



# VELS

INSTITUTE OF SCIENCE, TECHNOLOGY  
& ADVANCED STUDIES (VISTAS)



(DEEMED TO BE UNIVERSITY Estd. u/s 3 OF THE UGC ACT, 1956)

**NAAC ACCREDITED**

PALLAVARAM - CHENNAI - INDIA

**B.Sc.**

**VISUAL EFFECTS**

**Curriculum and Syllabus**

(Based on Choice Based Credit System)

Effective from the Academic year

**2018 - 2019**

## **PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)**

PEO1: To explore the fundamentals and underlying theories of visual effects and animation to design and develop 2D/3D animations, film-making, visual effects for the creative media.

PEO2: To innovate best practices for elements of design, principles of animation and effects.

PEO3. Demonstrate an in-depth knowledge of grading and VFX principles, practice and system capabilities.

PEO4. Create customized tools through software or scripting to allow for more creative application of visual effects techniques.

PEO5. Understanding principles that translate sequential images into action to make animation and graphic movies

## **PROGRAMME OUTCOMES (POs)**

PO1: Having a clear understanding of the subject related concepts and of contemporary issues

PO2: To learn the Basics of 2D and 3D compositing using layer based compositing and visual effects software

PO3: Learn critical thinking and innovative skills

PO4: Identify major applications of visual effects process used in industry

PO5: Develops skill in Virtual Collaborating ability with Multimedia cloud

PO6: Enhances an ability to use the visual effects software effectively for productive use

PO7: Develop a visual effects pipeline and production process

## **PROGRAMME SPECIFIC OUTCOME (PSO)**

PSO1. Visual effects specialised graduates will have an understanding of logical and contemporary issues in multimedia platforms.

PSO2. Student will know basic creative principles and factors in developing the visual effects concepts.

PSO3. Student will be able to effectively use technical, conceptual and logical abilities, and appropriate software application tools.

PSO4. Gain proficiency in studio techniques such as photography, audiography and videography.

PSO5.They will have an appreciation for the professional code of ethics for the creative process to meet the industry standard.

**VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES  
(VISTAS)**

**CHENNAI - 600 117**

**REGULATIONS 2018**

**CHOICE BASED CREDIT SYSTEM**

Common to B.Sc. Full-Time Programmes

**DEGREE OF VISUAL EFFECTS**

**1. DURATION OF THE PROGRAMME**

1.1. Three years (six semesters)

1.2. Each academic year shall be divided into two semesters. The odd semesters shall consist of the period from July to November of each year and the even semesters from January to May of each year.

1.3 There shall be not less than 90 working days for each semester.

**2. ELIGIBILITY FOR ADMISSION**

2.1. The details of Eligibility for Admission

Candidates seeking admission to the first semester of the six semesters B.Sc. (Visual Effects) Degree Programme: Should have passed +2 Higher Secondary Education OR Otherwise equivalent

**3. CREDIT REQUIREMENTS AND ELIGIBILITY FOR AWARD OF DEGREE**

3.1. A Candidate shall be eligible for the award of the Degree only if he/she has undergone the prescribed course of study in a College affiliated to the University for a period of not less than three academic years and passed the examinations of all the Six Semesters prescribed earning a minimum of 140 credits as per the distribution given in for Part I, II, III, IV & V and also fulfilled such other conditions as have been prescribed thereof.

#### 4. COURSE OF STUDY, CREDITS AND SCHEME OF EXAMINATION

4.1. The Course Components and Credit Distribution shall consist Part I, II & III:

(Minimum number of Credits to be obtained)

Credit Assignment Each course is assigned certain number of credits based on the following:  
Contact period per week CREDITS

1 Lecture Period - 1 Credit

1 Tutorial Period - 1 Credit

2 Practical Periods - 1 Credit

(Laboratory / Seminar / Project Work / etc.)

#### 5. REQUIREMENTS FOR PROCEEDING TO SUBSEQUENT SEMESTER

5.1. **Eligibility:** Students shall be eligible to go to subsequent semester only if they earn sufficient attendance as prescribed therefor by the Board of Management from time to time.

5.2. **Attendance:** All Students must earn 75% and above of attendance for appearing for the University Examination. (Theory/Practical)

5.3. **Condonation of shortage of attendance:** If a Student fails to earn the minimum attendance (Percentage stipulated), the HODs shall condone the shortage of attendance up to a maximum limit of 10% (i.e. between 65% and above and less than 75%) after collecting the prescribed fee towards the condonation of shortage of attendance. Such fees collected and should be remitted to the University.

5.4. **Non-eligibility for condonation of shortage of attendance:** Students who have secured less than 65 % but more than 50 % of attendance are NOT ELIGIBLE for condonation of shortage of attendance and such Students will not be permitted to appear for the regular examination, but will be allowed to proceed to the next year/next semester of the program

5.5. **Detained students for want of attendance:** Students who have earned less than 50% of attendance shall be permitted to proceed to the next semester and to complete the Program of study. Such Students shall have to repeat the semester, which they have missed by rejoining after completion of final semester of the course, by paying the fee for the break of study as prescribed by the University from time to time.

5.6. **Condonation of shortage of attendance for married women students:** In respect of married women students undergoing UG programs, the minimum attendance for condonation (Theory/Practical) shall be relaxed and prescribed as 55% instead of 65% if they conceive during

their academic career. Medical certificate from the Doctor together with the attendance details shall be forwarded to the university to consider the condonation of attendance mentioning the category.

**5.7. Zero Percent (0%) Attendance:** The Students, who have earned 0% of attendance, have to repeat the program (by rejoining) without proceeding to succeeding semester and they have to obtain prior permission from the University immediately to rejoin the program.

**5.8. Transfer of Students and Credits:** The strength of the credits system is that it permits inter Institutional transfer of students. By providing mobility, it enables individual students to develop their capabilities fully by permitting them to move from one Institution to another in accordance with their aptitude and abilities.

5.8.1. Transfer of Students is permitted from one Institution to another Institution for the same program with same nomenclature. Provided, there is a vacancy in the respective program of Study in the Institution where the transfer is requested. Provided the Student should have passed all the courses in the Institution from where the transfer is requested.

5.8.2. The marks obtained in the courses will be converted and grades will be assigned as per the University norms.

5.8.3. The transfer students are not eligible for classification.

5.8.4. The transfer students are not eligible for Ranking, Prizes and Medals.

5.8.5. Students who want to go to foreign Universities upto two semesters or Project Work with the prior approval of the Departmental/College Committee are allowed to get transfer of credits and marks which will be converted into Grades as per the University norms and are eligible to get CGPA and Classification; they are not eligible for Ranking, Prizes and Medals.

## **6. EXAMINATION AND EVALUATION**

6.1. Register for all subjects: Students shall be permitted to proceed from the First Semester up to Final Semester irrespective of their failure in any of the Semester Examination. For this purpose, Students shall register for all the arrear subjects of earlier semesters along with the current (subsequent) Semester Subjects.

6.2. Marks for Internal and End Semester Examinations for PART I, II, III

6.2.1 There shall be no passing minimum for Internal.

6.2.2 For external examination, passing minimum shall be 40% [Forty Percentage] of the maximum marks prescribed for the paper for each Paper/Practical/Project and Viva-Voce.

6.2.3 In the aggregate [External/Internal] the passing minimum shall be of 40%.

6.2.4. He/She shall be declared to have passed the whole examination, if he/she passes in all the papers and practical wherever prescribed as per the scheme of the examinations by earning 140 CREDITS in Part I, II, III.

## **7. MAXIMUM PERIOD FOR COMPLETION OF THE PROGRAMS TO QUALIFY FOR A DEGREE**

7.1.A Student who for whatever reasons is not able to complete the programs within the normal period (N) or the Minimum duration prescribed for the programme, may be allowed two years period beyond the normal period to clear the backlog to be qualified for the degree. (Time Span = N + 2 years for the completion of programme)

## **8. REVISION OF REGULATIONS, CURRICULUM AND SYLLABI**

The University may from time to time revise, amend or change the Regulations, Curriculum, Syllabus and Scheme of examinations through the Academic Council with the approval of the Board of Management.

**VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES (VISTAS)**

**B.Sc. VISUAL EFFECTS**

**COURSES OF STUDY AND SCHEME OF ASSESSMENT**

**(TOTAL NUMBER OF CREDITS: 140)**

Code No.	Course	Hours/Week			Maximum Marks			SEE	Total
		Lecture	Tutorial	Practical	Credits	CA			
<b>SEMESTER 1</b>									
18LTAM11	Language-I Tamil-1 / Hindi-1 / French-1	5	0	0	5	40	60	100	
18ENG11	English - I	5	0	0	5	40	60	100	
18CBVE11	History of Animation & VFX (T)	4	0	0	4	40	60	100	
18CBVE12	Photography and Nature Study (T)	4	0	0	4	40	60	100	
18PBVE11	Basics of Drawing (P)	0	0	6	3	40	60	100	
18PBVE12	Digital Arts (P)	0	0	6	3	40	60	100	
SEC	SEC - I	0	0	0	2	40	60	100	
		18	0	12	26				
<b>SEMESTER 2</b>									
18LTAM21	Language-II Tamil-2 / Hindi-2 / French-2	5	0	0	5	40	60	100	
18ENG21	English II	5	0	0	5	40	60	100	
18CBVE21	Simulation for VFX (T)	4	0	0	4	40	60	100	
18CBVE22	Production Pipeline - Movie & TV (T)	4	0	0	4	40	60	100	
18PBVE21	Matte Painting (P)	0	0	6	3	40	60	100	
18PBVE22	Story Boarding (P)	0	0	6	3	40	60	100	
		18	0	12	24				

CA - Continuous Assessment

SEE - Semester End Examination



**VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES**

**Programme: B.Sc. VISUAL EFFECTS**

**SEMESTER 3**

Code No.	Course	Hours/Week		Maximum Marks				Total
		Lecture	Tutorial	Practical	Credits	CA	SEE	
18LTAM31	Language-III Tamil-3 / Hindi-3 / French-3	5	0	0	5	40	60	100
18PBVE31	Videography (P)	0	0	4	2	40	60	100
18CBVE31	Basic of 3D Modeling & Texturing (T)	4	0	0	4	40	60	100
18PBVE32	Rotoscopy (P)	0	0	4	2	40	60	100
18PBVE33	Compositing – I (P)	0	0	4	2	40	60	100
DSE	Discipline Specific Elective – I (P)	0	0	4	2	40	60	100
18ENG31	English III	5	0	0	5	40	60	100
GE	Generic Elective - I	2	0	0	2	40	60	100
		18	0	12	24			

**SEMESTER 4**

18LTAM41	Language-IV Tamil-4/ Hindi-4/ French-4	5	0	0	5	40	60	100
18CBVE41	Animation Basics (T)	4	0	0	4	40	60	100
18PBVE41	Match Moving (P)	0	0	5	2	40	60	100
18PBVE42	Dynamics & Simulation –I (P)	0	0	5	2	40	60	100
DSE	Discipline Specific Elective – II (P)	0	0	4	2	40	60	100
18ENG31	English IV	5	0	0	5	40	60	100
<b>AECC</b>	<b>AECC - I</b>	2	0	0	2	40	60	100

GE	Generic Elective - II	2	0	0	2	40	60	100
		16	0	14	24			

CA - Continuous Assessment SEE- Semester End Examination

**VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES**

**Programme: B.Sc. VISUAL EFFECTS**

Code No.	Course	Hour / Week		Maximum Marks			SEE	Total
		Lecture	Tutorial	Practical	Credits	CA		
<b>SEMESTER 5</b>								
18CBVE51	New Media Technologies (T)	4	0	0	4	40	60	100
18PBVE51	Dynamics & Simulation-II (P)	0	0	6	3	40	60	100
18PBVE52	Lighting & Rendering (P)	0	0	4	2	40	60	100
18PBVE53	Compositing – II (P)	0	0	4	2	40	60	100
18PBVE54	Media Internship - I	0	0	0	2	40	60	100
DSE	Discipline Specific Elective – III	0	0	4	2	40	60	100
DSE	Discipline Specific Elective - IV	0	0	4	2	40	60	100
GE	Generic Elective - III	2	0	0	2	40	60	100
SEC	SEC - II	2	0	0	2	40	60	100
		12	0	18	21			

**VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES**

**Programme: B.Sc. VISUAL EFFECTS**

Code No.	Course	Hour / Week		Maximum Marks			SEE	Total
		Lecture	Tutorial	Practical	Credits	CA		
<b>SEMESTER 6</b>								
18CBVE61	Shooting Techniques & Special Effects (T)	4	0	0	4	40	60	100
18PBVE61	VFX Production Tracking	0	0	5	2	40	60	100
18PBVE62	VFX Show Reel	0	0	4	2	40	60	100
18PBVE63	Media Internship -II	0	0	0	2	40	60	100
DSE	Discipline Specific Elective - V	0	0	4	2	40	60	100
DSE	Discipline Specific Elective - VI	0	0	5	3	40	60	100
DSE	Discipline Specific Elective - VII	0	0	4	2	40	60	100
GE	Generic Elective - IV	2	0	0	2	40	60	100
SEC	SEC - III	2	0	0	2	40	60	100
		8	0	22	21			

CA - Continuous Assessment

SEE - Semester End Examination

**List of Discipline Specific Elective Courses:**

<b>S. No.</b>	<b>Code</b>	<b>Course</b>
1.	18BVE001	Green Screen Shooting
2.	18BVE002	Film Appreciation
3.	18BVE003	Audio Video Editing
4.	18BVE004	Motion Graphics
5.	18BVE005	Data Collection for VFX
6.	18BVE006	Photogrammetry
7.	18BVE007	Network Rendering
8.	18BVE008	Color Grading
9.	18BVE009	Script Writing
10.	18BVE010	High - dynamic - range imaging

**List of Ability Enhancement Compulsory Courses:**

<b>S.No.</b>	<b>Code</b>	<b>Course</b>
1.	18BAN201	Advanced Animation
2.	18EVS201	Environmental Studies Paper - I
3.	18BCC251	Ethics and values

**List of Generic Elective Courses:**

<b>S.No.</b>	<b>Code</b>	<b>Course</b>
1.	18BCF154	E – Commerce
2.	18BCA156	Internet Basics
3.	18BCA153	Office Automation tools
4.	18BCA155	Advanced Excel
5.	18BHM153	Tourism Management

**List of Skill Enhancement Elective Courses:**

<b>S.No.</b>	<b>Code</b>	<b>Course</b>
1.	18BPD251	Personality Development - I
2.	18BPD252	Personality Development - II
3.	18BPD253	Personality Development - III
4.	18NSS255	NSS - I
5.	18NSS256	NSS - II
6.	18NSS257	NSS - III
7.	18NSS258	NSS - IV
8.	18NSS259	NSS - V
9.	18NSS260	NSS - VI

**SYLLABUS**  
**CORE COURSES**

நோக்கம்: தமிழ் மமொழி மறும் இலக்கியத்தின் வரலாற்றை அறிமுகம் செய்யும் நோக்கில் இப்போடம் வடிவமைக்கப்பட்டுள்ளது. தமிழ் மமொழியின் வரலாற்றை அறிவியல் கண்ணோட்டத்துடன் மமொழிக்குடும்பங்களின் அடிப்பறையிலும் விளக்குகிறது. ஁ங்க இலக்கியம் மதோடங் கி, இக்கோல இலக்கியம் வறரயிலான தமிழிலக்கிய வரலாற்றை இலக்கிய வரலாறு அறிமுகப்படுத்துகின்றது. அரசு நவறல வோய்ப்பிறக் ஁ன நபோடபித நதரங்களுக்குப் பயன்படும் வறகயிலும் இப்போடம் அறம)துள்ளது.

**அலகு 1 தமிழ் மமொழி வரலாறு** 15 மணி ந)ரம்

மமொழிக்குடும்பம் - இ)திய மமொழிக்குடும்பங்கள் - இ)திய ஆடசமமொழிகள் - திரோவிட மமொழிக்குடும்பங் கள் - திரோவிட மமொழிகளின் வறககள் - திரோவிட மமொழிகளின் சிறப்புக்கள் - திரோவிட மமொழிகளின் வழங் கிடங் கள் - திரோவிட மமொழிகளுள் தமிழின் இடம் - தமிழ் மமொழியின் சிறப்புக்கள் - தமிழ் பிறமமொழித் மதோடரங்குள்.

**அலகு 2 சங்க இலக்கியம்** 15 மணி ந)ரம்

஁ங்க இலக்கியம் - ஁டபுதமதறக - )றற் றண - குறு)மதறக - ஁ங் குறுநாறு - பரிபோடல் - கலிதமதறக - அக)னாறு - பதிறுப்பதது புற)னாறு - பததுப்போடபு - திருமுருக)றறுப்பறட சிறுபண)ற ப்பறட - ப்பறட - ஁று மபரும் பண)றறு மபோர)றறுப்பறட - மறலபடுகட)ம் - முல் , படடினப்ப)றல - ம)ட)ல்வ)றட - றலப்போட்டு மதுறரக்க)ஞ்சி.

**அலகு 3 அற இலக்கியங் களும் கொப்பியங் களும** 15 மணி ந)ரம்



களப்பிரரர் கலாமம் விளக்கம்

- 30

இலக்கியத்தின்

மேலகதநதறவ -

பதிமனண் கீழ்க்கணக்கு நூல்கள் அறிமுகம் - திருக்குறள்,  
மேலடியே.

கோப்பியங்கள்

-

ஐம்மபரங் கோப்பியங்கள்மற்றும்

ஐஞ் சிறுங் கோப்பியங் கள் அறிமுகம் - கோப்பிய இலக்கணம் -

சிலப்பதிகாரம் - மணிநமகறல - சீவகசிந்தாமணி -

வறளயோபதி - குண் டலநகசி.

#### அலகு 4 பக்தி இலக்கியங் களும் சிறு றிலக்கியங் களும்

15 மணி நேரம்

தமிழகப் பக்தி இயக்கங் கள் - பக்தி இலக்கியங் கள் - றெவ இலக்கியம் -

மேயன்மோரகள் அறுபதது மூவரர் - மேயக்குரவரர் மேல்வரர் -

றவணவ

இலக்கியம் - பன்னிரு ஆழ்வோரகள் - முதல் மூன்று ஆழ்வோரகள்.

சிறு றிலக்கியக் கோலம் - சிறு றிலக்கியங் கள் - வறககள் - பரணி -

கலிங் கததுப்பரணி - குறவஞ்சி - குற்றேலக் குறவஞ்சி -

பிள்ளைதமிழ் -

மீனோடசியம் றமப் பிள்ளைதமிழ் - தூதா - தமிழ்விடு தூதா - கலமபக் மம் -  
 ))திக்கலம்பகம் - பள்ளு - முக்கூடறப்பள்ளு.

**அலகு 5 இக்கால இலக்கியங்கள்**

15 மணி நேரம்

வீன கோலம் - வீன இலக்கியம் - உள்ளடக்கம் - புதுக்கவிதை - நேற்றமும வளரசியும் - வல - முதல் மூன்று வல்கள் - வலின வறககள் - மமோமுது நபோக்கு வல்கள் - வரலோற்று வல்கள் - மெக வல்கள் - இக்கால வல்கள் - மமோழிமபயரப்பு வல்கள் - சிறுகதை - வறககளும யும் - வோடகம் - தோறும் வோடகங்கள் - வளரசி கால)ந புரோண இதிகா வோடகங்கள் - மெக)வோடகங்கள் - வரலோற்று வோடகங்கள் - பு)வோடகங்கள் - றவ)வோடகங்கள். மமோழிமபயரப )றகசு

**மாத்தம்: 75 நி நேரம்**

**கல்யித்திட்டப் பனங்கள்**

தமிழ்க்கின யபாற்ற முமுயதும் அமிமுக விறனில் அமிந்துககளும் யறகனில் இப்பாடத்திட்டம் னனுறடனதாக அறநகிது. அபசத் ததர்வுகள், கபாது அமிவுப் தாட்டிகள் தான்ற தமிழ் சார்ந்த இனங்குதவங்களில் இந்தப் பாடத்திட்டம் னன்ாடுறடனதாக அறநயும்.

1. அகத்தியலிங்கம். ஁., "திரவிடமமோழிகள் மதகுகுதி 1", மணிவகெகர பதிப்பகம், முதற்பதிப்பு, 1978.
2. கெக்திநவல். ச. , "தமிழ் மமோழி வரலோறு", மணிவகெகர பதிப்பகம், முதற்பதிப்பு 1998.
3. புவண் ணன், "தமிழ் இலக்கிய வரலோறு", னூற்பதிப்புக் றெவசிதத)தழகம், முதற்பதிப்பு, 1998.
4. வரதரென். ம. , "இலக்கிய வரலோறு", அகோமதமி, ஁ன் பதோம் ஁கிதய பதிப்பு, 1994.
5. விமலன)தம். மத. ஁., "இலக்கிய வரலோறு", போரி)ிறலயம், மறுபதிப்பு, 2008.

**(Prose. Letter writing & Technical words)**

**Course Objective:** To train the students in the use of Karyalayin Basha. To enable the students to develop the communication skill in Hindi language.

**Unit I - 'Mamta', letter writing, Technical words. 15**

Aim - Through the story students will be familiar with the writing style of great writer "SriJayashankar Prasad" & can understand the situation of country during Mughal Period

**Unit II- "Yogyata aur vyavasaya kaa chunaav ", letter writing, Technical words. 15**

Aim - To make the children understand the important of selecting a profession according to one's own interest.

