UNDERGRADUATE DEGREE PROGRAMME

B.Sc., Animation

Three Years

/

B.Sc., (Hons) Animation

Four Years

CURRICULUM & SYLLABUS

REGULATION 2024

Choice Based Credit System (CBCS)

&

Learning Outcomes Based Curriculum Framework (LOCF)

Effective from the Academic Year

2024 -2025

Department of Animation
School of Mass Communication

DEPARTMENT OF ANIMATION

VISION OF THE DEPARTMENT
To be the leading program that provides Animation Knowledge and produces highly professional Industry oriented Designer, Animators & Artists.

MISSION OF THE DEPARTMENT	
M1	To develop animators with a strong foundation in the arts, design and animation techniques via comprehensive training.
M2	To use cutting-edge resources to develop novel approaches towards problem-solving in the animation industry..
M3	To provide students with an environment in which they can nurture themselves, develop self-confidence, and learn the value of teamwork, dedication, determination, and discipline.
M4	Our goal is to develop confident professionals who will be trend-setters and leaders for benefiting humanity and the environment

PROGRAMME EDUCATIONAL OUTCOMES (PEO)	
PEO1	Have strong foundations in creative, analytical, and technical fundamentals necessary to formulate, analyse and solve communication problems.
PEO2	Have an exposure to a variety of Animation Industries, Such as, 2D & 3D production, Graphic Design & Visual Effects in a competitive Digital Media environment.
PEO3	Demonstrate the impact of media on the society along with ethical, social, and professional responsibilities/implications of their work.
PEO4	Have strong communication skills, ability to work in multicultural contexts and to work effectively in multidisciplinary teams.
PEO5	Engage life-long learning to become successful in their professional work.

PROGRAMME OUTCOMES (PO)	
PO1	Develop a creative attitude by preparing to explore the realm of visual art.
PO2	Learn the art of empathy in order to delve deeply into the problem statement.
PO3	Enhancing skills in articulation and communication
PO4	Creating an analytical thinking method that can look into the risks and promises of future intelligent products and technology, as well as identify design opportunities to improve people's lives.
PO5	Acquire the capacity to think creatively, take calculated chances, and create and effectively market solutions in a changing environment.
PO6	Exhibit an awareness and comprehension of design principles and apply them to one's own work, as a team member and leader, to manage projects, and in multidisciplinary settings

PO7	Understand how design impacts the society and the environment, and exhibit an awareness of and ability for developing sustainable solutions.
PO8	Understand the importance of independent, lifelong learning and acquire the skills necessary to do it in the broadest context of technological change

PROGRAMME SPECIFIC OUTCOMES (PSO)	
PSO1	Obtained a significant knowledge on fundamentals and advanced in Drawing, Graphic Design, VFX, 2D & 3D Animation.
PSO2	Gain knowledge of developing story boards for any given concept aspects of drawing and Anatomy study.
PSO3	Gain in-depth knowledge on pre-production and post-production process in 2D&3D Animation Film Making.
PSO4	Gain insight into the various aspects of script writing, direction, and editing.
PSO5	Assimilate technical skills on 2D&3D Animation, Photography, cinematography, audio editing and video Editing.

BOARD OF STUDIES

List of Members

Department of Animation

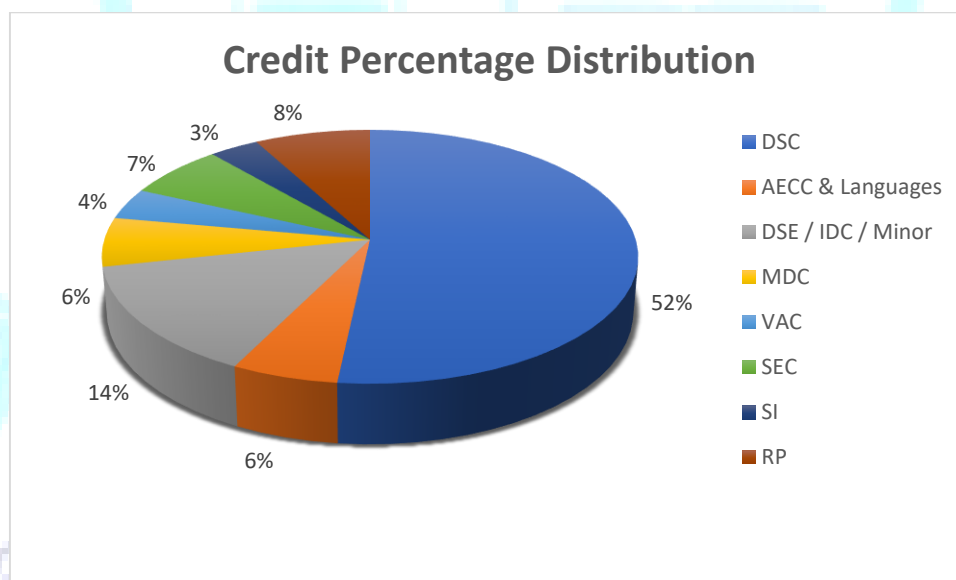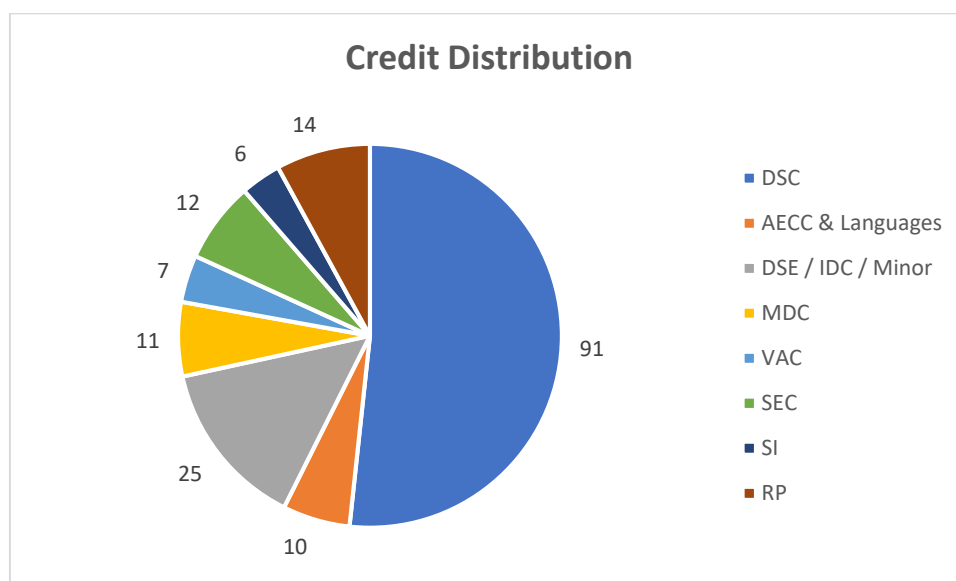| S. No	Name & Designation	Address	Role
1.	Mr S Kalaiselvan	Assistant Professor and Head Department of Animation School of Mass Communication Vels Institute of Science Technology and Advanced Studies, Pallavaram, Chennai-600 117	Internal Member
2.	Dr Abinesh A K	Assistant Professor Department of journalism Madras Christian College	Academic Expert (External Member)
3.	Dr. Ezhil Vendan	Director, Emagic Animation Company and Academy	Industrial Expert (External Member)
4.	Mr. Dakshnamoorthy Gnanavelu	VFX Artist In Double Negative (Mumbai)	Alumni Member (External Member)
5.	Dr Thulasi Barathy M	Assistant Professor Department of Animation School of Mass Communication Vels Institute of Science Technology and Advanced Studies, Pallavaram, Chennai-600 117	Internal Member
6.	Mr Branesh A K	Assistant Professor Department of Animation Vels Institute of Science Technology and Advanced Studies, Pallavaram, Chennai-600 117	Internal Member

CREDIT DISTRIBUTION

B.Sc., (Hons) in Animation
Minimum credits to be earned: 176
B.Sc., Animation
Minimum credits to be earned: 132

Component	I Sem	II Sem	III Sem	IV Sem	V Sem	VI Sem	3 Yrs. Total Credits	VII Sem	VIII Sem	4 Yrs Total Credits
DSC	8	9	6	8	12	15	58	12	11	81
AECC & Languages	4	4	4	7	-	-	19	-	-	19
DSE / IDC / Minor	3	2	4	3	4	4	20	2	3	25
MDC	4	4	4	-	-	-	12	-	-	12
VAC	1	2	0	2	2		7	-	-	7
SEC	2	2	2	2	2	2	12	2	-	14
SI	-	-	2	-	2	-	-	0	0	4
RP	-	-	-	-	-	-	0	6	8	14
Total Credits	22	23	22	22	22	21	132	22	22	176

Credit Distribution

Legend: DSC, AECC & Languages, DSE / IDC / Minor, MDC, VAC, SEC, SI, RP

Values shown: 91, 10, 25, 11, 7, 12, 6, 14

Credit Percentage Distribution

Legend: DSC, AECC & Languages, DSE / IDC / Minor, MDC, VAC, SEC, SI, RP

Values shown: 52%, 6%, 14%, 6%, 4%, 7%, 3%, 8%

ABBREVIATIONS

DSC	Disciplinary Specific Core
AECC	Ability Enhancement Compulsory Courses
DSE	Disciplinary Specific Elective
IDC	Interdisciplinary / Minor Courses
MDC	Multidisciplinary Courses
VAC	Value Added Courses
SEC	Skill Enhancement Courses
SI	Summer Internship
RP	Research Project

CURRICULUM STURCTURE

B.Sc., Animation Three Years
/
B.Sc., (Hons) Animation Four Years

Total number of Credits: 176

		B.Sc., (Hons) in Animation Minimum Credits to be earned :176								
		B.Sc., in Animation Minimum Credits to be earned: 132								
					Hours/Week			**Maximum Marks**		
		SEMESTER 1								
Category	**Code**	**Course**	**L**	**T**	**P**	**O**	**C**	**CIA**	**SEE**	**Total**
LANG 1	24LTAM11 24LFRE11 24LHIN11	Tamil I / Hindi I/ French I	2	0	0	1	2	40	60	100
ENG 1	24LENG11	English I	2	0	0	1	2	40	60	100
DSC 1	24PBAN11	Fundamentals of Drawing	0	1	6	2	4	40	60	100
DSC 2	24CBAN12	Introduction to Animation Concepts	4	0	0	2	4	40	60	100
MDC 1	24BVC001	History of Visual Arts	4	0	0	1	4	40	60	100
DSE 1/ IDC 1 / Minor 1	24PBAN12	Graphic Design / Understanding Animation	0	1	5	2	3	40	60	100
VAC 1	24ABCY11	Universal Human Values	0	0	2	1	1	-	100	100
SEC 1	24SSKU11	Soft Skills 1	2	0	0	1	2	40	60	100
SEC 2	24SBAN12	Orientation programme / Industrial Visit	-	-	-	-	-	-	-	-
			14	**3**	**13**	**-**	**22**	**-**	**-**	**-**

CIA - Continuous Internal Assessment   **SEE - Semester End Examination**

***L – Lecture, *T- Tutorial, *P- Practical, *O - Outside the class effort / self-study**

SEMESTER 2

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
LANG	24LTAM21 24LFRE21 24LHIN21	Tamil II / Hindi II / French II	2	0	0	2	2	40	60	100
ENG / AECC	24LENG21	English II	2	0	0	2	2	40	60	100
DSC 3	24CBAN21	Color Theory Principles	3	1	2	1	5	40	60	100
DSC 4	24PBAN21	Foundation to 2D Animation	2	0	4	2	4	40	60	100
MDC 2	24BVC002	Understanding UI & UX	4	0	0	2	4	40	60	100
DSE 2	24DBAN21	Drawing – II / Commercial Art / Digital Painting & Concept Art	0	0	4	2	2	40	60	100
VAC 2	24ABCY21	Communication Skills	2	0	0	1	2	40	60	100
SEC 3	24SSKU21	Soft Skills 2	2	0	0	1	2	40	60	100
			17	1	10	-	23	-	-	-

SEMESTER 3

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
LANG 3	24LTAM31 24LFRE31 24LHIN31	Tamil III / Hindi III / French III	2	0	0	2	2	40	60	100
ENG 3	24LENG31	English III	2	0	0	2	2	40	60	100
DSC 5	24PBAN31	Understanding Anatomy: Human and Animal Form	0	1	4	2	3	40	60	100
DSC 6	24PBAN32	3D Environment Modelling & Texturing	0	1	4	2	3	40	60	100
MDC 3	24BVC003	Fundamentals of Script writing & Story Boarding techniques	4	0	0	2	4	40	60	100
DSE 3	24DBAN31	Foundation of Acting & Direction for Animation	4	0	0	2	4	40	60	100
SEC 4	24SSKU31	Soft Skills 3	2	0	0	2	2	40	60	100
SI 1	24IBAN31	Internship I	0	0	0	2	2	-	100	100
			13	-	17	-	22	-	-	-

