulrich, Laurie Ann
- Art and production; Sarkar, N.N.

DIGITAL VIDEO PRODUCTION

Course Code	L	T	P/FW	Credit
BAV208	2	-	2	3

Course Objective:

The basic concepts and fundamental elements of TV production will be introduced to the students in this unit. The working mechanism of Video camera, principles of composition, need and role of lighting will be discussed and practically demonstrated. The purpose of the whole exercise is to familiarize the students with the broadcast equipment and inculcate in them the creative techniques to use them. This unit will also focus on enhancing the writing skills of the student. Writing being an integral part of journalism, the students will get an opportunity to write for various mediums and genres. The students will be expected to create a radio program of their choice as a showcase of their knowledge gained during this semester.

Course Contents:

Module I: Basics of Video camera

- Basic parts of camera
- Working of the camera
- Types of camera
- Camera Mounts, Accessories and Care
- Videotape Formats – S-VHS, VHS, U-matic, Betacam & Betacam-SP, MINI-DV, DVCAM, DVC PRO, HD
- Camera movements, shots & angles
- Principles of composition and visual grammar

Module II: Lighting

- Difference between natural and artificial lighting
- Use of natural light and reflectors
- Factors that influence lighting needs
- Bouncing light
- Studio lighting instruments: Types of lights
- Basic lighting set up: Three point lighting
- Technical: - Color Temperature, Light intensity, Filters
- Lighting tips
- Taking Care of Lights and Yourself

Module III: Planning the Production and Scripting

- Stages of Production
  Research: location, budget, people, access, permission, insurance, resources, and time
- Basics of Writing for TV
- Scripting Practice

Module IV: Shooting and Editing

- Singlecam and Multicam shoot

- Shooting Practices: Indoor and Outdoor
- Editing Practice: Adobe Premier

Examination Scheme:

Components	P	V	CT	A	EE
Weightage (%)	20	10	15	5	50

Texts & References:

- Donald, R., & Spann, T. (2000). Fundamentals of television production. Ames, Iowa: Iowa State University Press.
- Belavedi, V. (2013). Video production. Corby: Oxford University Press.
- Zettl, H. (2010). Television production handbook (Eleventh ed.). Wadsworth Publishing Company.
- Collie, C. (2007). The business of TV production. Port Melbourne, Vic., Australia: Cambridge University Press.
- Utterback, A. (2007). Studio television production and directing. Amsterdam: Focal Press.
- Harris, P. (2006). Television production. Tinley Park, Ill.: Goodheart-Willcox.

WEB DESIGN

Course Code	L	T	P/FW	Credit
BAV 203	2	-	2	3

Module 1:

- Introduction to the Internet
- Introduction to Website and Webpage
- Functions and Principles of Web
- Economics of Website
- Online Journalism
- Social Media Networks

Module 2:

- Creating a Basic Web Page
- Web Page Layout Techniques
- Home Page Layout
- Starting with HTML
- HTML Page Structure
- Defining Web Layout (Head & Body)
- Head Tags
- BODY tag with Bgcolor, Background with image and text color
- Text formatting and attributes
- Importance of heading tags (H1–H6)
- Introduction to XHTML

Module 3:

- Photoshop in Web design
- Introduction to Adobe Flash
- Basic Tools and Function
- Basics of Graphics in Flash
- Action Scripts
- Cascading Style Sheets Introduction
- CSS Properties
- Introduction to Dreamweaver
- Using HTML in Adobe Flash
- Web Publishing
- Working on the web site

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Readings:

Brown, D. (1997). *Adobe: Web design & publishing unleashed*. Indianapolis, IN: Sams. net.

Morris, T. (2012). *Basics of web design: HTML, XHTML & CSS3*. Boston: Addison-Wesley.

Web Design - Website Design Tutorials, Articles and Free Stuff. (n.d.). Retrieved October 20, 2015.

FOUNDATION OF 2D ANIMATION

Course Code	L	T	P/FW	Credit
BAV 204	2	-	2	3

Course Objective:
Core understanding of animation principles: 2DCharacter Design, Placing character in a scene, Conceptual Design, Story boarding, Basics of 2D animation

Course Content:

Module 1:

- Draw with the help of basic shapes,
- Animal study, Human anatomy, Shading techniques
- Live model study, Procedure- How to approach, Importance of Guideline-Line of action
- 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

Module 2:

- Gesture drawing, Line drawing and quick sketches
- Drawing from observation, memory and imagination
- Classification of Animation
- Difference between 2D & 3D Animation
- Flash Editor, Panels, Timeline
- Basic Drawing and Painting Tools

Module 3:

- What is tweening, Motion & Shape Tweening& Keyframes
- Onion Skining& Frame by Frame animation
- What are movie clip and Graphic Symbols & use of Library?
- Importing BMP, JPG and sound file in the timeline window
- What is Layer and guide layer?
- Creating 2D animation

Examination Scheme:

Components	CE	A	CT	P	EE

Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
Text
The Animator's Survival Kit--Revised Edition: A Manual of Methods, Principles and Formulas for Classical, Computer... by Richard Williams
References
Animation from Pencils to Pixels: Classical Techniques for the Digital Animator by Tony White

INTRODUCTION TO 3D Modelling

Course Code	L	T	P/FW	Credit
To be allotted	2	-	2	3

Course Objective:

This course is the first level of 3D animation and focuses on introducing 3D software and practicing each students existing motion skills.

Course Content:

Module 1

- Introduction to 3D Modelling
- Interface of 3D Max
- Basics of 3D Max Modeling
- Exporting, Using the menus
- Floating and docking

Module 2

- Using drag and drop feature
- Introduction to different workspaces
- Geometry, sub objects, Extruding, welding, bridging etc.
- Recognizing the workspaces
- Introduction to modifiers

Module 3

- Modifier gizmos.
- Familiarity with common modifier like bend
- edit poly
- X-form wave
- lathe symmetry etc.

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

Text

   a) The Art of Max:An Introduction to 3D Computer Graphics; Autodesk Maya Press

References

   b) Introduction to 3D; James McBennet

Domain Elective

LOCATION RESEARCH FOR ANIMATION

Course Code	L	T	P/FW	Credit
BAV 206	2	-	2	3

Course Objective:
Location Research for Animation covers the basic concept or ideas of using different location or backgrounds for animation films.

Course Content:

Module 1
- Location research and adaption lead to informed animation art direction and inspired storytelling
- Through immersion in the visual culture of the course location
- Students develop concept art that informs the aesthetic of an animated film.
- Probs and elements of location design
- Analysis of proper depth for location design
- What is matte painting?
-

Module 2
- Photoshop workspace
- Tools and custom brushes
- Composition and concept
- Digital painting
- Perspective basics
- Types of perspective
- Perspective drawing

Module 3
- Forms of digital painting
- Finding the light and dark sides
- Cast shadow
- Texturing and color correction
- Lighting techniques for matte painting and digital painting

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

Text
The Digital Matte Painting Handbook by David B. Mattingly
References
Beginner's Guide to Digital Painting in Photoshop by Nykolai Aleksander and Richard Tilbury.

Domain Elective

PRINCIPLES OF SCREEN DESIGN

Course Code	L	T	P/FW	Credit
BAV 207	2	-	2	3

Course Objective:
Screen design is fundamental to animation communication. In this course, students expand upon traditional media skills and animation craft by adding the element of screen design.

Course Content:
Module 1:
- Through individual approach and expression in traditional and digital media
- Students communicate by juxtaposing and sequencing imagery to develop a sense of artist-audience construct and consequence.
- Basic of screen design
- User interface design
- Application for UID
- A brief history of screen design

Module 2:
- Direct manipulation of UID
- Graphic system characteristics of graphical user interface
- Online or web user interface
- Process of screen design or user interface
- Usability assessment in UI design

Module 3:
- Design standard and style guide
- UI elements
- Navigation and flow
- Color scheme for UID
- Selection of color
- Depth of levels and three dimensional appearance

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

Text

The Essential Guide to User Interface by Wilbert O. Galitz

References

Exploring Adobe Illustrator CS6 (Adobe CS6) by Toni Toland and Annesa Hartman
Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer
Smith, Jeremy Osborn and AGI Creative Team

ENGLISH

Course Code	L	T	P/FW	Credit
BCS 201	1	-	-	1

Course Objective:

The course is intended to give a foundation of English Language. The literary texts are indented to help students to inculcate creative & aesthetic sensitivity and critical faculty through comprehension, appreciation and analysis of the prescribed literary texts. It will also help them to respond form different perspectives.

Course Contents:

Module I: Vocabulary
Use of Dictionary
Use of Words: Diminutives, Homonyms & Homophones

Module II: Essentials of Grammar - I
Articles
Parts of Speech
Tenses

Module III: Essentials of Grammar - II
Sentence Structure
Subject -Verb agreement
Punctuation

Module IV: Communication
The process and importance
Principles & benefits of Effective Communication

Module V: Spoken English Communication
Speech Drills
Pronunciation and accent
Stress and Intonation

Module VI: Communication Skills-I
Developing listening skills
Developing speaking skills

Module VII: Communication Skills-II
Developing Reading Skills
Developing writing Skills

Module VIII: Written English communication
Progression of Thought/ideas
Structure of Paragraph
Structure of Essays

Module IX: Short Stories
Of Studies, by Francis Bacon
Dream Children, by Charles Lamb
The Necklace, by Guy de Maupassant
A Shadow, by R.K.Narayan
Glory at Twilight, Bhabani Bhattacharya

Module X: Poems

All the Worlds a Stage	Shakespeare
To Autumn	Keats
O! Captain My Captain.	Walt Whitman
Where the Mind is Without Fear	Rabindranath Tagore
Psalm of Life	H.W. Longfell

Examination Scheme:

Components	A	CT	HA	EE
Weightage (%)	05	15	10	70

References:

- Madhulika Jha, Echoes, Orient Long Man
- Ramon & Prakash, Business Communication, Oxford.
- Sydney Greenbaum Oxford English Grammar, Oxford.
- Successful Communications, MalraTreece (Allyn and Bacon)
- Effective Technical Communication, M. Ashraf Rizvi.

BEHAVIOURAL SCIENCE - II
(PROBLEM SOLVING AND CREATIVE THINKING)

Course Code	L	T	P/FW	Credit
BSS 203	1	-	-	1

Course Objective:

To enable the students:

Understand the process of problem solving and creative thinking.

Facilitation and enhancement of skills required for decision-making.