**Unit III- "Rajnithi Kaa bantwara ", letter writing, Technical words. 15**

Aim- To describe the present situation, politician's behavior & their self-oriented activities.

**Unit IV - " Computer: nayi kranthi ki dastak", letter writing, Technical words. 15**

Aim- To explain the importance of computer in daily life in all the fields.

**Unit V- Raspriya, letter writing, Technical words. 15**

Aim - This story helps the students to understand the Writing style of writer "Fanishwarnath renu" who is well known for his village type stories.

Training them different types of letter & technical words will help the students to understand the official work in Hindi.

**Total : 75 Hrs****Course Outcome**

- Through the story students will be familiar with the writing style of great writer "sri Jayashankar Prasad", & can understand the situation of country during Mughal period .
- To make the children understand the importance of selecting a profession according to one's own interest.
- To describe the present situation; politician's behaviour & their self-oriented activities.
- To explain the importance of computer in daily life in all the fields.
- This story helps the students to understand the Writing style of writer "Fanishwarnath renu" who is well known for his village type Stories .

**Text Book**

1. Gadya Aur Prayojanmulak Hindi ed by Dr. N. Lavanya Mayura Publishers, edition 2008



**Course Objective:** To introduce French language. To enable the students to understand and to acquire the basic knowledge of French.

**UNIT I INTRODUCTION**

**15**

Introduction - Alphabet – Comment prononcer, écrire et lire les mots- Base : Les prénoms personnel de 1<sup>er</sup>, 2<sup>ème</sup> et 3<sup>ème</sup> personnes – Conjugaisons les verbes être et avoir en forme affirmative, négative et interrogative

**UNIT II LEÇONS 1- 3**

**15**

Leçons 1. Premiers mots en français, - 2. Les hommes sont difficiles, - 3 Vive la liberté- Réponses aux questions tirés de la leçon - Grammaire : Les adjectives masculines ou féminines – Les articles définis et indéfinis - Singuliers et pluriels

**UNIT III LEÇONS 4- 6**

**15**

Leçons 4. L’heure, C’est l ; heure, - 5. Elle va revoir sa Normandie, - 6. Mettez –vous d’accord groupe de nom - Réponses aux questions tirés de la leçon - Grammaire : A placer et accorder l’adjectif en groupe de nom- Préposition de lieu –A écrire les nombres et l’heure en français

**UNIT VI LEÇONS 7- 9**

**12**

Leçons7. Trois visages de l’aventure, - 8. A moi, Auvergne, - 9. Recit de voyage - Réponses aux questions tirés de la leçon - Grammaire : Adjectif possessif – Les Phrases au Présent de l’indicatif - Les phrases avec les verbes pronominaux au présent

**UNIT V COMPOSITION**

**15**

A écrire une lettre à un ami l’invitant à une célébration différente ex : mariage – A faire le dialogue - A lire le passage et répondre aux questions

**Total : 75 Hrs**

**Course Outcome**

- Through the story students will be familiar with the writing style of great writer “sri Jayashankar Prasad”,&can understand the situation of country during Mughal period .
- To make the children understand the importance of selecting a profession according to one’s own interest.
- To describe the present situation;politian’s behaviour& their selforiented activities.
- To explain the importance of computer in daily life in all the fields.
- This story helps the students to understand the Writing style of writer “Fanishwarnath renu” who Is

well known for his village type Stories .

**TEXT BOOK :**

1. Jacky GIRARDER & Jean Marie GRIDLIG, « Méthode de Français PANORAMA », Clé Internationale, Goyal Publication, New Delhi. Edition 2004

**REFERENCE BOOKS:**

1. DONDO Mathurin, “Modern French Course”, Oxford University Press., New Delhi., Edition 1997
2. Nitya Vijayakumar, “Get Ready French Grammar – Elementary”, Goyal Publications, New Delhi, Edition 2010

**COURSE OBJECTIVE:**

To enable students to develop their communication skills effectively. To make students familiar with the English Language.

To enrich their vocabulary in English

To develop communicative competency

**UNIT I - Preparatory Lesson****15**

Competition Matters

Suzanne Sievert

A Personal Crisis May Change

Dr. A.P.J. Abdul Kalam

History Why Preserve Biodiversity

Prof. D. Balasubramanian

**UNIT II –Prose****15**

The Unexpected

Robert Lynd

My Greatest Olympic

Prize Jesse Owens

If You are wrong, admit

it Dale Carnegie

**UNIT III –Poetry****15**

The Night of the Scorpion

Nissim Ezekiel

Pulley or The Gift of

God George Herbert

La Bella Dame Sans

Merci John Keats

**UNIT IV- Short Story****15**

The Gift of Magi O

Henry Three Questions

Leo Tolstoy

**UNIT V – One Act Play****15**

The Shirt

Francis

Dilion

The Pie and the Tart

Hugh Chesterman

**Total: 75 Hours****Course outcome**

**CO 1:** Examine the difference between poetic language and the language of the prose.

**CO 2:** Utilize instructions on fundamentals of grammar

**CO 3:** Develop their own style of writing after studying diverse prose essays.

**CO 4** Classify different poems on the basis of their types.

**CO 5** Conclude the textual content of both prose and poetry.

**REFERENCE BOOKS:**

Confluence - Anu Chithra Publications



**Course objective:** After completing this course, students will be able to define and identify animation as a particular form of visual communication and also will be able to identify the major technological developments and aesthetic movements in the history of animated filmmaking.

**UNIT I EARLY ANIMATION 10**

It begins with an introduction to film history, basic cinematic terms and concepts, early animation and primitive forms, the beginnings of animation and special effects in film. It also provides a discussion on experimental animation and abstract cinema.

**UNIT II EARLY STUDIOS AND ANIMATION PIONEERS 15**

This unit provides an overview of the evolution of animation pioneers such as Walt Disney, Max Fleischer, Tex Avery, Warner Bros and Looney Tunes etc., Vittalacharya, Dada Saheb Phalke and others

**UNIT III EARLY APPROACHES TO MOTION IN ART 10**

Animation before film: The magic lantern, Thaumatrope, Phenakistoscope, Zoetrope, Flip book and Praxinoscope, stop motion animation, sand animation, cut to cut animation, pixilation, clay animation.

**UNIT IV ANIMATION TECHNIQUES 10**

This unit covers techniques such as cell animation, classic characters, cut out animation, stop - motion effects, puppet stop motion, pixilation, optical printing, vector / keyframed animation, sand animation, silhouette animation, pin - screen animation, Chinese shadow puppetry and rotoscope.

**UNIT V: HISTORY OF INDIAN ANIMATION, INDUSTRIES AND STUDIOS 15**

It deals with the growth of Indian animation companies and studios. Traces the beginnings of animation art in India and discusses the emerging trends in Indian animation industry and outsourcing demands.

**Total: 60 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the characteristics of animation and how the primitive objects are used in film

**CO 2.** Know the generation of animation from the animation production

**CO 3.** Understand the animation process from the early approaches

**CO 4.** Understand the process of animation by using cell, key and screen animation, etc.

**CO 5.** Understand the importance of VFX and its day to day improvements

**TEXT BOOKS:**

1. Stephen Cavalier (author) "The world history of animation hardcover "Disney animation, Disney editions 1, 9 Sep 2011.

2. Frank Thomas "the illusion of life", Disney animation (Disney editions deluxe) hardcover -

Import, 5 Oct 1995

**REFERENCE BOOKS:**

1. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842

2. "History of Animation": Facts and Figures, Bredson, Philips Cardiff, Pearson Publications, 1972

3. "Film and the narrative tradition, Fell, John L., Berkeley Emmanuel, University of California Press, 1986

**Course objective:** To understand the process of making pictures more effectively by understanding the elements of camera and techniques. Students will have the orientation over taking different types of photographs with the understanding of internal elements, and external elements. They will learn about nature study as well.

**UNIT I: INTRODUCTION 12**

This unit describes Photography as communication. It also gives knowledge about the characteristics of light. From this unit students will be able to study various definitions of Photography derived from the traditional to this contemporary era.

**UNIT II: INTERNAL ELEMENTS 12**

This unit states the lens of a camera. It also gives knowledge about the types of camera and lens as well as the structure. This entity presents the major features such as focal length, aperture, and angle of view.

**UNIT III: EXTERNAL ELEMENTS 12**

This topic explains the external elements that support for taking photograph. It gives the Chemistry of photography through its light sensitivity function. It gives knowledge about film, paper, developer, fixer and other chemicals.

**UNIT IV: TECHNIQUES 12**

This entity provides basic techniques of photography such as exposure, depth of field, action, etc. Students will get knowledge about darkroom techniques as well as developing and printing, image editing, color corrections.

**UNIT V: NATURE STUDY 12**

This topic will give wider knowledge about nature study. This unit provides the students to explore various Landscape, Monumental Photography and, Seascape, forest, clouds, rain seasons, thunders, fires, different type of smokes.

**Total: 60 hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the importance of light in the photography

**CO 2.** Understand the various elements of cameras

**CO 3.** Understand the photography grammar and Knowledge about output preparation materials

**CO 4.** Learn how to take a photos with proper photographic sense.

**CO 5.** Studying the nature and it's important for background animation or VFX process

**TEXT BOOKS:**

1. James Folts, Ronald P. Lovell, Jr. Fred Zwahlen "Hand Book of Photography"  
ThompsonDelmar Learning; 6 edition, 2005.
2. Tom Aung, "Fundamentals of Photography: The Essential Handbook for Both Digital  
andFilm Cameras", Knopf (November 25, 2008)

**REFERENCE BOOKS:**

1. "Photography skills, John Kappler, University of CaliforniaPress, 2002

**Course objective:** The students to gain a control of representational drawing skills, and to understand and manipulate the proportional relationships from actual objects, Manipulating the formal elements and principles to achieve better design solutions, importance and control of good craftsmanship and presentation skills.

**UNIT I: BASICS OF DRAWING** **9**

Drawing basics, material handling and understanding, teaching variety of lines, vertical, horizontal, diagonal, curved lines, dotted lines, and basic shapes, forms, geometrical shapes and non - geometrical shapes, drawing balance, paper balance, freehand drawings, creating image using combinations of different lines.

**UNIT II: SHADING TECHNIQUE** **9**

Light and Dark, and teaching different tonal values, teaching different shading technique, shading with different objects, Fine shading and academic style shading, natural light shading and artificial light shading, study of different textured shading objects, creating different textured shading, study of low and high light tonal values.

**UNIT III: STILL LIFE** **9**

Still life, and variety of still life's, composing of still life, teaching portrait composing, and landscape composing, composing still life using basic geometrical shapes, Explain Different between organic still life and inorganic still life, doing still life drawing using different shading style, study of organic still life, study of fruit, vegetables, flower, plants, and study of inorganic still life.

**UNIT IV: PERSPECTIVE DRAWING** **9**

Perspective drawings, Explain eyelevel line, vanishing line and vanishing point, teaching types of perspectives, one point perspective, two point perspective, and three point perspectives, study of perspective in buildings cape, learning intercross measuring meatheads, applying all three perspective in basic geometrical shape, seascape, cityscape.

**UNIT V: BASICS OF PORTRAIT** **9**

Study of face features Eyes, Nose, Ear, lip, Study of different views and features, Front view, profile view, one third view, key sketch drawing measurement of portrait, Geometrical understanding in face features, Shading in different views and angle.

**Total: 45 Hrs.**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the fundamentals of drawing by shapes, lines, geometry, paper balance and drawing methods.

**CO 2.** Studying the process of shading technique form light and texture to create photorealistic things.

**CO 3.** Understand the process of compositing from various elements and developing the proper still lifedrawing from various methods

**CO 4.** Understand the importance of perspective concepts from methods and create a different perspective drawing for single object.

**CO 5.** Preparing a Portrait of human are living things from the different angle.

**TEXT BOOKS:**

1. Novak and Henry C. Spencer, “Basic Technical Drawing,” Student Text, Glencoe/Mcgraw-Hill; 6th Revised edition, March 1994
2. Wayne Enstice and Melody Peters, “Drawing: Space, Form, and Expression,” Pearson, 2edition, Aug. 7. 1995.

**REFERENCE BOOKS:**

1. Philip W. Metzger “The Art of Perspective”, North Light Books; illustrated edition, 2007
2. Wolf Rachel, “Basic Drawing Techniques”, North Light Books, Sept. 15 1991.



**Total: 45 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

- CO 1.** Understand the process of graphic design by using Photoshop various operations.
- CO 2.** Learn the important tools of Photoshop and its uses.
- CO 3.** Learn the Illustrator and make a design for various purpose
- CO 4.** Understand the design principles from various design concepts and making logo from vectors.
- CO 5.** Create a logo animated version from the vector graphics and study the print media operations.

**TEXT BOOKS:**

1. Foley, Van Dam, Feiner and Hughes, Computer Graphics: “Principles and Practice” AddisonWesly”2003.
2. Gomez and Velho “Image Processing for Computer Graphics”, library of congress,September 2013.

**REFERENCE BOOKS:**

1. Graphic Design, “Referenced: A Visual Guide to the Language, Applications, and History ofGraphic Design”, Bryony Gomez - Palacio), Armin Vit, 2012.
2. Adobe Photoshop CS6 Classroom in a Book by Adobe Creative Team, 2012.
3. Adobe Photoshop CS6: Learn by Video: Core Training in Visual Communication by KellyMcCathran and video2brain, 2012



நொக்கம்: ஂங் க கோலம் மதோடங் கி தற்கோலம் வறரயிலும் தமிழில்உள்ள படைப்பிலக்கியங்கடை இப்போடம் அறிமுகம் மெய்கின்றது. தமிழ் இலக்கியத்தில் நதர)மதடுக்கப்பட்ட மிக முக்கியமனை மெய்யுடிகள்,

கவிறதகள், கறதகள், உறர)றட ஆகியவற்றறகம்மகனை டு இப்போடம்

கடடறமக்கப்பட்டுள்ளது.

மனைகைக்கரிடம்

இலக்கியத் நதடறல

உருவகைக்குவதும்,

றடய அறிறவ

வதும்

தறெ

நமம்படுதது

ரேய்இப்போடத்தின்

ந)கைமனாகும்.

கல்யித்திட்டப் ினங்கள்

சங்க இக்கினம் கதாடங்கி இக்கா இக்கினம் யறபனில் அறநந்த இக்கினங்கின் அிமுகநாக ஒருசி இக்கினங்கில் இருந்து ாடப்புகுதிகள் ததர்வு கசய்னப்பட்டு தநிமிக்கினம் என் தறப்பில் நாணயர்களுக்குக் கற்ிக்கப்படுகிது. இறய இக்கின கயிப்பாட்டுத் தன்றறன உணர்த்துயதாக அறநகிது.

அலகு 1 மசவ்வியல் இலக்கியங்கள்

15 மணி

ந)ரம் திருக்குறள் - அன் புறடறம, ஒழுக்கமுறடறம,

மபரியறரததுறணக்நகோடல் - மூன்று அதிகாரங்கள் முழுறமயும்.

புறநானூறு - போடல் எண் : 18, 55, 182, 183, 192 - ஜ)து போடல்கள்.

குற தறக - போடல் எண் : 2, 167, 27, 202, 184 - போடல்கள்.

ு)ம ஜ)து

அலகு 2 கொப்பியங்கள்

15 மணி ந)ரம்

சிலப்பதிகாரம் -

றம்

க் கறத முழுவதும்.

கனாததி

உறரதத

மணிநமகறல - பவததி றம் அறுக எனப்பறவ ந)றற்ற கறத முழுவதும்.

கம்பரமோயணம் -

றரென் சூழ்ெசிப்படல

மதடுக்கப்பட்ட

ம)ன பது போடல்கள்).

ம் (நதர)

அலகு 3 கவிவதயம் புதுக்கவிவதயம்

15 மணிந)ரம்

போரதிதனைன் 'தமிழியக்கம்' - (i) ம)ஞ்சு பறதகக்கும் )ிறல -

(ii)

இருப்பறதவிட இறப்பது )ன் று - இரண் டு கவிறதகள்.

ஈநரோடு தமிழன் பனின், )தறன எரிதத ம)ரூப்பின ம்”

“அ)த மிெெ

எண் னு மம் மதகுகுதியில் ள்ள ‘விடிகிறதூ’ எண் னு மம்  
இடம்பறறுதுக்கவிறத.

**அலகு 4 சிறுகவதகள்**

15 மணிந)ரம்

தி. ஜனகிரமனின் ‘ெக்தி றவததியம்’

கி. ரோஜோரமணனின் ‘கதவு’ - இரண் டு கறதகள்

**அலகு 5 உவர)வை**

15 மணிந)ரம்

றவரமுதது எழூதிய ‘சிற்பிநய உண் றனெெம்மெதுக்குகிறறன்’  
முழுவதூம்

மமோததம்: 75 மணி ந)ரம்

## பொன்னூல்

கள ரன். ச. (ப.ஆ), "மெய்யுள் ", நவல்ஸ

1. திரட்டு

இரவிெெ)தி

பல்கறலக்கழகம், முதற்பதிப்பு, 2008.

2. றவரமுதது. இரோ. , "சிறபிந்ய உண் றனெம்மெதுக்குகிநறன்",  
திருமகள

)ிறலயம், பதிநனழோம் பதிப்பு, 2007.

## பொரவவ நூல்கள்

1. பலெெெ)திரன். ச. , "இலக்கியத் திறனோய்வு", )ியூ மெஞ்சுரி புக்  
ஹவுஸ் , பததமம் பதிப்பு, 2007.

2. மோறதயன். பப. , "தமிழ்ெம்மெவ்வியல் பறடப்புக்கள்", )ியூ மெஞ்சு  
சுரி புக் ஹவுஸ் , முதல் பதிப்பு, 2009.

3. வரதரென். ம. , ம் கோதலர்", போரி )ிறலயம், மறுபதிப்பு,  
"குறள் கோட்டு

2005.

**I Year - II Sem ( Kahani, Ekanki & Translation )**

**Course objective:** To enable the students to have the knowledge in contemporary literature of the modern era. It also provides an idea how translation to be effected.

**Unit I - " Pus Ki raath " ( Kahani ), Translation****15**

Aim - This story explains the problems faced by the farmers "Upanyas samrat Premchand " describes the life of a poor farmer who represents present day's situation

Aim - "Das hazar" ( ekanki ) , Translation

Author " Uday Shankar bhatti " criticized the rich & singy person's behaviour and explains the importance of human values in a humorous manner. By translating the English passage into Hindi , students learn the rules which should be followed while translation

**Unit II - " Vaapasi " ( Kahani ) , Translation****15**

Aim - Female writer " Usha priyamvada " by describe the mentality of a retired person in a beautiful manner.

Aim - " Akhbaari vijnapan " ( ekanki ) Translation

This humorous story written by " chiranchith " points out the problems occur due to carelessness&lack of communication.

**Unit III- " Akeli " ( Kahani ) Translation****15**

Aim - Writer "Mannu bhandari " describes the condition of middle aged woman left lonely who longs only for love & affection & nothing else.

Aim - " Raat Ke raahi " (ekanki ), Translation

" Vrajabhushan " shows the clear picture of cunning woman and creates Awareness

**Unit IV -" Parda" ( kahani ), Translation****15**

Aim - Written by "Yashpal", this story brings the clear picture of problems faced by a poor muslim family.

**Aim - "Mam bhi maanav huum( ekanki ), Translation**

Author " vishnu prabhakar " describe the kalinga war & reasons behind samrat Ashok's change of mind.

## **Unit V- " Sharandata "(Kahani ), Translation**

**15**

Aim- This story written by Anjeya explains the situation of Indian people who lived in Pakistan region after separation .

### **Aim - " Yah merijanmabhumihai "(ekanki), Translation**

" Harikrishnapremi " points out the patriotism of a british girl who was born in in India & also the country's condition at that time.

**Total : 75 Hrs**

### **Course Outcome**

**CO 1:** This story explains the problems faced by the farmers ‘Upanyas samrat Premchand’ describes the life of a poor farmer who represents present day’s situation

**CO 2:** ‘Das hazar’(ekanki), Translation Author ‘Uday Shankar bhatt’ criticized the rich&stingy person’s behaviour and explains the importance of human values in a humorous manner. By translating the English passage into Hindi, students learn the rules which should be followed while translation.

**CO 3:** Female writer’Usha priyamvada ‘describes the mentality of a retired person in a beautiful manner

**CO 4:** ‘Akhbaari vijnapan’(ekanki), Translation This humorous story written by ‘chiranchith’ points out the problems occur due to Carelessness&lack of communication.

**CO 5:** Writer ‘Mannu bhandari’ describes the condition of middle aged woman left lonely who longs only for love &affection&nothing else

### **Text Book**

1. Sankalan Kahani evam Ekankied by Dr. N. Lavanya, Mayura Publishers, edition 2010

**Course Objective:** To provide grammar and vocabulary skills to the students. To enable the students, have an idea of the French Culture and Civilization

**UNIT I LEÇONS 10 – 11** **15**

Leçons : 10. Les affaires marchent, - 11. Un après-midi à problèmes- Réponses  
Aux questions tirées de la leçon - Grammaire : Présent progressif, passé  
Récent ou future proche - Complément d'objet directe - Complément d'objet  
Indirecte.