SEMESTER 4

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
LANG 4	24LTAM41 24LFRE41 24LHIN41	Tamil IV / Hindi IV / French IV	2	0	0	1	2	40	60	100
ENG 4	24LENG41	English IV	2	0	0	1	2	40	60	100
AECC 1	24EVS041	Environmental Studies	3	0	0	2	3	40	60	100
DSC 7	24CBAN41	Understanding Photography and Videography	3	0	2	1	4	40	60	100
DSC 8	24PBAN41	Character Modelling & Sculpting techniques	1	1	3	2	4	40	60	100
DSE 4 / IDC 4 / Minor 4	24DBAN41	Concepts of Lighting & Rendering / Print & Packaging / Special Effect (Sfx)	0	0	6	2	3	40	60	100
SEC 5	24SBAN41	Industry Oriented Employability skills	-	-	-	2	2	-	-	-
VAC 3	24SNSS41	Yoga Education / NSS / NCC	2	0	0	1	2	-	100	100
SEC 6	24SBAN41	In-plant Training/ Industrial Tour	-	-	-	-	-	-	-	-
			14	3	13	-	22	-	-	-

SEMESTER 5

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
DSC 9	24CBAN51	Contemporary media & AI in Animation	3	0	2	2	4	40	60	100
DSC 10	24PBAN51	Understanding Dynamics and Physics based Simulation	1	1	6	2	4	40	60	100
DSC 11	24PBAN52	Rigging and Animation practice	0	2	4	2	4	40	60	100
DSE 5 / IDC 5 / Minor 5	24DBAN51	Understanding Motion Tracking and Camera techniques / Design Game Art	0	1	6	2	4	40	60	100
SEC 7	24SBAN51	Entrepreneurial Development	2	0	0	1	2	40	60	100
VAC 4			2	0	0	1	2	40	60	100
SI 2	24IBAN51	Internship II	0	0	0	2	2	-	100	100
			8	4	18	-	22	-	-	-

SEMESTER 6

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
DSC 12	24PBAN61	Post Production – techniques and practices	2	1	2	2	4	40	60	100
DSC 13	24PBAN62	Advanced Compositing Techniques		2	4	2	4	40	60	100
DSC 14	24PBAN63	Advanced Texturing	0	1	5	2	3	40	60	100
DSC 15	24PBAN64	Miniature set creation	0	2	3	2	4	40	60	100
DSE 6 / IDC 6 / Minor 6	24DBAN61	Web Designing & Publishing	4	0	0	2	4	40	60	100
SEC 8	24SBAN61	Mini Project	0	0	4	2	2	-	100	100
SEC 9	24SBAN62	On Job Training / Apprenticeship / Startup	-	-	-	-	-	-	-	-
			6	7	17	14	21	-	-	-

SEMESTER 7

Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
DSC 16	24PBAN71	Advanced 2D Animation techniques	-	2	4	2	4	40	60	100
DSC 17	24PBAN72	Advanced character acting practice in 3d animation	0	1	4	2	3	40	60	100
DSC 18	24CBAN71	Artificial Intelligence for Game development	5	0	0	2	5	40	60	100
DSE 7 / IDC 7 / Minor 7	24DBAN71	Game Level Design/	0	1	4	2	2	40	60	100
RP 1	24RBAN71	Research Project I (2D Show reel –A)(group)	0	2	8	2	6	40	60	100
SEC10	24SBAN71	In-plant Training/ Industrial Tour	0	0	0	2	2			
			5	5	20	0	22	-	-	-

SEMESTER 8										
Category	Code	Course	L	T	P	O	C	CIA	SEE	Total
DSC 19	24PBAN81	Animation Research	4	0	0	2	4	40	60	100
DSC 20	24PBAN82	Emerging Technologies: principles and practices (AR/VR/MR/XR)	0	1	4	2	3	40	60	100
DSC 21	24CBAN81	Advanced Dynamics and Physics based Simulation	0	2	4	2	4	40	60	100
DSE 8 / IDC 8 / Minor 8	24DBAN81	Advanced 3d Animation techniques	0	1	4	2	3	40	60	100
RP 2	24RBAN81	Research Project II (3D Demo reel – A)(Specialization)	0	4	6	2	8	-	60	100
			4	8	18		22	-	-	-

DISCIPLINE SPECIFIC CORE COURSES

Category	Code	Course	L	T	P	O	C
DSC 1	24PBAN11	Fundamentals of Drawing	0	1	6	2	4
DSC 2	24CBAN12	Introduction to Animation Concepts	4	0	0	2	4
DSC 3	24CBAN21	Colour Theory Principles	3	1	2	1	5
DSC 4	24PBAN21	Foundation to 2D Animation	2	0	4	2	4
DSC 5	24PBAN31	Understanding Anatomy: Human and Animal Form	0	1	4	2	3
DSC 6	24PBAN32	3D Environment Modelling & Texturing	0	1	4	2	3
DSC 7	24CBAN41	Understanding Photography and Videography	4	0	2	1	5
DSC 8	24PBAN41	Character Modelling & Sculpting techniques	1	1	3	2	4
DSC 9	24CBAN51	Contemporary media & AI in Animation	3	0	2	2	4
DSC 10	24PBAN51	Understanding Dynamics and Physics based Simulation	1	1	6	2	4
DSC 11	24PBAN52	Rigging and Animation practice	0	2	4	2	4
DSC 12	24PBAN61	Post Production – techniques and practices	2	1	2	2	4
DSC 13	24PBAN62	Advanced Compositing Techniques		2	4	2	4
DSC 14	24PBAN63	Advanced Texturing	0	1	5	2	3
DSC 15	24PBAN64	Miniature set creation	0	2	3	2	4
DSC 16	24PBAN71	Advanced 2D Animation techniques	0	2	4	2	4
DSC 17	24PBAN72	Advanced character acting practice in 3d animation	0	1	4	2	3
DSC 18	24CBAN71	Artificial Intelligence for Game development	5	0	0	2	5
DSC 19	24PBAN81	Animation Research	4	0	0	2	4
DSC 20	24PBAN82	Emerging Technologies: principles and practices (AR/VR/MR/XR)	0	1	4	2	3
DSC 21	24CBAN81	Advanced Dynamics and Physics based Simulation	0	2	4	2	4

DISCIPLINE SPECIFIC ELECTIVE COURSES

Category	Code	Course	L	T	P	O	C
DSE 1	24DBAN12	Graphic Design	0	1	5	2	3
DSE 2	24DBAN21	Drawing – II / Commercial Art / Digital Painting & Concept Art	0	0	4	2	2
DSE 3	24DBAN31	Foundation of Acting & Direction for Animation	4	0	0	2	4
DSE 4	24DBAN41	Concepts of Lighting & Rendering / Print & Packaging / Special Effect (Sfx)	0	0	6	2	3
DSE 5	24DBAN51	Understanding Motion Tracking and Camera techniques / Design Game Art	0	1	6	2	4
DSE 6	24DBAN61	Web Designing & Publishing	4	0	0	2	4
DSE 7	24DBAN71	Game Level Design	0	1	4	2	2
DSE 8	24DBAN81	Advanced 3d Animation techniques	0	1	4	2	3

AECC & LANGUAGES

Category	Code	Course	L	T	P	O	C
LANG 1	24LTAM11/ 24LHIN11/ 24LFRE11	Tamil I / Hindi I/ French I	2	0	0	1	2
ENG 1	24LENG11	English I	2	0	0	1	2
LANG 2	24LTAM21/ 24LHIN21/ 24LFRE21	Tamil II / Hindi II / French II	2	0	0	2	2
ENG 2	24LENG21	English II	2	0	0	2	2
LANG 3	24LTAM31/ 24LHIN31/ 24LFRE31	Tamil III / Hindi III / French III	2	0	0	2	2
ENG 3	24LENG31	English III	2	0	0	2	2
AECC 1	24EVS031	Environmental Studies	3	0	0	2	3

MULTIDISCIPLINARY COURSES

Category	Code	Course	L	T	P	O	C
MDC 1	24BVC001	History of Visual Arts	4	0	0	1	4
MDC 2	24BVC002	Understanding UI & UX	4	0	0	2	4
MDC 3	24BVC003	Fundamentals of Script writing & Story Boarding techniques	4	0	0	2	4

VALUE ADDED COURSES

Category	Code	Course	L	T	P	O	C
VAC 1		Communication Skills	0	0	2	1	1
VAC 2		Universal Human Values	2	0	0	1	2
VAC 3	24SNSS41	Yoga Education / NSS / NCC	0	0	2	1	1
VAC 4		Web Designing	2	0	0	1	2

SKILL ENHANCEMENT COURSES

Category	Code	Course	L	T	P	O	C
SEC 1	24SSKU11	Soft Skills I	2	0	0	1	2
SEC 2		Orientation Programme / Industrial Visit	-	-	-	-	-
SEC 3	24SSKU21	Soft Skills II	2	0	0	1	2
SEC 4	24SSKU31	Soft Skills III	2	0	0	2	2
SEC 5	24SBAN41	Industry Oriented Employability skills	1	0	2	1	2
SEC 6		In-plant Training/ Industrial Tour/ Summer Term	-	-	-	-	-
SEC 7	24SBAN51	Entrepreneurial Development	2	0	0	1	2
SEC 8	24SBAN61	Mini Project	0	0	4	2	2
SEC 9	24SBAN62	On Job Training / Apprenticeship / Startup	-	-	-	-	-
SEC 10	24SBAN71	In-plant Training/ Industrial Tour	0	0	0	2	2
SEC11							

SUMMER INTERNSHIP

Category	Code	Course	L	T	P	O	C
SI 1	24IBAN31	Internship I	0	0	0	2	2
SI 2	24IBAN51	Internship II	0	0	2	1	1

