

# **Semester - I**



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - I**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA011C01	INDIAN FILM'S SCRIPT WRITING	2	0	0	2	100
<b>Pre-requisite</b>	NA					
<b>Evaluation Scheme</b>	<b>Theory</b>				<b>Hours</b>	<b>Marks</b>
	<b>External (End Semester Exam)</b>				<b>3</b>	<b>60</b>
	<b>Internal</b>					<b>40</b>
	Midterm Examination (MTE) - 15 Marks					
Presentation - 5 Marks						
Attendance - 5 Marks						
Assignment / Certification - 5 Marks						
Quiz / Surprise Test - 5 Marks						
Teacher Assessment - 5 marks						
<b>Objective(s)</b>						
<b>Unit</b>	<b>Topic To Be Covered</b>				<b>Hours</b>	<b>Course Outcome addressed</b>
<b>UNIT-I</b>	<b>Introduction to Indian Film Scriptwriting</b>				<b>4</b>	<b>CO1</b>
Nature and scope of scriptwriting in Indian cinema						
Understanding the screenwriter's role						
Types of scripts: feature film, short film, web series						
Introduction to screenplay formats						
Familiarization with screenplay software/tools						
Appreciate the basics of visual storytelling for Indian audience.						
<b>UNIT-II</b>	<b>History and Evolution of Indian Screenwriting</b>				<b>5</b>	<b>CO1, CO2</b>
Origins of storytelling in Indian performing arts (Natya Shastra, Puranas)						

Early Indian cinema and screenplay structures			
Golden Era screenwriters: Salim–Javed and others			
Evolution of genres and narratives in Hindi and regional films			
Influence of socio-political changes on scriptwriting			
<b>UNIT-III</b>	<b>Structure and Elements of Screenplay</b>	<b>5</b>	<b>CO2</b>
Three-act structure and variations			
Scene construction and transitions			
Exposition, conflict, climax, resolution			
Dialogue writing and subtext			
Understanding tone, pacing, and rhythm			
<b>UNIT-IV</b>	<b>Character and Setting Design in Indian Context</b>	<b>5</b>	<b>CO3</b>
Designing compelling protagonists and antagonists			
Use of archetypes and stereotypes in Indian cinema			
Developing character arcs			
Cultural and geographic setting as narrative tools			
Language, dialects, and regional nuances.			
<b>UNIT-V</b>	<b>Genre and Theme in Indian Cinema</b>	<b>6</b>	<b>CO3, CO4</b>
Popular genres: romance, drama, action, mythology, biopics			
Thematic storytelling: family, love, religion, caste, politics			
Writing for musicals and song integration			
Social messaging vs. entertainment balance			
Case studies of iconic scripts			
<b>UNIT-VI</b>	<b>Pitching and Future Trends in Screenwriting</b>	<b>5</b>	<b>CO4, CO5</b>
Writing for OTT platforms and digital cinema			
Pitching a script: synopsis, treatment, logline			
Collaboration with directors and producers			
Emerging trends: non-linear narratives, multiverse storytelling			
Legal aspects: copyright, adaptation rights, WGA format			
<b>Total hours</b>		<b>30 Hours/ Periods</b>	

<p><b>Skill Attained</b></p>	<p>Understanding of visual storytelling techniques and how to apply them in animation.</p> <p>Mastery of the 12 principles of animation and their application in creating realistic and engaging animated sequences.</p> <p>Knowledge of timing, spacing, and the role of physics in animation</p>
<p><b>Outcome(s)</b></p>	<p>At the end of the course, the students will be able to:</p> <p><b>CO1:</b> Students will demonstrate a comprehensive understanding of the history and evolution of animation, including key figures, techniques, and technological advancements.</p> <p><b>CO2:</b> Students will be able to identify, explain, and analyze the 12 principles of animation and their application in creating believable motion.</p> <p><b>CO3:</b> Students will compare and contrast various animation techniques and styles, understanding the unique characteristics and creative potential of each method.</p> <p><b>CO4:</b> Students will develop skills in storytelling, narrative structure, and character design, creating storyboards and visual narratives for animation.</p> <p><b>CO5:</b> Students will explore and analyze emerging trends and technologies in animation, such as virtual reality (VR), augmented reality (AR), and advancements in animation software, and predict their potential impact on the industry.</p>
<p><b>TEXT BOOK:</b></p>	
<p>1.</p>	<p>Director Diaries by rakesh anand bakshi, Publisher:harpercollins, ISBN -10:9351364666</p>
<p><b>REFERENCES BOOK:</b></p>	
<p>1.</p>	<p>Satyajit Ray: the man who knew too much by barun chanda Publisher: om books international , ISBN-10:9392834659</p>