**UNIT II LEÇONS 12 – 13** **15**

Leçons : 12. Tout est bien qui fini bien, - 13. Aux armes citoyens – Réponses  
Aux questions tirées de la leçon - Grammaire : Les pronoms « en ou y »  
Rapporter des paroles - Les pronoms relatifs que, qui, ou où,

**UNIT III LEÇONS 14 – 15** **15**

Leçons 14. Qui ne risqué rien n'a rien, - 15. La fortune sourit aux audacieux –  
Réponses aux questions tirés de la leçon - Grammaire : Comparaison – Les  
Phrases au passé composé

**UNIT IV LEÇONS 16 – 18** **15**

Leçons 16 La publicite et nos reves 17 La france le monde 18 Campagne  
Publicitaire Réponses aux questions tirés de la leçon - Grammaire : - Les  
Phrases à l'Imparfait - Les phrases au Future

**UNIT V COMPOSITION :** **15**

A écrire une lettre de regret// refus à un ami concernant l'invitation d'une  
Célébration reçue- A écrire un essaie sur un sujet générale - A lire le passage et  
répondre aux questions

**Total : 75 Hrs**

**Course outcome**

- This enable students to learn the language without any grammatical errors.
- As a result of the content makes the students to known about the types of pronouns and their useage.
- This imparts the students in order to develop their basic writing skills.
- Enable students for framing the basics sentence.
- Making the students community to know the french format of letter writing and essay writing.

**TEXT BOOK :**

1. Jacky Girard & Jean Marie Gridlig, *Méthode de Français Panorama, Clé Internationale*, Goyal Publication, New Delhi., Edition 2004

**REFERENCE BOOKS:**

1. Dondo Mathurin, “Modern French Course”, Oxford University Press, New Delhi. , Edition 1997
2. Paul Chinnappane “Grammaire Française Facile”, Saraswathi House Pvt Ltd, New Delhi, Edition 2010

**COURSE OBJECTIVE:**

To enable students to develop their communication skills effectively

To make students familiar with various sentence patterns of the English Language

To enrich their vocabulary in English

To develop communicative competency

**UNIT-I Prose****15**

The Words of Wisdom Chetan

Bhagat Forgetting Robert Lynd

My Early Days Dr. A.P.J. Abdul Kalam

**UNIT II –Poetry****15**

Ozymandias

Percy Bysshe

Shelley Mending

Wall Robert Frost

Where the Mind is Without Fear

Rabindranath Tagore

**UNIT III –Short Story****15**

Am I Blue?

Alice  
Walker

The Last Leaf O' Henry

The Selfish



GiantOscar

Wilde

**UNIT IV – One Act Play**

**15**

Soul Gone Home

Langston

Hughes

**UNIT V**

**15**

Lexical

Skills

Vocabulary

Communication and Grammar at the end of all lessons

**Total: 75 Hours**

**Course outcome**

- To construct sentences owing to advanced grammar skills taught.
- To prove better communicative ability because of illustrations from fundamental grammar.
- To prove their skill in writing sentences after the modals of American, British and Indian English writers.
- To develop different sensibilities in approaching life.
- To solve life's problems as highlighted in the selections.

**Books Prescribed:**

Radiance - Emerald Publications

**Course Objective:** This course is designed to give fundamentals of the laws of nature. This includes dynamics, fluids, particles simulation etc., Students will benefit greatly by understanding these basics so that they will be able to apply these learnings in other software such as Maya Dynamics, Real flow and simulation.

**UNIT I: INTRODUCTION TO PHYSICS 12**

Kinematics, Dynamics, Force and Newton's Laws, Momentum, Angular momentum, Velocity, Speed, Acceleration, Impulse, Mass, Collisions, Oscillation, Physics of materials, Physics of fluids, Friction, Gravitation, Wave motion.

**UNIT II: PARTICLE PHYSICS 12**

The mathematics of particles, the laws of motion, and the particle physics engine, elementary fermions, particle properties, fundamental interactions, high energy physics, relativity and quantum theory, natural units,

**UNIT III: FLUID PHYSICS 12**

Viscosity, Newtonian fluid, Non - Newtonian fluid, Surface tension, Turbulence, Scaling and dimensional analysis, Initial state, velocity field, pressure, temperature, internal energy, enthalpy, stream thrust, bibliography, angular momentum equation in inertial and non inertial reference

**UNIT IV: RIGID BODY PHYSICS 12**

Rigid body overview, the mathematics of rotations, Laws of motion of rigid bodies, the rigid body physics engine, Friction, Drag forces, Torque, Rotational coordinates in one dimension, the moment of inertia, Center of gravity.

**UNIT V: ELEMENTARY MECHANICS 12**

Dynamics, Coordinates, Newton's laws, Motion in one dimension, Motion in two dimensions, Circular motions, Adding general forces, springs and spring like things, hard constraints, the mass aggregate physics engine.

**Total: 60 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the physics fundamentals and its uses

**CO 2.** Understand the particle mathematical function for various uses.

**CO 3.** Learn the fluid physics system from various simulations.

**CO 4.** Learn the rigid body function

**CO 5.** Defining the physics by means object collision, friction for various simulations

**TEXT BOOKS:**

1. [http://www.allonlinefree.com/wp-content/uploads/2013/11/Basic - Fundamental - Concepts - of - Physics - PDF - eBooks - free - download.pdf](http://www.allonlinefree.com/wp-content/uploads/2013/11/Basic-Fundamental-Concepts-of-Physics-PDF-eBooks-free-download.pdf)

2. Introduction to Fluid Mechanics by Robert W.Fox, Philip J. Pritchard.

**REFERENCE BOOKS:**

1. [http://eacpe.org/content/uploads/2014/01/PHYSICS - 101.pdf](http://eacpe.org/content/uploads/2014/01/PHYSICS-101.pdf).

2. Notes on Fluid Dynamics by Rodolfo Repetto.

**Course Objective:** This course covers the production pipeline for line producer, production manager, production supervisor, assistant directors there improving working strategies.

**UNIT I: THE PRODUCTION TEAM AND OFFICE 12**

The producer, production management, production office, production kit, confidentiality, production assistants, staff scheduling and assignment of duties, staff meetings, time management, office inventories, logs, and sign - out sheets, file handling.

**UNIT II: BASIC ACCOUNTING AND SCRIPT TO SCHEDULE 12**

The production accountant, accounting department, handling payroll, payroll Companies, The Budget, tracking Costs, The Audit, The Board, The Schedule, Incentives, Type of Incentives, Accounting guidelines, script, script revisions, breakdown, board and schedule.

**UNIT III: PRE - PRODUCTION, SHOOT AND LOCATION 12**

Pre-production, establishing company policies, stages, meetings and communications, Pre-visualization, daily prep schedules, collecting information and making list, pre-production checklist, creating your own production manual, introduction to location and manager, travel housing, introduction to shipping

**UNIT IV: INDEPENDENT FILMMAKING AND PRACTICAL LOW - BUDGET FILMMAKING 12**

Specialty divisions, making film, from financing to distribution, suggestions for low and budget films, filming on a shoestring, short films, film festivals, direct to DVD, documentaries, more on marketing, music for film, additional resources

**UNIT V: TELEVISION AND NEW MEDIA 12**

Introduction, show runners, TV directors, cable movies, the one-hour drama, reality TV, half-hour sitcoms, introduction to new media, cross-platforms, studios and networks, interactive TV, Marketing in the digital age, Website Resources, conferences, Final Thoughts

**Total: 60 hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO1:** gain knowledge on various stages of production which is pre- production, production and post-production.

**CO2:** understand the role of producer, technicians with respect to TV and film and work on film as production manager/ section manager.

**CO3:** get complete information about the financial management in film production and work on Scheduling, scripting of films and location/setting-preparation.

**CO4:** learn the importance of cast and crew and to collaborate with all production forms.

**CO5:** understand any film or television production process and various production activities

**TEXT BOOKS:**

Eve Light Honthaner, “The Complete Film Production Handbook”

**Course objective:** This course will teach architectural representation through the use of digital compilation techniques, specifically digital painting with the aid of Photoshop, digital modeling programs, collage and a drawing tablet.

### **UNIT I: INTRODUCTION TO MATTE PAINTING**

9

Introduction about Matte Painting , Understanding the difference between Concept Art and Fantasy Art, thumbnail sketching and ideation, layout sketching by hand drawing, working in software using the Wacom Tablet , converting paper to Digital, file format and file size, Aspect Ratio, 2K Resolution.

### **UNIT II: SKETCHING AND PAINTING**

9

This is unit, student learning about Brush stroke, ruler and grid, Rule of third, gradients, Light , shadow, Layers concept, smudge , blur, Overlays, texture, various shape and size of brushes, working with paint tools, mask and layer adjustments.

### **UNIT III: PERSPECTIVE CONCEPTS**

9

In this unit covering the concept of Perspective , types of perspective, understanding the significance vanishing point, Linear Perspective with one point, two points and three points , above eye level, below eye level, Collage techniques, working with atmospheric perspective,

### **UNIT IV: COLOR CONCEPTS**

9

Understanding the color composition, color perspective, color shades by atmosphere lighting, highlight, mid tone, shadow, hue and saturation, creating canvas, working with color correction, merge by color tone and proportion.

### **UNIT V IMAGE COMPOSITION**

9

Background making in paint material and software layer distribution, Image compositing, understanding the Depth of field, Multi-plane set up in compositing, matte layers extractions Matching with 3d objects or live action.

**Total: 45 Hrs**

#### **Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Learn the matte painting ideas from the zero level and selecting software and hardware's.

**CO 2.** Understand the process of sketching and painting in the matte painting program.

**CO 3.** Understand the importance of different perspective concepts from various aspects to design the matte painting

**CO 4.** Learn the color concepts from various tones, lights, and how to correcting the color tones.

**CO 5.** Compositing the images from different sources.

**TEXT BOOKS:**

1. Brian Sum, Shaddy Safadi, Levi Hopkins, "Digital Painting Techniques: Volume 5", 3D Total Publishing, 2013.
2. John Montague, "Basic Perspective Drawing: A Visual Approach", John Wiley publication, 6th Edition, 2013.

**REFERENCE BOOKS:**

1. David B. Mattingly, "The Digital Matte Painting Handbook", Sybex publications, 1986
2. David Luong, Damien Mace, Milan Schere, "d'artiste Matte Painting 3", Ballistic, 2013





**Course objective:** Storyboard is a basic drawing and preproduction course aimed at students from various Visual Communication degrees including Motion Graphics and 2D Animation. This course teaches story - based concept skills and techniques as well as basic animatic production. Students can also apply skills learned in this class in other areas including 3D animation and interaction design, produce a series of cohesive storyboards from a script, recognize and define common storyboard terminology.

**UNIT I: THE STORYBOARD'S BEGINNINGS 9**

Introduction to storyboarding, Preproduction process, Basic of Storyboards, screenplay and picturing, shots and storyboard panels., script, one line order, types of story board technique, Thumbnail story boards, and the planning processes of visual storytelling. Shot types, continuity, pacing, transitions and sequence, cinematic, storyboard

**UNIT II: BASIC OF THE STORYBOARD 9**

Types of lay outs, concept and story developing, idea, script Foreground, Middle Ground and Background, Developing Drawing Skills, Shot, Angles, Building the Storyboard, study of ClassicFilm Examples.

**UNIT III: SHOT ANGLES 9**

Shot types, angles cuts, posing, staging and camera move, Shot and every camera angle, tilt, pan close - up extreme close up, Extreme Close - Up Establishing Shot, Long Shot background, Medium Shot, low angle, high angle, and different perspectives.

**UNIT IV: STORY BOARD FOR COMIC 9**

Cartoon story boards, Color story board, black and white story board, fantasy story board, storyboard samples, graphic novel storyboard, staging figures, dialogue and captions, mangastoryboards, comic - book - like story sketches.

**UNIT V: STORY BOARD FOR BOOKS 9**

Introduction to book illustration story boards, front page story boards, picture book storyboard, scenes for chapters of the stories, story boards for poems, and advertising story board.

**Total: 45 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the pre-production process, scripts, shots, takes and using these how to design the storyboard

**CO 2.** Develop storyboard from various inputs such as concept, drawings, photos, text images.

**CO 3.** Understand the Shot angles inside the movie before going to the production

**CO 4.** Design the different type of storyboard.

**CO 5.** Design the Storyboard for some other educational purpose.

**TEXT BOOKS:**

1. Wendytumminello, “Exploring Storyboarding (Design Exploration Series)”, Delmar Cengage Learning, 1st Edition, 2004.

2. John Hart, “The Art of the Storyboard a Filmmaker’s Introduction”, Focal Press; 2 edition 2013.

**REFERENCE BOOK:**

1. Giuseppe Cristiano “Storyboard Artist: A Guide to Freelancing in Film, TV, and Advertising”

நோக்கம்: தற்கால அன்றோடதநதறவக்குரிய வறகயில தமிழ்மமோழிறயெம் மெம்றமயோகப் பயன்படுதத நவண் டும் எண் Fம்

நோக்கில் இப்போடம் உருவகக்கப்பட்டுள்ளது. மணோக்கரின நவறலவோய்ப்பு ந)ரகணல்கள் ம் குழை உறரயோடல் மற கறள

று

எதிரமகள்ளுவதற்நகற்ற நபெசுததிறன் நமமங்கு, மெய் திததள்ளுகறள

நுடபமோக அணுகுமவித் தம், கடிதங்களள எழுதுவதற்கான பயிற்சி சிற)த

நபனாண் ற பயன்பாடு மமோழிப்பயிற்சிறய இப்போடம் ணோர)அளிக்கின் றது.

15 மணி ந)ரம

அலகு 1 மமொழி

பிறழ )ீக்கி எழுதுதல் - ஒற்றுப்பிறழ )கீ கி எழுதுதல் - மதோடரபிறழ

)ீக்கி எழுதுதல் - மிகுமம் இடங்கள் - மிகோ இடங்கள் - பிற ஒற்று ஒற்று

மமோழிமெமோற்கறள )ீக்கி எழுதுதல் - பயிற்சிகள்.

15 மணி ந)ரம

அலகு 2 நபசச்

நபெசுததிறன் - விளக்கம் - நபெசுததிறனின் அடிப்பறடகள் - வறககள்

- நமறடபநபெசு - உறரயோடல் - குழைவக உறரயோடல் - பயிற்சிகள்.

தறலவரகளின் நமறடபநபெசுகள் - மபரியோர் - அண்ணோ - கறலரூர்.

அலகு 3 எழுதிறன்

15 மணி ந)ரமம்

கறல ணோல்லோக்கம் - நதறவகள் - கறலெமணோற்களின் பண் மெ புகள் -

கறல ணோல்லோக்கததில் தவிர்க்க நவண் டியறவ - அறிவியல் மெ ணோற்கள்.

கறல

மெ

கடிதம் - வறககள் - அலுவலகக் கடிதங்கள் - பயிற்சி - அறிஞரகளின் கடிதங்கள் - கடிதங்களின் வழி கற்பிததல் - சில அறிஞரகளின் கடிதங்

கள் - ந)ரு

அலகு 4 மமொழிமபயரப்பு

15 மணி ந)ரம

மமோழிமபயரப்பு அடிப்பறடக் நகோடபடுகள் - மமோழிமபயரப்பு முற்றகள் - மமோழிமபயரப்போளரின் தகுதிகள்.

மமோழிமபயரப்பு வறககள் - மமோலுக்குெம் மமோலு தல் - மமோழிமபயரத

தழுவல் - ற்ற டு - மமோழியகக்கப்பறடப்பு - இய)திர கடட மமோழிமபயரப

மமோழிமபயரப்பு - டு - மமோழிமபயரப்பு )றட - கரூததுபம்மப

யரப மமோழிமபயரப்பு சிக்கல்களும் தீரணகளும்.

பயிற்சி: அலுவலகக் கடிதங் கறள மமோழிமபயரததல (ஆங்கிலத்திலிரூ)து தமிழுக்கு).

## அலகு 5 இதழியல் பயிற்சி

15 மணி நேரம்

இதழ்களுக்குத் தறலயங்கம் எழுதுதல் - நூல் மதிப்புறர எழுதுதல்

மேதறனயளேறர நேரகணலல் - )ிகழ்ெசிறயெம்மெய்தியகே  
மோறறுதல்.

மமொத்தம்: 75 மணி நேரம்

கல்யித்திட்டப் பனன்கள்

வீக் காத்திற்கும் ததறயக்கும் ஏற்பயாறு கநாமினின் ததறயறன நாணயர்கள் சரியப அறிந்து ககாள் தயண்டும் என் தாக்கில் னன் ாட்டுத் தநிழ் என் ாடப்பகுதி அறநக்கப்பட்டுள்ளது. தயின் ித் தநிழ் எழுதவும் அியினல் கறச் கசாற்கற உருயாக்கவும் தச்சுத் திற யர்ப்தற்காகவும் கநாமிகனர்ப்பு இதமினல் சார்ந்த அியிறப் கறுயதற்கும் அந்தந்த துற சார்ந்த ணிகில் தயற யாய்ப்பு கறுயதற்கும் இப் ாடத்திட்டம் னன்புகிது.

பொரவவ நூல்கள்

1. ஈஸ் வரன். ச.பெபோபதி. இரா. , “இதழியல்”, பறாவ பப்ளிநகஷன்ஸ் , முதற்பதிப்பு, 2004.
2. ஈஸ் வரன். ச. , “மமோழிமபயரப்பியல்”, பறாவ பப்ளிநகஷன்ஸ் முதற்பதிப்பு, 2005.
3. எடகரர் , நஷுவிக் தோரபர், கதத் நதரவிலம் மவற்றிமபற”, தோரப “நேரமு கிழக்குப் பதிப்பகம், இரண் டோம் பதிப்பு, 2009.
4. சுப்பிரமணியன். ப. ரா. , (னசு)தரம். வ. , (ப. ஆ) “தமிழ் டகறகநயடு”, இதியமமோழிகளின் டுவண் ிறுவனம், றமசூரர் மமோழி அறக்கடறள ம் தஞ்றெத் தமிழ்ப் பல்கறலக்கழகம் - மவளியீடு, மறறு டோன் கோம் மீள் பதிப்பு, 2010.
5. யோர. ந. , “தமிழ் ம் முறற”, மமய்யப்பன சுப்புமர பயிற டடி று பதிப்பகம், ஐ)தோம் பதிப்பு, 2006.

### Ancient poetry, Hindi Sahitya ka Ithihas

#### Course Objective:

The aim of teaching 'Hindi Sahitya Ka Ithihas' is to make them understand the different periods of growth of Hindi literature & the remarkable literary works in Hindi literature.

#### Course Outcome :

- To understand the writing style of Kabir& also learn valuable messages
- To learn the precious poems of Surdas&SriKrishna Leela.
- To get the opportunity to learn the poems of Ram bhakthi poet Thulssi das .
- The poems of Rahim are different &valuable and students will get confidence &ideas to tackle the problems ahead.
- To understand the writing style of Bihari & the important messages

**Unit I - 'Kabir Ke Pad' , Hindi Sahitya Ka Ithihas 15**

Aim - Students can understand the writing style of Kabir & also learn valuable messages

**Unit II - 'Sur Ke Pad' , Hindi Sahitya Ka Ithihas 15**

Aim - To learn the precious poems of surdas &Sri krishna leela

**Unit III - 'Thulsi Ke Pad' , Hindi Sahitya Ka Ithihas 15**

Aim - Students get the opportunity to learn the poems of Ram Bhakthi poet thulssi das.

**Unit IV - Rahim Ke Pad' , Hindi Sahitya Ka Ithihas 15**

Aim - The poems of Rahim are different & valuable and students will get confidence & ideas to tackle the problems ahead.

## **Unit V - Bihari Ke Pad' , Hindi Sahitya Ka Ithihas**

**15**

**Aim** - Students will understand the writing style of Bihari & the important messages.

**Total 75 Hrs.**

### **Course Outcome**

- To understand the writing style of Kabir& also learn valuable messages
- To learn the precious poems of Surdas&SriKrishna Leela.
- To get the opportunity to learn the poems of Ram bhakthi poet Thulssi das .
- The poems of Rahim are different &valuable and students will get confidence &ideas to tackle the problems ahead.
- To understand the writing style of Bihari & the important messages

### **Text Book**

1. Prachin evam Adhunik Kavya Sankalan ed by Dr.N.Lavanya, Mayura Publishers, edition 2011

### **Reference Book**

2.Hindi Sahitya kaa Ithihas, By Dr.Nagendra, Raj kamal Prakashan, 1997

**Course Objective:** To strengthen the Grammar and Composition in French language. To train the students to enhance their skills in French language for communication.

<b>UNIT I</b>	<b>15</b>
Leçon 16 - La famille Vincent (Page 44) - Grammaire : Passé composé'	
Leçon 29 - Vers l'hôtel (page 80) Grammaire : Impératif, A mettre les phrases du singulier au pluriel	
<b>UNIT II</b>	<b>15</b>
Leçon 40 - L'épicerie, les légumes et les fruits (page 112) – Grammaire : Présent de l'indicatif	
Leçon 44 - La poste (page 124) – l Grammaire : A mettre les phrases à l'imparfait	
<b>UNIT III</b>	<b>15</b>
Leçon 51 - Le café et tabac (page 142) - Grammaire : A changer les phrases en Interrogatif	
Leçon 58 - La Chasse et la pêche (160) - Grammaire : Le plus que parfait	
<b>UNIT IV</b>	<b>15</b>
Leçon 61 Un mariage à la campagne (page 170) - Grammaire –A changer au participe présent	
<b>UNIT V</b>	<b>15</b>
Composition : A écrire une lettre à un ami l'invitant à une célébration différente ex : mariage – A faire un essai sur un sujet générale - A lire le passage et répondre aux questions	

**Total : 75 Hrs**

**Course outcome:**

- Student could differentiate between the past imperfect and past tense in a phrase.
- Students will learn about vocabularies related to content and will use it during conversations.
- Learners will frame sentences based on the grammar topics as mentioned.
- Students will learn the differences between present tense and present continuous tense.
- Students will write French letter based on relative subject as mentioned in content.