Course Contents:
Module I: Thinking as a tool for Problem Solving

What is thinking: The Mind/Brain/Behaviour

Thinking skills

Critical Thinking and Learning:

Making Predictions and Reasoning

Memory and Critical Thinking

Emotions and Critical Thinking

Module II: Hindrances to Problem Solving

Perception

Expression

Emotion

Intellect

Work environment

Module III: Problem Solving Process

Recognizing and Defining a problem

Analyzing the problem (potential causes)

Developing possible alternatives

Evaluating Solutions

Resolution of problem

Implementation

Module IV: Plan of Action

Construction of POA

Monitoring

Reviewing and analyzing the outcome

Module V: Creative Thinking

Definition and meaning of creativity

The nature of creative thinking

Convergent and Divergent thinking

Idea generation and evaluation (Brain Storming)

Image generation and evaluation

Debating

The six-phase model of Creative Thinking: ICEDIP model

Module VI:End-of-Semester Appraisal

Viva based on personal journal

Assessment of Behavioural change as a result of training

Exit Level Rating by Self and Observer

Text & References:

- Michael Steven: How to be a better problem solver, Kogan Page, New Delhi, 1999
- Geoff Petty: How to be better at creativity; Kogan Page, New Delhi, 1999
- Phil Lowe Koge Page: Creativity and Problem Solving, New Delhi, 1996
- Bensley, Alan D.: Critical Thinking in Psychology – A Unified Skills Approach, (1998), Brooks/Cole Publishing Company.

FRENCH - II

Course Code	L	T	P/FW	Credit
FLN 201	2	-	-	2

Course Objective:

To enable the students to overcome the fear of speaking a foreign language and take position as a foreigner speaking French.

To make them learn the basic rules of French Grammar.

Course Contents:

Module A: pp.38 – 47: Unité 3: Object if 3, 4, 5. 6

Module B: pp. 47 to 75 Unité 4, 5

Contenu lexical:

Unité 3: Organiser son temps

1. donner/demander des informations sur un emploi du temps, un horaire SNCF – Imaginer un dialogue
2. rédiger un message/ une lettre pour …
    - i) prendre un rendez-vous/ accepter et confirmer/ annuler
    - ii) inviter/accepter/refuser
3. Faire un programmed'activités
    a) imaginer une conversation téléphonique/un dialogue
    b) Propositions- interroger, répondre

Unité 4:Découvrir son environnement

1. situerun lieu
2. s'orienter, s'informer sur un itinéraire.
3. Chercher, décrire un logement
4. connaître les rythmes de la vie

Unité5 :s'informer

1. demander/donner des informations sur un emploi du temps passé.
2. donner une explication, exprimer le doute ou la certitude.
3. découvrir les relations entre les mots
4. savoir s'informer

Contenu grammatical:

1. Adjectifsdémonstratifs
2. Adjectifs possessifs/exprimer la possession à l'aide de : i. « de » ii. A+nom/pronom disjoint
3. Conjugaison pronominale – négative, interrogative - construction à l'infinitif
4. Impératif/exprimer l'obligation/l'interdiction à l'aide de « il faut…. »/ «il ne faut pas… »
5. passé composé
6. Questions directes/indirectes

ExaminationScheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- le livre à suivre : Campus: Tome 1

GERMAN – II

Course Code	L	T	P/FW	Credit
FLG 201	2	-	-	2

Course Objective:

To enable the students to converse, read and write in the language with the help of the basic rules of grammar, which will later help them to strengthen their language.

To give the students an insight into the culture, geography, political situation and economic opportunities available in Germany

Introduction to Grammar to consolidate the language base learnt in Semester I

Course Contents:

Module I: Everything about Time and Time periods

Time and times of the day.

Weekdays, months, seasons.

Adverbs of time and time related prepositions

Module II: Irregular verbs

Introduction to irregular verbs like to be, and others, to learn the conjugations of the same, (fahren, essen, lessen, schlafen, sprechen und ähnliche).

Module III: Separable verbs

To comprehend the change in meaning that the verbs undergo when used as such

Treatment of such verbs with separable prefixes

Module IV: Reading and comprehension

Reading and deciphering railway schedules/school time table

Usage of separable verbs in the above context

Module V: Accusative case

Accusative case with the relevant articles

Introduction to 2 different kinds of sentences – Nominative and Accusative

Module VI: Accusative personal pronouns

Nominative and accusative in comparison

Emphasizing on the universal applicability of the pronouns to both persons and objects

Module VII: Accusative prepositions

Accusative propositions with their use

Both theoretical and figurative use

Module VIII: Dialogues

Dialogue reading: 'In the market place' 'At the Hotel'

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- Wolfgang Hieber, Lernziel Deutsch
- Hans-Heinrich Wangler, Sprachkurs Deutsch
- Schulz Griesbach, Deutsche Sprachlehre für Ausländer
- P.L Aneja, Deutsch Interessant- 1, 2 & 3
- Rosa-Maria Dallapiazza et al, Tangram Aktuell A1/1,2
- Braun, Nieder, Schmöe, Deutsch als Fremdsprache 1A, Grundkurs

SPANISH – II

Course Code	L	T	P/FW	Credit
FLS 201	2	-	-	2

Course Objective:

To enable students acquire more vocabulary, grammar, Verbal Phrases to understand simple texts and start describing any person or object in Simple Present Tense.

Course Contents:

Module I

Revision of earlier modules.

Module II

Some more AR/ER/IR verbs. Introduction to root changing and irregular AR/ER/IR ending verbs

Module III

More verbal phrases (eg, Dios Mio, Que lastima etc), adverbs *(bueno/malo, muy, mucho, bastante, poco).*

Simple texts based on grammar and vocabulary done in earlier modules.

Module IV

Possessive pronouns

Module V

Writing/speaking essays like my friend, my house, my school/institution, myself….descriptions of people, objects etc, computer/internet related vocabulary

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- Español, EnDirecto I A

- Español Sin Fronteras

CHINESE – II

Course Code	L	T	P/FW	Credit
FLC 201	2	-	-	2

Course Objective:
Chinese is a tonal language where each syllable in isolation has its definite tone (flat, falling, rising and rising/falling), and same syllables with different tones mean different things. When you say, "ma" with a third tone, it mean horse and "ma" with the first tone is Mother. The course aims at familiarizing the student with the basic aspects of speaking ability of Mandarin, the language of Mainland China. The course aims at training students in practical skills and nurturing them to interact with a Chinese person.

Course Contents:

Module I
Drills
Practice reading aloud
Observe Picture and answer the question.
Tone practice.
Practice using the language both by speaking and by taking notes.
Introduction of basic sentence patterns.
Measure words.
Glad to meet you.

Module II
Where do you live?
Learning different colors.
Tones of "bu"
Buying things and how muchit costs?
Dialogue on change of Money.
More sentence patterns on Days and Weekdays.
How to tell time. Saying the units of time in Chinese. Learning to say useful phrases like – 8:00, 11:25, 10:30 P.M. everyday, afternoon, evening, night, morning 3:58, one hour, to begin, to end ….. etc.
Morning, Afternoon, Evening, Night.

Module III
Use of words of location like-li, wais hang, xia
Furniture – table, chair, bed, bookshelf,.. etc.
Description of room, house or hostel room..eg what is placed where and how many things are there in it?
Review Lessons – Preview Lessons.
Expression 'yao", "xiang" and "yaoshi" (if).
Days of week, months in a year etc.
I am learning Chinese. Is Chinese difficult?

Module IV
Counting from 1-1000
Use of "chang-chang".
Making an Inquiry – What time is it now? Where is the Post Office?
Days of the week. Months in a year.
Use of Preposition – "zai", "gen".

Use of interrogative pronoun – "duoshao" and "ji".

"Whose"??? Sweater etc is it?

Different Games and going out for exercise in the morning.

Module V

The verb "qu"

    Going to the library issuing a book from the library

    Going to the cinema hall, buying tickets

    Going to the post office, buying stamps

    Going to the market to buy things..etc

    Going to the buy clothes …. Etc.

    Hobby. I also like swimming.

    Comprehension and answer questions based on it.

Examination Scheme:

Components	CT1	CT2	C	I	V	A
Weightage (%)	20	20	20	20	15	5

C – Project +Presentation

I – Interaction/Conversation Practice

Text & References:

- "Elementary Chinese Reader Part I" Lesson 11-20

SEMESTER-III

LIGHTING AND RENDERING

Course code	L	T	P/FW	Credit
BAV301	2	-	2	3

Course Objective:
This course gives students a advance knowledge of lighting how light behaves practically and in CG. Creating different modes of lighting like dramatic lighting, romantic and horror scene lighting. Techniques of pulling out final output or rendering.

Course Content:

Module 1
- o Introduction to 3-point, 2 point and dramatic lighting.
- o Creating photo realistic environment and texture.
- o Applying texture on 3D objects.
- o Render the scene
- o Introduction to advance lighting effects.
- o Render the effects
- o Mental ray rendering and scanline rendering

Module 2
- Introduction to basic material types & procedurals.
- Study of concepts: - opacity, smoothness, specularity and color.
- Drawing 2D art templates.
- Creating complex materials like steel, glass and wood.
- Unwrapping the map for various 3D characters.

Module 3
- o V-Ray Materials, V-ray Texture
- o UVW Mapping, UVW Unwrapping
- o Texture creation in Adobe Photoshop, Texture paint,
- o Rendering process and settings, Multi pass rendering
- o Photorealistic render for animation sequence

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- Digital Lighting & Rendering (by Jeremy Birn)
- 3ds Max 9 Bible (by Kelly L. Murdock

RIGGING AND ANIMATION

Course code	L	T	P/FW	Credit
BAV302	2	-	2	3

Course Objective:
In this series of tutorials we will take an introductory look into rigging tools and techniques in 3D Max.

Course Content:

Module 1
- Introduction to automated rigging systems and methods
- Advanced rigging
- Vertex weighting techniques
- Understanding the basics of bone tools and IK handle tools
- Setting up an enhanced IK rig and skinning techniques.
- How 3ds Max's interface can be customized.

Module 2
- Animation, multimedia & virtual reality
- Fundamental of key frame animation
- Repeating animation over time
- Hierarchical linking
- Key frame
- Setting Animation Keys

Module 3
- Creating a Continuously Loop Animation.
- Advanced Animation:
- The Fundamentals of Hierarchical Linking,
- Animation controllers
- Ease curves
- Constraints,Graph editor

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- 3ds Max 9 Bible (by Kelly L. Murdock)
- Mastering Autodesk 3ds Max 2013 by Jeffrey Harper

PARTICLES AND DYNAMICS

Course code	L	T	P/FW	Credit
BAV303	2	-	2	3

Course Objective:
In this section student will take an introductory look at particle flow to create custom particle systems and realistic water, smoke, fire animation.

Course Content:

Module 1
- Introduction to Particle Flow
- Create a Particle Flow
- Learning types of particles
- Particles parameters.
- Using PF source (Particles)
- Introduction of operators and their use in particle animation.

Module 2
- Learn how to utilize space warps, like gravity and wind with particle.
- Learn how to apply collisions in particles system with a deflector.
- Creating Rain effect
- Creating Water fall
- Creating explosion
- Video post

Module 3
- learning section in Dynamics
- Introduction of MassFX.
- Creating bouncing ball
- Creating building/objects fractures
- Creating building fracture using Particles.
- Rendering steps

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- Introducing 3ds Max 9: 3D for Beginners by DariushDerakhshani, Randi L. Derakhshani and Jon McFarland
- Mastering Autodesk 3ds Max 2013 by Jeffrey Harper

MAYA FUNDAMENTALS

Course code	L	T	P/FW	Credit
BAV304	2	-	2	3

Course Objective:

In this section, student will get an introductory look at the processes in Maya. Student will use a project-based approach as we cover the fundamentals of Maya, look at commonly used tools, and talk about some time-saving tips and techniques gleaned from production experience.