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Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA011C02	EXPERIMENT ANIMATION				C	100
		0	0	4	2	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				4	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>Students will explore a variety of unconventional animation techniques, such as sand animation, paint-on-glass, and direct animation on film.</li> <li>Students will develop creative thinking skills by experimenting with new ways to tell stories and express ideas through animation.</li> <li>Students will gain a basic understanding of key animation principles, such as timing, movement, and frame-by-frame progression, applied in non-traditional contexts.</li> <li>Students will learn to incorporate mixed media elements into their animations, blending traditional and digital techniques.</li> <li>Students will collaborate with peers to share ideas and techniques, fostering a creative and supportive learning environment.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Flip Books				8	CO1,CO3
Capture a series of images using your camera's continuous mode.						

<p>Design your flipbook, printing the flipbook, lay out the flipbook pages, arrange the pictures, holding the end of the stack.</p>			
<b>UNIT-II</b>	<b>Clay Animation</b>	<b>8</b>	<b>CO1, CO2, CO3</b>
<p>Storyboarding: Plan the animation sequence and movements of characters.</p> <p>Modelling: Create clay characters and props needed for the animation.</p> <p>Animation: Capture each frame of movement by adjusting the clay models slightly and taking photographs.</p> <p>Editing: Compile the frames to create a fluid sequence of movement.</p> <p>Sound and Effects: Add sound effects and music to enhance the animation's narrative</p>			
<b>UNIT-III</b>	<b>Stop-motion Animation</b>	<b>12</b>	<b>CO1, CO2, CO3</b>
<p>Using characters in stop motion animation.</p> <p>Set designing: - experimental work with different mediums like sand, stones, grass, hard board, pen and ink, water colors, poster colours, dry brush etc</p>			
<b>UNIT-IV</b>	<b>Introduction to cut-out animation</b>	<b>10</b>	<b>CO1, CO3</b>
<p>Introduction to cut-out animation techniques, history of cut out animation, traditional cut out technique</p> <p>·Materials: Cutout animation uses flat materials like paper, cardboard, or fabric for characters, props, and backgrounds.</p> <p>Frame-by-Frame Animation: Each frame involves slight adjustments to the position or orientation of cutout elements to create fluid movement. Layering: Techniques involve layering cutout elements to create depth and perspective within scenes.</p>			
<b>UNIT-V</b>	<b>Introduction to cut-out animation -II</b>	<b>10</b>	<b>CO1, CO3, CO4</b>
<p>Digital cut out technique, character design for cut – out technique 5, design character for cut out technique, creating hand gestures, facial expressions.</p>			

<b>UNIT-VI</b>	<b>Puppet Animations</b>	<b>12</b>	<b>CO1,CO2, CO3, CO4, CO5</b>
<p>Designing characters with wax and clay for puppet animation.</p> <p>Articulated Puppets: Puppets are designed with movable joints or mechanisms to facilitate animation.</p> <p>Frame-by-Frame Animation: Each frame captures a slight adjustment in the puppet’s position or pose to create fluid movement.</p> <p>Character Design: Designing puppets involves considering their physical articulation and expressive capabilities.</p>			
<b>Total hours</b>		<b>60 Hour / Periods</b>	
<b>Skill Attained</b>	After learning experimental animation, students will attain skills in innovative visual storytelling, unconventional animation techniques, and the ability to push creative boundaries in animation production.		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p>CO1: Students will demonstrate the ability to use various unconventional animation techniques, such as stop-motion, cutout animation, and mixed media.</p> <p>CO2: Students will exhibit enhanced creativity by producing original animations that explore new storytelling methods and visual styles.</p> <p>CO3: Students will show a basic understanding of key animation principles, such as timing, movement, and frame-by-frame progression, applied in experimental contexts.</p> <p>CO4: Students will create animations that successfully integrate multiple media types, combining traditional and digital methods.</p> <p>CO5: Students will demonstrate effective collaboration and idea-sharing with peers, contributing to group animation projects and workshops.</p>		
<b>TEXT BOOK:</b>			
1.	Complete animation course, <a href="#">Patmore</a> , Barron's Educational Series		
<b>REFERENCES:</b>			
1.	The encyclopedia of Animation Techniques, <a href="#">Richard Taylor</a> , Focal Press		