**TEXT BOOK:**

1. Les leçons ont été choisis et tirés de I & II degré de G. Mauger « Cours de Langue et de Civilisation Française » The Millennium, Publication Hachette, Edition 2002

**REFERENCE BOOKS :**

1. Dondo Mathurin, "Modern French Course", Oxford University Press, New Delhi. Edition 1997
2. Paul Chinnapan, « Saraswati Grammaire Française facile », Saraswathi House Pvt. Ltd., New Delhi. Edition 2010
3. Larousse, "Larousse French Grammar", Goyal Publication, New Delhi. Edition 1995



**COURSE OBJECTIVE:**

- To train students in the use of English language in varied literary and non-literary context - To teach them soft skills and strengthen their foundation in grammar and composition - To evaluate their comprehension skills.

**UNIT - I- Prose** **15**

1. Two Gentleman of Verona - A.J. Cronin
2. Judas Iscariot - Bonnie Chamberlain
3. Dangers of Drug Abuse - J. V. S. Henbane

**UNIT II - Short Stories** **15**

1. Journey by Night - Norah Burke
2. The 2000-Mile Turtle - Henry Edward Fox
3. Fools Paradise - Isaac Bashevis Singer

**UNIT III – Fiction** **15**

1. R. L. Stevenson  
Chand & company Ltd. - Dr. Jekyll & Mr. Hyde (Retold by Kennet) – S. **15**

**UNIT IV - Functional English**

1. Paragraph Writing
2. Comprehension
3. Letter Writing
4. Report writing
  - a News Paper Report
  - b Reports for Government Official Attention
  - c Definition

**UNIT V – Conversation In Situations & Conversation Practice** **15**

1. Conversation in Situations
  - a) At the Airport
  - b) In a Bank
  - c) On the Beach
  - d) At the Customs
  - e) At the Doctors’
  - f) In a Flight
  - g) In a Hotel
  - h) In a Restaurant

- i) In a Shop
- j) Tea Time

- k) On the Telephone
- l) In a Travel Agency
- m) On a Country Walk
- n) At the theatre
- o) In a Street
- 2. Conversation Practice
  - a) Daily Activities
  - b) Asking Directions
  - c) Travel plans
  - d) Living in an Apartment
  - e) Money Problems
  - f) Weather Conditions
  - g) Dinner Conversations
  - h) Common Health Problems
  - i) Tag Questions
  - j) Office Conversations
- 3. Expansion of Hints

**Total: 60 Hours**

**Course outcome**

- To estimate the essays in the light of appeal of values based essays
- To prioritize pragmatic day to day communication through letter and comprehension.
- To develop narrative skill after reading the short stories.
- To improve their own style of writing after an expose to the prescribed prose pieces.
- To adapt themselves to life context wherein soft skill learning is a must.

**Books Prescribed:**

1. Effective English Communications for You – V. Syamala, Emerald Publishers, Chennai.
2. English Conversation Practice by D. H. Spencer, Oxford University Press
3. English Conversation Practice by Grant Taylor, Tata McCraw-Hill, Publishing Company Limited, New Delhi.

**Course objective:** This course will teach basic video camera techniques and concepts. It covers topics such as digital video terms, cutaways and establishing shots, capture images, video, montage sequence, incorporating visual elements such as transitions, color correction, chroma key and track matte into a video. Also various lighting techniques are covered in the course.

### **UNIT I: INTRODUCTION OF CAMERA**

6

Introduction to the Camera: History and types of cameras , Camera lenses – fixed focus length versus zoom lenses, common lens filters , Technicalities of photography – composition, exposure, light sensitivity, depth of field ,Portraiture – landscape, product in advertisements, photo feature ,Electronic imaging devices – Photo Conductive Tube, Charge Couple Device (CCD)

### **UNIT II: VIDEOGRAPHY EQUIPMENT**

6

Camera mounts and Camera Operations: Mounting plates, Variety of heads, friction heads, fluid heads, cradle heads. Variety of bases – pedestals, tripods, dollies, cranes, camera mounts for Teleprompters

### **UNIT III: INTRODUCTION TO CAMERA PARTS**

6

Recording sound on camera: In-built microphones in a camera ,Adjusting audio channels, Recording live sounds on camera Practical's: The students are required to: Take still photos emphasising different portraitures ,Practice camera exercises and composition, camera angles,camera movements (pan, tilt, zoom)

### **UNIT IV: VIDEOGRAPHY TECHNIQUES**

6

Fundamentals of Composition: Aspect ratio, TV picture cutoff , Types of shots – extreme closeup, closeup, mid closeup, mid shot, mid long shot, long shot, extreme long shot , Centralpoint of interest and horizontal balance , Rule of thirds , Principle of lead rule , Shot angles , Creating compositional emphasis

### **UNIT V: LIGHTING TECHNIQUES**

6

Psychology of light Human Vision, Light Sources Setting Mood through Lighting as a Story Element, Visual Environment Dealing with Natural Lighting Directional Effect of Light, Lighting design process Controlling the Intensity of Light, Color and Color Temperature of Light Three- point lighting, High-Key lighting & Low Key lighting Indoor and Outdoor Lighting Reflectors, Roleof reflectors Technique.

**Total: 30 hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Learn the camera types and its accessories

**CO 2.** Learn the lens types and its accessories

**CO 3.** Learn the procedure of videography

**CO 4.** Learn the importance of videography equipment's

**CO 5.** Learn how to recording the audio through microphones and other equal ant product.

**TEXT BOOKS:**

1. Kris. Mickiewicz, "Cinematography", Initial publication, Third edition, 2005

2. Paul Wheeler, "Digital Cinematography", Focal press, 2002.

**Course Objective:** In this paper the student is thought how to model a shape in 3D with basic parameters. Building a set modeling or modeling an automotive and giving texturing to the product.

**UNIT I: INTRODUCTION TO SET MODELING 12**

Set Modeling Overview and Objective: Modeling using Nurbs and Polygons in 3D software. Strategies of Modeling, Tips and Techniques of Modeling using Polygons overview of Polygonselection and creation, Combining, separating and splitting. Editing polygons with Sculpting surface meshes, Coloring polygons with Blind data.

**UNIT II: INTRODUCTION TO IN - ORGANIC, AUTOMOTIVE MODELING 12**

In - organic modeling such as Solar systems, mountain, and stage show background, gaming background. Automotive like car, bus and van with reference pictures. To create a model as it is in the picture.

**UNIT III: BASIC TEXTURING 12**

Advanced Materials Using Specialized Material Types. Unwrapping UVs and Using Pelt Mappingand Creating Baked Textures and Normal Maps. Working with Advanced Modeling and Light Tracing with Radiosity, Using Atmospheric and Render Effects .Retracing and mental ray effectswith Batch and Network Rendering.

**UNIT IV: TEXTURING THE MODEL USING UV MAPPING 12**

Texturing and Shading, Intro to Hyper shade, UV mapping overview, Mapping UVs, Modeling and Texturing effects, UVs menu reference, UVs windows and editors reference, UVs tool reference, Nodes and Materials, General Utilities, Image Based mapping, Editing UVs, UV sets,UV unwrapping overview, UV by Photoshop and Corel - Coloring

**UNIT V: RENDERING THE TEXTURE WITH SHADING 12**

Texturing and Shading by Unwrapping the Models. Gaming background Texturing, Digital texturing using Photoshop and Texturing via other 2D tools. Applying Mental Ray Shades to the model and Using Final Gather to Fine Tuning Mental Ray Shades.

**Total: 60 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Create a set model using modeling technic such as NURBS and subdivision

**CO 2.** Create a 3D character, landscape environment and Automotive modeling such as car, bike, and various automobiles.

**CO 3.** Learning the process of Shading and texturing networks for object details

**CO 4.** Learning the process of UV mapping for texture placement

**CO 5.** Learning the process of lighting and rendering for photorealistic outputs.

**TEXT BOOKS:**

1. Kelly L. Murdock , “Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide” -Perfect Paperback ,2014.

2. Kelly L. Murdock, “Autodesk Maya Basics Guide 2015”, 2014.

**REFERENCE BOOK:** 1. William Vaughan, “Digital Modeling” - , First Edition.2004.

**Course Objective:** The objective of the course is to learn the tools and techniques for doing Rotoscopy in the VFX projects. Considering the separation of various layers in the footage, that will be important for compositing, 2D to 3D conversion, students will be learning how to achieve good Rotoscopes such that the advanced VFX artists will be able to complete the work based on this stage.

**UNIT I: ROTOSCOPY BASICS 6**

Roto tools, Keyboard shortcuts, Establish specifics, Edge and shape, Positive space, Motion paths, Keying, Timeline key framing, Motion based roto, Approaching the shot, Creating splines, Edge consistency, Object mode transforms, Interpolation and linear movement, Motion blur, Transition between shapes with motion blur, Checking your matte(Jitter).

**UNIT II: TRACKING AND ROTO 6**

Tracking and scale, Tracking and rotation, multiple transforms, Corner pinning, Averaging tracks, stabilizing footage, planar tracking, smoothing a key frames, reverse matchmove, linking splines, fine tuning shapes

**UNIT III: ROTO AND THE HUMAN FIGURE 6**

Isolating extremities, Hands, Overlap, Fixer shapes, Faces and heads, identify the new shapes, calculating the frames, cut the old the shapes, in-between the shapes, split up the splines, using planar tracking conforming the roto.

**UNIT IV: HAIR 6**

Base shapes, Standouts, Minimum level of detail, Motion paths and motion blur, edge deduction, edge calculation, matte extraction, Photoshop cleanup, spill suppression, manual tracing, luma keying.

**UNIT V: HUMAN MOVEMENT AND CLOTHING 6**

Big human movements, subtle human movement, Tracking and the human figure, Shape breakdown, Consistent point placement, Secondary motion, in-between the shapes, split up the splines, using planar tracking conforming the roto.

**Total: 60 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the importance of rotoscopy.

**CO 2.** Understand the process are involved in the rotoscopy

**CO 3.** Learn the technical part of easy rotoscoping

**CO 4.** Learn how to put a rotoscoping for human, hair details, and cloth movements



**CO5.** Learn the technical part of texturing clothing and movement

**TEXT BOOKS:**

1. Rotoscoping: Techniques and Tools by Benjamin Bratt

**REFERENCE BOOKS:**

2. The Art of Roto: 2011 by Mike Seymour.

**Course objective:** Compositing is the combining of visual elements from separate sources into single images, often to create the illusion that all those elements are parts of the same scene. Digital compositing is an essential part of visual effects that are everywhere in the entertainment industry today.

**UNIT I: ROTOSCOPY 6**

In this unit, Students explore the rotoscopy involves creating shapes which are used to isolate or mark elements in footage, such as characters, vehicles, buildings etc. This method of creating selections allows to perform specific operations like color correction, adding additional layers, dynamic effects etc. Rotoscopy is the first step in the process of digital compositing.

**UNIT II: KEYING 6**

In this unit, Students explore keyer techniques which involve Luma key and Chroma key. This topic covers a wide knowledge about the RGB channels and its uses. It's a unique technique teaches the fastest and most accurate way to extract an object. This method is used to perform specific operations like color correction, adding multiple layers, foreground and background compositing, dynamic effects etc.

**UNIT III: TRACKING & STABILIZE 6**

In this unit, student will explore the tracking and stabilizing the footage. This concepts teaches the how to track and stabilize the live footage in 2dimentions and techniques involved in this process. This method teaches the student how to track the camera in 2 dimensions and add the layers for compositing.

**UNIT IV: LIVE ACTION COMPOSITING 6**

In this unit, Students explore live action compositing techniques. It covers how to composite various different layers into single image. In this session, students will learn at three general areas where CGI elements are composited. First up is straightforward CGI compositing where a

CGI object has been created and needs to be composited into the scene. Second, we will take a look at set extension, a rapidly expanding technique in filmmaking.

**UNIT V: RENDERING AND OUTPUT FORMATS 6**

This is the stage where we teach about the bit depth of colors and various output formats with aspect ratio. In this session we teach how to put render for broad casting and filming (size differs).

**Total: 30 Hrs.**

**Course Outcome:**

At the end of this course, the Student will be able to

- CO 1.** Understand the importance of rotoscopy.
- CO 2.** Understand the process are involved in the rotoscopy
- CO 3.** Learn the process of green or blue screen removing.
- CO 4.** Learn the process of 2d and 3d tracking
- CO 5.** Learn the process of color corrections
- CO 6.** Learn the process of Live action compositing

**TEXT BOOKS:**

1. Ron Ganbar, “Nuke 101: Professional Compositing and Visual Effects”, Peachpit Press; SecondEdition, 2014.
2. Steve Wright, “Composting Visual Effects”, Focal Press; Second Edition, 2011

**REFERENCE BOOKS:**

1. Steve Wright “Digital Compositing for Film and Video”, Focal Press; Third Edition, 2010
2. Ron Brinkmann, “The Art and Science of Digital Compositing”, Morgan KaufmannPublishers In; Second Revised Edition, 2008

நோக்கம்: பண் றடத் தமிழரின் வோழ்வியல் மறிகள் இயல்  
பானதும் இயற்றகநயோடு இணங் கிெம் மெல் வதுமோகும்;  
மிகவும் பழறமயானதும் பண் படடதுமோகும். அன்பான அக  
வோழ்க்றகறயக்கூட

மெம் றமயோகத் மிட ள்ளனர. மபோழுதுநபோக்கு,  
திடட டு நபோரமுறறகள்,  
கறல, மெயம், அரசியல், அறிவியல் என லும் தமிழர்  
அறனதஇளங் குவறத விளக்கும் போடமோக சிற)ஞ்ளளது.  
இது அறம)து அரசு

வோய்ப்ப்பிற்களென  
நதரவகளுக்குப்

நவறல  
நபோடபித்  
பயன் படும்

வறகயிலும்

இப்போடம் அறம)துள்ளது.

**அலகு 1)ொகரிகம், பண் பொடு**

15 மணி ந)ரம்

மோற்றம்போருள் விளக்கம் - பண் றடத் தமிழர்வோழ்வியல் -

அகம் - களவு - கற்பு - குடும்பம் - விரு)நதோம்பல் - உறவு

முறறகள் - டெங் குகள் -

)ம்பிக்றககள் - மபோழுதுநபோக்கு - புறம் - நபோர் முறறகள் -

)டுகல்

வழிபோடு - மகோறடப்பண் ப.

**அலகு 2 கவலகள்**

15 மணி ந)ரம்

சிற்பம் - ஓவியம் - இறெ - கூதது - ஓப்பறன் - ஆறட அணிகலன்  
கள்.

**அலகு 3 சமயம்**

15 மணி ந)ரம்

றெவம் - றவணவம் - மெணம், மபனெததம் மவளிப்படுததும் பண்  
போட.

**அலகு 4 அரசியல்**

15 மணி ந)ரம்

அரசு அறமப்பு -

முறற - உள்

வணிகம் - மவளி)ோடடு

ஆட்சி

)ோடடு

வணிகம் - வரி வறககள் - )ோணயங் கள் - )ீதி முறற.

**அலகு 5 அறிவியல்**

15 மணி ந)ரம்

கல்வி - நவளோண் றம் - வானியல் அறிவு - மரூததுவம் - கடபிடக்கறல.

மமொத்தம்: 75 மணி ந)ரம்

கல்யித்திட்டப் னன்கள்

தநிமர்க்கின் யாழ்வினல் முறக்கள், கதான்றந, ஶாகரிகம், ஶண்ஶாட்டு முறக்கறஶப்  
 ஶற்ஶி இஶக்கினங்கஶின் யமித் கதரிந்துககாள்ளும் தஶாக்கில் இஶஶாடத்திட்டம்  
 உருயாக்கஶஶ்டுஶ்து. அபசுஶ ஶணி சார்ந்த ததர்வுகளுக்கும், தஶாட்டித்  
 ததர்வுகளுக்கும் இஶஶாடஶஶகுதி உறுதுறணனாக அறநயும்.

**பொரவவ நூல்கள் :**

1. நக. நக. பிள்ளை, "தமிழக வரலாறு: மக்களும் பண் பஶுடும்",  
 உலகத  
 தமிழஶரஶயஶ்ஶி )ிறுவனம், மீள்பதிப்பஶ, 2009.
2. பக்தவஶ்ஶெல போரதி, "தமிழர் மஶனிடவியல்", அறடயளம்,  
 இரண் டஶம் பதிப்பு, 2008.
3. தடசிணஶமஶரதி. அ. "தமிழர் )ஶகரிகமுமம் பண் பஶுடும்",  
 யஶழ்  
 மவளியீடு, மறுபதிப்பு,  
 2011.
4. நதவந)யப்பஶஶஶணர் "பழ்த ஶிழர் )ஶகரிகமுமம் பண்  
 பஶுடும்",  
 தமிழம்ண் பதிப்பகம், மஶண் றன.
5. வஶனமஶமறல. நா. , "தமிழர் வரலஶஶம் பண் பஶுடும்", )ியூ  
 மெஞ் சுரி புக் ஶஶஸ் , ஆஶஶம் பதிப்பு, 2007.

**(Modern poetry, Journalism)****Course objective**

To enable the students to acquire knowledge in journalism so as to enhance his skill in effective communication pertaining to Hindi language.

**Unit I - 'Adhunik Kavitha (Apna Sansar),Journalism 15**

Aim - 'Rashtra Kavi' Maithili sharan gupta ' dreams about his life in a beautiful manner & describes how his world should be. Journalism plays a great role in the devolopment of a country. Through this,students get an oppurtunity to know about hindi journalism & the devolopments took place gradually.

**Unit II - Adhunik Kavitha (Chintha),Journalism 15**

Aim - Taken from 'Jayashankar prasad' s Kamayani, this poem explains the condition of human beings at different situations.

**Unit III - Adhunik Kavitha ('Thum logam se durr'),Journalism 15**

Aim - 'Shri Gajanan madhav mukthi bodh' describes the present day's thought of a common man & expectations.

**Unit IV - Adhunik Kavitha ('Thum logam se durr'),Journalism 15**

Aim - Poet 'Bhavani Prasad mishra' points out the importance of love & affection and also the bad effects of enmity.

**Unit V - Adhunik Kavitha ('Nimna Madhya Varg' & Bharath Ki aarhi"),Journalism 15**

Aim - 'Prabhakar machve' explains the condition of the middle class in 'Nimna Madhya Varg' 'Shamsher bahadur singh's poem 'Bharat ki aarhi' points out the importance of patriotism & our desires.

## **Total 75 Hours**

### **Course Outcome**

- Rashtra kavi 'Maithili sharan gupta' dreams about his life in a beautiful manner & describes how is world should be. Journalism plays a great role in the development of a country. Through this students get an opportunity to know about Hindi journalism & the developments took place gradually
- Taken from 'Jayashankar prasad' 's Kamayani , this poem explains the condition of human beings at different situations.
- 'Shri Gajanan madhav mukthi bodh' describes the present day's thought of a common man & expectations
- Poet 'Bhavani Prasad mishra ' points out the importance of love & affection and also the bad effects of enmity.
- 'Prabhakar machve' explains the condition of the middle class in 'Nimna Madhya varg 'Shamsher bahadur singh' 's poem 'Bharat ki aarhi' points out the importance of patriotism & our desires.

### **Text Book**

1. Prachin evam Aadhunik Kavya Sankalan ed by Dr. N. Lavanya, Mayura Publishers, edition 2011

### **Reference Book**

1. Patrakaritha Ek Paricahy by Dr. Madhu Dhawan, Bodh Prakashan, edition 1997

**Course Objective:** To enable the students to strengthen their knowledge of grammar/composition. To make the students to develop their skills of communication in French language.

**UNIT I** : 15

Leçon 20 - Une grande Nouvelle (page 56) – Grammaire : A mettre les phrases au Future

Leçon 46. - Le métro ; l'autobus (page 130) - Grammaire : A former ou à changer

L'adjectif masculin ou féminin à l'adverbe - A trouver les noms qui correspondent aux verbes

**UNIT II** 15

Leçon 48. - A la Préfecture de police (page 132) - Grammaire : Les Pronoms relatifs

Leçon 63 - Les sports (page 174) Grammaire : Le conditionnel présent

**UNIT III** 15

Leçon 56 - A Biarritz, la plage (page 156) - Grammaire : Le future antérieure

Leçon 57 - Dans les Pyrénées (page 158) - Grammaire : Le future antérieure suite)

**UNIT IV** 15

Leçons 65 - A fin des vacances (page 178) Grammaire : A changer les phrases du pluriel

- au singulier - Le présent du subjonctif

**UNIT V** 15

Composition : A écrire une lettre de regret / refus à un ami concernant l'invitation d'une célébration reçue- A écrire un essai sur un sujet générale - A lire le passage et répondre aux questions

**Total : 75 Hrs**

**Course outcome:**

- Learners group will able to make sentences related to the content and its vocabulary.
- Learners group will able to make conversation based on the vocabularies related to content.
- Students will be doing comprehension d'écrit based on the content.
- Learners group will be able to transform sentences from singular to plural or vice-versa.
- learners group will able to do basic translations .