RESEARCH PROJECT

Category	Code	Course	L	T	P	O	C
RP 1	24RBAN71	Research Project I (2D Show reel – A)(group)	0	2	8	2	6
RP 2	24RBAN81	Research Project II (3D Demo reel – A)(Specialization)	0	4	6	2	8
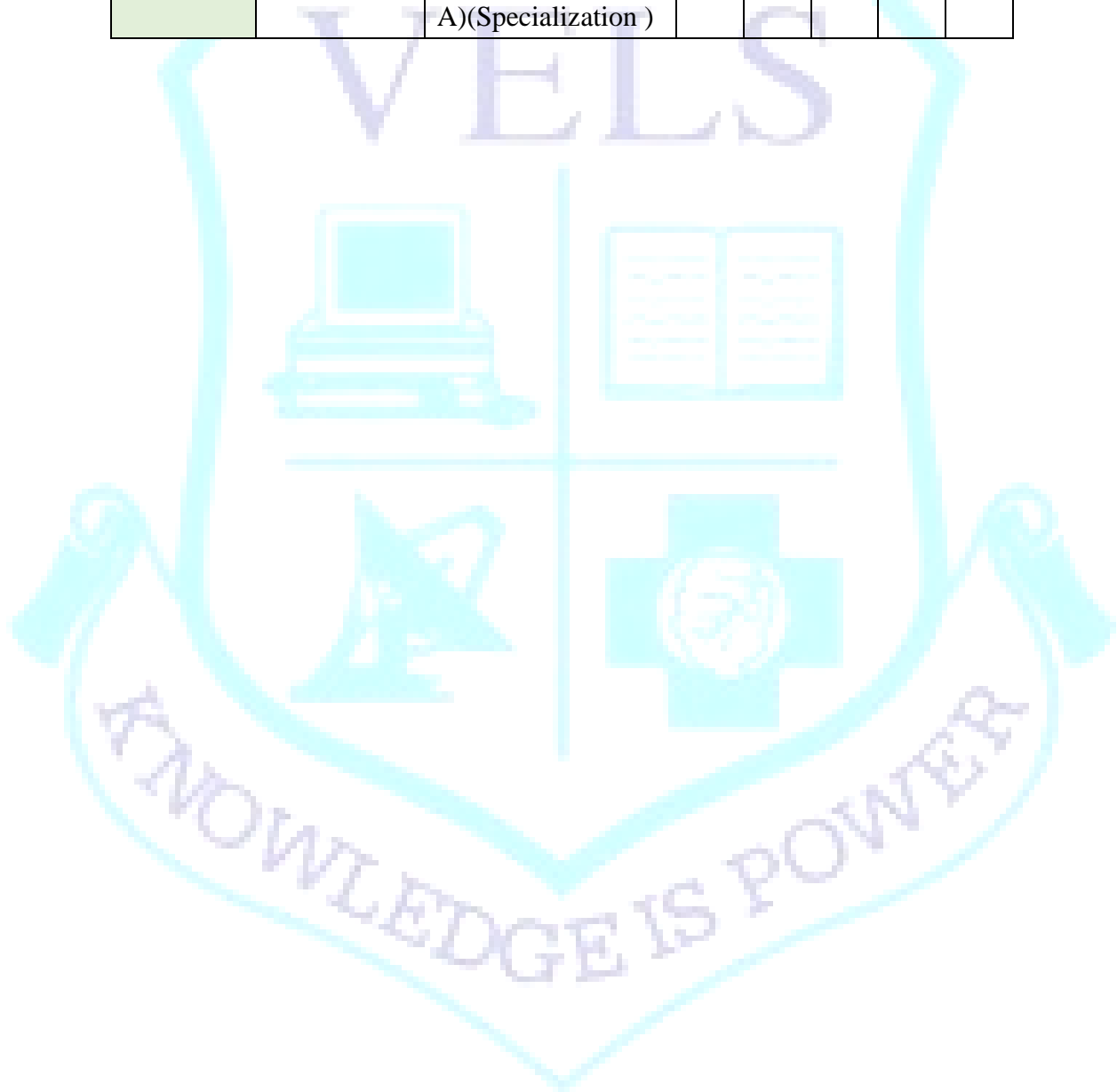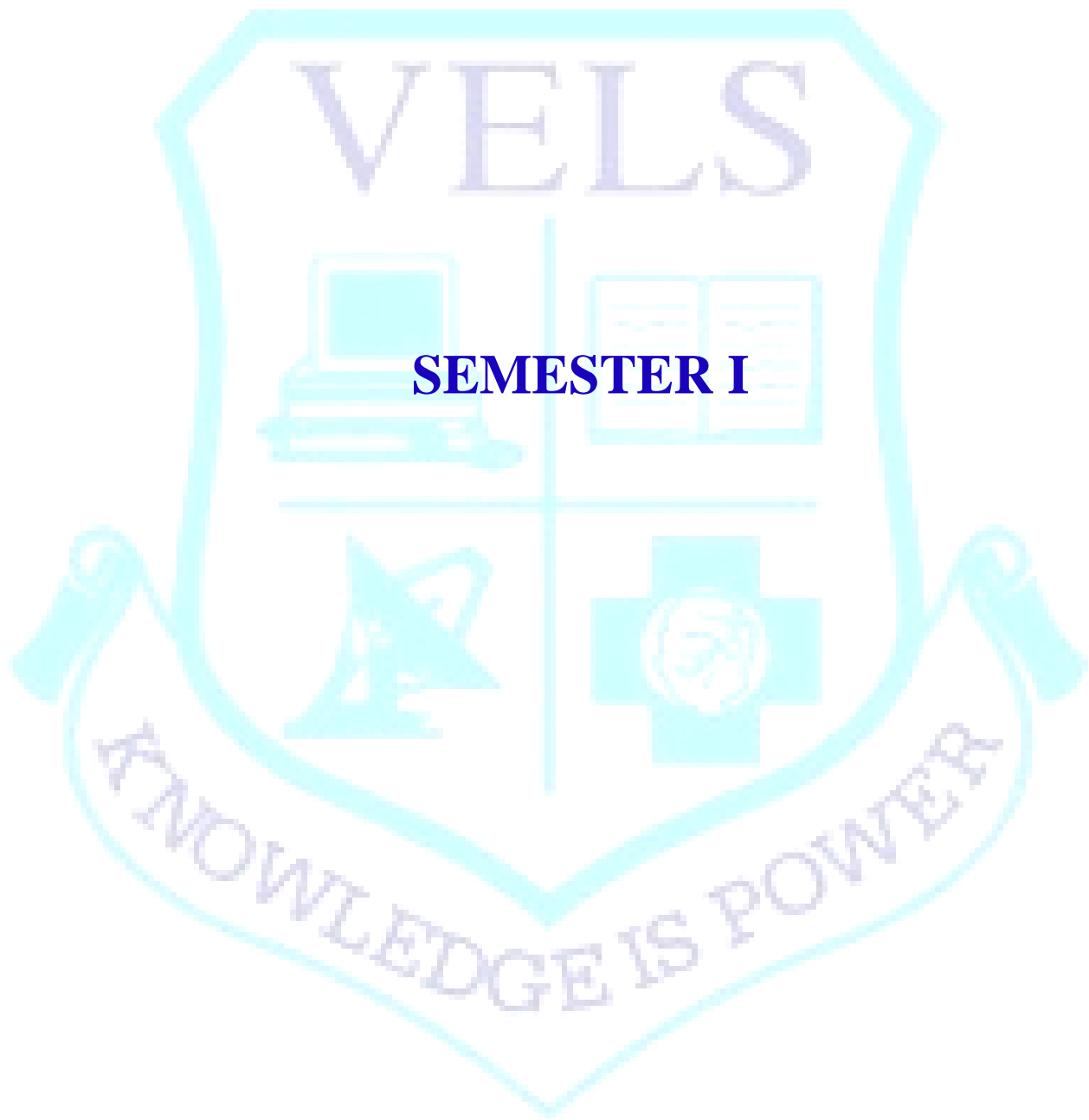
SEMESTER I

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LTAM11	**Tamil -I**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

தாள்-1

மொழிவரலாறு – சங்க இலக்கியம் – அற இலக்கியம் – மொழித்திறன்

பாடத்திட்ட நோக்கம்:

மாணவர்களின் இலக்கிய நாட்டத்தை மேம்படுத்துதல், தற்கால தமிழ் இலக்கிய வகைமைகளான மரபுக்கவிதை, புதுக்கவிதை, உரைநடை ஆகியவற்றை அறிமுகப்படுத்துதல், தமிழர்தம் வாழ்வியல் நெறிகளையும் பண்பாட்டுச் செழுமைகளையும் இன்றைய தலைமுறையினர் அறியச் செய்தல், மாணவர்களுக்குத் தமிழைத் தவறின்றி எழுதுவதற்குத் தேவையான பயிற்சி அளித்து அவர்களின் மொழித்திறனை மேம்படுத்துதல், செய்யுளின் நலத்தைப் பாராட்டும் முறைமையை அறியச் செய்து அதன்வழி சிந்தனை வளத்தைப் பெருகச் செய்தல் என்பனவும் மேற்கண்டவழி மாணவர்களை ஆளுமை மிக்கவர்களாக உருவாக்கி, போட்டித்தேர்வுகளுக்குத் தயார் செய்து அவர்களுக்கு வேலைவாய்ப்பை உருவாக்குவதும் இந்தப் பாடத்திட்டத்தின் முக்கிய நோக்கமாகும்.

அலகு- 1: தமிழ் மொழி வரலாறு   **8 மணி நேரம்**

மொழிக்குடும்பம் - இந்திய மொழிக்குடும்பங்கள் - இந்திய ஆட்சி மொழிகள் - திராவிட மொழிக்குடும்பங்கள் - திராவிட மொழிகளின் வகைகள் –திராவிட மொழிகளின் சிறப்புகள் - திராவிட மொழிகளின் வழங்கிடங்கள் - திராவிட மொழிகளுள் தமிழின் இடம் - தமிழ்மொழியின் சிறப்புகள் - தமிழ் பிறமொழித் தொடர்புகள்.

அலகு -2   **8 மணி நேரம்**

புறநானூறு- பாடல் எண்: , 182, 183, – இரண்டு பாடல்கள்.

குறுந்தொகை- பாடல் எண்: 2, 167, - இரண்டு பாடல்கள்

பரிபாடல் - முருகன். வையை - இரண்டு பாடல்கள்

அலகு - 3 அற இலக்கியங்கள்   **8 மணி நேரம்**

திருக்குறள்- வான்சிறப்பு (அறம்), பெருமை (பொருள்), பிரிவாற்றாமை (இன்பம்),. மூன்று அதிகாரங்கள் முழுமையும்

1. நாலடியார் - இரண்டு பாடல்கள். (2, 3)
2. மூதுரை - இரண்டு பாடல்கள். (2, 8)

அலகு 4 மொழி   06 மணி நேரம்

பிழை நீக்கி எழுதுதல் - ஒற்றுப்பிழை நீக்கி எழுதுதல் - தொடர்பிழை நீக்கி எழுதுதல் - ஒற்று மிகும் இடங்கள் - ஒற்று மிகா இடங்கள் - பிற மொழிச் சொற்களை நீக்கி எழுதுதல் – பயிற்சிகள்.

மொத்தம்: 30 மணி நேரம்

பார்வை நூல்கள்

1. *தமிழர் நாகரிகமும் பண்பாடும்,* டாக்டர் அ. தட்சிணாமூர்த்தி, ஐந்திணைப் பதிப்பகம், 2001.
2. *தவறின்றித் தமிழ் எழுதுவோம்*, மா. நன்னன், ஏகம் பதிப்பகம், 1999.
3. *தவறின்றித் தமிழ் எழுத* - மருதூர் அரங்கராசன், ஐந்திணைப் பதிப்பகம், 2003.
4. *தமிழ் இலக்கிய வரலாறு*, வரதராசன், மு., புது தில்லி : சாகித்திய அக்காதெமி, 2002.
5. *புதிய தமிழ் இலக்கிய வரலாறு*, நீல. பத்மநாபன், சிற்பி பாலசுப்ரமணியம், சாகித்திய அகாடெமி, 2007.
6. *செம்மொழி தமிழின் சிறப்பியல்புகள்* - முனைவர் மறைமலை இலக்குவனார்; https://www.youtube.com/watch?v=HHZnmJb4jSY
7. *பாடநூல் தேடலுக்கான இணையம் -* https://archive.org/

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LHIN11	**HINDI -1**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

<u>वर्ष I – सत्र I (गद्य, पत्र लेखन & व्यावहारिक हिन्दी)</u>
<u>I Year- Sem I (Prose, Letter Writing & Functional Words)</u>

Course Objectives:
- To understand the rural life style, social responsibilities and social values
- To create awareness about the importance of varied culture
- To enable the students to develop communication skill in Hindi and to use Azhagi, Azhagi+ fonts

UNIT I: पं.श्रीराम शर्मा कृत 'स्मृति' (कहानी)
      'Smruti' (Kahani) by Pandit Sriram Sharma.   6hrs.

UNIT II: शरद जोशी कृत 'अतिथि तुम कब जावोगे' (व्यंग्य)
      'Athiti tum kab jaaoge' (Vyangy) by Sharad Joshi.   6hrs.

UNIT III: राहुल सांस्कृतयायन कृत 'अथातो घुमक्कड़ जिज्ञासा'(यात्रा वृत्तान्त)
      'Atatho Ghumakkad Jigyasa' (Yatra Vruthanth) by   6hrs.
      Rahul Sanskrityayan.

UNIT IV: व्यावहारिक हिन्दी– पत्र लेखन में प्रयुक्त वाक्यांश, कौशल विकास
      – भाव एक भाषा अनेक   6hrs.
      Functional Hindi-Phrases used in Letter Writing.
      Skill development - Bhav Ek Bhasha Anek

UNIT V: पत्र लेखन – परिचय व प्रकार, 3 अनोपचारिक पत्र
      अलगी, अलगी + फ़ॉन्ट का परिचय
      Letter Writing- Intro. & Types & 3 Personal Letters   6hrs.
      Introduction to Azhagi, Azhagi + fonts

Total: 30hrs.

Course Outcome:

At the end of this course Students will be able to

CO 1	Gain knowledge about the rural life style
CO 2	Understand social values
CO 3	Understand importance of varied culture
CO 4	Journalise in Functional Hindi
CO 5	Use Azhagi, Azhagi+ fonts

Text Books:

Pandit Shriram Sharma, Shikaar, Sahitya Sadan, 1932.
Sharad Joshi, Yatha Sambhav, Bharatiya Gyanpeet, 2014.
Rahul Sanskrityayan, Ghumakkad Shastra, Rajkamal Prakashan, 1949.

Reference Book:

Kendriya Hindi Sansthan, Banking Hindi Patyakram, 2012.
NCERT, Sparsh, Class 9.
Main Aur Mera Vyakaran, New Saraswati House, New Delhi.
Govind Ballabh Sharma, Hindi Vyavaharik Tankan Kala Evam Tankan Abhyas,
Neelkanth Publishers Pvt. Ltd., 2022.