Course Content:

Module 1

- Introduction to the interface of Maya
- Hotkeys using the spacebar
- Manipulating a view
- Creating objects
- Simple primitives
- Lights
- Cameras
- Selecting objects

Module 2

- Types of selection-single selection
- Adding and subtracting selection
- Edit menu selection options
- Marquee selection, Lasso selection
- Using hyper shade,
- Relationship editor,
- Hyper graph and outliner.
- Channel box.

Module 3

- Duplicating objects,
- Pivot points,
- Introduction to snapping-2D snapping and 3D snapping.
- Use of layers.
- Basics of character modeling
- Patch modeling
- Spline modeling

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:ssss
- The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press
- Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

ENVIRONMENTAL STUDIES

Course Code	L	T	P/FW	Credit
EVS 001	4	-	-	4

Course Objective:

The term environment is used to describe, in the aggregate, all the external forces, influences and conditions, which affect the life, nature, behaviour and the growth, development and maturity of living organisms. At present a great number of environment issues, have grown in size and complexity day by day, threatening the survival of mankind on earth. A study of environmental studies is quite essential in all types of environmental sciences, environmental engineering and industrial management. The objective of environmental studies is to enlighten the masses about the importance of the protection and conservation of our environment and control of human activities which has an adverse effect on the environment.

Course Contents:

Module I: The multidisciplinary nature of environmental studies

Definition, scope and importance
Need for public awareness
Module II: Natural Resources
Renewable and non-renewable resources:

Natural resources and associated problems
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.

Module III: Ecosystems

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 following ecosystem:
  a. Forest ecosystem
  b. Grassland ecosystem
  c. Desert ecosystem

d. Aquatic ecosystems (ponds, streams, lakes, rivers, ocean estuaries)

Module IV: Biodiversity and its conservation

Introduction – Definition: genetic, species and ecosystem diversity
Biogeographical classification of India
Value of biodiversity: consumptive use, productive use, social, ethical aesthetic and option values
Biodiversity at global, national and local levels
India as a mega-diversity nation
Hot-spots of biodiversity
Threats to biodiversity: habitat loss, poaching of wildlife, man wildlife conflicts
Endangered and endemic species of India
Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity

Module V: Environmental Pollution

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 pollution

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: floods, earthquake, cyclone and landslides.

Module VI: Social Issues and the Environment

From unsustainable to sustainable development
Urban problems and related to energy
Water conservation, rain water harvesting, watershed management
Resettlement and rehabilitation of people; its problems and concerns. Case studies.
Environmental ethics: Issues and possible solutions
Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
Wasteland reclamation
Consumerism and waste products
Environmental 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

Module VII: Human Population and the Environment

Population growth, variation among nations
Population explosion – Family Welfare Programmes
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

Module VIII: Field Work

Visit to a local area to document environmental assets-river / forest/ grassland/ hill/ mountain.
Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
Study of common plants, insects, birds
Study of simple ecosystems-pond, river, hill slopes, etc (Field work equal to 5 lecture hours)

Examination Scheme:

Components	CT	HA	S/V/Q	A	EE
Weightage (%)	15	5	5	5	70

Text &References:

- Agarwal, K.C. 2001 Environmental Biology, Nidi Publ. Ltd. Bikaner.
- BharuchaErach, The Biodiversity of India, Mapin Publishing Pvt. Ltd., Ahmedabad 380 013, India, Email:mapin@icenet.net (R)
- Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc. 480p
- Clark R.S., Marine Pollution, Clanderson Press Oxford (TB)
- Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumabai, 1196p
- De A.K., Environmental Chemistry, Wiley Eastern Ltd.
- Down to Earth, Centre for Science and Environment (R)
- Gleick, H.P. 1993. Water in Crisis, Pacific Institute for Studies in Dev., Environment & Security. Stockholm Env. Institute Oxford Univ. Press. 473p
- Hawkins R.E., Encyclopedia of Indian Natural History, Bombay Natural History Society, Bombay (R)
- Heywood, V.H &Waston, R.T. 1995. Global Biodiversity Assessment. Cambridge Univ. Press 1140p.
- Jadhav, H & Bhosale, V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284 p.
- Mckinney, M.L. & School, R.M. 1996. Environmental Science Systems & Solutions, Web enhanced edition. 639p.
- Mhaskar A.K., Matter Hazardous, Techno-Science Publication (TB)
- Miller T.G. Jr. Environmental Science, Wadsworth Publishing Co. (TB)
- Odum, E.P. 1971. Fundamentals of Ecology. W.B. Saunders Co. USA, 574p
- Rao M N. & Datta, A.K. 1987. Waste Water treatment. Oxford & IBH Publ. Co. Pvt. Ltd. 345p.
- Sharma B.K., 2001. Environmental Chemistry. Geol Publ. House, Meerut
- Survey of the Environment, The Hindu (M)
- Townsend C., Harper J, and Michael Begon, Essentials of Ecology, Blackwell Science
- Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Standards, Vol I and II, Enviro Media (R)
- Trivedi R. K. and P.K. Goel, Introduction to air pollution, Techno-Science Publication (TB)
- Wanger K.D., 1998 Environnemental Management. W.B. Saunders Co. Philadelphia, USA 499p

SUMMER PROJECT- I (Evaluation)

Course code	L	T	P/FW	Credit
BAV305	-	-	-	3

Second Year students of BSc(A&VG)-III Semester Program are required to undertake professional project-for the successful completion of their respective degree programs. These projects can be different types:

- Graphic Projects
- Photography Projects
- 2D Animation
- Sketching Projects/Digital Art
- 3D modeling Projects

For graphic projects they have to create at least four graphics as per their guide instructions.

For Photography projects students should have to create proper portfolio with at least 30 photographs for any topic which will be approved by your guide.

For 2d animation they will create 2 animation videos, duration will be at least 30 to 40 seconds of each file.

For sketching/digital art then they will prepare at least 2 story animation story board plan.

For 3d modeling then they will create at least 4 High definition 3d models.(Characters, Game Props, Interior, Exterior and Environment Design).
Model will be rendered in turntable or Camera Roll.

1- Practical work based on electronic production

Keeping into consideration the specifications of the work; following are the broad guidelines on the development of professional project.

Practical based projects

1. Students are required to discuss the idea (theme) of the project with their faculty supervisors. After the approval if the idea the students will develop a project proposal,
2. which would be submitted to the concern faculty guide after securing his/her consent will be submitted to the examination committee.
   Project proposal should include the following details:

1. **Topic/Theme Selection**
2. **Practical Frame work & Technical Aspetcs**
3. **Details of Project Stages**
4. **Project Report**
5. **Final Submission**

2. The students will be notified about the status of the acceptance within a week of proposal submission. Students may also be called for a personal interview for further clarification/updation on the topic.

3-The final draft of the soft copy will have to be submitted to the exam committee as per the deadlines with the due consultation of the faculty guide.Two hard copy submission should e done on the day of Viva with the signature of concern faculty guide.

- Project has to maintain a project diary, which will have the details of meetings, comments and signature of the supervisor. It is compulsory to produce the diary as and when asked for (before and during the evaluation.)

4. A spiral bind project report of finished work will be submitted for the review and approval of the committee one month prior to the final submission.

5. Approved by the committee, student may submit their work for final evaluation.

6. Ensure that the quality and number of Pages justifies the total credit and marks allotted for Project.

Field/Practice based Project:

1. The process of submitting a proposal and approval stands same for field/practice-based project.

2. Student has to clearly mention the area for which he/she wants to be evaluated for.

3. As an additional document, student has to submit a detailed date wise plan of production/field work.

4. The process of the approval of the project proposal would be similar as it is for project.

Guidelines regarding File Submission for Field/Practical based Project related to 2D animation Film, Photography, 3D modeling and Graphics.

Film Based

1. Synopsis- Statement of Purpose
2. Script
3. Production Notes/Diary
4. Equipments and Software Used
5. Final Work

Photography Based

1. Concept Note- Statement of Purpose
2. Location and Time Schedule
3. Description of Photos
4. Equipment/Software used

DIGITAL STORY TELLING

Course Code	L	T	P/FW	Credit
BAV308	2	-	2	3

Course Objectives:

The main objective of the course is:

- To make students' aware of story telling fundamentals and techniques for creating an effective and interesting story.
- To deepen their knowledge on screen play writing for the stories they have come up with.
- To provide a deep insight on variety of digital technologies and production techniques for the explicit purpose of employing them to develop the scripts and produce programs for the web medium.
- To make them create and publish a visual contents using digital software in line with professional publishing standards.

Module I – Introduction to fundamentals.

- Storytelling – oral, visual, written and digital storytelling – Types of story – story telling methods and techniques – Aristotle's 7 elements of good storytelling- Three act structure; Gustav Freytag's five act structure – Story or Narrative arc and its types.

Module II – Creative writing and production techniques.

- Brainstorming for ideas - Developing the brain storm idea – Camera angles/shots, movements and color tone, as a powerful digital story telling tool – screen play writing - Video composition principles using smartphone.

Module III – Producing digital storytelling projects

- Create a meme on the following genre (funny, miserable, thought provoking, and sarcastic) with a strong content.
- Create and upload a 3 – 5 minutes digital story on YouTube with proper thumbnail and proper hashtags.

Examination Scheme:

Components	CE	A	CT	P	EE
Weightage (%)	10	5	15	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text & Reference:

Department of Media studies, Anna University, Chennai.
Digital Storytelling, Brown University, Providence, RI.
Digital Storytelling, Loyola University, Chicago.
*Digital Storytelling, **CUNY York College, New York.***
Digital video Composition rules - [Video Composition Rules: A Simple Guide – DIY Video Studio](#)
Udemy Blog - [13 Great Storytelling Techniques: How to Construct a Winning Story | Udemy Blog](#).
The Write practice - [Story Arcs: Definitions and Examples of the 6 Shapes of Stories (thewritepractice.com)](#)
Story structure - [Freytag's Pyramid: Definition, Examples, and How to Use this Dramatic Structure in Your Writing (thewritepractice.com)](#).
Story Plots - [Elements of Plot.pdf (bisd303.org)](#)
Importance of writing structure - [The Importance of Structure when Writing: Five-Act Structure & (proactivewriter.com)](#)

DOMAIN ELECTIVE

PROJECT (With Presentation and Evaluation)

Course code	L	T	P/FW	Credit
BAV 307	-	-	-	3

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option, a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example, if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1.   **The project itself on the computer**
2.   **Report comprising of:**
        1. Title page
        2. Concept note/ Ideation
        3. Storyboard
        4. Objectives
        5. Methodology
        6. Learning Outcome
        7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

COMMUNICATION SKILLS - I

Course Code: BCS 301   **CreditUnits: 01**

Course Objective:

To form written communication strategies necessary in the workplace

Course Contents:

Module 1: Social Communication Skills
          Attitude - Thinking Skills – Creativity–

Module 2: Spoken English Communication
- Grammar through book reading - Presentation ofbook

Module 3: Presentation Skills
- Advertisements, Places and RelatedTopics

Examination Scheme:

Components	CT1	CT2	CAF	V	GD	GP	A
Weightage (%)	20	20	25	10	10	10	5

CAF – Communication Assessment File
GD – Group Discussion
GP – Group Presentation

Text & References:

- Business Communication, Raman – Prakash, Oxford
- Creative English for Communication, Krishnaswamy N, Macmillan
- Textbook of Business Communication, Ramaswami S, Macmillan
- Working in English, Jones, Cambridge
- A Writer's Workbook Fourth edition, Smoke, Cambridge
- Effective Writing, Withrow, Cambridge
- Writing Skills, Coe/Rycroft/Ernest, Cambridge
- Welcome!, Jones, Cambridge

BEHAVIOURAL SCIENCE - III
(INTERPERSONAL COMMUNICATION AND RELATIONSHIP MANAGEMENT)

Course Code: **BSS 303**   **CreditUnits: 01**

Course Objective:

This course aims at imparting an understanding of:
- Interpersonal communication and relationship.
- Strategies for healthy interpersonal relationship
- Effective management of emotions.
- Building interpersonal competence.