**TEXT BOOK :**

1. Les leçons ont été choisi et tiré de I & II degré de G. MAUGER « Cours de Langue et de Civilisation Française » The Millenium, Publication Hachette, Edition 2002.

**REFERENCE BOOKS:**

1. Dondo Mathurin, "Modern French Course", Oxford University Press, New Delhi. Edition 1997
2. Paul Chinnapan, « Saraswati Grammaire Française facile », Saraswathi House Pvt. Ltd., New Delhi. , Edition 2010
3. Larouse, "Larouse French Grammar", Goyal Publication, New Delhi. Edition 1995



**18LENG41****ENGLISH – IV****5 0 0 5**

To train students in the use of English language in varied literary and non-literary context –  
 To teach them soft skills and strength their foundation in grammar and composition –  
 To elevate their comprehension skills.

**Credit Hours****UNIT I – Prose****15**

1. Walking Tours - R. L. Stevenson
2. All About a Dog - A. G. Gardinar
3. No Man is an Island - Minno Masani

**UNIT II - Short Stories****15**

1. The Man Who Likes Dickens - Evelyn Waugh
2. Lamb to the Slaughter - Roald Dahl
3. Buck Hears the Call - Jack London

**UNIT III – Drama****15**

1. Selected Scenes from Shakespeare’s Plays – Book I, Emerald Publishers
  - a) Funeral Oration (Julius Caesar)
  - b) Trial for a Pound of Flesh (The Merchant of Venice)
  - c) Patterns of Love (As You Like It)

**UNIT IV****15**

1. General Essay Writing & Group Discussion
2. Persuasive Writing and Role Play

**UNIT V****15**

1. Notice, Agenda, Minutes.

**Total: 75 Hours****Course outcome:**

- To prioritize power of understanding and aids assimilation of vocables. Vocabulary to charge communication with educated words
- To develop comprehensive knowledge through listening leading to answering questions
- To build observation power and infuse self-confidence through group discussions
- To identify methodology for befitting constructional ability
- To experiments with inward looking and visualization of the ‘otherness’ of situations

**Books Prescribed:**

1. Invitation to English Prose – A. E. Varadarajan & S. Jagadisan, Orient Black Swan, Chennai

**Course objective:** In this paper the student will know how to make a human model walk, run and jump in a path. The model's body movement is also taught. They are taught how to lip sync with the dialogues with two or more characters.

**UNIT I: CONCEPT OF RIGGING 12**

Understanding the rigging IK and Fk Constraints. Forward vs. Inverse Kinematics, A simple leg example. Forward Kinematics with Simple leg example. Inverse Kinematics, Constraints Workingwith Locators. Adding Pole Vector constraints to the elbows and constraining the wrists to locators. Testing the character, Rigging Methods and Process. Create the IK handles, restricting the heel rotation, Build a foot control hierarchy.

**UNIT II: INTRO TO IK SOLVER AND IK CHAIN 12**

Intro to IK rotate plane solver, working with the IK Rotate Plane solver. Creating the arm joints and setting preferred angle, setting up the IK Rotate Plane solver. Translating the end effector of the IK chain,

**UNIT III: BENDING AND TWISTING OF KNEE 12**

IK and FK combination foot, Skeleton set - up - Setting up Single Chain IK -Parenting the IK and Orient constraints Parenting the IK - Bending toes and twisting the knee. Adding attributes

**UNIT IV: ANIMATION PRINCIPLES 12**

Animation Principles and Process, Basic Animation with types of Balls. Working with Animation Editor and Tools. Animation Basics, Key frame Animation, Nonlinear Animation, Path. Animation, and Motion Capture Animation Geometry Caching with Animation Layers, Animation Menus, Animation Tools, Animation Windows and Editors - Animation Nodes

**UNIT V: ANIMATING TWO LEG AND FOUR LEG WITH DIALOGUES 12**

Advanced Character Animation with Two Leg Animation (walk, run, Jump, Wight lifting etc.). Four Leg Animation (walk, run, Jump) Lip sync Animation. Single Character Animation with Dialogues, Two or more character interacting animation with Dialogues. Work Flow with Graph, Trax, Dope.

**Total: 60 Hours**

**Course Outcome:**

At the end of the course, learners will be able to:

**CO1:** understand how to animate a model in 3D Viewport

**CO2:** will Gain key knowledge in Key frames and graph editor

**CO3:** will understand various types of constraints to constrain a character model

**CO4:** understand rigging human model and constrain the rig as per anatomy of the model

**CO5:** applying a real world motion to a 3D Created object

**CO6:** gain knowledge on Facial expression for 3D Animation

**TEXT BOOK:**

1. Susan JolliffeNapier, "Anime from Akira to Princess Monoke: Experiencing Contemporary Japanese Animation", Palgrave Macmillan Limited, 2007.
2. Richard Williams, "The Animator's Survival Kit", Faber & Faber, Limited, 2004,

**Course objective:** Compositing is the combining of visual elements from separate sources into single images, often to create the illusion that all those elements are parts of the same scene. Digital compositing is an essential part of visual effects that are everywhere in the entertainment industry today.

### **UNIT I : BASICS OF MATCHMOVING 6**

Understanding the match moving process, Evaluating the footage, Applying information, Defining the camera, Fitting the set, Testing the matchmove, Delivering the scene, Match moving in the production pipeline, Gathering the data, Setting up the camera, Adding rough geometry and refining the camera, Creating camera rig, Evaluating and adjusting the camera. Introducing photogrammetry, the optics of photography, Projection.

### **UNIT II: 2D TRACKING, 3D CALIBRATION, AUTOMATIC TRACKING 6**

Understanding the 2D tracking process, Exploring the anatomy of 2d track, Track placement, Sample the 3d space, Optimizing the plate for 2D tracking, Making the first track in syntheyes, track estimation, track configure and calculation.

### **UNIT III: CAMERA, SET FITTING 6**

Lenses, Focal length, Focus, Nodality, Film backs, CMOS, CCD, and rolling shutter, Lens distortion, Anamorphic distortion, Capture and digitization, Fitting the camera, Checking the matchmove, Fitting the set, Moving the camera, Scaling the camera, Creating camera rigs, Getting camera information, Tracking markers on green screen, Tracking markers on set pieces, Tracking markers on green screen

### **UNIT IV: MATCHAMATION, TROUBLESHOOTINGS 6**

Understanding the basic technique, setting the initial pose, using nonlinear animation technique. Analyzing the movement, Making the first pass, Making additional passes and tweaks, Making model changes, Working with imperfect data, Performing effective troubleshooting, Check the camera motion, Check set placement and fitting, Check for plate issues, Diagnosing the problem, Using advanced 2d tracking, Using constraints, Working withreference photos, Forcing a calibration, Faking the focal length, Using survey data.

### **UNIT V: OBJECT TRACKING 6**

The object tracking process, Tracking workflow, Converting a camera track to an object track, 2D tracking problems, Difficult object motion, Tracking human faces, Geometry tracking, Advanced object tracking.

**Total: 30 Hrs.**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the importance of match move in the VFX industry

**CO 2.** Learn the data collection process for VFX

**CO 3.** Learn the process are involved in the tracking

**CO 4.** Learn the process of how the 3D camera are fitting the scene

**CO 5.** Difference ate the process object tracking vs camera tracking.

**TEXT BOOKS:**

1. Match moving: The Invisible Art of Camera Trac by Tim Dobbert.
2. Steve Wright, “Composting Visual Effects”, Focal Press; Second Edition, 2011

**REFERENCE BOOKS:**

1. Steve Wright “Digital Compositing for Film and Video”, Focal Press; Third Edition, 201
2. Ron Brinkmann, “The Art and Science of Digital Compositing”, Morgan KaufmannPublishers In; Second Revised Edition, 2008

**Course objective:** To learn the techniques and understand the various methods, develop skills and techniques to create special effects. And to know the interface used in creating visual effects.

**UNIT I: PAINT EFFECTS 6**

Introduction to visor, Designing Paint Effects , Coloring paints, Designing Trees and green effects ,Designing Weather and seasons ,Effects on seasons, Designing Glass image, Designing Different glass reflection, Designing Glow Effects, Liquid Effects and reflection design

**UNIT II: PARTICLES AND FIELDS 6**

Introduction to dynamics and explaining how it uses the rule of physics to simulate natural forces, overview of particles such as dots, streaks, spheres, blobby surfaces and other item, Animating particle by using different types of fields, using different types of emitters to create effects such as steam, rain, fire, snow, cloud, smoke and explosion. 2D and 3D grid particle. Animating the particle using goal.

**UNIT III: SOFT BODIES AND RIGID BODIES 6**

Understanding the behavior of soft body and rigid body, Rigid body Constraints of like nail, pin, hinge, barrier and spring. Painting the soft body weights tool, Change or turning off the constrain type, Convert rigid body animation to keys.

**UNIT IV: FLUID EFFECTS 6**

Introduction to Fluid Effects, Coloring the fluids, Designing Clouds Background, Designing Fog Effects, Explosion Effects and Fire Effects with flames, Space Effects and designs, Designing Thick Smoke, Water effects with fluids, Fluid stimulation for special effects.

**UNIT V: SPECIAL EFFECTS 6**

Designing Special Effects, Designing effects of Fur and shape, Designing Fur Effects, Designing Cloth & Clothes and effects, Fire effects, Lighting, Shatter, and Curve flow, Surfaceflow, Basics of dynamics and n cloth, Special effects rendering techniques.

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

- CO 1.** Understand the importance of effects in film making process
- CO 2.** Create an effects from Maya particles
- CO 3.** Create a fire, water, clouds and smoke effects for VFX
- CO4.** Create a rigid body simulations from different objects
- CO5.** Create an environment design from paint effects.

**TEXT BOOKS:**

1. Ron Brinkman, “The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics”, Morgan Kaufmann Publishers, Second Edition, 2008.

**REFERENCES BOOKS**

1. Steve Wright, “Digital Compositing for Film and Video”, Focal Press, 2010.
2. Lee Lanier, “Professional Digital Compositing: Essential Tools and Techniques”, Wiley Publishing Inc., 2010.

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**NEW MEDIA TECHNOLOGY**

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**Course objective:** Students will understand the importance of new media technology and learn about the production of effective educational and entertainment programs for different fields.

**UNIT I: EDUCATION FOR MEDIA 12**

Education - Importance of Education, Indian Education System, Teaching - Learning Process; Formal/Non - formal education, Regular, Distance/Open Education, Social Education, Modes of Education delivery, Synchronous and Asynchronous Learning. Usage of Media in Education, Role and Importance of Media, Personalized and Mass Media for Education, ICT enabled learning, Types and Formats of Educational Programmes.

**UNIT II: INTERNET AND WEB FOR EDUCATION 12**

Internet and Web media for Education, Technologies, Connectivity, ERNET, Web Content Production, VOIP, Webinars, Interactivity, Internet TV, Video conferencing, Web - based Instruction, Social Web. Cable Communication, Cable casting, OFC, Cable telecommunication, cable internet service.

**UNIT III: TELEVISION AND SATELLITES FOR EDUCATION 12**

Experiments in TV, International and Indian Experiences, Projects, SITE, Gyandarshan, Vyas, Ekalyva, Video Programmes for Education, Video/TV Program Production - Planning, Scripting, Production, Execution, Feedback, Video - Conferencing, Multicast, Simulcast, Video streaming, Video On Demand. Various Satellite used for Education, Indian and International Issues, EDUSAT - Network configuration - space and ground segments, Implementation, EDUSAT Usage in Educational Institutes and Universities.

**UNIT IV: MOBILE COMMUNICATIONS 12**

Mobile communication, CDMA, GSM technology, mobile communication pattern, satellite telephony, 3G and 4G technology in mobile, Smartphone video telephony, mobile application, mobile networks, mobile sharing systems

**UNIT V: BROADCASTING TECHNOLOGY 12**

Broadcasting technology, master control room, production control room, OB Van, OB Trucks, transmission technology, computer assisted communication and other emerging technologies, network sharing systems.

**Total: 60 Hrs**



**Course Outcome:**

At the end of the course, learners will be able to

**CO1:** Understand the essential relationship media shares with educational system in India.

**CO2:** Acquire a significant knowledge of various types of Educational programmes produced by media and its role and usage in education system.

**CO3:** Bring out the various nuances of web media and technologies and their use in Education.

**CO4:** Have an in-depth knowledge about the technical aspects of television and satellites.

**CO5:** Able to understand the use of television and satellite for providing education through projects like SITE, Gyandarshaan, Vyas, and Ekalvya.

**TEXT BOOKS:**

1. Anton et.al, "Using Quark Xpress 4", Indianapolis: Que Publication, 2007.
2. Bangia & Ramash, "Learning Corel Draw 12", Kanna Book Publ.Co. Pvt Ltd, 2008.
3. Nick & Heap Ray & Thomas Geoff, "Information technology & society", Sage Publications, 2007.

**REFERENCE BOOK:**

1. Snell Ned, Temple Bob & Clork T.Michoel, "Internet and web basics all in one", Indianapolis: Pearson Educations, 2003.

**Course objective:** To learn the techniques and understand the various methods, develop skills and techniques to create special effects. And to know the interface used in creating visual effects.

### **UNIT I: CLOTH SIMULATIONS**

9

Introduction to nCloth, create passive collider, create nCloth, convert nCloth output space, reset shape, paint texture properties, paint vertex properties, convert texture to vertex map, convert vertex to texture map, nConstraint – component, component to component, force field, point to surface slide on surface, tearable surface, transform constraint

### **UNIT II: HAIR SIMULATIONS**

9

Introduction to XGen, create interactive groom splines, interactive groom editor, interactive grooming tools, cache, convert interactive groom to polygons, paint effects tool, make paintable, rendering, catch the hair simulation

### **UNIT III: LIQUID SIMULATION**

9

Introduction to Bifrost, emitter, collider, foam, foam mask, killplane, adaptive camera, adaptive mesh, guide, emission region, motion field, kill field, bifrost options, bifrost catch system and bifrost render, render with Arnold.

### **UNIT IV: 3D MOTION GRAPHICS**

9

Introduction to MASH, create MASH network, create MASH deformer, create blend deformer, create jiggle deformer, create mesh from points, create MASH to type/ SVG , connect nParticles to MASH, set up nParticles with an initial state from MASH, add trails to particles.

### **UNIT V: ADVANCED SPECIAL EFFECTS**

9

Designing Special Effects, Designing effects of Fur and shape, Designing Fur Effects, Designing Cloth & Clothes and effects, Fire effects, Lighting, Shatter, and Curve flow, Surfaceflow, Basics of dynamics and n cloth, Special effects rendering techniques.

**Total: 45 hrs**

**Course Outcome:**

At the end of this course, the student will be able to

- CO 1.** Understand the importance of effects in film making process
- CO 2.** Create a cloth simulation effects from Maya nCloth
- CO 3.** Create a fire, water, clouds and smoke effects for VF
- CO 4.** Create a rigid body simulations from different objects
- CO 5.** Create a 3D Motion graphics design from maya MASH plugin.

**TEXT BOOKS:**

1. Doug Kelly, “Digital Compositing in Depth”, Carioles Publication, 2003.
2. Angie Taylor, “Creative After Effects 5.0”, Focal Press, 2002.

**REFERENCES BOOKS:**

1. Ron Brinkman, “The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics”, Morgan Kaufmann Publishers, Second Edition, 2008.
2. Steve Wright, “Digital Compositing for Film and Video”, Focal Press, 2010.
3. Lee Lanier, “Professional Digital Compositing: Essential Tools and Techniques”, WileyPublishing Inc., 2010.

**Course objective:** In this paper students will learn how to use lights in the 3D. They will take the preferred output from the software for the other works like gaming, film and education.

**UNIT I: UNDERSTANDING THE BASIC OF LIGHTING 6**

Understanding the Art of Lighting. Understanding the color and composition, Understanding Lighting with the basic of Color and composition. 3d Lighting, Omni, spot light, direct light. Introducing Modifiers and Using the Modifier Stack. Drawing and Editing 2D Splines and Shapes - Modeling with Polygon

**UNIT II: KNOWING THE DIFFERENT TYPES OF LIGHTING AND OBJECT TRANSFORMING 6**

Applying the Correct Light for the project. Linking and Unlinking the Lights Using Light Fog and light Glow. Environment and Volume Fog, Lighting an Interior with sunlight. Creating and Editing Primitive Objects and Selecting Objects. Setting Object Properties, Using Layers and the Scene Explorer and Transforming Objects. Adjusting Pivoting and Aligning and Snapping, Cloning Objects and Creating Object Arrays

**UNIT III: OTHER TYPE OF LIGHTS ADJUSTMENT FOR RIGGING 6**

Preparing for Successful Light rigs - 1 - 2 - 3 Light Rig. Interior Light set and Exterior LightSet. Environment Light Set and Layered Based Light set. Working with the Schematic View, Using Animation Layers and the Motion Mixer to Understanding Rigging and Working with Bones

**UNIT IV: RETRACING WITH MENTAL RAY 6**

Retracing with 3D Software and Mental Ray, Retracing with Mental Ray - Reproducing water -Reproducing Glass - Reproducing Marble floor - Working with HDRI,

**UNIT V: ABOUT ILLUMINATION AND SHADERS 6**

Working with global illumination. Final gather and mental ray shaders, Understanding indirect Illumination. Applying Caustics and Applying Mental Ray Shaders. Using Final Gather and Fine Tuning Mental Ray Shaders.

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the importance of lighting for getting Photorealistic out

**CO 2.** Lighting the 3D environment for different design layout

**CO 3.** Learn different type lightings and light moods

**CO 4.** Learn the light raytracing technic inside 3D environment

**CO 5.** Learn the process of illumination and shaders that are involved in the rendering.

**TEXT BOOKS:**

1. Kelly L. Murdock, “Kelly L. Murdock's Autodesk 3ds Max 2015 Complete ReferenceGuide”, Perfect Paperback , 2014.

**REFERENCE BOOKS:**

1. Jeremy Birn, “Digital Lighting and Rendering”, New Riders, 2013.

**Course objective:** Compositing is the combining of visual elements from separate sources into single images, often to create the illusion that all those elements are parts of the same scene. Digital compositing is an essential part of visual effects that are everywhere in the entertainment industry today.

**UNIT I: ROTOSCOPY & KEYING 6**

In this unit, Students explore the rotoscoping involves creating shapes which are used to isolate or mark elements in footage, such as characters, vehicles, buildings etc. This method of creating selections allows to perform specific operations like color correction, adding additional layers, dynamic effects etc. Rotoscopy is the first step in the process of digital compositing. Students explore keyer techniques which involve Luma key and Chroma key. This topic covers a wide knowledge about the RGB channels and its uses.

**UNIT II: 2D & 3D TRACKING 6**

In this unit, student will explore the tracking the footage. This concept teaches the how to track the live footage in 2D and 3D, it also teaches the techniques involved in this process. This method teaches the student how to track the camera in 2D and 3D layers for compositing. We teach origins of 3D tracking technologies lie in the science of photogrammetry, the scientific method of calculating positions and distances of points referenced in one or more images.

**UNIT III: LIVE ACTION COMPOSITING 6**

In this unit, Students explore live action compositing techniques. It covers how to composite various different layers into single image. In this session, students will learn at three general areas where CGI elements are composited. First up is straightforward CGI compositing where a CGI object has been created and needs to be composited into the scene. Second, we will take a look at set extension, a rapidly expanding technique in filmmaking.

**UNIT IV: STEREOSCOPY PIPELINE AND ITS PROCESS 6**

In this Unit, Student will explore the pipeline of stereoscopy. In this session we cover the workflow of stereoscopy which follows the four major departments such as Rotoscopy, Matte Extraction, Clean plate and Stereo conversion process.

**UNIT V: RENDERING AND OUTPUT FORMATS 6**

This is the stage where we teach about the bit depth of colors and various output formats with aspect ratio. In this session we teach how to put render for broad casting and filming (size differs).

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the importance of rotoscopy.

**CO 2.** Understand the process are involved in the rotoscopy

**CO 3.** Learn the process of green\blue screen removal

**CO 4.** Learn the process of 2D tracking and conversion

**CO 5.** Learn the process of Live action compositing with different render passes

**TEXT BOOKS:**

1. Ron Ganbar, “Nuke 101: Professional Compositing and Visual Effects”, Peachpit Press;Second Edition, 2014.
2. Steve Wright, “Composting Visual Effects”, Focal Press; Second Edition, 2011.

**REFERENCE BOOKS:**

1. Steve Wright “Digital Compositing for Film and Video”, Focal Press; Third Edition, 2010
2. Ron Brinkmann, “The Art and Science of Digital Compositing”, Morgan KaufmannPublishers In; Second Revised Edition, 2008

**Course objective:** The objective of this course is to gain the complete domain knowledge on visual effects work and to analyze the level of the work involved.

**UNIT I: GREEN SCREEN & BLUE SCREEN 10**

Color theory of camera, Chroma and luma sampling, video codec, light and its properties, selecting the screen (Green or Blue), green screen lighting, blue screen lighting, color space calculations, digital testing before production.