Weblinks :

Pandit Sriram Sharma ka kahani: https://www.evidyarthi.in
Harishankar parasayi ka Vyangy: http://gadyakosh.org
Rahul Sanskrityayan ka yatravruttant: https://www.hindwi.org
Prayojanmoolak Hindi:https://hi.mwikipedia.org
https://www.azhagi.com/hnd/helphtml/Introduction.html

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	T	P	O	Credit
24LFRE11	**FRENCH PAPER I**	2	0	0	1	2

Course Objectives:

The lessons are being chosen:

1) To greet, to express excuse and to introduce oneself

2) To introduce another person

3) To express his/her ideas, opinions and weekend projects

4) To request someone to do something, polite manners

5) To accept, refuse, enquire and indicate the time and date

6) To express himself / herself in positive and negative manner

UNITS:

1) Salut

les nombres, Les jours de la semaine et du mois, La nationalité   4

2) Enchanté

Les verbes Etre, Avoir, Aller, Regular ER verbes, Present tense.   6

3) J'Adore

La negation, l'adjectif possessif, le futur proche   4

4) Tu veux bien

 Les articles de finis/indéfinis, Les pronoms après une préposition (avec lui, chez moi), Le passé

composé   **7**

5) On se voit quand

Les pronoms compléments directs me, te, nous, vous, L'interrogation avec est-ce que, L'heure et

la date.   **5**

6) Bonne idée

Les articles partitifs, Le masculin et le féminin des adjectifs, Les pronoms compléments directs

le, la, les, La négation : ne… pas de.   **4**

Total no. of hours - 30 hours

Course Outcome:

CO 1	The students would be able to greet, to excuse and to introduce himself
CO 2	The students would be able to introduce someone
CO 3	The students would be able to express his ideas, opinions and weekend projects
CO 4	The students would be able to ask someone to do something, polite manner
CO 5	The students would be able to express himself in positive and negative manner

Text / Reference Book:

Prescribed book: LATITUDES 1 (A1/A2) MÉTHODE DE FRANÇAIS - Régine Mérieux and

Yves Loiseau

Reference book: SAISON A1 - MÉTHODE DE FRANÇAIS - Marie-Noëlle Cocton, Élodie Heu,

Catherine Houssa, Émilie Kasazian

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LENG11	**ENGLISH – I**	L	T	P	O	Credit
		2	0	0	1	2

Course Objectives:

CO1: To enable students to develop their communication skills effectively.

CO2: To make students familiar with usage skills in the English Language.

CO3: To enrich their vocabulary in English.

CO4: To develop communicative competence.

Unit I- Prose   Credit Hours

- Dangers of drug abuse - Hardin B.Jones   06
- Tight corners - E.V.Lucas

Unit II -Poetry   06

- Ecology - A.K.Ramanujan
- The owl and the chimpanzee - Jo Camacho

Unit III - Short story   06

- The Dear Departed - Stanley Houghton
- The Fool's Paradise- Isaac Bashevis Singer

Unit IV -Grammar   06

- Parts of speech, Articles

Unit V -Grammar   06

- One-word substitution, prefix, suffix, synonym, antonym.

Total   30 hours

Course Outcomes:

At the end of this course, the students would have learnt to

CO1	Understand the characteristic features of the language used in the text.
CO2	Strengthen their knowledge of basic grammar
CO3	Improve narrative skills after studying diverse prose and play.
CO4	Understand to classify parts of speech and articles.
CO5	Develop critical writing skills in the textual content of the syllabus

References:

● English for Communication Enrichment: by Jeya Santhi June 2015.
● Dr. M. Narayana Rao and Dr. B. G.Barki–Anu's Current English for Communication (AnuChitra). June 2012.
● Dr. Ananthan, R. Effective Communication. Ed. Chennai: Anu Chithra Pub.2010.

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	**T**	**P**	**O**	**Credit**
24BVC001	**HISTORY OF VISUAL ARTS**	**3**	**0**	**3**	**2**	**4**

COURSE OBJECTIVE:

To provide students with a thorough understanding of the evolution of visual arts from ancient times to the present, fostering an appreciation for diverse artistic traditions and their cultural, social, and historical contexts. Students will develop critical thinking skills to analyze and interpret artworks, gain insight into the influence of artistic movements on society, and explore the ways in which visual art reflects and shapes human experience across different periods and cultures**.**

UNIT- I   PRE-HISTORIC ANCIENT ART   15

Palaeolithic – Mesolithic- Neolithic- Venus of Willendorf- Hall of the Running Bulls- Stonehenge. The Bhimbetka Rock Shelters, Ancient Egyptian Art: Tombs, Pyramids, and Temples. Indus Valley Civilization. Harappa Seals, and Ceramic, Terracotta Figurines. Mauryan Shunga Sculpture.

   EXERCISE: Write an article on Bhimbetka Rock Art

UNIT-II   MEDIEVAL ART   15

Kingdoms Hagia Sophia, Byzantine Art, Renaissance Art, Baroque Art, Rococo Art. Temple Architecture – Rock-Cut Temples, Structural Temples, Sculpture, and Fresco Paintings, Gothic Art Period. Islamic Influence – Indo-Islamic Architecture, Calligraphy and Ornamentation, and Miniature Paintings. Regional Variations – Rajput Paintings, and Vijayanagara Art. Ajanta, Ellora, Badami, Chola, Pallava and Hoysala.

   EXERCISE: Identify a few Traditional art forms of Southern India

UNIT-III   19TH CENTURY ART   15

Western Art Forms – Romanticism, Realism, Surrealism, Impressionism,Symbolism, and Art Nouveau. Colonial Influence – British Patronage, Art Schools, Western Adaptation. Indian Modernism – Raja Ravi Varma, Bengal School of Art, Lithography

andPrinting Press, Printmaking. Traditional Art and Craft – Madhubani Painting, Warli Art, Pattachitra, Tanjare Painting, Gond Art, and Kalamkari..Artists and Art Forms – Raja Ravi Varma, Abanindranath Tagore, Jamini Roy,Amrita Sher-Gil, M F Husain, and Tyeb Mehta.

EXERCISE: Collect paintings that reflect Indian tradition

UNIT – IV   CONTEMPORARY ART   15

Diverse Media in Art – Digital Media and Technique, Integrating Local traditionto Global Art, Social and Political Commentary, and Environmental concerns in Art. Western Art – Globalization and Cultural Exchange, Social and Political Engagement and Notable Contemporary Western Artists. Major Art Institute and Events – Kochi-Muziris Biennale, National Gallery of Modern Art (NGMA), Indian Art Fair, and Kiran Nadar Museum of Art, Raqs Media Collective. Notable Contemporary Indian Artists – Subodh Gupta, Anish Kapoor, BhartiKher, Nalini Malini, Jitish Kallat, and Sudrashan Shetty,

EXERCISE: Explore art in other media forms- Installation- contemporary modern art

UNIT– V   GLOBAL PERSPECTIVE   15

Hybrid art – Cultural exchange resulting in hybrid form, Merging technology and techniques, impact of cultural narratives. Transnational art – Decolonization and representation, Joint exhibition,Collaborations across borders. Digital Connectivity – Non-demographic audience – Digital art and social media,Collaging art, and digital platform. Artists in Digital age – Nalini Malini, Cai Guo-Qiang, Yinka Shonibare, ElAnatsui, Shirin Neshat, and Ai Weiwei

EXERCISE: Identify transnational artwork that depicts mixed cultural aspects

Total: 90 Hours

Evaluation Method

- **Quiz** to check recall memory of students on the history of art.
- Comparative **analysis report** on traditional and digital art work.
- Engaging in **group discussions** on evaluating emerging art forms influenced bydigital technology
- **Seminar** on any interesting topic or **Interactive Discussion** on contemporary artforms

Course Outcome:

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

CO 1	Students can explore connections between visual art and other disciplines, fostering interdisciplinary approaches in their creative work
CO 2	Students would get an idea of various art techniques in various media including drawing, painting, sculpture, digital art, and mixed media.
CO 3	Students can integrate artistic patterns for effective communication in their Works
CO 4	Students will conduct critical and analytical research studies on artwork
CO 5	Students will exhibit ethical and cultural sensitivity in the creation and interpretation of artworks

Text Books:

Edith Tomory, The history of Fine Arts and the west, Orient Longman, Hyderabad.

Roy C Craven, Concise History of Indian Art, Thames and Hudson, London.

Agarwala, Studies in Indian Art, Varanasi,

Gupta, SP. Elements of Indian Art, Indraprastha museum. New Delhi.

Karl Khandalawala, Indian sculpture and Painting, Publication Division, New Delhi.

Marcia Pointon - History of Art_ A Student's Handbook-Routledge (2014)

Regent Wharf, 10,000 years of Art, Phaidon,2009

Reference Books:

Dipti Desai_ Jessica Hamlin_ Rachel Mattson - History As Art, Art As History _

Contemporary Art and Social Studies Education-Taylor & Francis Group (2009)

Dan Karlholm, Keith Moxey - Time in the History of Art_ Temporality, Chronology, and Anachrony-Routledge (2018)

Web Sources:

https://theartspread.or
/https://map-india.org/

https://megapencil.co

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24CBAN12	INTRODUCTION TO ANIMATION CONCEPTS	L	T	P	O	Credit
		4	0	0	2	4

Course Objective:

1. To develop the skills on animation concept
2. To understand the techniques of Animation
3. To understand the detailed process of Preproduction, production and post-production
4. To develop the knowledge of character design, BG layout and Animation Techniques
5. To understand the process and pipeline of 2D animation and 3D animation

Unit-I - History of Animation   12

Animation has a rich history that begins with basic traditional animation techniques. Over time, the field has evolved significantly, incorporating new technologies and methods. The principles of animation, such as timing, spacing, and squash and stretch, form the foundation of creating lifelike and engaging animations. Various animation studios have produced famous movies that have left a lasting impact on audiences worldwide. Additionally, mastering drawing techniques is essential for animators to bring their creative visions to life.

Unit-II – Production Concepts   12

The 2D animation process involves several key steps, starting with understanding the different types of animations. This includes traditional hand-drawn animation, digital 2D animation, and other styles. Within this process, animators focus on creating key poses, in-betweens, and breakdown keys to ensure smooth and expressive movement. Voice acting plays a crucial role in bringing animated characters to life, adding depth and personality to the visuals. Additionally, background creation and layer 2D compositing are essential for building the environment and integrating all elements seamlessly into the final animation.

Unit-III –2D Animation Production   12

The 2D animation process involves several key steps, starting with understanding the different types of animations. This includes traditional hand-drawn animation, digital 2D animation, and other styles. Within this process, animators focus on creating key poses, in-betweens, and breakdown keys to ensure smooth and expressive movement. Voice acting plays a crucial role in bringing animated characters to life, adding depth and personality to the visuals. Additionally, background creation and layer 2D compositing are essential for building the environment and integrating all elements seamlessly into the final animation.

Unit - IV –3D Animation Production   12

The 3D production pipeline encompasses various stages, starting with the 3D production pipeline itself. This is followed by the diverse usages of 3D software across different industries. Within this pipeline, both organic and inorganic modeling play crucial roles, contributing to the creation of detailed and realistic models. Additionally, 3D modeling and texturing are essential processes that add depth and realism to the models. Finally, rigging and animation bring these models to life, allowing for dynamic and engaging visual content

Unit – V- Post Production in Animation   12

The process of creating a movie involves several key stages, including special effects, rendering techniques, 2D and 3D compositing, video editing techniques, and exporting the final movie. Special effects are used to enhance the visual appeal and create scenes that would be impossible or impractical to film in real life. Rendering techniques are crucial for generating high-quality images and animations from 3D models. 2D and 3D compositing involves combining visual elements from different sources into a single image, creating a seamless final product. Video editing techniques are applied to arrange and modify the footage, ensuring a coherent and engaging narrative. Exporting the movie involves converting the edited project into a format suitable for distribution and viewing.

Total Hours: 60
Practical / Assignments

•Students will create character design

•Students will create a Background

• Students will create key poses

Course Outcomes

CO 1	Students can understand the technique of traditional hand drawing methods.
CO 2	Students would developing a smooth animation, basic walk cycle technique and facial expressions
CO 3	Students can design character, background creation and etc.
CO 4	Students will get knowledge on animation project, editing techniques for end product of post-production and visualization.
CO 5	Students can understand Advanced techniques used for 2d production and post-production

TEXT BOOKS

1. Richard Williams "The Animator's Survival Kit", Faber & Faber, 4th *Edition*, 2012.
2. Preston Blair's "Learn Techniques for Drawing and Animating Cartoon Characters"2020.

REFERENCE BOOKS:

1. Bob Godfrey and Anna Jackson "The Do-It-Yourself Film Animation Book', BBC Publications, Edition I, 1974 ISBN 978-0-563-10829-0
2. Thomas, Frank and Johnston Ollie "Disney Animation: The Illusion of Life", Abbeville Publications, 1981

WEB SOURCES

1. https://www.tutorialspoint.com/computer_graphics/computer_animation.htm
2. https://99designs.com/blog/video-animation/what-is-animation/

REFERENCE BOOK LINK

1. https://web.stanford.edu/class/cs248/pdf/class_03_animation.pdf
2. https://youtu.be/8oM5qBORXmM.

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24PBAN11	FUNDAMENTALS OF DRAWING	L	T	P	O	Credit
		0	1	6	2	4

COURSE OBJECTIVE:

An introduction to the fundamentals of drawing techniques is essential for any aspiring artist, laying the groundwork for skill development. Developing observation skills sharpens an artist's ability to capture details accurately. Understanding the principles of composition, including balance, rhythm, and focal points, helps create visually appealing artwork. Mastering perspective drawing is crucial for depicting three-dimensional objects on a two-dimensional surface. Finally, exploring personal expression and artistic style through drawing allows artists to convey their unique vision and creativity. Together, these elements form a comprehensive foundation for artistic growth and expression.