Course Contents:

Module I: Interpersonal Communication
Importance of Behavioural/ Interpersonal Communication
Types – Self and Other Oriented
Rapport Building – NLP, Communication Mode
Steps to improve Interpersonal Communication

Module II: Interpersonal Styles
Transactional Analysis
Life Position/Script Analysis
Games Analysis
Interact ional and Transactional Styles
Bridging differences in Interpersonal Relationship through TA
Communication Styles

Module III: Conflict Management and Negotiation
Meaning and Nature of conflicts
Styles and techniques of conflict management
Meaning of Negotiation
Process and Strategies of Negotiation
Interpersonal Communication: Conflict Management and Negotiation

Module IV: Interpersonal Relationship Development
Importance of Interpersonal Relationships
Interpersonal Relationship Skills
Types of Interpersonal Relationships
Relevance of Interpersonal Communication in Relationship Development

Module V: Impression Management
Meaning & Components of Impression Management
Impression Management Techniques
Impression Management Training-Self help and Formal approaches

Module VI: End-of-Semester Appraisal
Viva based on personal journal
Assessment of Behavioural change as a result of training
Exit Level Rating by Self and Observer

Text & References:

- Vangelist L. Anita, Mark N. Knapp, Inter Personal Communication and Human Relationships: Third Edition, Allyn and Bacon
- Julia T. Wood. Interpersonal Communication everyday encounter
- Beebe, Beebe and Redmond; Interpersonal Communication, 1996; Allyn and Bacon Publishers.
- Rosenfeld, P., Giacalone, R.A. and Catherine, A.R. (2003). Impression Management: Building and Enhancing Reputations at Work. Thomson Learning, Singapore.

Foreign Language-III

French

Course Code: FLT 301/311 (Tech French)   **Credit Units: 02**

Course Objective:

- To understand and present the time schedule and to tell the time
- To understand and draft a short biography and to present a scientist
- To understand an online conversation and read a program and the timings.
- To propose an outing and to accept an outing.
- To leave a message on the answering machine

Course Contents:

Unité 3 La science au quotidien Page : 40-61 Leçons 7, 8 & 9

Contenu Lexical:

1. L'heure
2. Les jours de la semaine
3. Les mois de l'année
4. Les matières et types de cours
5. Les spécialitésscientifiques.
6. L'annéeuniversitaire
7. Les nationalités
8. Les noms de pays
9. Les métiers scientifiques
10. Les chiffres de 69 à l'infini
11. Quelquesunités de mesure
12. Quelquestermesscientifques
13. Les termes de l'exposition
14. Les expression familières pour accepter une invitation.

Contenu Grammatical:

1. Finir, commencer au présent
2. Les prepositions de temps
3. Féminins et masculine des noms de métiers scientifiques
4. Les adjectifs de nationalité.
5. Le future proche
6. Les adjectifs demonstratives
7. Le but: pour + infinitive
8. Le register familier

Examination Scheme:

Internal Evaluation: 30marks

Following are the components of Internal Evaluation:

S.no	Evaluation Component	Weight	Date of Evaluation	Skill Evaluated
1	Language Lab Practical / Conversation / Class and Home Assignments	15 Marks	As and when scheduled by Faculty, ASL	Reading, Writing, Listening, Speaking
2	Mid Term Test	10 Marks	As per academic calendar of AUR	Writing
3	Attendance	05 Marks		
	Total	30 Marks		

End term Evaluation:70 marks

The question cum answer paper will consists of the following three sections:-

Section A (28marks)	Section B (24marks)	Section C (18 marks)
Grammar & Vocabulary	Comprehension passage	Composition

Text & References:

- Le Gargasson, I. Naik, S. Chaize, C. (2012) Tech French, Delhi : Goyal Publications
- Ray. A, Robert (2010) Le Petit Robert French Dicitionary, Paris: Le Robert
- Robert, Collins (2006) Collins Robert French Dictionary, Paris : Harper Collins

German

Course Code: FLG 301/311   **Credit units : 02**

Course Objectives:

After successful completion of this semester, students will be able to:

- describe furniture in a room.
- ask question related to time like when, from when etc.
- tell time (formal and informal)
- how to make calls on phone
- can excuse for cancel appointments.
- speak about their daily routine.

Course Contents

Vocabulary:

- Furniture
- Days and months name
- Time vocabulary like 15 min, quarter, minute, seconds.
- Adjectives use to describe furniture.

Grammar:
- Past participle of verb had
- Usage of negation like **not = nicht; kein= not a single.**
- Preposition of time.
- Use of adjective in sentences.
- Introduction and use of separable verbs

Examination Scheme

Total; 100 Marks

- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	
3	Attendance	05 Marks		

	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Reading Comprehension	Writing Composition

Prescribed Text-Book: First 10 Lessons from Deutsch alsFremdsprache -1B, INBH & Oxford, New Delhi, 1977

References: **Studio D A1** by Hermann Funk, Christina Kuhn and Silke Demme, Cornelsen, 2013

Tangram A1 by Rosa Maria Dallapiazza, Eduard von Jan & Till Schoenherr, Max Hueber, 2007

SprachtrainingA1 by Rita Maria Niemann, Dong Ha Kim, Cornelsen, 2013
Dictionaries for reference: **Studio D: Glossar** A1 - Deutsch – Englisch, Cornelsen, 2013
http://www.duden.de/woerterbuch
Materials are given in form of photocopies if felt to be necessary

Spanish

Course Code: FLS 301/311   **Credit units : 02**

Course Objectives:

- To enable the students to talk about a place like, class room, market, neighborhood and location of thing with the use of prepositions.
- To talk about one's likes/dislikes, how one is feeling, to express opinions, pain and illness.
- Time and date
- Speaking about prices/currency/ market and quantity.
- Counting above 100,
- To discuss near future plans

Course Content

Vocabulary:

Vocabulary pertaining to describe people/ place /objects, Illness, Currency, Market etc. preferences, opinions , body parts etc.

Grammar:
Introduction of stem changing irregular verbs
Introduction of prepositions (Cerca de/ lejos de/ encima de etc.)
Present continuous tense **(Estar+ gerundio)**
Introduction of third person verbs Gustar/Parecer/Encantar/ Doleretc
Interrogatives – How much/ How many
Introduction of irregular verbs.
Immediate uture plans (Ir a + verbo)

Examination Scheme

Total; 100 Marks
- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	Reading, Writing, Listening, Speaking
3	Attendance	05 Marks		
	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Comprehension	Composition

Text & References:
Nuevo Español Sin Fronteras (ESF1) by Jesús sánchez Lobato, Concha Moreno Garcia,
Concha Moreno Garcia, Isabel Santos Gargallo, Sociedad General Española De Librería, S.A
2005
Pasaporte Nivel (A1) by MatideCerraloza Aragón, oscarCerralozaGilli,
BegoñaLlovetBarquero, Edelsa Group didascalia, S.A. 2005
Dictionaries for reference: Collins, www.wordreferences.com.
Essential materials are given in the form of photocopies.

FOREIGN LANGUAGE CHINESE

Course Code: FLC- 301/311   Credit Units: 02

Course Objectives:

On the completion of third semester the students will be able to attain the proficiency of HSK-I and they will be able to

- Read Chinese words, phrases and simple sentences both in Pin Yin and Characters given in the text.
- Write Chinese Characters and sentences.
- Speak Chinese dialogues from various fields of day to day life.
- Listen and understand simple Chinese words and dialogues used in syllabi.
- Carry out conversation in the target language.
- Manipulate basic grammatical structures such as: 在，是, 有 sentence, etc.
- Master and use most essential vocabulary items of day to day use and programme specific vocabulary; approx100 Characters including 50 characters of HSK level -I.

COURSE CONTENTS

1.   Description of   size
2.   Description of   quantity
3.   Asking and replying questions on shopping
4.   Asking and replying questions on Communication
5.   Conversation Related to Study
6.   Conversation Related to Work
7.   Expression of Simple Feelings
8.   Listening of dialogues
9.   Conversation based on dialogues
10.   Programme Specific Vocabulary & Expressions
11.   Chinese CBT Package
12.   Chinese Festivals (In English)

VOCABULARY CONTENTS

1. Vocabulary will include approx 100 Characters including 50 Characters of HSK-I level.

2. Vocab related to size, quantity, shopping, communication, study, work and simple feelings and Programme Specific Vocabulary will be covered during this semester.

3. By the end of third semester the students will be able to master all 150 characters set for the HSK level-I.

GRAMMATICAL CONTENTS

1. Antonyms
2. Prepositional phrases
3. The object of 在， 从
4. Complement of degree
5. Preposed object
6. Verb 在
7. 有 and 是 indicating existence
8. Question of type (4)
9. The 是 sentence type (2).
10. Sentence with a verb taking two objects

EXAMINATION SCHEME

Total: 100 marks

Internal Evaluation: 30 Marks

Components of the Internal Evaluation:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As per Academic Calender of AUR	Writing
2	Viva + Language Lab	10 +5 Marks	Before end sem	Listening& speaking
3	Attendance (Based on Amizone)	05 Marks	Before end sem	
	Total	30 Marks		

End Term Evaluation: 70 marks

Written Exam: 70 Marks

Ser No	Evaluation Component	Weight	Component	Skill Evaluated
1.	Section A	28 marks	Grammar	
2.	Section B	24 marks	Comprehension & translation	Reading
3.	Section C	18 marks	Composition	Writing
	Total	70 marks		

Text & References
1. Learn Chinese with me book-I (Major Text book), People's Education Press
2. Elementary Chinese Reader Book-I
2. Chinese reader (HSK Based) book-I
3. Module on Programme specific vocab.