**UNIT II: TRACK POINTS AND ITS USES 15**

Track points preparations, placing the track points, distance maintains, points distance calculation, log sheet for track points, calculating from different focal length, testing the track points with camera movements.

**UNIT III: SPECIAL MAKEUP 15**

In this unit, student will learn what is tracking point and why it is used for shooting the visual effects shots. Blood splattering, damage face, damage body, hair makeup, fire with body, old age look, flush creation.

**UNIT IV: SPECIAL EFFECTS 15**

In this unit, student will explore the difference between Visual Effects and Special Effects; also we teach how to shoot the most commonly used special effects like bullet hits, Practical explosions, rain, Fire, Car gags of all sorts, flying rigs, dust etc.

**UNIT V: EVALUATION 5**

After this course student can able to understand the depth of the shot and how to control the wastages in the shooting spot and offline edit conformation, shot review, logging .

**Total: 60 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the process of visual effects production

**CO 2.** Planning shots for VFX

**CO 3.** Handling green or blue screen shooting methodology

**CO 4.** Take a live action computer graphics shots for movie and commercial

**CO 5.** Design and Adding special effects

**CO 6.** Understand the importance of vfx data collection



**TEXT BOOKS:**

1. L.B. Abbott, "Special Effects: Wire Tape and Rubber Band Styles", ASC Holding Corp, 1984.
2. Jeff Foster, "The Green Screen Handbook" Focal Press, Second Edition, 2014.

**REFERENCE BOOKS:**

1. Raymond Fielding, "Techniques of Special Effects of Cinematography", Focal Press, Fourth Sub edition, 1985.
2. Richard Rickitt, "Special Effects" Virgin Books, 2000.

**Course objective:** This course is designed to teach students about the entire professional VFX studio workflow management. It covers the basic principles of VFX production, and workflow management using the specific software. With this knowledge students will be able to manage or assist in the VFX facilities small or big.

**UNIT I: INTRODUCTION TO VFX POST PRODUCTION PROCESS 6**

Pre visualization, Concept art Basics of Particles, Introduction to Fields, Paint effects, Fluids, Basic concept of Camera tracking, Basic of digital & matte painting, Basic of Rendering concepts, Basic of Compositing

**UNIT II: PROJECT TRACKING 6**

Creating and Managing projects, tracking, importing, status, filters, sorting, grouping, time logs, global search, artist information, artist job status, conforming with rough output, review with client inputs.

**UNIT III: SCHEDULING TASKS 6**

Tasks and pipeline steps, my tasks, Gantt chart and tasks, tracking bids and logging time, inbox and following, crew planning, task management, assign tasks, risk assessment, software and hardware allocations.

**UNIT IV: REVIEW AND APPROVAL 6**

Submitting your work, overlay player, image attachment, notes, review notes, media applications and playlists, supervisor approval and review, director approval and review, client approval and review.

**UNIT V: INTEGRATIONS AND EDITORIAL CUTS 6**

Publishing work, user integration, desktop download and setup, playing and reviewing the cuts, browsing cuts, cut data model and schema, import cut in - depth, updating shot information

**Total: 30 hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the process of VFX production

**CO 2.** Understand the project deadline and its importance

**CO 3.** Understand the project workflow from the different types of vfx projects

**CO 4.** Scheduling the task for each vfx artist and tracking the results

**CO 5.** Conforming the works with movie editor

**TEXT BOOKS:**

1. Doug Kelly, "Digital Compositing in Depth", Coriolis Publication, 2003.

**REFERENCE BOOKS:**

1. Angie Taylor, "Creative After Effects 5.0", Focal Press, 2002.

**Course objective:** To make the students to prepare show reel for producing in industry and for interview purposes.

Students are expected to submit the projects on any one of the following

- VFX
  - Matte painting ( Set extension)
  - Matchmove and 3D Compositing
  - Title/Logo  
AnimationOR
- VFX BASED SHORT FILM (minimum 3 minutes).

**UNIT I: CONCEPT FOR THE FILM 6**

Students are expected to come with a concept that will be employing all the modern techniques and tools that they have studied. It will be important to make a meaningful and interesting concept, even if the duration of the film is few minutes.

**UNIT II: STORY BOARDING and PRE - PRODUCTION 6**

The Story line is briefed in the paper as drawing with the shorts and scenes. Scene layouts, action layouts, effects layouts, character layout, location layout, camera angle layout, shot breakdowns

**UNIT III: SHOOT PLANNING 6**

Students will discuss with the team that will consists of camera man, VFX experts and a shooting coordinator to finalize the location of the shoot, artists, equipment needs, permissions etc.

**UNIT IV: POST\_PRODUCTION 6**

Once the shoot is over, the footage is captured and edited. Then VFX is executed as per the story board, with multiple iterations till the final output is achieved. The VFX footage is integrated along with the rest of the footage. The audio in the form of Dubbing, Sound Effects and Music is added and mixed to give the final shape to the film.

**UNIT V: FINAL FILM 6**

The final version of the film is rendered in the format that will be delivered to the studios in the form of Internet - Portal uploads (YouTube, Vimeo), and also stored in pen - drive / DVD to be sent along with the resume.

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the importance of DEMO REEL

**CO 2.** Planning the demo reel based of VFX technical works.

**CO 3.** Preparing the ideas using storyboard or concept art.

**CO 4.** Edit the shot after shooting and adding VFX works

**CO 5.** Finalizing the shots with correction and make demo reel

**TEXT BOOKS:**

1. L.B. Abbott, “Special Effects: Wire Tape and Rubber Band Styles”, ASC Holding Corp,1984.
2. Jeff Foster, “The Green Screen Handbook” Focal Press, Second Edition, 2014.

**REFERENCE BOOKS:**

1. Raymond Fielding, “Techniques of Special Effects of Cinematography”, Focal Press, FourthSub edition, 1985.
2. Richard Rickitt, “Special Effects” Virgin Books, 2000.

For a period of two months (150 Hours of Work Experience), students will be attached to the media industry on an Internship basis, with the objective to expose them to actual situations and day to day functioning of the media industry. The interns will be exposed to the particular area of specialization already chosen. The faculty of the department in coordination will closely monitor progress of the interns with the guides in the media industry.

A report and a viva voce will be complete the process of evaluation.

Project reviews will be conducted during the internship project on regular intervals which would consist of.

- Weekly Report
- Presentation
- Final Report
- Submission of the presentation and final Report Presentation with the Aids and with works of the students.

Viva through the presentation and subject knowledge.

### **Course Outcome**

At the end of the course, learners will be able to:

**CO1:** Gain practical exposure from the industry.

**CO2:** Acquire the significant knowledge and skill about their area of interest

**CO3:** Understand the ethical values of media industry.

**CO4:** Understand the industrial work flow and process in detail trained to be an entrepreneur.

**CO5:** Acquire an in-depth knowledge about the techniques to handle and manage the problems in each phase of media fields.

# **SYLLABUS**

## **DISCIPLINE SPECIFIC ELECTIVE COURSES**

**Course objective:** This course is aimed at giving theoretical and practical knowledge in this most widely used technique in VFX production. Students will learn about various principles that makes this process work, so that they will be able to supervise and assist a green screen shooting, and get the best output in the VFX production software.

**UNIT I: DIGITAL MATTING METHODS AND TOOLS 6**

Green vs Blue screen, Difference matte vs Chroma key, light evolution, shadow catcher, light reflectors, hardware matte compositors and chroma keyers, compositing software and plugins, introduction to live Chroma keying.

**UNIT II: BASIC SHOOTING SETUPS AND COMPOSITING TECHNIQUES 6**

Basic setups for shooting green screen, green and blue screen materials, light setups, light reflector, placing tracking points, matting compositing techniques, layer masks, roto techniques, matte extractions, hue corrections.

**UNIT III: BUDGET AND LIVE BROADCAST 6**

Shooting green screen for outdoors, DIY light kits, shooting with inexpensive background materials and the nano softlights, studio green screen, ultimate hardware in action, live broadcast with virtual sets

**UNIT IV: SETTING THE SCENE 6**

Right matte processing, lighting techniques, matching subjects to the background, digital camera and camcorders, storyboarding and directing, interacting with objects, spill suppressions, edge softness, light warp technic.

**UNIT V: COMPOSITING THE FOOTAGE 6**

Getting a great matte, color balancing, fixing problem on the shot, working with virtual sets, motion tracking and match moving, removing track points, fill holes, shadow matching, rough composite, complex composites.

**Total: 30 hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

- CO 1.** Understand the importance of Green screen shooting in VFX
- CO 2.** Learn the difference between green and blue screen technology
- CO 3.** Analysis the budget for green shoot method



- CO 4.** Preparing the Scene and camera techniques for a particular shots  
**CO 5.** Compositing with background and make final output.

**TEXT BOOKS:**

1. Jeff Foster, “The Green Screen handbook: Real - World Production Techniques” First Edition.

**Course objective:** The aim of this course is to provide students with an introduction to the history, social and cultural impact, and aesthetic nature of film. Emphasizing how films produce meanings for viewers, this course will examine the ways that editing, mise - en - scene, sound, color, shot composition, and camera movement, along with such elements as performance, directorial style, and genre, shape our experience of seeing movies. Along with an attention to film language and narrative, this course will also look at key periods and events in film history. In addition we will briefly examine the national cinemas, considering the social, cultural, and institutional frameworks within which films have been produced and consumed at different times and in different places.

**UNIT I: AN OVERVIEW 12**

Introduction to film as an art and the nature of art, the spectrum of abstraction and the modes of discourse. The “Rapports de production” where the totality of these relations of production constitutes the economic structure of society, the real foundation, on which arises a legal and political superstructure and to which correspond definite forms of social consciousness and Films as Mass Communication.

**UNIT II: FILM RELATION WITH OTHER ARTS 12**

This unit describes the relationship of Film and the other Arts in related to Film photography and painting, Film and the Novel, Film and theater, Film and Music, Film and environment Arts, Films and folk media.

**UNIT III: HISTORICAL, THEORETICAL AND CRITICAL APPROACH TO FILM 12**

History of World Cinema in a Narrative Form of both Linear Perspective and Non Linear perspective. And Formation of Genres in association with Melodrama, Family and Gender. Standardization of Film Practices and its basic Techniques. Semiotic Analysis of its Codes. Factors Motivating such Standardization. Mode of production in the Studio System and also the evolution of the Hollywood Film Paradigm.

**UNIT IV: HISTORICAL AND CULTURAL STUDY OF INDIAN CINEMA 12**

The study of history of Indian Cinema covering the whole Indian and Regional Cinema with its history and development. Next the unit discusses the Cinema movements like Phalke and the Swadeshi enterprise and the mythological factors connected with the early genres like social, historical, stunt film and the Saint Films.

**UNIT V: FILM ANALYSIS 12**

The student is taught to know about the Language of film and its tools, its Signs and the physiology of film perception in terms of denotative and connotative meaning with Syntax, Codes, and mise - en scene, the framed image, the diachronic shot, sound, image, Elements of Films, Visual Language, Structure and content. And a brief study of Time components of film

with spatial components, Creative choices, and Macro and micro elements of film language.

**Total: 60 Hrs**

### **Course Outcome**

At the end of the course, learners will be able to:

**CO1:** Have a very good knowledge of films, relationship of film and other arts, film and music, film and environment arts

**CO2:** Gain knowledge about –media films and folk media, film in theater

**CO3:** Have detailed understanding about- history of world cinema, narrative form of linear perspective and non linear perspective, genres in association with melodrama

**CO4:** Understand the establishment of film practices and its basic Techniques, semiotic Analysis of its codes Factors Motivating such standardization,

**CO5:** Have a thorough knowledge of Film making- production system of Hollywood film method overview from lumiere brother and Griffith movies.

### **TEXT BOOKS:**

1. Keval J. Kumar, “Mass Communication in India”, Jaico Publishing, 2000.
2. Denis McQuail “Mass Communication Theory”, Vistaar Publications, 2005

### **REFERENCE BOOKS:**

1. Barry Keith Grant, “The Film Studies Dictionary”, Dum Publications, Edition III, Year 2008
2. Emmons, “Film and television: a guide to the reference literature”, R, ACEL Release, First Edition, Year 2009, ISBN: 1563089149

**Course objective:** This course is intended to give students an introduction to various aspects of audio and video post -production tools and techniques in video and audio editing, Introduction to Audio video editing systems and concepts, Familiarity of Non Linear Edit Systems, multi-track recording systems and file formats. Digitization, Transcoding, Browsing and planning Sequencing in time line for Edit , change in image size and camera angle ,adding transition & Effects preparing Titles and sub titles, adding music, effects / dialogues , voice narrations with audio Mixing Techniques and taking Final video out.

**UNIT I: UNDERSTANDING OF FILM AND VIDEO EDITING 6**

Study of different kinds of NLE Editing systems AVID & FCP and file formats, SD & HD Video Formats and study of the using of Editing equipment's, cue sheet & Video cut-list reports, Understanding Interfaces , Saving project Setting scratch Disc and Loading Bin ,Working with different formats and Studying of Editing tools and accessories , Importing Video and Audio sample rates, frame rates ,DV/HDV/HD formats. Understanding inserts – overwrite, marking In and Out, Non -Linear Techniques Adding & Deleting, Moving Edits in time line – Cut, Copy, and Paste.

**UNIT II: PRINCIPLES OF FILM AND VIDEO EDITING 6**

Working with Bins Organizing your footages, viewing clips of rush videos Separation of ok takes and deletion of NG takes Assembly of Rushes in story order & story Board , Basic systems in Video Editing , The shot, The Scene, Sequences , Study of Transitions , Study of optical effects , Study of video effects, Using of bridging shot - Cut away and cutting in action .

**UNIT III: EDITING SPECIALIZATION EXERCISES 6**

Editing Decision ,Editing Functions , Combination of timing , Pacing , Rhythm & Tempo, time code Editing Split Edits Drag & Drop Editing ,smooth cut, constructing a lucid continuity , constructing physical continuity , Slow and fast motion actions, change in image size and camera angle, sense of screen direction, , Editors cut, match cut, movement and look, The cut away ,The reverse shot, imaginary compositions.

**UNIT IV: BASIC AUDIO TOOLS FOR VIDEO EDITING 6**

Actual Sound, continuous sound track , Relational Editing , Dialogue counterparts , Editing Dialogue sequence , Natural Rhythm, Adding ambience sound, Effects, Bridging the dialogue , Controlling the volume between the channels ,True and natural presentation Intro to audio mixing, sweetening, and sound design ,Study of Background music, Voice dubbing, Effects dubbing, synchronous and non-synchronous sounds.

**UNIT V: COLOUR CORRECTION AND FINAL DELIVERY 6**

Harsh cut jerky cut Cause and effect Smooth Continuity Sound edit Dramatic cure punctuation and Amplification, Song Editing, Specific goals, Transition & Sound. Action sequences , Physical conflict, Timing, rate of cutting, problems in editing action sequence, Russian montage, French montage and American montage Montage as a Transitional device Emotional significance Arranging the visuals slow and fast Pleasing Visual Continuity Dissolves, wipes, realistic dialogue.

**Total: 30 hrs**

**Course Outcome:**

- CO1:** Having a good knowledge of NLE Editing systems (Adobe premiere & FCP) and various file formats and Different Editing tools and how to construct stories and Media presentation.
- CO2:** Gain knowledge to analyses and organize, Create story order in NLE projects, Moving Edits, Continuity, Cut, Copy, and Paste. Save, Efx edits render, transitions Film, cut away.
- CO3:** Types and concepts in style -cutting for genre, , three-point edit, shot compositing , match Frame, Split Edits, Transitions Effects, Color correction & Color grading, ,Montage making,
- CO4:** Seamless editing and alpha channel, titling techniques, parallel, Intercut, cross cuts. News and Programmed Editing, Voice dubbing, Background music, Audio Edits for video
- CO5:** Pleasing color with 3 way color correction, Visual Effects motion title graphics & graphics and animation Final export with Basic Encoding to final Delivery for Screening

**TEXT BOOKS:**

1. Ken Dancyger, “The Technique of Film and Video Editing” Focal Press, 2010
2. Roy Thompson, Christopher J. Bowen “Grammar of the Edit” Focal Press, 2013

**REFERENCE BOOKS:**

1. Bobbie O’Steen, “The Invisible Cut: How Editors Make Movie Magic” Michael WieseProductions; 1st edition 2009
2. Gael Chandler, “Film Editing: Great Cuts Every Filmmaker Should Know”, Michael WieseProductions 2009
3. Howard M. Traminen, “The Audio Encyclopedia”. Howard W. Sam’s & Co. 2nd edition 1969
4. Don Davis and Carolyn Davis, “Sound System Engineering” Focal Press; 3 editions 2006

**Course objective:** In this paper the student will know how to create video presentation using motion graphics technic using Photoshop, and after effects.

**UNIT I: ANIMATION TECHNIQUES 6**

Introduction to animation, Basic animation, Key frame velocity, Animation assistance, Animation curve, Graph editor, creating a composition, Animation tips and techniques for motion graphics.

**UNIT II: LAYER MANAGEMENT, MODES, MASKS AND MATTES 6**

The layer essentials, Trimming, Motion blur, blending modes, all about masking, all about track mattes, Stencils, cameras, Lighting in 3D, Nesting compositions, Parenting skills, Nesting composition, Pre-composing, Collapsing transformation.

**UNIT III: TEXT ANIMATION, EFFECTS & PRESETS 6**

Creating types of text, animating text, importing 3D text from 3D applications, Applying and using effects, using plugin effect to make more creative. Effects roundup overview, Compound effects, Presets and variations.

**UNIT IV: COLOR, KEY, TIME, TRACKING 6**

Color management, Keying, Color difference keyer, Frame rate manipulation, Motion stabilization, Motion tracking, Mocha, Paint, Clone, Roto brush, Shape layers, Paint and clone, vector paint effect, the puppet tools.

**UNIT V: IMPORTING, EXPORTING AND RENDERING 6**

Working with audio, expressions, Import and interpret, Integration 101, Integrating with 3D application, Video issues, Render queue, Advanced rendering, Prerendering and proxies.

**Total: 60Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Create basic layer animation from photoshop images

**CO 2.** How to import the photoshop layers inside the After Effects project

**CO 3.** Learn the process of different type of mode operations

**CO 4.** Learn the process of Mask operations

**CO 5.** Getting output with client corrections

**TEXT BOOK:**

1. Creating Motion Graphics with After Effects by Chris Meyer, Trish Meyer

**REFERENCE BOOK:**

1. Exploring Motion Graphics by Paldy .A.M Author

**Course objective:** In this paper the student will know what is the important role of VFX data collection for getting real Visual effects creation form various inputs.

**UNIT I: SHOT INFORMATION**

**12**

Purpose of the shot, shot name, shot no and take no, shot location, date and time taken of the shot, weather condition, sun light direction, storyboard shot chart

**UNIT II: CAMERA AND LIGHT INFORMATION**

**12**

Shot camera details, lens details, focal length of the shot, sensor size, camera height from the ground, camera tilt and movement details, distance between character or any other focus elements, adapter and filter details, on set each light direction and intensity values. Basic sketch of light positions.

**UNIT III: ESSENTIAL INFORMATION**

**12**

Color sample chart, texture sampling, special effects instrument details, tracker details, lens distortion video and images, location or set reference photos and videos, media storage information.

**UNIT IV: SUPERVISING INPUTS**

**12**

Director's inputs, VFX supervisor inputs, spot editing shot conformation list, offline edit data collections, VFX edit versions, producer inputs,

**UNIT V: LOCATION DETAILS**

**12**

HDRI photos, 360 degree video, LIDAR scan, 3D set from the VFX data, live texture extraction, photos for photogrammetry

**Total: 60 hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the importance of Meta Data information VFX creation

**CO 2.** How to take a HDRI photos

**CO 3.** How to calculate the measurement on shooting spot

**CO 4.** How to reassemble the Meta data information at the particular software's

**CO 5.** How to Taking the texture and color information on location



**TEXT BOOKS:**

1. Eran Dinur, “The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers
2. Karen Goulekas, “Visual Effects in a Digital World: A Comprehensive Glossary of over 7000 Visual Effects Terms”
3. Mitch Mitchell, “Visual Effects for Film and Television (Media Manuals)”

**Course objective:** Photogrammetry is becoming an important process in asset creation in the 3D world. The course is designed to give in - depth knowledge in this process. The course will enable the students to practically use the camera and lighting equipment while shooting and adapt the best approach while using the software to create photorealistic 3D models.

**UNIT I: BASIC PRINCIPLES OF PHOTOGRAMMETRY 6**

Introduction, Photographic coverage along a flight strip, Flight paths (Photo run), Geometric elements of an aerial photo, Photography, Central perspective, Geometry of map and photo, Scale, Relief displacement, Ariel photo concept, Photogrammetric triangulation, Interior orientation, Exterior orientation, Collinearity condition.

**UNIT II: CAPTURING PHOTOS 6**

Equipment, Camera settings, Object/scene requirements, Image preprocessing, capturing scenarios, using multiple cameras, multicam controller, scene light setup, raw conversion, file handling, color correction ,restrictions

**UNIT III: GENERAL WORKFLOWS 6**

Preference settings, loading photos, Aligning photos, Building dense point cloud, Building mesh, Building model texture, saving intermediate results, Exporting results, improving camera alignment results.