UNIT I   BASICS OF DRAWING   15

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   15

 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, explain mid tone shadings creating art image using all shading technique.

UNIT III   STILL LIFE   15

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, wooden geometrical objects, cloths studies, metal objects, glass objects

UNIT IV   PERSPECTIVE DRAWING   15

Perspective drawings, 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 perspectives in basic geometrical shape, seascape, cityscape.

UNIT V   BASICS OF PORTRAIT   15

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: 75hrs

Course Outcome:

At the end of this course, the students would have learnt to

COC1	Understand and apply techniques about drawing and sketching
COC2	Acquire knowledge about the basics forms of arts required for animation courses
COC3	Students will develop the ability to observe and interpret the visual world accurately.
COC4	Through experimenting with various drawing mediums, styles, and techniques, students will be exposed to a variety of artistic expressions.
COC5	Students will engage in critiques, self-assessment, and reflection, analyzing their own artwork and the work of others to identify

	strengths, weaknesses, and areas for growth.

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, 2 edition, 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.
3. Victor Perard, Anatomy and Drawing (Dover Art Instruction)
4. David H. Ross, Freehand Figure Drawing for Illustrators: Mastering the Art of Drawing from Memory, 28 July 2015

Web Sources:

1. https://mymodernmet.com/perspective-drawing/
2. https://youtu.be/ePv-9mVnTVk

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24PBAN21	Graphic Design	L	T	P	O	Credit
		0	2	4	2	4

COURSE OBJECTIVE:

To gain a comprehensive understanding of digital design, including the intricacies of pixel and vector software. This involves developing skills in designing and manipulating digital content effectively. Additionally, it's crucial to grasp the processes involved in both digital and print modes within graphic design. Finally, acquiring knowledge of various digital design tools is essential to enhance one's ability to create and innovate in the field. This holistic approach ensures a well-rounded proficiency in digital design, equipping individuals with the necessary skills to excel in the ever-evolving landscape of graphic design.

UNIT I   INTERFACE OF PIXEL GRAPHICS APPLICATION   12

Understanding the interface of raster software is fundamental for digital design, as it allows users to navigate and utilize various tools effectively. Mastery of selection tools and the transform tool is crucial for manipulating images with precision. Skills in photo cropping and resizing the canvas are essential for adjusting the composition and dimensions of digital artwork. Knowledge of color modes and color adjustment techniques enables designers to enhance and modify the visual appeal of their creations. Lastly, grasping layer concepts is vital for organizing and managing different elements within a design.

UNIT II DIGITAL PAINTING AND TYPOGRAPHY CONCEPTS   12

Mastering the stamp, patch tool, and cloning techniques is essential for repairing and retouching images seamlessly. Utilizing paint brushes, the pen tool, and smart objects allows for precise drawing and scalable designs. Understanding the application of solid colors and gradients is crucial for creating visually appealing backgrounds and effects. Proficiency in handling text, character, paragraph, and layer effects enhances the ability to add and style text elements creatively. Finally, leveraging content-aware tools, filters, alpha channels, quick masks, and AI generators significantly boosts efficiency and creativity in digital design, enabling sophisticated

image manipulation and innovative design solutions.

UNIT III INTERFACE OF VECTOR GRAPHICS APPLICATION   12

The interface of vector software includes various features such as selection tools, fill and stroke options, and symbols. It also encompasses the pen tool, which allows for the use of solid colors and gradients. Additionally, the software provides pathfinder and shape builder tools for reshaping objects. Furthermore, it supports 3D conversion, along with a range of filters and effects to enhance the design process.

UNIT IV   BRANDING DESIGN   12

The design process encompasses various elements, starting with logo design, which establishes the brand's visual identity. This is followed by the creation of business cards and letterheads, essential for professional communication. Poster making is another crucial aspect, often used for promotional purposes. Additionally, brochure design plays a significant role in providing detailed information about products or services. Lastly, dangler design is utilized for in-store marketing to attract customer attention.

UNIT V   PRINTING TECHNIQUES AND CANVAS SETTING   12

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: 60hrs

Practical / Assignments :

•Students will create a Photo manipulation

•Students will have to design Branding design for the Promotion

• Students will create a digital painting

Course Outcome:

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

COC1	Understanding graphic design and working in Photoshop with

	images and layers
COC2	Acquire knowledge about idea of special effects and web templates and exporting in different formats.
COC3	Students can design Business cards, Banners, posters, brochures, Pamphlets and etc.
COC4	Students will get knowledge on typography and elements of design
COC5	Students will exhibit print ads and understand the techniques to print process

Text Books:

1. Foley, Van Damn, Feiner and Hughes, Computer Graphics: "Principles and Practice" Addison Wesly"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 of Graphic 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 Kelly

   4. Mc Cathran and video2brain, 2012.

   ### *Web Sources:*

   1.https://www.slideshare.net/EngineeroBono/principles-of-design-graphic-design-theory
   2.https://youtu.be/YqQx75OPRa0

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24DVAC11	**UNIVERSAL HUMAN VALUES**	L	T	P	O	Credit
		2	0	0	1	2

COURSE OBJECTIVES:

- To appreciate the complementarity between the values and skills for sustained happiness and prosperity.

- To influence the students to approach life and profession with a holistic perspective towards value-based living in a natural way.

- To highlight plausible implications of holistic understanding of ethical human conduct.

UNIT- I   INTRODUCTION TO VALUE EDUCATION   5

Living a fulfilling life. Value education. Skill education. Complementarity of Values and Skills. Development of a holistic perspective. Right understanding, relationship and physical facility. Understanding happiness and prosperity.

UNIT-II   HARMONY AT MULTIPLE LEVELS   5

Human being as co-existence of the self and the human body. Understanding harmony in theself. Harmony in the family and understanding values in human-human relationships. Harmony in the society and understanding universal human order. Harmony in nature and understanding the interconnectedness, self-regulation and mutual fulfillment. Harmony in existence and understanding co-existence at various levels.

UNIT-III   IMPLICATIONS OF THE RIGHT UNDERSTANDING   5

Ethical human conduct, implications of value-based living, right understanding of professional ethics, humanistic education, holistic technologies, production

systems, and management models, and strategies for transitioning to a value-based life and profession are the topics covered.

<div align="right">**Total: 15 Hours**</div>

Course Outcomes:

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

CO1: Develop qualities like responsibility and the ability to handle problems with sustainablesolutions.

CO2: Appraise human values and the harmony at various levels.

CO3: Perceive a better critical ability.

CO4: Develop qualities pertaining to value-based living.

CO5: Apply what they have learnt to their own self in real life settings.

Reference Books:

- R.R. Gaur, R. Asthana, G.P. Bagaria. (2023). A Foundation Course in Human Values andProfessional Ethics. 3rd Revised Edition. Excel Books, New Delhi.

- A. Nagaraj, Jeevan Vidya Prakashan, Amar Kantak. Jeevan Vidya (1999), Ek Parichaya

- Rakesh Gupta. Jeevan Vidya (2008), An Introduction (Introductory Book to Madhyasth Darshan-Coexistentialism). English Version.

- A. N. Tripathi (2004), Human Values. First Edition. New Age International Publishers, NewDelhi.

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	T	P	O	Credit
24SSKU11	SOFT SKILLS -I	2	0	0	1	2

Course Objectives:

CO1: To learn and apply basic etiquette for personal and professional interactions.

CO2: To develop effective stress management techniques for maintaining mental and emotional well-being.

CO3:To enhance self-awareness for personal growth and informed decision-making.

CO4: To gain an overview of essential 21st-century skills necessary for success in a rapidly changing world.

CO5: To foster creativity and critical thinking skills for innovative problem-solving and adaptability.

Credit Hours

Unit I Introduction to Soft skills 6

● Soft Skills vs Hard Skills

● 15 important Soft Skills

● Communication Skills, Time Management, Leadership Skills

Unit II - Overview of 21st Century Skills. 6

● Lateral Thinking – Left Brain/Right Brain Functionality

● Problem solving skills

Unit III - Self Awareness 6

● Human Values

● Mindfulness

● SWOT Analysis

● PDCA Approach

Unit IV - Creativity/Critical Thinking 6

- Six Thinking Traits

- Creative writing exercises

- Open mindedness

Unit V - Personal Hygiene and Stress Management   **6**

- Basic Etiquettes

- Health and Personal Grooming

- Stress-meaning and nature, Eustress, Distress

- Stress management strategies

Total Hours 30

Course Outcomes:

At the end of this course, the students would have learnt to

COC1 demonstrate basic etiquette in various personal and professional settings.

COC2 effectively manage stress using learned techniques.

COC3 show increased self-awareness and make informed decisions.

COC4 understand and articulate key 21st-century skills.

COC5 apply creativity and critical thinking to solve problems innovatively.

References:

- Alex, Dr. K. (2014). Soft Skills (1st edition) S Chand & Company

- Taylor. Grant English Conversation Practice. Tata McGraw Hill Education Pvt. Ltd 2005

- Tiko, Champa& Jaya Sasikumar. Writing with a purpose. OUP New Delhi 1979

- Nelson-Jones, R. (1992). Life skills, a handbook, Trowbridge, Wilts: Detesios Ltd.

  - Tuhovsky, Ian (2019). Communication Skills Training (2nd edition) Rupa Publication
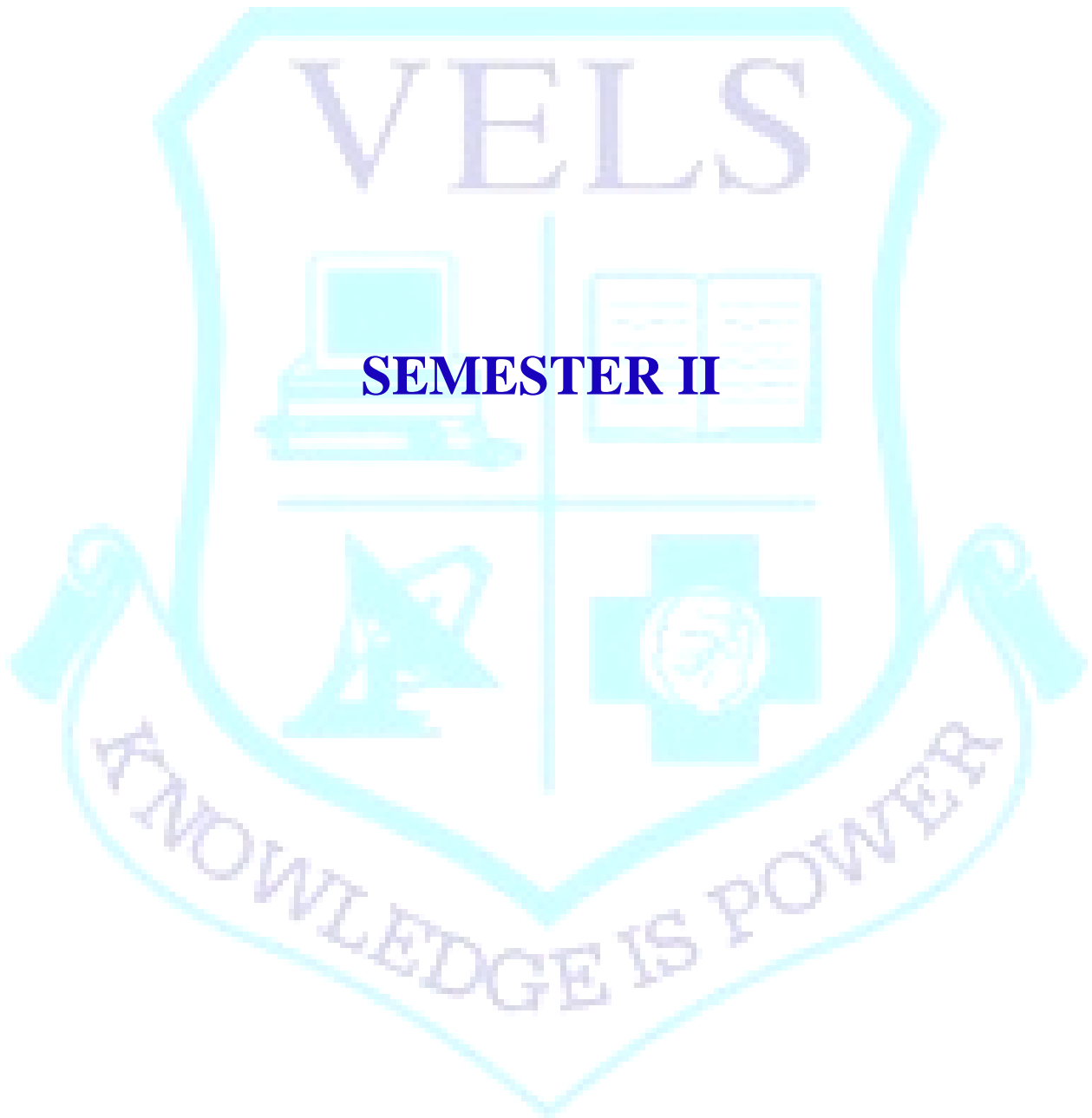
SEMESTER II

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LTAM21	**TAMIL II**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

தாள்-2

காப்பியம், பக்தி இலக்கியம், கலைகள், நாகரிகம்-பண்பாடு

பாடத்திட்ட நோக்கம்:

மாணவர்களின் இலக்கிய நாட்டத்தை மேம்படுத்துதல், அற இலக்கியங்கள், சிற்றிலக்கியம், சிறுகதை ஆகியவற்றை அறிமுகப்படுத்துதல், தற்காலப் பேச்சுத் தமிழ் எழுத்துத்தமிழ் ஆகியவற்றின் வளர்நிலைகளை மாணவர்களை அறியச் செய்தல், அதன்வழி சிந்தனை வளத்தைப் பெருகச் செய்தல் என்பனவும் மேற்கண்டவழி மாணவர்களை ஆளுமை மிக்கவர்களாக உருவாக்கி, போட்டித்தேர்வுகளுக்குத் தயார் செய்து அவர்களின் மொழித் திறனை மேம்படுத்த அவர்களுக்குக் கடிதம் எழுதும் கலையைக் கற்றுக்கொடுத்தல், அணி இலக்கணத்தை அறியச் செய்தல் என்பன இந்தப் பாடத்திட்டத்தின் முக்கிய நோக்கமாகும்.