SEMESTER IV

PRODUCTION PIPELINE

Course code	L	T	P/FW	Credit
BAV401	2	-	2	3

Course Objective:

This course explores the production pipeline used to create a short or feature film in animation studios.

Course Content:

Module 1
- Directing and analyzing an animated film
- Animation film techniques
- Film language in action
- Adaptation of film language in animation
- Student project-Character Designs
- Working with a script/ screenplay
- Camera angles

Module 2
- Working with storyboard
- Design and rendering the scenes layout and composition,
- Pans, Trucks and Multiple Pans of camera
- Scene planning
- Realistic touches; character interaction with the scene and the backgrounds
- Analyze film layouts

Module 3
- Concept of BG painting
- Sound concepts and effects for the film
- The sound tracks
- Sound equipment and theory
- Dialogue and Voice-over
- Exposure-sheet
- Editing- Image and voice
- Sound FX and Music

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

- Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent
- Inspired 3D Short Film Production by Jeremy Cantor and Pepe Valencia

LIGHTING AND RENDERING IN MAYA

Course code	L	T	P/FW	Credit
BAV402	2	-	2	3

Course Objective:
In this section student will learn about the essential lighting tools and features found in Maya.

Course Content:

Module 1
- Understanding Lighting, Color, and Composition
- Using 3-Point Lighting
- Understanding Color and Composition
- Color Calibration & Color Temperature
- Applying the Correct Maya Light Type
- Linking and Unlinking Lights
- Light Fog and Light Glow
- Creating High-Quality Shadows
- Depth Maps, Raytracing Maps,

Module 2
- Applying the Correct Material and 2D Texture
- Shading with Lambert, Phong, Blinn, Phong-E, Anisotropic Material
- Shading Map, Surface Shader, Using Background
- Map Options & Attributes
- Applying 3D Textures and Projections
- Creating Custom Connections and Applying Color Utilities
- Hyper shade Window
- Improving Textures through Custom UVs, Maps, and Sliders
- PSD Network, Unwrapping Texture
- Bump and Displacement Mapping

Module 3
- Introducing MAYA renderer
- Arnold Renderer, Arnold render window
- Preparing for Successful Renders
- Render Settings Window
- Organizing the Render
- Raytracing with Maya Software and Arnold
- Global Illumination (GI), Final Gather, and Arnold Shaders
- Realism with HDRI

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press
- Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

RIGGING AND ANIMATION IN MAYA

Course code	L	T	P/FW	Credit
BAV403	2	-	2	3

Course Objective:
Student will also learn how Maya's interface can be customized to work faster. By the end of the section, student will be comfortable enough to utilize Maya's rigging features to rig their own assets!

Course Content

Module 1:
- Introduction of Animation for Rigging.
- Introduction of 3Ds Max and Maya for Rigging.
- Basics Rigging tools and techniques in Maya,
- IK handle tools in Maya
- IK rigging with model
- Working with Node Editor

Module 2

- Creating Animation for Human character.
- Skin weighting techniques
- Advance Animation tools of Maya.
- Set up of animation preferences & use of key frames
- Creating key frame for Smooth animation.
- Object path animation

Module 3

- Timeline and Graph Editor in Maya.
- Trax Editor and animation layers.
- Tips & techniques of animation in Maya
- Final Rendering in Maya
- Final Rendering with Audio in any Video Editing Software.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press
- Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

PARTICLES AND DYNAMICS IN MAYA

Course code	L	T	P/FW	Credit
BAV404	2	-	2	3

Course Objective:
Learn a how to create dynamic simulations and effects in Maya, Be able to create a variety of effects using simple techniques, Connect seemingly unconnected areas of Maya such as paint effects, soft bodies and particles, Know lots of tips and tricks to make extremely useful effects and motion graphics.

Course Content:

Module 1
- Introduction of Particles and Dynamics.
- What is particles & understand particle system
- Working with soft bodies, and rigid bodies
- Introduction of simulation.
- Generating simulations effects.
- Creating Rain/Fire/Explosion effects
- Overview of Dynamic Fields

Module 2
- Setting up Simulations
- Particle Instancing
- Demonstration of Active and passive rigid body.
- Demonstration of nCloth
- Creating Building fracture using plugin.
- Rendering Particles with Maya Hardware;
- Software and Hardware Render Buffer.

Module 3
- Fluid effects; Attaching
- Colliding Particles with Surfaces
- Rigid Body Simulations with Weighted Objects
- Particles Interaction with Rigid Bodies
- Final Rendering.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press
- Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

STOP MOTION

Course code	L	T	P/FW	Credit
To be allotted	2	-	2	3

Course Objective:

This course will help students enhance outcomes beyond just creative and artistic expression. This is an introductory course in stop-motion animation, a medium that requires a wide array of technical skills. We consider such techniques as sculpting, two part molds, foam rubber casting, armature configuration, set design, and lighting for small spaces. Through motion and movement tests, students explore the way in which three-dimensional objects move through space.

Course Content:

Module1:

- Introduction of Stop-Motion
- History of Stop-Motion
- Stop-motion basic technique
- Making concept, story and storyboard.
- Creating virtual stages.

Module 2

- Introduction to many ways to go about shooting.
- Introduction of using equipment for shooting.
- Creating Cut-Out Animation/Pixilation Animation.
- Editing and finalizing a stop-motion short film.
- Making models and casting heads
- casting multiples; Discuss body material, clothes

Module 3

- Digital camera techniques
- Depth of field, white balance, camera movement.
- Split-screen and mask
- Introduction of puppets & clay models and their use in stop motion animation.
- Using audio/Music/Voice-over
- Final rendering.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

- The Digital Filmmaking Handbook (by Sonja Schenk and Ben Long)
- Apple Pro Training Series: Final Cut Pro X (by Diana Weynand)

DOMAIN ELECTIVE

ANIMATION PROJECT-3D Quadruped

Course code	L	T	P/FW	Credit
To be allotted	2	-	2	3

Course Objective:
In this course student will covers the techniques of creating walk cycle of a quadruped character?

Course Content:

Module 1:
- Introduction of Animation for Quadraped rigging
- Introduction of 3Ds Max and Maya for Rigging.
- Basics Rigging tools and techniques in Maya,
- IK handle tools in Maya
- IK rigging with model
- Working with Node Editor

Module 2

- Creating Animation for mammals.
- Skin weighting techniques
- Advance Animation tools.
- Set up of animation preferences & use of key frames
- Creating key frame for Smooth animation.
- Object path animation

Module 3

-
- Timeline and Graph Editor in Maya.
- Trax Editor and animation layers.
- Tips & techniques of animation in Maya
- Final Rendering in Maya
- Final Rendering with Audio in any Video Editing Software.

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- The Animation Book by Kit Laybourne and John Canemaker
- Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent

DOMAIN ELECTIVE

DIGITAL EDITING

Course code	L	T	P/FW	Credit
To be allotted	2	-	2	3

To cover the basics of digital editing and its concepts

Film making, keeping the digital era in mind. Students obtain knowledge in all aspects of filmmaking from Visualization and ideation to Scripting and then onto to production and finally onto post -production and effects. They learn about different cameras and camera techniques, editing software and techniques as well as the grammar of film production. Concepts like continuity and montage editing are explained with the help of real life examples

Course Content:

Module 1

- History of Video Editing
- Methods of Linear Editing
- Software's and Non-Linear Editing
- Video Modes in editing software
- Introduction of Adobe Premiere Pro
- Sequencing and timeline in editing

Module 2

- Capturing videos in premiere pro
- Utilization of Video Effects
- Utilization of Video Transition
- Introduction of Audio Effects
- Introduction of Audio transition

Module 3

- Setting up user interface for editing
- Video & Audio Settings,
- Importing Audio/Video/Still Images
- Laying out the Rough Cuts
- Montage editing

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

Karel Reisz and Gavin Millar, "The Technique of Film Editing", Focal Press, 5th
Edition Zetl , Herbert V., "Television Production Handbook"

COMMUNICATION SKILLS - II

Course Code: **BCS 401**   **CreditUnits: 01**

Course Objective:

To teach the participants strategies for improving academic reading and writing.

Emphasis is placed on increasing fluency, deepening vocabulary, and refining academic language proficiency.

Course Contents:

Module 1: Professional Skills
- Corporate Etiquette - Business Formal Introduction - InterpersonalSkills

Module 2: Work Place Speaking

- Current Affairs - Adaptability and Managing Expectations – Part 1 - Adaptability and Managing Expectations – Part2

Examination Scheme:

Components	CT1	CT2	CAF	V	GD	GP	A
Weightage (%)	20	20	25	10	10	10	5

CAF – Communication Assessment File
GD – Group Discussion
GP – Group Presentation

Text & References:

- Essential Telephoning in English, Garside/Garside, Cambridge
- Working in English, Jones, Cambridge
- Business Communication, Raman – Prakash, Oxford
- Speaking Personally, Porter-Ladousse, Cambridge
- Speaking Effectively, Jermy Comfort, et.al, Cambridge
- Business Communication, Raman – Prakash, Oxford

BEHAVIOURAL SCIENCE - IV

(GROUP DYNAMICS AND TEAMBUILDING)

Course Code: BSS 403   **CreditUnits: 01**

Course Objective:

To inculcate an elementary level of understanding of group/team functions
To develop team-spirit and to know the importance of working in teams

Course Contents:

Module I: Group formation
Definition and Characteristics
Importance of groups
Classification of groups
Stages of group formation
Benefits of group formation

Module II: Group Functions
External Conditions affecting group functioning: Authority, Structure, Org. Resources, Organizational policies etc.
Internal conditions affecting group functioning: Roles, Norms, Conformity, Status, Cohesiveness, Size, Inter group conflict.
Group Cohesiveness and Group Conflict
Adjustment in Groups

Module III: Teams
Meaning and nature of teams
External and Internal factors effecting team
Building Effective Teams
Consensus Building
Collaboration

Module IV: Leadership
Meaning, Nature and Functions
Self leadership
Leadership styles in organization
Leadership in Teams

Module V: Power to empower: Individual and Teams
Meaning and Nature
Types of power
Relevance in organization and Society

Module VI:End-of-Semester Appraisal

Viva based on personal journal
Assessment of Behavioural change as a result of training
Exit Level Rating by Self and Observer

Text & References:

- Organizational Behaviour, Davis, K.
- Hoover, Judhith D. Effective Small Group and Team Communication, 2002,Harcourt College Publishers

- Dick, Mc Cann&Margerison, Charles: Team Management, 1992 Edition, viva books
- LaFasto and Larson: When Teams Work Best, 2001, Response Books (Sage), New Delhi
- Smither Robert D.; The Psychology of Work and Human Performance, 1994, Harper Collins College Publishers

Foreign Languages-IV

French

Course Code: FLN 401/411 (Tech French)   **Credit Units: 02**

Course Objective:

- To do the shopping
- To ask and express one's needs
- To present one's eating habits
- To understand a label
- To ask the price
- To order at the restaurant
- To organise a meeting
- To propose to someone to do an activity
- To understand the advertisement of a conference
- To understand the names of different stations
- To speak about ones schedule
- To express one's professional wish
- To formulate a project
- To read a notice board