**UNIT IV: EDITING AND AUTOMATION 6**

Using masks, Editing point cloud, editing model geometry, Using chunks, User Interface tools, measurements, combining multiple chunks image alignment for quality check, batch processing, network processing.

**UNIT V: SUPPORTED FORMATS 6**

Images, camera calibration, Interior and Exterior camera orientation parameters, Tie points, Sparse/dense point cloud, Mesh model, Texture, Camera models.

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the importance of Photogrammetry process for creating 3D geometry

**CO 2.** Learn the process of natural photography

**CO 3.** Gain the knowledge of architecture, engineering, manufacturing.

**CO 4.** Identify the way of creating complex objects without spending too much of time.

**CO 5.** Preparing the 3D models further sculpting process.

**TEXT BOOKS:**

- 1.Introduction on Photogrammetry by Koert Sijmons.
- 2.Getting started with Agisoft PhotoScan by Karsten Kiessling

**REFERENCE BOOK:**

1. Agisoft PhotoScan User Manual: Standard Edition, Version 1.3

**Course objective:** As more advanced imaging techniques are introduced in the virtual production, rendering has become a bigger bottle neck and challenge. This course covers how the available resources could be utilized for rendering the animation and vfx productions. Concepts behind the process and specific software tools utilized in the network rendering are also covered.

**UNIT I: INTRODUCTION TO RENDERING AND RENDER ENGINES 12**

Introduction to rendering, artistic rendering, computer graphical image synthesis, representational styles, how a renderer works, case study of Mental Ray, V-ray, Arnold, Render Man, ray tracing, real time rendering, shaders.

**UNIT II: INTRODUCTION TO CLUSTER COMPUTER (RENDER FARM) 12**

Interconnected computers, ethernet connections, networking addressing, existing networked computers, software tools, system address generations, CPU and GPU calculations, cluster structure formations.

**UNIT III: NETWORK RENDERING SOFTWARE FUNDAMENTALS 12**

Render farm basic, various components of RENDERPAL, client pools, user groups and accounts, renderers, render sets, net jobs, and path maps, job allocation for every systems, Error identifications, auto render, batch render and report

**UNIT IV: RENDER SYSTEMS AND CLIENT CONTROLS 12**

Render system basic, render editor, render license management, parallel rendering, rendering process, system control commands, user account control, dispatch modes, idle client shutdown, client management.

**UNIT V: JOB ASSIGNMENT AND RENDER MANAGEMENT 12**

Client pool list, net job list, render selector, file and directory settings, dynamic scene and output file names, net job editor, render management, manual frame checking, path map management, re render from source, render calculations.

**Total: 60 hrs**

**Course Outcome:**

At the end of this course, the Student will be able to

**CO 1.** Understand the process of networking and network rendering

**CO 2.** Understand the importance of rendering with production deadline.

- CO3.** Assemble the cluster form using several computers.
- CO4.** To know the client and server system principles.
- CO5.** Optimization the render using renderpal software.

**TEXT BOOKS:**

- 1.Saty Raghavachary, “Rendering for Beginners: Image synthesis using Render Man” first edition

**REFERENCE BOOKS:**

- 1.Barry Wilkinson, Michael Allen, “ Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers”

**Course objective:** Digital Intermediate (DI) is one of today's most exciting and fastest growing technologies in digital post production of motion picture films.

**UNIT I: TELECINE COLORING WORKS 6**

In this unit we teach about cathode, (CRT) system, an electron beam is projected at a phosphor-coated envelope, producing a spot of light the size of a single pixel, pixel calculations, and color information.

**UNIT II: PRIMARY AND SECONDARY COLOR CORRECTIONS 6**

In this unit, Students explore how the Primary and Secondary color correction affects the whole image intensities of RGB and highlights of the entire frame, with these we teach the advanced techniques of color correction and well-established digital painting techniques in the era of digital cinematography.

**UNIT III: MASK, MATTE, TRACK 6**

In this unit, student will learn the evolution of digital color correction tools with advanced technique of using point shapes to isolate color adjustment in the specific area of the image. We also teach color keying to isolate the colors in the image. We teach special training for automation on tracking the image in term of color to save the time in the production process.

**UNIT IV: DIGITAL INTERMEDIATE PROCESS 6**

In this unit, student will explore the color of Bit Depth with Look Up Table (LUT). We teach about the Color grading is the process of altering and enhancing the color of a motion picture, image, or still images either electronically, photo - chemically or digitally.

**UNIT V: PRESERVING THE QUALITY OF THE IMAGE 6**

After learning this program, students will gain knowledge about the DI importance and the scope of work. Output process for TV, FILM.

**Total: 30 Hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO1:** Understanding the various types of projection and its technology used in theatres

**CO2:** Students explore how the Primary and Secondary color correction affects the whole image intensities of film

**CO3:** Explore the color of Bit Depth with Look Up Table (LUT).

**CO4:** Explore other techniques like rotoscopy and keying methods to enhance the color grading in films.

**CO5:** Understanding the complete methodology of post-production and color grading process.

**TEXT BOOK:**

1. Steve Hullfish, “the Art and Technique of Digital Color Correction”, 1st Edition

**REFERENCE BOOKS:**

1. Jack James, “Digital Intermediates for Film and Video”, Kindle Edition
2. Alexis Van Hurkman, “Creative Grading Techniques for Film and Video”, Kindle Edition.

**Course objective:** This course is designed to introduce students to the fundamentals of developing and writing scripts for film and television. It emphasizes proper script formats, theme, story, plot, dialogue, characters, and the process of developing and writing a script. The assignments will include the writing of scenes, a treatment and a half - hour script, with special emphasis on the steps leading toward creating a final screenplay.

**UNIT I: SCRIPT DEVELOPMENT 12**

Script writing as a creative enterprise involves creative thinking and imagination. It is the development of story, characters and conflict. This unit deals with the various stages in the craft of script writing - basic story idea, narrative synopsis outline, scene breakdown, and full - fledged script.

**UNIT II: STRUCTURE OF A NARRATIVE FILM 12**

It discusses the narrative structure - beginning - middle - end - conflict, development, climax and denouement. And also covers storyline, plot, and treatment along with principles of suspense and surprise.

**UNIT III: NARRATIVE TECHNIQUES 12**

Select narrative techniques - point of attack , exposition , planting , point of view , pace , tone , subject matter , title , openings , contrast , coincidence , tension release laughter, other narrative techniques.

**UNIT IV: CREATING A CHARACTER 12**

Characterization is an important element of a film, without interesting characters it is difficult to engage the audience in the narrative. It provides a brief on character biography - tags - stereotyping; two - dimensional versus three - dimensional characters and guiding principles for evolving effective and credible characters.

**UNIT V: SCRIPT FORMATS 12**

This unit provides an understanding on various types of script formats and the techniques involved in developing scripts.

**Total: 60 Hrs**

**Course Outcome:**

**CO1:** Learns the purpose about film and television screenplay structure.

**CO2:** Analyzing the dramatic strategies in film and television.

**CO3:** Learning and applying correct script form.



**CO4:** Creatively engaging in the various stages of original scriptwriting.

**CO5:** understanding the elements of screenplay with well-developed plot, characters and setting.

**TEXT BOOKS:**

1. Cooper, pat, and ken dancyger, “writing the short film”, USA: focal press”, second edition,2000.
2. Phillips, William “Writing short scripts”. USA: Syracuse university press. Second edition,1999.

**REFERENCE BOOK:**

1. Zettle, Herbert, “Television Production Handbook”, USA: words worth, Tenth Edition, 2010.

**18BVE010**

**HIGH - DYNAMIC - RANGE IMAGING**

**0 0 4 2**

**Course objective:** HDRI has become the backbone of lighting technique in the recent years in the animation, VFX and game production process. This course covers the basics of HDRI, how to create HDRI and apply in the production using various industry standard tools and techniques.

**UNIT I: BASIC OF HDRI 6**

Dynamic range, exposure value, bit depth for HDRI, Adaptation, Nonlinear response, local adaptation, output media, HDR file format, HDR software reviews, HDR comparison, Compositing Software, HDR Plugins

**UNIT II: CAPTURING HDR IMAGES 6**

Digital imaging sensors, camera settings, Automatic Bracketing, Bracketing order, External Bracketing Controllers, bracketing comparison, calibrating camera, Digital Pixel Sensor, Spatially Varying Exposure, Super CCD, Merging to HDRI.

**UNIT III: CLEANUP AND TONE MAPPING 6**

Dust and object removal, Perspective correction and cropping, white Balancing, global operators, local operators, disciplines and objectives, seven Aesthetic considerations, systematic approach with zones, common artifacts.

**UNIT IV: PANORAMIC HDR IMAGES 6**

Pano lingo, one shot cameras, mirror ball technique, segment capture, skydomes, panoramas and visual effects, new opportunities, Set Etiquette, Virtual Camera pans, Pano Reprojection

**UNIT V: IMAGE-BASED LIGHTING 6**

Principle of CGI, Traditional rendering, Physically based rendering, brute force simulation, advanced setup techniques, light rigs, Extracting Lights, HDR Cookies, HDR Cards, painting and remixing HDRIs.

**Total: 30 hrs**

**Course Outcome:**

At the end of this course, the student will be able to

**CO 1.** Understand the importance of HDR images for post-production

**CO 2.** How to shoot the images for HDR

**CO 3.** Learn the stitching and merging operation for HDR preparation

**CO 4.** Learn process of cleaning and mapping process inside the Photoshop

**CO 5.** Learn the process of image based lighting through HDR inside the 3D application

**TEXT BOOKS:**

1. Christian Bloch, "The HDRI Handbook 2.0".2010

**SYLLABUS**

**ABILITY ENHANCEMENT**

**COMPULSORY COURSES**

**Course objective:** To train the students in 3d Animation using advanced software's and plug – ins. And to train the students to meet the needs of the industry.

**UNIT I INTRODUCTION TO ANIMATION 6**

History of animation, Animation principle, Introduction of animation, Line art sketching, Shading, Human anatomy, character model sheet, Breakdown character, Perspective drawings, Clay modeling, Cell animation, color theory, Painting, Story board, Concept art sketching, Storytelling, Acting and Direction, Cinematography, Character design and development,

**UNIT II 2D GRAPHIC AND ANIMATION 6**

Advance graphic design, web designing, Boucher, Logo designing. visiting card design, T-shirt design, Manipulation, Digital drawing, Concept art, bouncing ball, walk cycle, run cycle, Tweening, Animation banner, Basic actionscript, 2d animation show reel.

**UNIT III 3D ANIMATION 6**

Nurbs Modeling, Polygon Modeling, Animation, Rigging, Texturing, Lightning, rendering, Lightning Animation, Dynamics, Camera, Camera Animation, Text Animation, Mel and Python basic script, Sculpting, UV mapping, 3D Animation short film. 3d show reel

**UNIT IV EDITING AND ACTING 6**

History of editing, Linear and non-Linear, Montage, Clapboard, Crosscut, Editing techniques, Parallel cut, Offline editing, Online editing, EDL Out, Effects, Title design. Sound editing, Audiovideo synchronization, Render output, acting and facial exposition

**UNIT V COMPOSITING 6**

Rotoscopy, Retouching, Chroma keying, Crowd replace, Camera mapping, Fluid dynamics, Sky replacement, 2D tracking, 3D tracking, Telecine, Color sampling, Color grade, Matching, Lighting, Keying, Shadow extraction, Hard body physics, Basic of Camera animation, Matte tracking, Bodytracking, Face tracking, Ray tracing, Basic motion capture, Green matte painting, Basic of motion capturing.

**Total: 30 Hrs**

**Course outcome:**

**CO1:** To gain knowledge about animation principles.

**CO2:** To understand about 2D graphics

**CO3:** To gain knowledge about 3D animation

**CO4:** To gain knowledge about editing

**CO5:** To gain knowledge in compositing

**TEXT BOOKS:**

1. Kupeeberg, M, "A Guide to Computer Animation", Focal Press, First Edition, 2002.
2. Williams, R, "The Animator's Survival Kit", Faber and Faber Ltd, First Edition, 2001.

**REFERENCE BOOKS:**

1. Scott, J, "How to write for Animation", The Overlook Press, First Edition, 2002.
2. Ranjit Singh, "The Art of Animation Production Management", MacMillan India, FirstEdition, 2013.

**Course Objective:** This course provides knowledge on various environmental resources and issues facing the world. It deals with natural resources, eco system, biodiversity and environmental pollution.

**UNIT I INTRODUCTION 06**

The multidisciplinary nature of Environment of studies – Definition - Scope and Importance - Need for Public Awareness.

**UNIT II NATURAL RESOURCES 06**

Natural resources and associated problem - Renewable and Non- Renewable resources: -Forest Resources-Mineral Resources-Food Resources, Energy Resources. Land Resources: Role of an individual in conservation of natural resources- Equitable use of resources of sustainable lifestyles.

**UNIT III ECO SYSTEM 06**

Concepts of an Ecosystem - Structure and Functions of an Ecosystem - Procedures, Consumers and Decomposers - Energy flow in the ecosystem - Food chains, Food webs and ecological pyramids - Introduction, types, Characteristics features - Structures and functions of the following ecosystem: Forest ecosystem, Grass land ecosystem, Desert ecosystem, Aquatic ecosystem.

**UNIT IV Biodiversity and Its Conservation 06**

Introduction - Definition, genetic, species and ecosystem diversity - Bio-geographical classification of India - Value of Bio-diversity - Bio-diversity at global, National and Local levels -India s a mega-diversity nation - Hot-Spots of diversity - Threats to diversity: Habitats loss, poaching of Wild life, man wild life conflicts - Endangered and Endemic species of India In-Situ conservation of Bio-diversity.

**UNIT V Environmental Pollution and Human Rights 06**

Definition - Causes, effects and control measures of : Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear pollution - Soil pollution management: Causes, effects and control measures of urban and industrial wastes - Role of an individual in prevention of pollution - Pollution – Case studies -Disaster Management – Flood, earthquakes, cyclone of landslides Environment and human health - Human rights - Value education - HIV/AIDS - Women and child welfare - Role of information technology in Environment and Human health - Case study

**COURSE OUTCOME:**

**CO:1** Understand key concepts from environment studies, political, and social analysis as they pertain to the design and evaluation of environmental policies and institutions.

**CO:2** To understand appreciate concepts and methods from renewable and nonrenewable sources and their application in environmental problem solving.

**CO:3** Students can acquire knowledge on ecosystem, Food Chains, and historical context of environmental issues and the links between human and natural systems.

**CO:4** Students understand critically on Bio-diversity, threats for Bio-diversity and their roles and identities as citizens, consumers and environmental actors in a complex, interconnected world.

**CO5:** To appreciate the importance of environment by assessing its impact on the human world.

**Total: 30 Hrs**

**TEXT BOOK:**

1. Environmental studies by Dr. Shradha sinha, Dr.Manisha shukula, Dr. Ranjana Shukla

**REFERENCE BOOK:**

1. Environmental studies by Dr. N. Arumugam, Prof.V. Kumaresan, Thangamani & Shyamala Thangamani.



**Course objective:** To help students understand significance of ethics and values in business. To understand ethical issues and not to fall prey to unethical practices and to be socially responsible.

**UNIT I INTRODUCTION 6**

Definition of ethics and values, Character and conduct, Nature and scope of ethics, Use of ethics, self-realization and harmony, Rules and regulations, Rights and duties, Good and obligation, Integrity and conscience.

**UNIT II TYPES OF ETHICS 6**

Western ethics, Happiness and prosperity, Lesson from Socrates, Indian ethics, Lessons from Mahatma Gandhi, Society and trusteeship, Indian constitution, Fundamental rights, Directive principles of state policy, Professional ethics.

**UNIT III KINDS OF VALUES 6**

Kinds of Values S.Ignacimuthu S.J – Living Excellence Anthony Robbins – Concern for Others –Student’s Definition why Concern.

**UNIT IV GOALS AND HUMAN RIGHTS 6**

Human goals, Four purusarthas, Use Goals to help you grow David J.Schwartz – essential Characteristics of Human Rights. - H. Victor Conde

**UNIT V INFLUENCE OF SCIENCE AND TECHNOLOGY IN HUMAN’S SOCIAL LIFE**

**6**

Social Relevance of Science and Technology – Economic Awareness – Economic Features –Status of Women – Mass Media and Values.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Develop utilitarian value of ethics in business.

**CO2:** Choose values for perceptible benefit.

**CO3:** Develop tendency not to fall victims to unethical practices

**CO4:** Combine values to become socially responsible

**CO5:** Take part in disseminating ethical values to others.

**Total: 30 Hrs**

**TEXT BOOK:**

1. Touchstone: Synergy of Values – University of Madras.

**REFERENCE BOOK:**

- In harmony- Value Education at College Level- Dept. of Ethics and Religious Studies  
LoyollaCollege, Madras.

**SYLLABUS**  
**GENERIC ELECTIVE**  
**COURSES**

**Course Objective:** On successful completion of the course the students should have:

- Learnt to analyze the business model of firm, and determine the role that the internet (and related technologies) can play to support or even enable this model
- Understand the key issues involved in managing electronic commerce initiatives
- Utilize the internet to collect information to conduct research.

**UNIT I TELECOMMUNICATION NETWORKS 06**

Introduction- LAN-WAN- internet- what is electronic commerce- brief history of electronic commerce- advantages and limitations of electronic commerce- types of electronic commerce- integrating electronic commerce key questions for management.

**UNIT II THE INTERNET AND THE WORLD WIDE WEB 06**

The internet today- history of the web- unique benefits of the internet- internet architecture – world wide web concepts and technology- creating web pages- launching a business on the internet.

**UNIT III ELECTRONIC PAYMENT SYSTEMS 06**

Overview of the electronic payment technology- requirements for internet based payments –electronic payment medias- electronic commerce and banking.

**UNIT IV E-SECURITY 06**

Security in the cyberspace- designing for security- virus- security protection and recovery encryption- the basin algorithm system- authentication and trust- key management internet security protocols and standard- other encryption issues.

**UNIT V WEB BASED BUSINESS 06**

Business-to-business electronic commerce- intranets and extranets- intranets and supply chain management- legal and ethical issues- case studies.

**Course Outcomes:**

**CO 1:** Understand the concept of E-Commerce and Describe the opportunities and challenges offered by E-Commerce

**CO 2:** Able to handle electronic payment technology and requirements for internet-based payments.

**CO 3:** Understand the categories of E-Commerce and understand the different applications of ECommerce

**CO 4:** To understand and identify security issues of E-Commerce CO-V Understand the concept of WEB Based Business Understand the M-Commerce applications

**CO5:**Undertand the e-Business and its ethics

**Total: 30 Hrs**

**TEXT BOOK:**

1. Elias.m. Awad,” Electronic Commerce” prentice- hall of India Pvt Ltd, 2002.

**REFERENCE BOOK:**

1. Ravi kalakota, andrew b. Whinston, “Electronic Commerce – a managers guid”, addison-wesley, 2000.

**Course objective:**

- To make the student understands the overall view of internet.
- To inculcate the students about the various facilities available in internet.
- To gain practical knowledge about internet.

**UNIT I INTRODUCTION****06**

Internet and its history, defining and describing the Internet, Brief history, discussing the future of the Internet, Internet Resources. Describe the important features of the Web and Web browser software, Evaluate e-mail software and Web-based e-mail services

**UNIT II EMAIL****06**

Email, Parts of email, Email software, Web based email, Email address, List servers, Newsgroups, Newsgroups names, Newsgroups readers, Chat rooms, Conferencing.

**UNIT III INTERNET RESOURCES****06**

Internet Resources, Games, File transfer protocol, Telnet, World Wide Web, Behavior on the Internet, Accessing the Internet, Types of access, Online services, Internet services providers, How and where to look for the service Browsing the Web, Browsing the Web.

**UNIT IV FTP****06**

Use FTP and other services to transfer and store data, Demonstrate the use of real-time chat and briefly describe the history of the wireless Internet. Use mailing lists, newsgroups, and newsfeeds, Create HTML documents and enhance them with browser extensions

**UNIT V APPLICATIONS****06**

Applications of Internet- education, business, government, Communication, Job searches, Health and medicine, Travel, Entertainment, Shopping, Stock market updates, Research.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Attain knowledge about history of Internet

**CO2:** Understand the parts of email

**CO3:** Gain knowledge about internet resources

**CO4:** Able to handle FTP

**CO5:** Understand the internet various applications

**Total: 30Hrs**

**TEXT BOOK**

1. Margaret Levine young,douglas Muder ,David C.Kay,Alison Barrows and Kathy warfel,“Internet” : The Complete Refernce, 2<sup>nd</sup> Edition 1999.
2. Jasson Whittaker, “The Internet: The Basics”, Routledge, 2002.

**REFERENCE BOOK:**

1. Schneider and Evans,”New Perspectives on the Internet”, Comprehensive, Sixth Edition,2007.

**Course Objective:**

- To know the common applications available for office work.
- To learn how to work in MS-OFFICE.
- To learn how to work in MS-EXCEL and POWERPOINT.

**UNIT I MSWORD 6**

Text Manipulations- font size, style, color. Alignment- left, right and justify, paragraph alignment, Usage of Numbering, Bullets, Footer and Headers, Usage of Spell check, and Find & Replace, Text Formatting, Picture insertion and alignment.

**UNIT II MSWORD 6**

Insertion – Table, chart, clip art, shapes, borders. Creation of documents, saving of documents, using templates, Creation templates, Mail Merge Concepts, Copying Text & Pictures from Excel.