அலகு 1   காப்பியங்கள்   8 மணி நேரம்

சிலப்பதிகாரம்- கனாத்திறம் உரைத்தக் காதை முழுவதும்.

மணிமேகலை- மலர்வனம் புக்க காதை முழுவதும்.

கம்பராமாயணம் - குகப் படலம் (தேர்ந்தெடுக்கப்பட்ட ஒன்பது பாடல்கள்)

அலகு 2: பக்தி இலக்கியம்   8 மணி நேரம்

1. மாணிக்கவாசகர் - திருவாசகம் – மூன்று பாடல்கள்
   ✓ புல்லாகி பூடாகி (சிவபுராணம்)
   ✓ எல்லாப் பிறப்பும் (சிவபுராணம்)
   ✓ உற்றாரை யான் வேண்டேன் (திருப்புலம்பல்)
2. ஆண்டாள் - திருப்பாவை – மூன்று பாடல்கள் (1, 3, 4)
   ✓ மார்கழித் திங்கள் … (பாசுரம் 1)
   ✓ ஓங்கி உலகளந்த… (பாசுரம் 3)
   ✓ ஆழிமழைக் கண்ணா… (பாசுரம் 4)

3. வீரமாமுனிவர் - தேம்பாவணி – வளன் செனித்தப் படலம்

4. சீறாப்புராணம்- மானுக்கு பிணை நின்ற படலம்

அலகு 3 கலைகள்   07 மணி நேரம்

சிற்பம் - ஓவியம் - இசை - கூத்து - ஒப்பனை - ஆடை அணிகலன்கள்.

அலகு 4 நாகரிகம், பண்பாடு   7 மணி நேரம்

சொற்பொருள் விளக்கம் - பண்டைத் தமிழர் வாழ்வியல் - அகம் - களவு - கற்பு - குடும்பம் - விருந்தோம்பல் - உறவு முறைகள் - சடங்குகள் - நம்பிக்கைகள் - பொழுதுபோக்கு - புறம் - போர் முறைகள் - நடுகல் வழிபாடு - கொடைப்பண்பு.

                                                         மொத்தம்: 30 மணி நேரம்

பார்வை நூல்கள்

8. **தமிழர் நாகரிகமும் பண்பாடும்,** டாக்டர் அ. தட்சிணாமூர்த்தி, ஐந்திணைப் பதிப்பகம், 2001.

9. **தவறின்றித் தமிழ் எழுதுவோம்,** மா. நன்னன், ஏகம் பதிப்பகம், 1999.

10. **தவறின்றித் தமிழ் எழுத** - மருதூர் அரங்கராசன், ஐந்திணைப் பதிப்பகம், 2003.

11. **தமிழ் இலக்கிய வரலாறு,** வரதராசன், மு., புது தில்லி : சாகித்திய அக்காதெமி, 2002.

12. **புதிய தமிழ் இலக்கிய வரலாறு,** நீல. பத்மநாபன், சிற்பி பாலசுப்ரமணியம், சாகித்திய அகாடெமி, 2007.

13. **செம்மொழி தமிழின் சிறப்பியல்புகள்** - முனைவர் மறைமலை இலக்குவனார்; https://www.youtube.com/watch?v=HHZnmJb4jSY

14. **பாடநூல் தேடலுக்கான இணையம் -** https://archive.org/

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LHIN21	**HINDI II**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

Course Objectives:

- To train students in translation
- To develop reading & writing skills
- To create interest towards reading different types of literature
- To understand the value of Senior citizen
- To understand the importance of hard work
- To understand the patriotism and women empowerment
- To introduce the usage of Inscript keyboard

UNIT I: Boodee kaki" (Kahani) by Munshi Premchand 6hrs.

UNIT II: Puraskar' (Kahani) by Prasad 6hrs.

UNIT III: Main Narak Se Bhol Raha Hun' (Vyangy) by

Harishankar Parsayi, 6hrs.

UNIT IV: Functional Hindi- Technical & Designation &

Department Names-50., Bhav Ek Bhasha Anek 6hrs.

UNIT V: Functional Hindi-Letter Writing- 3 Official Letters. 6hrs.

Inscript Keyboard knowledge

Total: 30hrs

Course Outcome:

At the end of this course Students will be able to

CO1 Know to the value senior citizen , their love and affection towards the

family members

CO2 Know the importance of patriotism and women empowerment in the

society

CO3 Know the value of hardwork in human life

CO4 Gain fair knowledge of Functional Hindi and fluency in speaking Hindi

CO5 Equip themselves in writing official letters in Hindi

importance of translation of technical words and equip knowledge in using

inscript keyboard thereby improving their employability
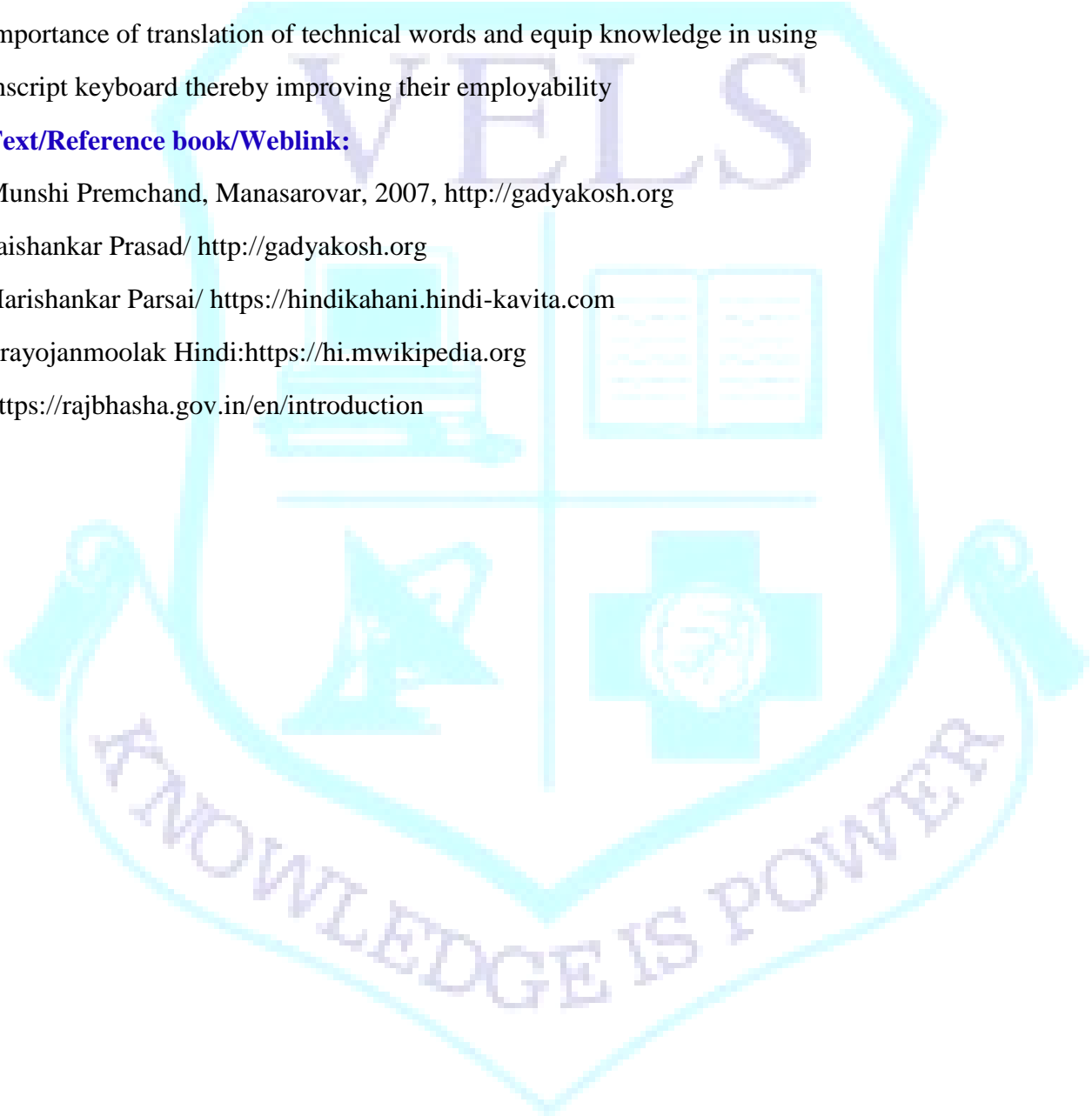
Text/Reference book/Weblink:

Munshi Premchand, Manasarovar, 2007, http://gadyakosh.org

Jaishankar Prasad/ http://gadyakosh.org

Harishankar Parsai/ https://hindikahani.hindi-kavita.com

Prayojanmoolak Hindi:https://hi.mwikipedia.org

https://rajbhasha.gov.in/en/introduction

SE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LFRE21	**FRENCH PAPER II**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

Course Objectives:

The lessons are being chosen:

1) To express his / her where about and to ask seek direction

2) To express obligation and restriction

3) To describe a place

4) To narrate and to question

5) To describe someone

6) To express his desire and to speak about the futur

Units:

7) C'est où

L'impératif, Les articles contractés au, à la…, Le passé composé et l'accord du participe passé avec être. 5 hours

8) N'oubliez pas

Le pronom relatif Qui, que, où, Les pronoms compléments indirects (me, te, lui, leur…) 5 hours

9) Belle vue sur la mer --

Les adjectifs démonstratifs, Y- pronom complément. 4 hours

10) Quel beau voyage!

Les verbes pronominaux, En- pronom complément. 4 hours

11) Oh ! joli

L'imparfait, L'imparfait ou le passé composé. 5 hours

12) Et après ?