Course Contents:

Unité 3 La science au quotidien Page : 62-84 Leçons 10, 11 & 12

Contenu Lexical:

1. La nourriture
2. Les ingredients
3. Les expressions de quantité
4. Les expressions familières avec les noms de fruits et les legumes
5. Les expressions pour proposer une invitation
6. Le processus de fabrication de quelques elements
7. Les expressions pour parler d'un projet

Contenu Grammatical:

1. Manger et boire au présent
2. L'articlepartitif
3. Les prépositions de lieu
4. Les verbs pronominaux
5. La date, l'heure et le jour: les prépositions

6. La nominalisation

Examination Scheme:

Internal Evaluation: 30marks

Following are the components of Internal Evaluation:

S.no	Evaluation Component	Weight	Date of Evaluation	Skill Evaluated
1	Language Lab Practical / Conversation / Class and Home Assignments	15 Marks	As and when scheduled by Faculty, ASL	Reading, Writing, Listening, Speaking
2	Mid Term Test	10 Marks	As per academic calendar of AUR	Writing
3	Attendance	05 Marks		
	Total	30 Marks		

End term Evaluation:70 marks

The question cum answer paper will consists of the following three sections:-

Section A (28marks)	Section B (24marks)	Section C (18 marks)
Grammar & Vocabulary	Comprehension passage	Composition

Text & References:

- Le Gargasson, I. Naik, S. Chaize, C. (2012) Tech French, Delhi : Goyal Publications
- Ray. A, Robert (2010) Le Petit Robert French Dicitionary, Paris: Le Robert
- Robert, Collins (2006) Collins Robert French Dictionary, Paris : Harper Collins

German

Course Code: FLG 401/411   **Credit units : 02**

Course Objective:

After successful completion of this semester, students will be able to:

- talk about different professions
- express positive and negative aspect of different professions.
- talk about daily routine of a job
- enquire about direction.
- use preposition in sentences.
- understand the visiting cards etc.

Course Content:

Vocabulary Content:
- Professions
- Workplaces
- Professional Tasks like writing mail, make phone calls etc.
- Locations (right left, etc.)
- Public places

Grammar Content:
- Possessive article in accusative.
- Introducing prepositions in dative, accusativ cases and changing prepositions in dat + acc.
- Usage of preposition : in through, to , at etc

Examination Scheme

Total; 100 Marks

- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	
3	Attendance	05 Marks		
	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Reading Comprehension	Writing Composition

Prescribed Text-Book: Lessons from 11 onwards from Deutsch alsFremdsprache -1B, INBH & Oxford, New Delhi, 1977

References: **Studio D A1** by Hermann Funk, Christina Kuhn and Silke Demme, Cornelsen, 2013

Tangram A1 by Rosa Maria Dallapiazza, Eduard von Jan & Till Schoenherr, Max Hueber, 2007

SprachtrainingA1 by Rita Maria Niemann, Dong Ha Kim, Cornelsen, 2013

Dictionaries for reference: **Studio D: Glossar** A1 - Deutsch – Englisch, Cornelsen, 2013

http://www.duden.de/woerterbuch

Materials are given in form of photocopies if felt to be necessary

Spanish

Course Code: FLS 401/411   **Credit units : 02**

Course Objective:

- To talk about relations
- To express obligation
- To enquire about direction
- To be able to describe your locality
- Telephonic conversation etiquettes
- Dialogue between two friends/sales man and client etc.

Course Content:

Vocabulary Content:

Family, friends, directions, way (going straight, left, right etc.) Temple, hospital, restaurant, church, hospital, Town hall, parks, shopping mall, etc.

Grammar Content:

Revision of present indefinite, continuous and near future tense.

Double negation – No Nunca, Ningun/a, Nada, nadie etc.

Tener que / Hay que

Expressions with Tener and Estar.

Use of Apetecer, Llevarsebein o mal con alguien / Caer +bien/mal + aalguien

Examination Scheme

Total; 100 Marks

- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	Reading, Writing, Listening, Speaking
3	Attendance	05 Marks		
	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Comprehension	Composition

Text & References:
Nuevo Español Sin Fronteras (ESF1) by Jesús sánchez Lobato, Concha Moreno Garcia,
Concha Moreno Garcia, Isabel Santos Gargallo, Sociedad General Española De Librería, S.A
2005
Pasaporte Nivel (A1) by MatideCerraloza Aragón, oscarCerralozaGilli,
BegoñaLlovetBarquero, Edelsa Group didascalia, S.A. 2005
Dictionaries for reference: Collins, www.wordreferences.com.
Essential materials are given in the form of photocopies.

Chinese

Course Code: FLC- 401/411   **Credit Units: 02**

Course Objectives:

On the completion of Fourth semester the students will be able to consolidate their proficiency of HSK-I and will be able to

- Read Chinese words, phrases and simple sentences both in Pin Yin and Characters given in the text.
- Write Chinese Characters, sentences and small paragraphs.
- Speak Chinese dialogues from various fields of day to day life.
- Listen and understand simple Chinese words and dialogues used in syllabi.
- Carry out conversation in the target language.
- Manipulate basic grammatical structures such as: 疑问代词.etc.
- Master and use most essential vocabulary items of day to day use and office related
  vocabulary; approx70 Characters including 50 characters of HSK level –II
- Refer Chinese dictionaries.

- Translate a Chinese paragraph with the help of dictionaries and translation software.

COURSE CONTENTS

1. Revision of Important expressions
2. Expression of welcome
3. Expression of time: past, present & future
4. Expression of right or wrong.
5. Questioning and answering simple questions about medical care
6. Questioning and answering simple questions about sports & entertainment
7. Office related vocabulary , expressions & email writing
8. Referring Chinese dictionaries (hard and electronic dictionaries)
9. Translation with the help of dictionaries & translation software
10. Practice of model test series of HSK-I
11. CBT package
12. Listening
13. Conversation based on above topics
14. Chinese poetry

VOCABULARY CONTENT

1. Vocabulary will include approx 70 Characters including 50 Characters of HSK-II level.

1. Vocab related to welcome, tenses, right wrong etc and office related vocabulary will be covered during this semester.

GRAMMATICAL CONTENT

1. Interrogative pronouns疑问代词: 什么，哪儿，谁，为什么， 怎么样，

哪，什么时候，多少，几，

2。Money表示钱数

3. Weight表示重量

4. Measure words量词

5. Adverbs副词

6. 时间副词：正在

7. 频率副词：再

EXAMINATION SCHEME

Total: 100 marks

Internal Evaluation: 30 Marks

Components of the Internal Evaluation:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As per Academic Calender of AUR	Writing
2	Viva + Language Lab	10 +5 Marks	Before end sem	Listening& speaking
3	Attendance (Based on Amizone)	05 Marks	Before end sem	
	Total	30 Marks		

End Term Evaluation: 70 marks

(i) Written Exam: 70 Marks

Ser No	Evaluation Parts	Weight-age	Component	Skill Evaluated
1.	Section A	28 marks	Grammar	
2.	Section B	24 marks	Comprehension & translation	Reading
3.	Section C	18 marks	Composition	Writing
	Total	70 marks		

Text books & References

1. Learn Chinese with me book-II. (Major Text Book)
2. Module on HSK-II. (suggested reading)
3. Practical Chinese Grammar for foreigners. (suggested reading)
4. Chinese Dictionaries: Chinese to English & English to Chinese. (reference books)
5. Office Talk (suggested reading)

3D CHARACTER DESIGN AND SCUPTING (Z-Brush)

Course code	L	T	P/FW	Credit
BAV501	2	-	2	3

Course Objective:

This course aims to guide student Understand common workflow, the role of 2.5 vs 3 dimensions and navigating Zbrush interface, Grasp basic sculpting and the need for subdivision levels, Focus on polymesh editing and understand the consequences of the different techniques, Master how to bring in models made in other 3d software, how to export, render and present them.

Course Content

Module1

- Understanding the workspace
- Hotkeys, Custom buttons.
- Modeling VS Sculpting
- Base meshes, Dynamesh
- ZSperes, ZSketch, Insert Brush

Module 2

- Kitbashing, Custom bruses,
- Dynamesh Sketch
- Polishing brushes
- Topology and cleanup
- Projection and map
- Nanomesh, Fibermesh

Module 3

- Subtools, Polygroups
- UVs, Textures/Polypaint, Materials
- Standard Materials
- Lighting, Light scape.
- Render Setup.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

DIGITAL COMPOSTING

Course code	L	T	P/FW	Credit
BAV502	2	-	2	3

Course Objective:

The objective is to teach students about different concepts involved in digital compositing, which will help them to apply these entire concepts practically.

Course Content:

Module1

- Basic of Image Manipulation and Compositing
- Color correction & Manipulations
- Special effects & filters
- Geometric transformations
- Multi source Operators
- Keying (green & blue)
- Masking & their uses
- Compositing with Pre multiplied Images
- Techniques of rotoscoping
- Timeline & key frames
- Apparent Motion
- Temporal Artifacts
- Changing the Timing of a Sequence

Module 2

- Image tracking and stabilization
- Tracking an Element into a workspace
- Choosing the feature to track
- Limiting the Search Area, Human Intervention
- Using Tracking Curves Manually
- Tracking Multiple Points
- Camera tracking
- Interface Interactions: Workflow, the evolution of Interactivity
- Methods of representing the compositing process
- Timeline & Curve Editors

Module 3

- Film formats
- Aspect ratio
- Working with square & non square pixels
- Deciding resolution for an aspect ratio
- Format conversion pipeline
- Film Formats: 35mm Formats, 16mm Formats
- Specialized film formats
- Video formats
- Converting and combining formats

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

- Digital Compositing for Film and Video (by Steve Wright),
- Nuke 101: Professional Compositing and Visual Effects (by Ron Ganbar)

SOUND EDITING

Course code	L	T	P/FW	Credit
BAV503	2	-	2	3

Course Objective:
This will teach students the aesthetics of sound and its use in graphics and animation.

**Course
Content:
Module1**
- Introduction to Sound
- Digital sound files
- Working with different sound formats
- Recording digital audio files
- Sound producing
- Sound extracting
- Advantages and disadvantages of midi & digital audio
- Difference between midi and digital audio
- Sound for the World Wide Web
- Editing of sound in multimedia project
- Sound production tips
- Keeping track of sound
- Testing and evaluation of sound

Module 2
- Sound recording
- Editing digital recording
- Trimming
- Splicing and assembly
- Volume adjustments
- Sound format conversion
- Re-sampling or downloading
- Fade-in and fade –out
- Equalization
- Time stretching
- Digital signal processing
- Reverting sound
- Making midi audio
- Other audio file formats

Module 3
- Adding effect automation enveloping
- Introduction of envelop (volume, panning, adding & flipping points)
- Previewing effect automation
- Applying effect automation
- Setting fade & cross-fade properties
- Cutting, copying and pasting sound
- Adding mirror and wave hammer
- Dry out & wet out
- Converting sound mono to stereo
- Looping of sound
- Burning the audio CD
- Making the remix sound track with using all the special FX from the software
- Exporting the files in different formats
- Save in wav, mp3 etc

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:
- Apple Pro Training Series: Sound Editing in Final Cut Studio by Jeff Sobel
- The Book of Audacity: Record, Edit, Mix, and Master with the Free Audio Editor by Carla Schroder

SUMMER PROJECT – II (EVALUATION)

Course code	L	T	P/FW	Credit
BAV504	-	-	-	6

Third Year students of BSc(A&VG)-V Sem Program are required to undertake professional project- for the successful completion of their respective degree programs. These projects can be different types:

- o Graphic Projects
- o Photography Projects
- o 2D Animation
- o Sketching Projects
- o 3D modelling Projects

For graphic projects they have to create at least Seven graphics as per their guide instructions.