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Course code	Course Name	Hours/week			Credit	Max. Marks
25BMA011C03	DRAWING AND SKETCHING	L	T	P	C	100
		0	0	4	2	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				4	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>• Introduce students to basic drawing techniques such as line, shape, form, and shading.</li> <li>• Teach students how to accurately depict proportions and perspective in their drawings.</li> <li>• Familiarize students with the principles of light and shadow to create depth and volume in their drawings.</li> <li>• Introduce students to principles of composition and design to create visually engaging artworks.</li> <li>• Familiarize students with various drawing materials and their unique characteristics.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Introduction to Drawing Fundamentals				8	CO1
<p>Understanding the basic tools and materials for drawing.</p> <p>Introduction to different drawing techniques (line drawing, contour drawing, shading, etc.).</p> <p>Learning about composition and proportion.</p> <p>Sketching from observation (still life, objects, and simple shapes).</p> <p>Basic perspective drawing.</p>						

<b>UNIT-II</b>	<b>Developing drawing skills</b>	<b>8</b>	<b>CO2</b>
<p>Exploring various drawing mediums (pencil, charcoal, ink, etc.).</p> <p>Learning about light and shadow, and how to create volume and form.</p> <p>Practicing sketching with a focus on accuracy and detail.</p> <p>Studying different styles of drawing (realism, impressionism, etc.).</p> <p>Introduction to figure drawing and basic anatomy.</p>			
<b>UNIT-III</b>	<b>Various Mediums</b>	<b>12</b>	<b>CO2, CO3</b>
<p>Pencil colors, charcoal, pen and ink, water colors, poster colors, oil pastel colors, other waste material such as and, stones, grass, hardboard, color papers &amp; clay etc</p> <p>Still life: study of different forms (basket, artificial fruits books, containers, bottles, round objects, drapery etc), still life with line as well light and shade. 6 visual elements of art form, shape, line, color, space, texture</p>			
<b>UNIT-IV</b>	<b>Anatomy study-I</b>	<b>12</b>	<b>CO3</b>
<p>Simple free-hand drawing from human figure to study proportion.</p> <p>Centre of gravity, inclination of main masses based on anatomical structure.</p> <p>Memory drawing and outdoor sketching adjustments to the position or orientation of cutout elements to create fluid movement.</p> <p>Layering: Techniques involve layering cutout elements to create depth and perspective within scenes.</p>			
<b>UNIT-V</b>	<b>Anatomy study-II</b>	<b>10</b>	<b>CO4</b>
<p>Exercises in drawing from memory to develop the sense of observation and the capacity to retain and recall images and their co-ordination introduction to various aspects and techniques of drawing and sketching both indoor and outdoor light &amp; shade: the effects of lights on objects, the high light, middle tone and dark tone.</p> <p>Shading of geometrical shapes</p>			
<b>UNIT-VI</b>	<b>Personal Style and Portfolio Development</b>	<b>10</b>	<b>CO5</b>
<p>Developing personal style and artistic voice Building a portfolio of drawings</p> <p>Presentation and exhibition of artwork</p> <p>Develop a personal drawing style through exploration and experimentation.</p> <p>Compile a portfolio showcasing skills and artistic development Prepare for presenting and exhibiting artwork</p>			
<b>Total hours</b>		<b>60 Hour / Periods</b>	

<b>Skill Attained</b>	Students will attain skills in observational drawing, anatomy and proportion understanding, composition and design principles, technical proficiency with drawing materials, and creative expression through their artwork.
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p>CO1: Students will demonstrate proficiency in using drawing materials and techniques to create accurate and expressive artwork.</p> <p>CO2: Students will understand principles of composition and design, effectively arranging elements to create visually compelling drawings.</p> <p>CO3: Students will have a solid understanding of human anatomy and proportions, enabling them to draw figures realistically and with artistic flair.</p> <p>CO4: Students will develop their own artistic style and voice, expressing ideas and emotions through their drawings.</p> <p>CO5: Students will compile a portfolio of artwork showcasing their skills and artistic growth, ready for further study or professional opportunities.</p>
<b>TEXT BOOK:</b>	
1.	Complete animation course, <a href="#">Patmore</a> , Barron's Educational Series
<b>REFERENCES:</b>	
1.	The encyclopedia of Animation Techniques, <a href="#">Richard Taylor</a> , Focal Press