Le futur simple, Le subjonctif présent. 7 hours

Total no. of hours - 30 hours

Course Outcome:

1) The students would be able to express his/her where about and to ask direction

2) The students would be able to express obligation and restriction

3) The students would be able to describe a place

4) The students would be able to narrate and to question

5) The students would be able to describe someone

6) The students would be able to express his desire and to speak about the futur

Text / Reference Book:

Prescribed book: LATITUDES 1 (A1/A2) MÉTHODE DE FRANÇAIS - Régine Mérieux and Yves Loiseau

Reference book: SAISON A1 - MÉTHODE DE FRANÇAIS - Marie-Noëlle Cocton, Élodie Heu, Catherine Houssa, Émilie Kasazian
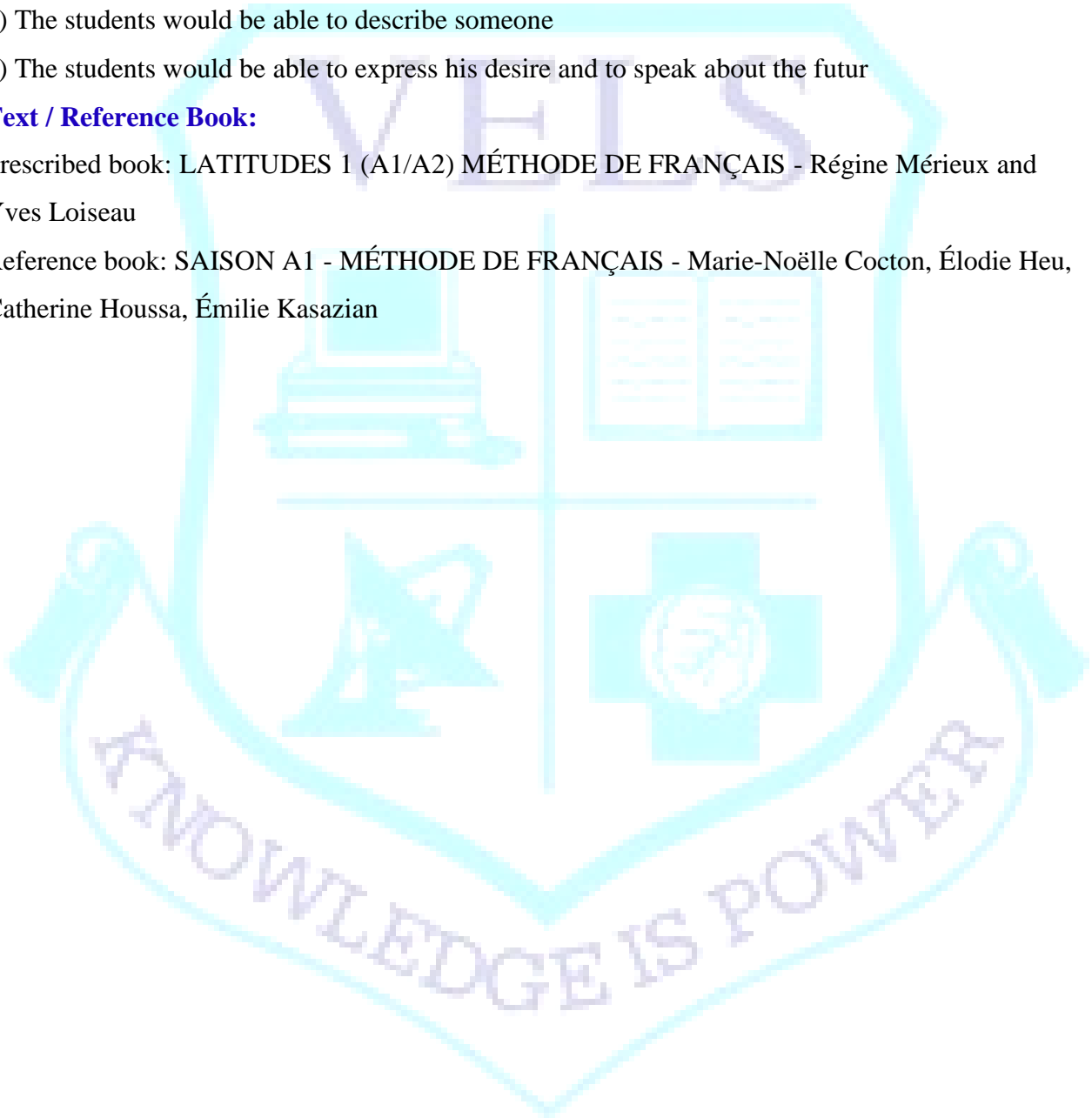
COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24LENG21	**ENGLISH II**	**L**	**T**	**P**	**O**	**Credit**
		2	**0**	**0**	**1**	**2**

COURSE OBJECTIVE:

1. To read and understand different types of prose, poetry, and fiction.

2. To think critically about texts and express ideas clearly.

3. To recognize and discuss key themes and styles in literary works

4. To learn and use grammar rules correctly in writing and speaking

5. To write more effectively by applying grammar and literary techniques.

UNIT- I   PROSE   6

- If you are wrong, admit it- Dale Garnegie
- Words of Wisdom- Chetan Bhaghat

UNIT-II   POETRY   6

- La Belle Dame Sans Merci - John Keats
- Ozymandias- P.B.Shelley

UNIT-III   FICTION   6

- The School for Empathy - E.V. Lucas
- The Lamb to the Slaughter-Roald Dahl

UNIT – IV   GRAMMAR   6

- Types of sentences, Concord

UNIT – IV   GRAMMAR   6

- Tenses, Voices

Total: 30 Hours

Course Outcome:

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

CO 1	identify poetic expressions in the course of daily speech
CO 2	students will develop skills that enable them to communicate effectively inwriting.
CO 3	students will develop skills that enable them to communicate effectively inwriting.
CO 4	discriminate against different sensibilities in approaching life.
CO 5	strengthen the ability to solve life's problems, as highlighted in the selections.

Reference Books:

- Dr. M. Narayana Rao and Dr. B. G. Barki–Anu's Current English for Communication(AnuChitra). June 2012.
- General English for competitive examinations by V.Rajagopalan (Mcgraw HillEducation) -2010.

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	T	P	O	Credit
24CBAN21	COLOR THEORY PRINCIPLES	3	1	2	1	5

Course Objectives

1. To introduce students to the basics of color.

2. To study the color theory and color characteristics of color

3. To analyze the importance of color harmonies

4 To improve the color psychology for media field needs and design solutions

5. To analyze the importance of color in Design

UNIT I	INTRODUCTION TO COLOR	15

Brief History of colors, Color fundamentals, Primary Colors, Secondary Colors, Tertiary Colors, Properties of color. Hue, Value, Tints and Shades, Saturation, Tones, neutral Colors.

UNIT II	COLOUR CHARECTERISTICS	15

Physics of color, color Temperature, Warm Colors, Cool Colors, Color Systems, Color Wheel, Munsell, Goethe theory, Runge theory Itten theory, color mixing and color-discernment, color effects: Subtractive Color, Additive Color

UNIT III	COLOUR SCHEMS

Monochromatic scheme, Analogous scheme, Diad, Triad scheme, Tetrad scheme, Complementary scheme, Split Complementary scheme, Natural scheme .Achromatic and Polychromatic,

UNIT IV	COLOUR PSYCHOLOGY	15

Color Symbolism, Color Psychology, Historical& Contemporary use of Color, Local color and subjective use of color, Emotional effects of colors Personal Color preferences, Harmony and Contrast colors.

UNIT V	COLOR IN ART &DESIGN	15

Color Value and Intensity in Product Art & Design, Aesthetics in Design, Modern Art & Design-

Architecture & Design, the Bauhaus, Influence of Bauhaus on Modern Design, Minimalist

Approach.

Practical / Assignments

- Students Will Have To Submit color theory Record Book (color wheel, tint and shade, complementary color, Mansell color).
- Assignments for color theory and color psychology (written 20 pages)

Course Outcomes

1. Students Would Be Able to Understand the Art and Master the Techniques of color palate

2. Students Would Be Able to acquire knowledge to express ideas in the form of color

3 Students would be able to enhance their knowledge through practicing art in color

4. Students can develop the knowledge of color using skills in the field media

5. Students would be able to produce problem solving designs for the media industry

TEXT BOOKS:

1. Albers, Joseph, "The Interaction of Color", Yale University Press, Revised edition Sep 1975.

2. Eiseman, Leatrice, "Messages and Meanings, A Pantone Color Resource", Han Books Press, 2006

1. Itten, Johannes, "The Elements of Color", New York, John Wiley & Sons, Inc, 1970.

2. Koenig Becky, "Color Workbook", Upper Saddle River, NJ: Prentice Hall, 2003

Web Link:

https://www.colormatters.com/color-and-design/basic-color-theory

https://www.designwizard.com/blog/design-tips/color-theory

Web Sources:

https://www.slideshare.net/slhallman/color-theory-533704

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24CBAN22	FOUNDATION TO 2D ANIMATION	L	T	P	O	Credit
		0	2	4	2	4

Course Objective:

6. To understand the fundamentals of Animation and its Concepts.
7. To Gain knowledge about the 2D Animation Techniques.
8. To inculcate knowledge about Developing Creativity.
9. To acquaint learners with the Clear idea about the animation.
10. To understand the process of 2D animation.

Unit-I - Interface of 2D software 12

1.1 Introduction to 2D software
1.2 Workspace Overview
1.3 Principles of Animation
1.4 Types of Animation
1.5 Tools and Techniques

Unit-II – Creating Animation 12

4.1 Appropriate Frame Rate
4.2 Fundamentals of Key frame Animation
2.3 Shape, Classic & Motion Tweens
2.4 Control the Tween Path using a Guide
2.5 Animation Content using Layers

Unit-III – Working with Text, Audio and Video 12

3.1 Static, Dynamic & Input Text
3.2 Infographics Animation
3.3 Key Frame, In-betweens and Breakdown keys
3.4 Text field with text-wrapping
3.5 Video & Audio Files

Unit - IV – Working with Symbols 12

4.1 Various Benefits of using Symbols
4.2 Movie Clip, Buttons & Graphic Symbols
4.3 Button Symbol for Interactivity
4.4 Bitmap & Vector Graphics
4.5 Assets using The Library Panel

Unit – V- Publishing Animation 12

a. Bone, Wrap and Parenting rigs
b. Add Sound Effects & Music to Animation
c. Preview & Test the Performance
d. Publish Settings for The Output
e. Exporting movie

Total Hours: 60

Practical / Assignments

- Students will create character design
- Students will create character animation
- Students will create a Background
- Students will create Infographics

Course Outcomes

CO 1	Students can understand the technique of 2D animation.
CO 2	Students would developing a smooth animation, basic walk cycle technique and facial expressions
CO 3	Students can design character, background creation and etc.
CO 4	Students will get knowledge on animation project, Infographic Animation techniques.
CO 5	Students can implement their creativity and ideas through animation

TEXT BOOKS

1. Cartoon Animation (Collector's Series) Paperback – 1 January 1994
2. The Animator's Survival Kit Paperback – 5 November 2009

REFERENCE BOOKS:

3. Bob Godfrey and Anna Jackson "The Do-It-Yourself Film Animation Book', BBC Publications, Edition I, 1974 ISBN 978-0-563-10829-0
4. Draw Great Characters and Creatures: 75 Art Exercises for Comics and Animation Paperback – Illustrated, 3 December 2019

WEB SOURCES

3. https://www.tutorialspoint.com/computer_graphics/computer_animation.htm
4. https://www.renderforest.com/blog/2d-animation

REFERENCE BOOK LINK

3. https://web.stanford.edu/class/cs248/pdf/class_03_animation.pdf
4. https://www.bloopanimation.com/animation-for-beginners/

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24BVC002	**UNDERSTANDING UI & UX**	L	T	P	O	Credit
		0	2	4	2	4

Course Objective:

Our design program is meticulously structured to provide a thorough understanding of UI/UX design principles, ensuring you can craft user-friendly and aesthetically pleasing interfaces. You'll become proficient in using design tools like Sketch, Figma, and Adobe XD, gaining practical skills with these essential applications. The curriculum also focuses on developing knowledge in creating user personas, wireframes, and prototypes, which are fundamental to the design process. Additionally, you'll learn to conduct usability testing and interpret the results, allowing you to enhance and perfect your designs

Unit-I - Introduction to UI/UX Design   12

An introduction to UI and UX, laying the foundation for understanding these crucial aspects of design. You'll explore the history and evolution of UI/UX design, gaining insights into how these fields have developed over time. We provide an overview of design thinking, a methodology that drives innovative solutions. You'll learn about the difference between User Experience Design and User Interface Design, clarifying the distinct roles each plays in creating effective digital products. Additionally, you'll engage in competitive research, analyzing industry trends and competitor strategies to inform your design decisions.

Unit-II – Knowing Your User   12

Creating effective user experiences involves several key steps. Creating user personas helps in understanding the target audience and their needs. Case studies of successful UX provide valuable insights and best practices. Information architecture principles guide the organization of content to ensure it is intuitive and accessible. Creating sitemaps is essential for planning the structure of a website, while navigation design ensures users can easily find their way around. Together, these elements form the foundation of a user-centered design process.

Unit-III – Wireframing, Sketching, Prototyping   12

Creating a well-rounded design involves several crucial steps. Tools for wireframing like Figma, Sketch, and Adobe XD help designers visualize their ideas. Creating low-fidelity wireframes allows for quick iteration and feedback. Understanding colour theory, typography, and iconography is essential for creating visually appealing designs. Designing for different devices ensures that the user experience is consistent across various screen sizes. Tools for prototyping such as Figma, Sketch, and Adobe XD enable designers to create interactive prototypes, bringing their designs to life.

Unit - IV – Color, Typography & Fonts   12

Creating visually appealing and readable content involves several important aspects. Color harmonies ensure that the color scheme is aesthetically pleasing and cohesive. Creating contrast with color helps to highlight important elements and improve readability. Differentiating display text (such as headings) versus body text is crucial for guiding the reader's attention and structuring the content. Ensuring legibility is key to making text easy to read, while hyphenation and justification help in managing text flow and alignment, enhancing the overall readability and appearance of the content. Together, these elements contribute to an effective and engaging design.

Unit – V- Multiple Screen Sizes and Idea to Design   12

Designing for modern user experiences involves addressing several key areas. Mobile considerations and limitations are crucial, as designers must account for smaller screens and varying device capabilities. Tools for testing accessibility ensure that designs are inclusive and usable by everyone, including those with disabilities. Motion design adds a dynamic element to interfaces, enhancing user engagement and providing visual feedback. Designing for emerging technologies like AR, VR, and voice interfaces requires innovative approaches to create immersive and intuitive experiences.