For Photography projects students should have to create proper portfolio with at least 40 photographs for any topic which will be approved by your guide.

For 2d animation they will create 3 animation videos, duration will be at least 30 to 40 seconds of each file.

For sketching/digital art then they will prepare at least 3 detail story animation story board.

For 3d modeling then they will create at least 7 High definition 3d models.(Characters, Game Props, Interior, Exterior and environment Design).
Model will be rendered in turntable or Camera Roll.

1- Practical work/field work based electronic production

Keeping into consideration the specifications of the work; following are the broad guidelines on the development of professional project.

Practical based projects

1. Students are required to discuss the idea (theme) of the project with their faculty supervisors. After the approval if the idea ofthe students will develop a project proposal, which would be submitted to the concern faculty guide after securing his/her consent will be submitted to the examination committee.

Project proposal should include the following details:

1. **Topic/Theme Selection**
2. **Practical Frame work & Technical Aspetcs**
3. **Details of Project Stages**
4. **Project Report**
5. **Final Submission**

2. The students will be notified about the status of the acceptance within a week of proposal submission. Students may also be called for a personal interview for further clarification/updation on the topic.

3. The final draft o the soft copy will have to be submitted to the exam committee as per the deadlines with the due consultation of the faculty guide.Two hard copy submission should e done on the day of Viva with the signature of concern faculty guide.

Project has to maintain a project diary, which will have the details of meetings, comments and signature of the supervisor. It is compulsory to produce the diary as and when asked for (before and during the evaluation.)

4. A spiral bind project report of finished work will be submitted for the review and approval of the committee one month prior to the final submission.

5. Approved by the committee, student may submit their work for final evaluation.

6. Ensure that the quality and number of Pages justifies the total credit and marks allotted for Project.

Field/Practice based Project:

1. The process of submitting a proposal and approval stands same for field/practice based project.
2. Student has to clearly mention the area for which he/she wants to be evaluated for.
3. As an additional document, student has to submit a detailed date wise plan of production/field work.
4. The process of the approval of the project proposal would be similar as it is for project.

Guidelines regarding File Submission for Field/Practical based Project related to 2D animation Film, Photography, 3D Modeling and Graphics.

Film Based

1. **Synopsis- Statement of Purpose**
2. **Script**
3. **Production Notes/Diary**
4. **Equipments and Software Used**
5. **Final Work**

Photography Based

1. **Concept Note- Statement of Purpose**
2. **Location and Time Schedule**
3. **Description of Photos**

Equipment/Software used

DOMAIN ELECTIVE

ANIMATION POST PRODUCTION

Course code	L	T	P/FW	Credit
BAV505	2	-	2	3

Course Objective:
Postproduction is the business of wrapping up production. This course represents the third phase of the senior project and the final phase of animation career preparation.

Course Content:
Module1

- Introduction to production pipeline
- Students focus on the postproduction of their senior short including final edit and rendering,
- Updating show reel and self-promotional support items
- researching self-promotional opportunities such as competitions and festivals
- Adding all raw shots and clips all together

Module 2

- Adding finishing touch
- Techniques to make a good effect
- Using software for video editing
- Making fade in & fade outs
- Mixing the sound to video file
- Using different angles shots for different emotions; happy or sorrow in project
-

Module 3

- Trimming the video clips as per the audio or story
- Giving some seconds of blank space at the end of the video
- Make in concentration that text should not cover the video
- Lights, Illuminator, silver/ gold reflector

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

- Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent
- Inspired 3D Short Film Production by Jeremy Cantor and Pepe Valencia

FOLEY & SOUND EFFECTS FOR FILM & ANIMATION

Course code	L	T	P/FW	Credit
BAV507	2	-	2	3

Course Objective:

This lesson and supporting resources provide an extremely detailed account of how modern films make use of Foley sound Design and Sound FXs.

Course Content:

Module1
- Brief History of Foley in films
- Introduction to Foley Sound- Jack Foley – Sound Designer
- Film Ambience
- Film Library Sounds, Film Foley Sound FXs
- Uses of Equipment's in creating Foley Sounds.
- Techniques for recreating various foley Sounds.

Module 2
- Post-production sound FXs
- Dubbing audio for films and animations
- Recreating foley sounds with MIDI.
- Recreating Foley sound with Musical Instrument
- Recreating Foley sounds for films and animations.

Module 3

- Modern Foley and Sound FXs
- Fine tuning and manipulation of Foley sound in editing software
- Replication and creation of foley sounds in editing software.
- Creating SFX for films and animations
- Assemble sounds according to the video in video editing software.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)

Text and References:

- Ament, V. T. (2014). The Foley Grail: The Art of Performing Sound for Film, Games, and Animation. CRC Press.

- Kaye, D., & LeBrecht, J. (2015). Sound and Music for the Theatre: The Art & Technique of Design (4 edition). New York ; Abingdon, Oxon: Focal Press.

- Chion, Michel (1994). Audio-vision: Sound on screen. (Ed. and Trans. Claudia Gorbman). New York: Columbia University Press

COMMUNICATION SKILLS - III

Course Code: **BCS 501**   **CreditUnits : 01**

Course Objective:

To equip the participant with linguistic skills required in the field of science and technology while guiding them to excel in their academic field.

Course Contents:

Module 1: Personality Development

- Persuasive Skills - Statement ofPurpose

Module 2: Kinesics

Examination Scheme:

Components	CT1	CT2	CAF	V	GD	GP	A
Weightage (%)	20	20	25	10	10	10	5

CAF – Communication Assessment File
GD – Group Discussion
GP – Group Presentation

Text & References:

- Effective English for Engineering Students, B Cauveri, Macmillan India
- Creative English for Communication, Krishnaswamy N, Macmillan
- A Textbook of English Phonetics, Balasubramanian T, Macmillan

BEHAVIOURAL SCIENCE - V

Course Code: BSS 503   **CreditUnits : 01**

Course Objective:

This course aims at enabling students towards:

- Understand the importance of individual differences
- Better understanding of self in relation to society and nation
- Facilitation for a meaningful existence and adjustment in society
- To inculcate patriotism and National pride.
- To enhance personal and professional excellence

Course Contents:

Module I: Individual differences& Personality

Personality: Definition& Relevance
Importance of nature & nurture in Personality Development
Importance and Recognition of Individual differences in Personality
Accepting and Managing Individual differences (Adjustment Mechanisms)
Intuition, Judgment, Perception & Sensation (MBTI)
BIG5 Factors
Module II: Socialization

Nature of Socialization
Social Interaction
Interaction of Socialization Process
Contributions to Society & Nation
Module III: Patriotism and National Pride

Sense of Pride and Patriotism
Importance of Discipline and hard work
Integrity and accountability

Module IV: Human Rights, Values and Ethics
Meaning of Human Rights
Human Rights Awareness
Importance of human rights
Values and Ethics- Learning based on project work on Scriptures like Ramayana, Mahabharata, Gita etc

Module V: Personal and Professional Excellence

- Personal excellence:
    - Identifying Long-term choices and goals
    - Uncovering talent, strength and style
Alan P. Rossiter's eight aspects of Professional Excellence
Resilience during challenge and loss Continued Reflection (Placements, Events, Seminars, Conferences, Projects, Extracurricular Activities, etc.)

Module VI:End-of-Semester Appraisal

Viva based on personal journal
Assessment of Behavioural change as a result of training
Exit Level Rating by Self and Observer

Text & References:

Bates, A. P. and Julian, J.: Sociology - Understanding Social Behaviour

- Dressler, David and Cans, Donald: The Study of Human Interaction
- Lapiere, Richard. T – Social Change
- Rose, G.: Oxford Textbook of Public Health, Vol.4, 1985.
- Robbins O.B.Stephen;. Organizational Behaviour

Foreign Language

French

Course Code: FLT 501/511 (Tech French)   **Credit Units: 02**

Course Objective:

- To understand the TP
- To understand an experiment
- To read the chemical equations
- To identify the chemical formulas
- To understand the instructions of a project
- To express a desire
- To understand a testimony
- To understand and read an exercise of mathematics
- Read and note the equations

Course Contents:

Unité 4 Formation Scientifique Page : 85-99 Leçons 13, 14 & 15

Contenu Lexical:

1. La chimie: les elements chimique et le matériel
2. La formulation des équationschimiques
3. Le corps humain
4. Les transports encommun
5. Les signes et formulations mathémathiques
6. Les verbes utilisés dans les exercices de mathémathiques

Contenu Grammatical:

1. L'infintif pour exprimer un ordre ou un conseil (dans les consignes)
2. **La nominalization**
3. Savoir ouconnaître au présent
4. Les pronoms relatives (qui, que, qu')

5. L'infinitif dans les consignes

Examination Scheme:

Internal Evaluation: 30marks

Following are the components of Internal Evaluation:

S.no	Evaluation Component	Weight	Date of Evaluation	Skill Evaluated
1	Language Lab Practical / Conversation / Class and Home Assignments	15 Marks	As and when scheduled by Faculty, ASL	Reading, Writing, Listening, Speaking
2	Mid Term Test	10 Marks	As per academic calendar of AUR	Writing
3	Attendance	05 Marks		
	Total	30 Marks		

End term Evaluation:70 marks

The question cum answer paper will consists of the following three sections:-

Section A (28marks)	Section B (24marks)	Section C (18 marks)
Grammar & Vocabulary	Comprehension passage	Composition

Text & References:

- Le Gargasson, I. Naik, S. Chaize, C. (2012) Tech French, Delhi : Goyal Publications
- Ray. A, Robert (2010) Le Petit Robert French Dicitionary, Paris: Le Robert
- Robert, Collins (2006) Collins Robert French Dictionary, Paris : Harper Collins

German

Course Code: FLG 501/511   **Credit units : 02**

Course Objective:

After successful completion of this semester, students will be able to:

- tell where they work and live
- tell location of their offices and house
- explain, how they reach their work place
- ask and tell the location of thing or person in a house like behind, in front of etc.
- describe the office things like printer, files etc

Course Content:

Vocabulary:
- Workplace
- Location like 1st floor, ground floor.
- Ordinal numbers
- Things and furniture in a office
- Means of transportation

Grammar:
- changing preposition in dative and accusative case
- Verbs related to changing prepositions like to put, to lay etc
- Dative and accusative preposition
- Modal verb : must and can

Examination Scheme

Total; 100 Marks

- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	
3	Attendance	05 Marks		
	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Reading Comprehension	Writing Composition

Prescribed Text-Book: Zielsprache Deutsch alsFremdsprache Part 1

References: **Studio D A1** by Hermann Funk, Christina Kuhn and Silke Demme, Cornelsen, 2013

Tangram A1 by Rosa Maria Dallapiazza, Eduard von Jan & Till Schoenherr, Max Hueber, 2007

SprachtrainingA1 by Rita Maria Niemann, Dong Ha Kim, Cornelsen, 2013
Dictionaries for reference: **Studio D: Glossar** A1 - Deutsch – Englisch, Cornelsen, 2013
http://www.duden.de/woerterbuch
Materials are given in form of photocopies if felt to be necessary

Spanish

Course Code: FLS 501/511   **Credit units : 02**

Course Objective:

- To talk about a pre decided plan

- To talk about a plan yet to materialize

- To propose a plan

- To talk about what they have done today/during vacations etc.