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Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA011C04	INTRODUCTION TO VIDEO EDITING	L	T	P	C	100
		0	0	2	1	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal					60
Internal Practical		- 40 Marks				
Continuous Assessment		- 20 Marks				
Objective(s)	<ul style="list-style-type: none"> <li>Gain foundational knowledge of video editing concepts, including timelines, cutting, trimming, transitions, and sequencing.</li> <li>Learn to navigate and use professional video editing tools such as Adobe Premiere Pro.</li> <li>Understand how to structure a narrative visually through editing techniques that enhance the story and viewer engagement.</li> <li>Learn how to incorporate music, sound effects, titles, color correction, and visual effects to elevate video quality.</li> <li>Gain hands-on experience by editing a short video project, applying all learned techniques from raw footage to final export</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Introduction to Premiere Pro and basic tools				4	CO1
Overview of Premiere Pro interface						

<ul style="list-style-type: none"> <li>- Basic navigation and workspace setup</li> <li>- Importing and organizing media</li> <li>- Familiarize with timeline editing tools</li> <li>- Basic video and audio manipulation (cut, trim, move)</li> </ul>			
<b>UNIT-II</b>	<b>Basic Video Editing Techniques</b>	<b>4</b>	<b>CO2</b>
<p>Understanding video editing workflow</p> <ul style="list-style-type: none"> <li>- Basic transitions and effects</li> <li>- Using basic editing tools (razor, selection, etc.)</li> <li>- Basic audio mixing</li> </ul>			
<b>UNIT-III</b>	<b>Advance Editing techniques and Transitions</b>	<b>4</b>	<b>CO3</b>
<p>Advanced video editing techniques (multicam editing, nested sequences)</p> <ul style="list-style-type: none"> <li>- Working with advanced transitions and effects</li> <li>- Speed adjustments and time remapping</li> <li>- Enhance edits using keyframes and animation</li> </ul>			
<b>UNIT-IV</b>	<b>Colour Correction and Grading</b>	<b>6</b>	<b>CO4</b>
<p>Introduction to color correction tools</p> <ul style="list-style-type: none"> <li>- Understanding scopes and color wheels</li> <li>- Adjusting exposure, contrast, and color balance</li> <li>- Applying LUTs and creative grading</li> </ul>			
<b>UNIT-V</b>	<b>Audio Editing and Sound Design</b>	<b>6</b>	<b>CO4</b>
<p>Introduction to audio editing tools in Premiere Pro</p> <ul style="list-style-type: none"> <li>- Syncing audio with video</li> <li>- Using audio effects and mixing</li> <li>- Adding background music and sound effects</li> </ul>			
<b>UNIT-VI</b>	<b>Final Project and Portfolio Development</b>	<b>6</b>	<b>CO5</b>
<p>Planning and executing a final video editing project</p> <ul style="list-style-type: none"> <li>- Refining video edits, effects, transitions, and audio</li> <li>- Compiling a portfolio of edited works</li> </ul>			

- Create a professional-grade final project with attention to detail and presentation

**Total hours**

**30 Hour / Periods**

**Skill  
Attained**

Students will attain skills in observational drawing, anatomy and proportion understanding, composition and design principles, technical proficiency with drawing materials, and creative expression through their artwork.

**Outcome(s)**

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

CO1: Students will demonstrate proficiency in using drawing materials and techniques to create accurate and expressive artwork.

CO2: Students will understand principles of composition and design, effectively arranging elements to create visually compelling drawings.

CO3: Students will have a solid understanding of human anatomy and proportions, enabling them to draw figures realistically and with artistic flair.

CO4: Students will develop their own artistic style and voice, expressing ideas and emotions through their drawings.

CO5: Students will compile a portfolio of artwork showcasing their skills and artistic growth, ready for further study or professional opportunities.

**TEXT BOOK:**

1. Adobe Premiere Pro Classroom in a Book (Latest Edition) – By Maxim Jago  
(Published by Adobe Press)

**REFERENCES:**

1. The Technique of Film and Video Editing: History, Theory, and Practice – By Ken Dancyger  
(Focal Press)



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**Semester – I**

Course code	Course Name	Hours/week			Credit	Max. Marks
25BMA011E01	Introduction to Design Tools	L	T	P	C	100
		0	0	6	3	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>Introduce students to the fundamentals of graphic design using Adobe Photoshop and Illustrator.</li> <li>Provide hands-on training in raster-based image editing and vector-based illustration.</li> <li>Develop understanding of design elements like layout, colour, typography, and composition.</li> <li>Enable students to create posters, banners, icons, and logo designs using Photoshop and Illustrator.</li> <li>Guide students to compile a beginner-level portfolio using industry-standard tools.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Introduction to Adobe Creative Suite				10	CO1
Overview of Photoshop, Illustrator interface - Basic navigation and workspace setup - Importing and organizing files - Overview of raster vs vector graphics						
UNIT-II	Basic Editing Techniques in Photoshop				12	CO2
Understanding Image editing workflow						