Total Hours: 60

Practical / Assignments

• Students will Create Visual Designs & Clickable Prototypes

• Students will have to design prototype responsive Webpages

•Students will create ideas to make an application using research methodology

Course Outcomes

CO 1 Students can understand User Experience Design and User Interface Design

CO 2 Students would get an idea of special effects and web templates and exporting in different formats.

CO 3 Students can design Interface of Mobile Application, Web Page and etc.

CO 4 Students will get knowledge on Colour, Text and Graphic elements

CO 5 Students will exhibit Web ads and understand the techniques to Publishing.

TEXT BOOKS

1. Joel Marsh, "UX for Beginners", O'Reilly, 2022

2. Jon Yablonski, "Laws of UX using Psychology to Design Better Product & Services"

REFERENCES BOOKS

1. Jenifer Tidwell, Charles Brewer, Aynne Valencia, "Designing Interface" 3 rd. Edition, O'Reilly- 2020

2. Steve Schoger, Adam Wathan "Refactoring UI", 2018

WEB SOURCES

1. https://www.slideshare.net/EngineeroBono/principles-of-design-graphic-design-theory
2. https://youtu.be/YqQx75OPRa0

WEB LINK

1. https://edu.gcfglobal.org/en/beginning-graphic-design/fundamentals-of-design/1/

https://99designs.com/blog/design-history-movements/history-graphic design/#:~:text=Graphic%20design%20proper%20really%20began,world%20was%20ready %20for%20it.

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
24DPAN21	**DRAWING II**	L	T	P	O	Credit
		0	0	4	2	2

Course Objective:

This course is intended for those who wish to learn the skill of coloring. Basic artistic ideas related to the medium, such as transparency, composition, basic color theory, and value, will be discussed. Students will gain practical experience with the medium and tools. The emphasis will be on problem solving, skill development, and assisting students in developing their own personal styles.

Unit I Water Color   15

Color mixing, painting in watercolour, basic techniques with brushes and paints, different brush strokes, mono tone, cut color technique, single wash technique, Wed on wed technique, dry brush technique, organic still-life and inorganic still life' plants, tree, flowers, Glass, wooden objects cloth, landscapes, portrait, seascapes.

Unit II Dry Pastels Color   15

An introduction to pastel materials, color mixing, painting in dry pastels, mono tone, blending technique cut color technique, smudge technique, rough technique, dry brush technique, organic still life, inorganic still life, plants, tree flowers, cloth, landscapes, portrait, and seascapes, Pastel papers

Unit III Drapery   10

Study different types of cloth, and different styles of folding, silk. Cotton, shadows, shapes, folds, lighting and folds, adjusting the edges, mixing the colors, Sanded board using pastel medium, Composition, black and white value studies to color studies, drapery study in different lighting

Unit IV Landscape Painting   10

Pastel sketch, choosing a color palette, demo on layering color, pastels to keep color clean,

demo on simplifying cloud shapes, shadows and reflected light, tree study, soft pastels work, study of sky, study of buildings, study of different climates with landscapes.

Unit V Portrait in Color   10

Study of face features eyes, nose, Ear, lip, Contemporary Portrait, tribal portrait, children portraits, mono tone painting, dry brush coloring, black and white portraits, old man portraits, Light to dark technique, dark to light technique, live modal portrait, artificial light portrait.

Total: 60 Hrs

Practicals / Assignments

Students Will Have to Submit Drawings Record Book (Water Colors, Basics of Portrait in Color, Landscape Painting, and Drapery study).
Assignments for Indian and western art (written 20 pages)

Course Outcomes

CO 1	Students would be able to understand the art and master the techniques of and painting.
CO 2	Students would be able to acquire knowledge to express ideas in the form of paintings.
CO 3	Students would be able to create posters and banners thumbnail for media.
CO 4	Students can develop the knowledge of recreation of any image.
CO 5	Students would be able to enhance their color knowledge through practicing painting

TEXT BOOKS:

1. Jean Haines, "World of Watercolor", Search Press 1 edition, 2015.
2. Gordon MacKenzie , "The Complete Watercolorist's", North Light Books, 2010.
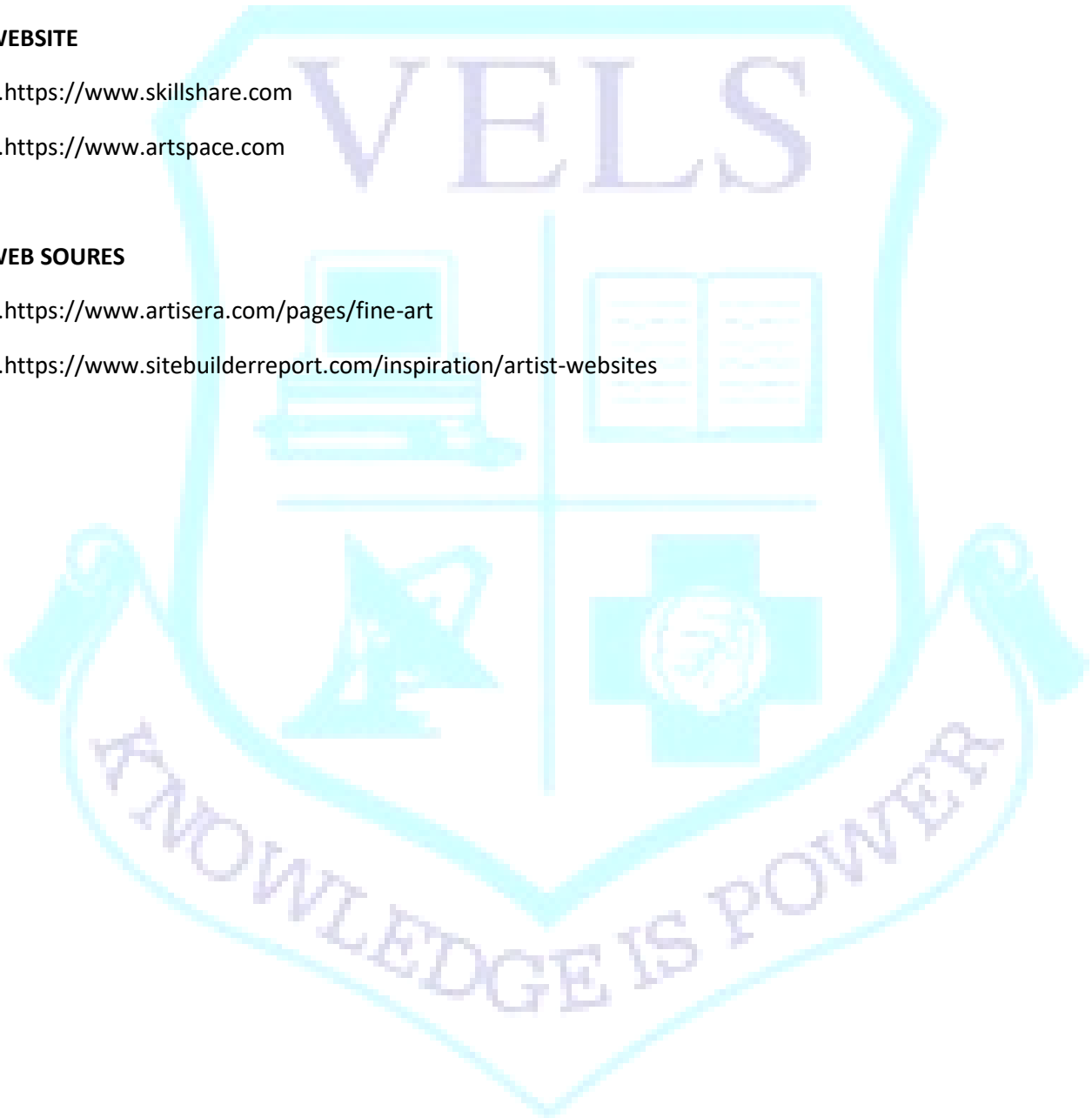
REFERENCE BOOKS:
1. Margaret Kessler, "Painting Better Landscapes", Watson-Guptill, Reprint edition, 1992.
2. Barron's, "Drawing and Painting Fantasy Landscapes and Cityscapes", Barron's Educational Series, 2006.

WEBSITE

1.https://www.skillshare.com

2.https://www.artspace.com

WEB SOURES

1.https://www.artisera.com/pages/fine-art

2.https://www.sitebuilderreport.com/inspiration/artist-websites

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	**T**	**P**	**O**	**Credit**
24DVAC21	**COMMUNICATION SKILLS**	**2**	**0**	**0**	**1**	**2**

COURSE OBJECTIVE:

1. **To** develop effective verbal and non-verbal communication techniques for various contexts.

2. To enhance listening skills for better comprehension and engagement in conversations.

3. To improve written communication abilities, focusing on clarity, coherence, and style.

4. To build confidence in public speaking through practice and constructive feedback.

5. To cultivate interpersonal skills for successful collaboration and professional interactions.

UNIT- I   INTRODUCTION TO COMMUNICATION SKILLS   6

- Fundamentals of Communications
- Elements of Communication, Types of Communication

UNIT-II   PRACTICAL ENGLISH   6

- Importance of the language - Word Usage and Jargon
- Tenses and the effectiveness - Basics of grammar (Noun/Verb/Adverb/Conjunction)

UNIT-III   EFFECTIVE COMMUNICATION   6

- LSRW (Listening, Speaking, Reading & Writing)
- Pronunciation - Vocabulary Building
- Intonations & its importance

UNIT – IV   WORK PLACE COMMUNICATION   6

- Basics of telephone etiquette
- E-Mail writing

- Presentation Skills

- Interpersonal Skills

- Business English

UNIT – IV   QUANTITATIVE ABILITY   6

- Verbal Ability - Verbal Analogy

- Debating Skills - Public Speaking

Total: 30 Hours

Course Outcome:

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

CO 1	enhance participants' business communication skills
CO 2	enhance LSRW Skills (LSRW – Listening, Speaking, Reading & Writing)
CO 3	express opinions at free will in social/ personal gathering
CO 4	impact leadership qualities among participants
CO 5	engage in conversation with others to exchange ideas

Reference Books:

- Basic communication skills for Technology, Andreja. J. Ruther Ford, 2nd Edition,Pearson Education, 2011

- Personality development and soft skills, Barun K Mitra, 1 stEdition, Oxford Press,2011

- Elizabeth Harren, 7 April 2022, last updated: 16 November, 2023

- Kerry Patterson, Joseph Grenny, Ron McMillan, Al Switzler (McGraw-Hill)

- Ethan Beute and Stephen Pacinelli (Greenleaf)

- Soft skills and professional communication, Francis Peters SJ, 1stEdition, McGraw Hill Education, 2011

COURSE CODE	COURSE NAME	COURSE CREDIT STRUCTURE				
		L	T	P	O	Credit
24SSKU11	**SOFT SKILLS -I**	**2**	**0**	**0**	**1**	**2**

Course Objectives:

- To learn and apply basic etiquette for personal and professional interactions.
- To develop effective stress management techniques for maintaining mental and emotional well-being.
- To enhance self-awareness for personal growth and informed decision-making.
- To gain an overview of essential 21st-century skills necessary for success in a rapidly changing world.
- To foster creativity and critical thinking skills for innovative problem-solving and adaptability.

Credit Hours

Unit I Introduction to Soft skills   **6**

- Soft Skills vs Hard Skills
- 15 important Soft Skills
- Communication Skills, Time Management, Leadership Skills

Unit II - Overview of 21st Century Skills   **6**

- Lateral Thinking – Left Brain/Right Brain Functionality
- Problem solving skills

Unit III - Self Awareness   **6**

- Human Values
- Mindfulness
- SWOT Analysis
- PDCA Approach

Unit IV - Creativity/Critical Thinking   6

● Six Thinking Traits

● Creative writing exercises

● Open mindedness

Unit V - Personal Hygiene and Stress Management   6

● Basic Etiquettes

● Health and Personal Grooming

● Stress-meaning and nature, Eustress, Distress

● Stress management strategies

Total Hours 30

Course Outcomes:

At the end of this course, the students would have learnt to

CO1 demonstrate basic etiquette in various personal and professional settings.

CO2 effectively manage stress using learned techniques.

CO3 show increased self-awareness and make informed decisions.

CO4 understand and articulate key 21st-century skills.

CO5 apply creativity and critical thinking to solve problems innovatively.

References:

● Alex, Dr. K. (2014). Soft Skills (1st edition) S Chand & Company

● Taylor. Grant English Conversation Practice. Tata McGraw Hill Education Pvt. Ltd
2005

● Tiko, Champa& Jaya Sasikumar. Writing with a purpose. OUP New Delhi 1979

● Nelson-Jones, R. (1992). Life skills, a handbook, Trowbridge, Wilts: Detesios Ltd.

● Tuhovsky, Ian (2019). Communication Skills Training (2nd edition) Rupa Publication India.