- Reading texts about Spanish festivals

- Writing composition about Festivals

Course Content:

Vocabulary:
Vocabulary related to leisure time, going out with friends, traveling, shopping, club, transport, decoration and celebration.

 Grammar:
   Introduction of direct/indirect object pronouns
   (Pensar + infinitive),
   (Estarpensandoen + infinitive)
   (Por qué no + verbo / TeParece + Infinitivo..etc)
   (Haber + participioPasado)
   Introduction of pretérito perfecto

      Examination Scheme

Total; 100 Marks
- **Internal evaluation** : 30 Marks
- **Following are the components of Internal Evaluation**.

Evaluation Scheme:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As and When scheduled by Faculty, ASL	Writing
2	Viva + Language Lab	10 +5 Marks	As per Academic Calender of AUR	Reading, Writing, Listening, Speaking
3	Attendance	05 Marks		
	Total	30 Marks		

End Term Evaluation: 70 Marks

Skills Evaluated: Writing, Comprehension, grammar, and Vocabulary

Section A (28 Marks)	Section B (24 Marks)	Section C (18 Marks)
Grammar	Comprehension	Composition

Text & References:
Nuevo Español Sin Fronteras (ESF1) by Jesús sánchez Lobato, Concha Moreno Garcia,
Concha Moreno Garcia, Isabel Santos Gargallo, Sociedad General Española De Librería, S.A
2005
Pasaporte Nivel (A1) by MatideCerraloza Aragón, oscarCerralozaGilli,
BegoñaLlovetBarquero, Edelsa Group didascalia, S.A. 2005
Dictionaries for reference: Collins, www.wordreferences.com.
Essential materials are given in the form of photocopies.

Chinese

Course Code:FLC- 501/511   **Credit Units: 02**

Course Objectives:

On the completion of Fifth semester the students will be able to

- Read Chinese words, phrases and simple sentences both in Pin Yin and Characters given in the text.
- Write Chinese Characters and sentences and small paragraphs.
- Speak Chinese dialogues from various fields of day to day life.
- Listen and understand simple Chinese words and dialogues used in syllabi.

- Carry out conversation in the target language based on the topics learnt.
- Manipulate basic grammatical structures.
- Master and use most essential vocabulary items of day to day use, programme specific and internet related vocabulary; approx80 Characters including 50 characters of HSK level –II
- Type Chinese document.
- Express their opinion and ask opinion of others in Chinese

COURSE CONTENT

1. Revision of vocabulary
2. Detailed study of greetings, farewell & personal information (HSK-II topics 1& 2)
3. A brief description of mood&colours
4. Expression of opinions
5. Asking the opinion of the others
6. Listening of dialogues
7. Conversation based on topics learnt
8. CBT package
9. Programme specific vocabulary and expressions
10. Chinese typing and making soft copy of a Chinese document
11. Important Chinese sites and internet related vocabulary

GRAMMAR CONTENT

1. Pattern:因为……所以……
2. Preposition 介词: 在
3. Auxiliary verbs; 助动词
4. Modal Particle 语气助词:了

EXAMINATION SCHEME

Total : 100 marks

Internal Evaluation: 30 Marks

Components of the Internal Evaluation:

S. N.	Evaluation Component	Weightage %	Date of Evaluation	Skills Evaluated
1	Mid Term	10 Marks	As per Academic Calender of AUR	Writing
2	Viva + Language Lab	10 +5 Marks	Before end sem	Listening& speaking
3	Attendance (Based on Amizone)	05 Marks	Before end sem	
	Total	30 Marks		

End Term Evaluation: 70 marks
(i) Written Exam: 70 Marks

Ser No	Evaluation Parts	Weight-age	Component	Skill Evaluated
1.	Section A	28 marks	Grammar	
2.	Section B	24 marks	Comprehension & translation	Reading

3.	Section C	18 marks	Composition	Writing
	Total	70 marks		

Text Books & References

1. Learn Chinese with me book-II. (Major Text Book)
2. Module on HSK-II. (suggested reading)
3. Practical Chinese Grammar for foreigners. (suggested reading)
4. Internet Chinese. (suggested reading)
5. Office Talk (suggested reading)
6. Elementary Chinese Reader Book-I (suggested reading)

SEMESTER-VI

ADVANCE COMPOSITING

Course code	L	T	P/FW	Credit
BAV601	2	-	2	3

Course Objective:
In this section student will learn about the essential tools and techniques of the advance compositing. The aim of this course is to develop the high-level skills of Vfx while learning the Foundry Nuke.

Course Content:

Module 1
- Understanding the Workflow
- Toolbar, Menu Bar and Content Menus
- Working with Nodes
- Properties panels
- Animating Parameters
- Using the Curve Editor
- Viewers

Module 2
- Using the File Browser
- Customizing the Interface
- Working with Multiple Image Formats
- Merging Images
- Layering Images Together with the Merge Node.
- Generating Contact Sheets
- Creating Channels and Channel Sets
- Tracing Channels
- Swapping Channels

Module 2
- Color Correction and Color Space
- Transforming Elements
- Tracking and Stabilizing
- Accessing Primate from Nuke
- Connecting the Paint Node
- Warping and Morphing Images
- Creating Effects
- Analyzing Frame Sequences

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

(CE: Continue Evaluation, A: Attendance, CT: Class Test, P: Project, EE: End Term Examination)
End Term Examination (Total: 50marks)
Part-A: Theory: 50 marks

Text and References:
- Advancing the Art of Digital Compositing by Nuke User Guide
- Digital Compositing with Nuke by Lee Lanier

PROFESSIONAL PROJECT

Course code	L	T	P/FW	Credit
BAV 602-605	-	-	16	8

Course Objective: To give an in-depth exposure to the area of specialization, in order to make the students "industry ready" immediately after the programme.

Professional Project (Specialization on any one)
- Creating Animation (2D animation)
- 3D Animation
- Composting
- Lighting and Rendering

2D Animation (BAV 602)

Course Objective: It introduces students to various production techniques of 2D animation.
- Story concept
- Story board
- Illustration work
- Character design-sheet
- Animation workflow
- Software raw file
- Final Render

3D Animation (BAV 603)

Course Objective:
This course is the first level of 3D animation and focuses on introducing 3D software and practicing each student existing motion skills.
- Story concept
- Story board
- Character Model-sheet
- Modeling, texturing and light work raw file
- Animation work flow
- Final Render

Motion Graphics (BAV 604)

Course Objective:
The objective is to teach students about different concepts involved in digital compositing, which will help them to apply these entire concepts practically.
- Concept note
- Reference file
- Sketch/Illustration work (if Any)
- Animation work flow
- Software raw file
- Final render

Lighting and Rendering (BAV 605)

Course Objective:

The above specialization will be conducted by guides and mentors responsible for a group of students and will include industry training, research and dissertation/project.

- Concept note
- model sketch / Model-sheet
- 3D model raw file
- Texture UV and 3D lighting
- Final render

Examination Scheme:

    a) Total marks for professional project -   **100 marks**

    Break-up of marks

Timely Submission	5 marks
Content Clarity	25 marks
Comprehensiveness	20 marks
Originality	5 marks

    b) Project Presentation   **45 marks**

INTERNSHIP

Course code	L	T	P/FW	Credit
BAV 606	-	-	-	8

Students preparing to present the internship report are required to adhere to the following guidelines:

Format of the file and its content:

- ➢ Cover page
- ➢ Declaration from the student
- ➢ Acknowledgement
- ➢ Certificate from the organization
- ➢ Introduction of organisation
- ➢ Index

Chapter 1: Introduction to the Organization

- · History, Structure and Establishment
- · Brief Profile of Owners and Key Personnel
- · Area of Operations
- · Work Culture
- · Key Employee Profile
- · Major projects and Clients (in case of Advertising, Graphics Design, 3d Modeling VFX Company, Event Management Company, Photography)
- · SWOT Analysis of the Organization
- · Future Projects/Plans

Chapter 2: Internship Work

- · Initial days in the organization
- · My Industry Mentor
- · Major Assignments allotted to me
- · Accomplishments

Chapter 3: Internship Experience

- · Challenges and Problems
- · Learning Outcome
- · Overall Experience

Chapter 4: Conclusion Appendix (Copies of the work done by the student during internship)

Format of the Report

- · File should be hard bind in black color with text printed in golden color
- · Text would be printed on one side of the page. Main title should be printed on the separate sheet.
- · Font: Times New Roman

- Font Size: 14 (Heading) 12 (Body)
- Line Spacing: 1.5
- Margin: 1 Inch (Top and bottom) 1.5 Inch (Left and right)
- Page number: Right corner on the top of the page.

DOMAIN ELECTIVE

BRAND DESIGNING

Course Code	L	T	P/FW	Credit
BAV607	2	-	2	3

Course Contents:

Module I:
- Introduction to Product and Brand
- Competition & Product Strategy, product in theory & in practice, Product life cycle, product portfolio.
- Difference between Product and Brand, Brand Framework, Brand laddering, Brand designing: Meaning, concept and importance
- Branding & Brand Management: The concept of Brand Equity

Module II:
- creating brands in a competitive market, Brand Positioning and Brand Associations
- Types of Branding, Using Brand Elements to create brand equity
- The Internationalization of brands
- The importance of consumer perception and behaviour in branding

Module III:
- Tools for marketing and branding strategy
- Branding architecture, Building Iconic Brand
- Finding the right brand ambassadors
- Celebrity endorsement, Logo Design, Design character, Background & Concept, Color, pictures and videos, Digital publishing, visual communication, sound principles.

Examination Scheme:

Components	CE	CT	A	P	EE
Weightage (%)	10	15	5	20	50

PROJECT (Portfolio Development)

Course code	L	T	P/FW	Credit
BAV608	-		6	3

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

   1. The project itself on the computer
   2. Report comprising of:
   1. Title page
   2. Concept note/ Ideation
   3. Storyboard
   4. Objectives
   5. Methodology
   6. Learning Outcome
   7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100