**UNIT III MS – EXCEL 6**

Creating of Excel sheet, Cell Editing, Usage of Formulae and Built-in Functions, File Manipulations, Data Sorting (both number and alphabets), Worksheet Preparation, Drawing Graphs, Usage of Auto Formatting.

**UNIT IV POWER POINT 6**

Start power point, create blank presentation, selecting slide layout, insert new slide, editing presentation, Designing and formatting presentation, Change font, font color, size, style of text, Bullet and numbering, Slide design, layout, change background, preparing slide show presentation.

**UNIT V POWER POINT 6**

Inserting Clip arts and Pictures, Frame movements of the above, Insertion of new slides. Preparation of Organization Charts, Presentation using Wizards, Usage of design templates, working with tables, graphics and animation, working with graphs and organization charts.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Attain knowledge in alignment

**CO2:** Understand the concept of mail merge

**CO3:** Gain knowledge in data sorting

**CO4:** Able to handle power point



**CO5:** Gain skills to do presentation

**Total: 30hr**

**Text Book:**

1. Joyce Cox, Joan Lambert and Curtis Fryc, “Step by Step Microsoft Office Professional 2010”,Microsoft press,2011 edition.

**Course objective:**

- To make the student understand the special concepts in MS EXCEL.
- To practice the students how to work in list, data forms and records.
- To understand the concepts of filtering data.

**UNIT I ADVANCED EXCEL FORMULAS 6**

Uses of Advance Excel Formulas -VLOOKUP, HLOOKUP, SUMIF, SUMIFS, SUMPRODUCT, DSUM,COUNTIF, COUNTIFS, IF, IFERROR, ISERROR, ISNA, ISNUMBER, ISNONTEXT, OR, AND, SEARCH, INDEX, MATCH etc

**UNIT II IF CONDITIONS 6**

Various Methods and Uses of IF Conditions, when should use the "IF" Conditions? Creation of Multiple IF Conditions in One Cell, Use the IF Conditions with the Other Advance Functions, howto use nested IF statements in Excel with AND, OR Functions. Sorting, Data Forms, Adding Data Using the Data Form, Finding Records Using Criteria

**UNIT III FILTERING AND SORTING 6**

Filtering Data, AutoFilter, Totals and Subtotals Total, Row, Various Methods of Filter and Advance Filter options, Creating and Updating Subtotals, Various Method of Sorting Data, Creating, Formatting and Modifying Chart.

**UNIT IV DATA VALIDATION AND GOAL SEEK 6**

Uses of Goal Seek and Scenarios Manager, Data Validation, creating drop down lists, usingdifferent data sources, Linking Workbooks and Uses of Edit Link options, Excel Options, Customizing the Quick Access Tool Bar, Managing Windows, Multiple Windows, Splitting Windows.

**UNIT V PIVOT TABLES 6**

Various Methods and Options of Pivot Table, Using the Pivot Table Wizard, Changing the PivotTable Layout, Subtotal and Grand Total Options, Formatting, and Grouping items Inserting calculated fields, Pivot Table Options, Display and hide data in fieldsSelect, Move & Clear Pivot data, Creating and Modifying a PivotChart.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Eable to use excel formulas

**CO2:** Understand various methods of IF conditions

**CO3:** Attain knowledge in filtering and sorting

**CO4:** Understand data validation  
**CO5:** Understand the techniques of Pivot

**Total: 30 Hrs**

**TEXT BOOK:**

1. Jordan Goldmeyer, “Advanced Excel Essentials”, APress, 2015 edition.

**Course objective:** To understand its constituents, forms and types, purpose of tourism and travel motivators, tourism infrastructure. Types and functions of travel agent and tour operators, tourism organizations, international and national. Tourism regulation and impacts of tourism, economics, socio cultural, environmental and political impacts.

**UNIT I INTRODUCTION TO TRAVEL AND TOURISM 10**

Tourism- meaning and definition, Significance of tourism, Tourism Industry-constituents, five 'A' of tourism, forms and types, purpose of tourism and travel motivators Definition-Accommodation, food and beverage, Attractions, Telecommunications, Essential services, Transport –air-road-rail- water, air transport in India, Security of aircraft and passengers, International Air Travel Classes, Transport as an attraction

**UNIT II THE TRAVEL AGENTS, TOUR OPERATORS AND TOURIST ORGANIZATIONS 10**

The Travel Agent, Travel Agencies-Types-Functions-source of income, setting -up a Travel Agency. The Tour Operator-Types, Package Tours-Types Guides and Escorts Tourist Organization-Need for Tourism Organizations, International Organization, Government Organizations in India, Private Organizations, Non-Governmental Organizations

**UNIT III TOURISM-REGULATIONS AND IMPACT OF TOURISM 10**

Passport, VISA, Health Regulations for International Travel, Special Permits for Restricted Areas Customs Regulations, Emigrations and Immigrations, Taxes Paid by Travelers, Travel Insurances. Economic Impacts, the Multiplier Effect, Environmental Impact, Socio-cultural Impact, Demonstration Effect, Political Impact of tourism.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Attain knowledge about tourism industry

**CO2:** Understand about types of guides

**CO3:** Gain knowledge about tourism regulations

**Total: 30 Hrs**

**TEXT BOOKS:**

1. Tourism operations and management-Oxford higher education-sunetra roday, archana biwal, vandana joshi

**REFERENCE BOOKS:**

1. Tourism management - steven page - el sevier

**SYLLABUS**

**SKILL ENHANCEMENT ELECTIVE  
COURSES**

**Course Objective:** To Make Aware About the Importance of Personality and Development in The Business World. To Make the Students Follow the Good Personality and Create a Good Relationship with Others.

### **UNIT I PERSONALITY DEVELOPMENT - INTRODUCTION 6**

The Concept Personality - Dimensions of Personality - Term Personality Development - Significance. The Concept of Success and Failure What Is Success? - Hurdles in Achieving Success - Overcoming Hurdles - Factors Responsible for Success – What Is Failure - Causes of Failure - Do's and Don'ts Regarding Success and Failure.

### **UNIT II ATTITUDES AND VALUES 6**

Attitude - Concept - Significance - Factors Affecting Attitudes - Positive Attitude - Advantages -Negative Attitude - Disadvantages - Ways to Develop Positive Attitude – Difference between Personalities Having Positive and Negative Attitude.

### **UNIT III MOTIVATION 6**

Concept of Motivation - Significance - Internal and External Motives - Importance of Self-Motivation- Factors Leading to Demotivation -Theories to Motivation

### **UNIT IV SELF ESTEEM AND SMART 6**

Term Self-Esteem - Symptoms - Advantages - Do's and Don'ts to Develop Positive Self-Esteem –Low Self-Esteem - Symptoms - Personality Having Low Self Esteem - Positive and Negative Self- Esteem. Interpersonal Relationships - Teaming - Developing Positive Personality - Analysis of Strengths and Weaknesses. Concept of Goal-Setting - Importance of Goals - Dream Vs Goal - Why Goal-Setting Fails? – Smart (Specific, Measurable, Achievable, Realistic, Time-Bound) Goals  
- Art of Prioritization - Do's and Don'ts About Goals.

### **UNIT V BODY LANGUAGE, STRESS MANAGEMENT & TIME MANAGEMENT 6**

Body Language - Assertiveness - Problem-Solving - Conflict and Stress Management - Decision- Making Skills - Positive and Creative Thinking - Leadership and Qualities of a Successful Leader -Character-Building - Team-Work - Lateral Thinking - Time Management - Work Ethics – Management of Change - Good Manners and Etiquettes (Concept, Significance and Skills to Achieve Should Be Studied.)

Topics Prescribed for Workshop/Skill Lab: 12

- Group Discussion
- Presentation Skill
- Problem-Solving
- Decision-Making
- Creativity
- Leadership
- Time Management
- Body Language

**Course Outcomes:**

CO 1: To provide orientation about personality development

CO 2: To understand the importance of Values and Attitudes for their self-development

CO 3: To give them Motivation and to create knowledge about motivation theories

CO 4: To Enable them to become SMART and Self esteemed CO –V To create awareness about body language and stress management

**Total: 30 Hr**

**TEXT BOOKS:**

1. Organizational Behavior - S. P. Robbins - Prentice-Hall of India Pvt. Ltd., New Delhi-15<sup>th</sup> edition, 2013
2. Communicate to Win - Richard Denny - Kogan Page India Private Limited, New Delhi-2009
3. Essentials of Business Communication - Rajendra Pal and J. S. Korlhalli - Sultan Chand & Sons, New Delhi, 1<sup>st</sup> edition, 2012

**REFERENCE BOOKS:**

1. Business Communication - K. K. Sinha - Galgotia Publishing Company, New Delhi.-4<sup>th</sup> edition, 2012
2. Media And Communication Management - C. S. Rayudu - Himalaya Publishing House, Bombay. 2011
3. Business Communication - Dr. S.V. Kadvekar, Prin. Dr. C. N. Rawal And Prof. Ravindra Kothavade - Diamond Publications, Pune. 2009
4. You Can Win - Shiv Khera - Macmillan India Limited. 2012
5. Group Discussion And Public Speaking - K. Sankaran And Mahendra Kumar - M.I. Publications, Agra . 2000
6. Basic Managerial Skills For All - Prentice-Hall Of India Pvt. Ltd., New Delhi-2011
7. E.H. mcgrath, Habits - Stephen Covey-simon&schusker publisher-2007 edition.
8. Management Thoughts - Pramod Batra-HPB publisher-1<sup>st</sup> edition-2006
9. Produced By Prof. Rooshikumar Pandya - Creative Communication And Management Center, Bombay-R&E publisher kindle edition-2012.
10. Assertive Training: Four Cassettes-hannah Richards-2012
11. Self Hypnosis For Goal Achievement: Four Cassettes-kindle edition-ryan cooper-2012



**18PPD252**

**PERSONALITY DEVELOPMENT – II**

**2 0 0 2**

**UNIT I**

**SOFT SKILLS I**

**06**

Basic Etiquette – Email etiquette – Business etiquette – Telephone etiquette – Meeting etiquette – Adjustment of Role & Leadership – Team Management & Development

**UNIT II**

**QUANTITATIVE APTITUDE I**

**06**

Percentage – Profit Loss -Discount – Ratio Proportion – Time & Work – Time, Speed & Distancel. Problems relating to ages- Permutation & Combination-Probability

**UNIT III**

**QUANTITATIVE APTITUDE II**

**06**

Mensuration Clocks and Calendars- Boats-Simple Interest –Compound Interest- Fractions and Decimals – Square roots – Functions.

**UNIT IV**

**ANALYTICAL PROBLEMS**

**06**

Introduction – Linear Sequencing – Seating Arrangements – Distribution/Double Line Up – Selection – Ordering and Sequencing – Binary Logic – Venn Diagrams –Directions.

**UNIT V**

**LOGICAL PROBLEMS**

**06**

Introduction to Logical problems – Cause and Effect – Course of Action – Statement and Assumption – Letter and Symbol series – Analogies.

**TOTAL: 30Hrs**

**Course Outcome:**

At the end of this course, the student will be able to:

- Develop the confidence & skills to interact with the business environment and at networking events & client functions in a manner that enhances the Company Brand.
- Engage with clients & colleagues in a polished and professional manner, ensuring positive first & last impressions.
- Recognize a variety of leadership theories.
- Communicate effectively in a range of group sizes and across multiple media types.
- To use the techniques, skills, and modern engineering tools necessary for engineering practice.

**REFERENCE BOOKS**

1. Personality Development --Dr V M Selvaraj Bhavani Publications
2. Quantitative Aptitude – R. S Aggarwal
3. Logical and Analytical Reasoning (English) 30th Edition – A.K Gupta

**UNIT I VERBAL APTITUDE I****06**

Phonetics/Neutral Accent/Pronunciation – Speech Mechanism/Mouth & Face Exercise – Vowels & Consonants – Sounds – Syllable and Syllable Stress/ Word Stress – Sentence Stress & Intonation – Articulation Exercise – Rate of Speech / Flow of Speech / Idiomatic Phrases.

**UNIT II VERBAL APTITUDE II****06**

Singular/plural-present tense/past tense—genders - Prepositions-conjunctions-Choice of words—simple sentences—compound sentences-summarisingphrases—Synonyms—Antonyms—Analogies—Similar Words

**UNIT III SOFT SKILLS IV****06**

Attitude—Meaning-Features of attitude-Formation-Personality Factors-Types of attitude-change in attitude-Developing Positive attitude.

**UNIT IV TIME MANAGEMENT****06**

Definition –Meaning-Importance, Value of time as an important resource- comparison of Time and Money-Circle of influence and circle of control—Definition of URGENT and IMPORTANT—Time Wasters and how to reduce— Procrastination—meaning and impact- 4 Quadrants.

**UNIT V TEAM BUILDING****06**

Meaning—Aspects of team building—Process of team building—Types of Teams-Team ethics and Understanding-Team trust and commitment

**TOTAL: 30hrs****Course Outcome**

At the end of this course, the student will be able to

CO1:Collect and analyze data for the purpose of resolving an issue(s) directly related to organizational behavior.

CO2:Undertake complete and submit a project using appropriate planning, methodological, evaluative and presentation techniques.

CO3:Create a mission statement to identify their long term goals.

CO4:Identify characteristics of successful people.

CO5:Develop skill to team building

**Reference books**

1. Managing Soft Skills And Personality--B N GhoshMcgraw Hill Publications
2. Principles and Practices of Management Shejwalkar and Ghanekar McGraw Hill Latest
3. Time management for Busy people – Roberta roesch, TatamcGraw-Hill Edition

**Course objective:** In this course, students will be provided knowledge and skills in dealing with environmental issues, disaster management, project cycle management and so on.

**Unit -I Introduction and Basic Concepts of NSS 06**

- a) History, philosophy, aims & objectives of NSS
- b) Emblem, flag motto, song, badge etc.,
- c) Organizational structure, roles and responsibilities of various NSS Functionaries

**Unit-II NSS Programmes and Activities 06**

- a) Concept of regular activities, special camping, Day Camps
- b) Basis of adoption of village/slums, Methodology of conducting Survey
- c) Financial pattern of the scheme
- d) Other youth prog./schemes of GOI
- e) Coordination with different agencies
- f) Maintenance of Diary

**Unit-III Understanding Youth 06**

- a) Definition, profile of youth, categories of youth
- b) Issues, challenges and opportunities for youth
- c) Youth as an agent of social change

**Unit-IV Community Mobilization 06**

- a) Mapping of community stakeholders
- b) Designing the message in the context of the problem and culture of the community
- c) Identifying methods of mobilization
- d) Youth – adult partnership

**Unit -V Volunteerism and Shramdan 06**

- a) Indian Tradition of volunteerism
- b) Needs & Importance of volunteerism
- c) Motivation and Constraints of Volunteerism
- d) Shramdan as a part of volunteerism

**Total: 30 hrs**

**Project work /Practical**

Conducting Surveys on special theme and preparing a report thereof.

**Course Outcome:**

**CO1:**To learn the psychology of the youth, their issues, challenges, social responsibilities and opportunities

CO2:To learn the basic concepts of NSS, its history, philosophy, aim, growth, emblem, flag moto, batch and form.

CO3:To understand what is volunteerism and selfless service.

CO4:To know various activities under NSS.

CO5:To learn different programs that could be conducted under NSS.

**18NSS256**

**NSS PAPER – II**

**2 0 0 2**

**Course objective:** In this course, students will be provided knowledge and skills in dealing with environmental issues, disaster management, project cycle management and so on.

**Unit-I Importance and Role of Youth Leadership 06**

- a) Meaning and types of leadership
- b) Qualities of good leaders; traits of leadership
- c) Importance and role of youth leadership

**Unit-II Life Competencies 06**

- a) Definition and importance of life competencies
- b) Communication
- c) Inter Personal
- d) Problem – solving and decision-making

**Unit-III Social Harmony and National Intergration 06**

- a) Indian history and culture
- b) Role of youth in peace-building and conflict resolution
- c) Role of youth in Nation building

**Unit-IV Youth Development Programmes in India 06**

- a) National Youth Policy
- b) Youth development Programmes at the National level, State Level and Voluntary sector
- c) Youth-focused and Youth –led organizations

**Unit -V Environment Issues 06**

- a) Environment conservation, enrichment and Sustainability
- b) Climate change
- c) Waste management
- d) Natural resource management (Rain water harvesting, energy conservation, waste land development, soil conservations and afforestation)

**Total: 30 hrs**

**Project work /Practical**

Conducting Surveys on special theme and preparing a report thereof.



**Total: 30 hrs**

Project work / practical 40 marks  
Preparation of research project report.

**Course Outcome:**

CO1:To learn the basic definitions of components of health, hygiene and sanitation.

CO2:To know about HIV, AIDS and their cause, treatment.

CO3:To learn the basic rights of citizen and consumer awareness.

CO4:To understand human values and about gender justice.

CO5:To learn what is yoga and its support for healthy life.

**18NSS258**

**NSS PAPER – IV**

**2 0 0 2**

**Course objective:** In this course, students will be provided knowledge and skills in dealing with environmental issues, disaster management, project cycle management and so on.

**Unit -I**

**Vocational Skill Development**

**10**

This unit will aim to enhance the employment potential of the NSS volunteers or, alternately, to help them to set up small business enterprises. For this purpose, a list of 12 to 15 vocational skills will be drawn up, based on the local conditions and opportunities. Each volunteer will have the option to select two skill areas out of this list- one such skill in each Semester. The education institution (or the university) will make a arrangements for developing these skills in collaboration with establishment agencies that possess the necessary expertise in the related vocational skills

**Unit-II**

**Entrepreneurship Development**

**10**

- a) Definition & Meaning
- b) Qualities of good entrepreneur
- c) Steps / ways in opening an enterprise
- d) Role of financial and support service Institutions

**Unit-III**

**Youth and Crime**

**10**

- a) Sociological and Psychological Factors influencing Youth Crime
- b) Peer Mentoring in preventing crimes
- c) Awareness about anti -Ragging
- d) Cyber Crime and its Prevention
- e) Juvenile Justice

**Total: 30 hrs**

## **Project work /Practical 40 Marks**

### **Outcome**

- CO1:To learn the definition and meaning of entrepreneurship.
- CO2:To know the qualities and role of a good entrepreneur.
- CO3:To understand the procedure of business service and management.
- CO4:To practice condition oriented vocational skill training in atleast 12 to 15 objectives.
- CO5:To learn how to establish various vocational skills.

**18NSS259**

**NSS PAPER – V**

**2 0 0 2**

**Course objective:** In this course, students will be provided knowledge and skills in dealing with environmental issues, disaster management, project cycle management and so on.

<b>Unit -I</b>	<b>Vocational Skill Development</b>	<b>15</b>
Tis unit will aim to enhance the employment potential of the NSS volunteers or, alternately, to help them to set up small business enterprises. For this purpose, a list of 12 to 15 vocational skill will be drawn up, based on the local conditions and opportunities. Each volunteer will have the option to select two skill areas out of this list- one such skill in each Semester. The education institution (or the university) will make an arrangements for developing these skills in collaboration with established agencies that possess the necessary expertise in the related vocational skills		
<b>Unit-II</b>	<b>Civil /Self Defense</b>	<b>05</b>
a) Civil defense services, aims and Objectives of civil defense b) Needs for Self defense training		
<b>Unit-III</b>	<b>Resource Mobilization</b>	<b>03</b>
a) Writing a Project Proposal b) Establishment of SFUs		
<b>Unit-IV</b>	<b>Additional life Skills</b>	<b>07</b>
a) Positive Thinking b) Self Confidence and Self Esteem c) Setting life Goals and working to achieve them		

d) Management of Stress including time management

**Total: 30 hrs**

**Project work /Practical 40 Marks**

**Outcome**

CO1:To learn the definition and meaning of entrepreneurship.

CO2:To know the qualities and role of a good entrepreneur.

CO3:To understand the procedure of business service and management.

CO4:To practice condition oriented vocational skill training in atleast 12 to 15 objectives.

CO5:To learn how to establish various vocational skills.



**Course objective:** In this course, students will be provided knowledge and skills in dealing with environmental issues, disaster management, project cycle management and so on.

**UNIT I ENVIRONMENT ISSUES 12**

Environment conservation, enrichment and Sustainability - Climate change - Waste management - Natural resource management - (Rain water harvesting, energy conservation, waste land development, soil conservations and afforestation).

**UNIT II DISASTER MANAGEMENT 12**

Introduction to Disaster Management, classification of disasters - Role of youth in Disaster Management, hazards and disasters, dimension and typology of disasters, public health and disasters.

**UNIT III PROJECT CYCLE MANAGEMENT 12**

Project planning - Project implementation - Project monitoring - Project evaluation: impact assessment.

**UNIT IV DOCUMENTATION AND REPORTING 12**

Collection and analysis of data - Preparation of documentation/reports - Dissemination of documents/reports.

**UNIT V PROJECT WORK/ PRACTICAL 12**

Workshops/seminars on personality development and improvement of communication skills.

**Course Outcome:**

At the end of this course the students will be able to,

**CO1:** Develop their commitment to experiment with social service

**CO2:** Explain their knowledge of disaster management

**CO3:** Improve their awareness of project cycle management

**CO4:** Prove their skills of dissemination of documents and reports

**CO5:**Skill to develop project works