<ul style="list-style-type: none"> <li>- Image cropping, resizing, retouching</li> <li>- Layers, selection tools, and adjustment layers</li> </ul>			
<b>UNIT-III</b>	<b>Creative Compositions in Photoshop</b>	<b>12</b>	<b>CO3</b>
<p>Advanced photo manipulation techniques.</p> <ul style="list-style-type: none"> <li>- Blending modes and filters</li> <li>- Understanding highlights and shadows</li> <li>- Photo manipulation and poster design</li> </ul>			
<b>UNIT-IV</b>	<b>Vector Art and Illustration in Illustrator</b>	<b>14</b>	<b>CO4</b>
<p>Basic introduction to Illustrator</p> <ul style="list-style-type: none"> <li>- Creating shapes, paths, and using the Pen Tool</li> <li>- Working with color, gradients, and typography</li> </ul>			
<b>UNIT-V</b>	<b>Logo and Icon Design using Illustrator</b>	<b>20</b>	<b>CO4</b>
<p>Design principles for icons and logos</p> <ul style="list-style-type: none"> <li>- Alignment, grids, and exporting assets</li> <li>- Mixing typography with shapes and elements</li> </ul>			
<b>UNIT-VI</b>	<b>Final Design Project and Portfolio Presentation</b>	<b>22</b>	<b>CO5</b>
<p>Planning and executing a final video editing project</p> <ul style="list-style-type: none"> <li>- Create a professional-grade final project with attention to detail and presentation</li> <li>- Compile and present a digital portfolio</li> </ul>			
<b>Total hours</b>		<b>90 Hour / Periods</b>	
<b>Skill Attained</b>	Students will gain essential skills in image editing, photo manipulation, vector illustration, and design principles. They will be able to create visually engaging digital artworks and basic branding materials using Photoshop and Illustrator.		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p>CO1: Understand the differences and applications of raster and vector tools.</p> <p>CO2: Perform image editing and digital artwork creation using Photoshop.</p> <p>CO3: Create vector-based illustrations and designs using Illustrator.</p>		

CO4: Design effective visual assets like logos, posters, and icons.

CO5: Students will compile a portfolio of artwork showcasing their skills and artistic growth, ready for further study or professional opportunities.

**TEXT BOOK:**

1. Adobe Photoshop & Illustrator Classroom in a Book (Latest Editions) – Adobe Press

**REFERENCES:**

1. *Graphic Design School* – David Dabner, Sandra Stewart (Wiley)



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**Semester - I**

Course code	Course Name	Hours/week			Credit	Max. Marks
25BMA011E02	Introduction to Artificial Tools	L	T	P	C	100
		0	0	6	3	
<b>Pre-requisite</b>	NA					
<b>Evaluation Scheme</b>	<b>Practical</b>				<b>Hours</b>	<b>Marks</b>
	<b>External (End Semester Exam)</b>				<b>2</b>	<b>40</b>
	<b>Internal</b> Internal Practical - 40 Marks Continuous Assessment - 20 Marks					<b>60</b>
<b>Objective(s)</b>	<ul style="list-style-type: none"> <li>Introduce the concept of Artificial Intelligence (AI) and its role in creative industries.</li> <li>Familiarize students with AI-based design and content creation tools.</li> <li>Provide hands-on experience with popular AI tools such as ChatGPT, DALL-E, RunwayML, and Canva AI.</li> <li>Understand ethical and practical considerations of using AI in design and media.</li> <li>Enable students to create AI-assisted content, from text generation to visual media.</li> </ul>					
<b>Practical</b>	<b>Topic to be Covered</b>				<b>Hours</b>	<b>Course Outcome addressed</b>
<b>UNIT-I</b>	<b>Introduction to AI and Generative tools</b>				<b>12</b>	<b>CO1</b>
- Overview of AI in creative workflows  - Exploring ChatGPT, DALL-E, and other generative tools  - AI in design: Benefits and limitations						
<b>UNIT-II</b>	<b>Text Generation &amp; Content Writing with ChatGPT</b>				<b>12</b>	<b>CO2</b>
- Writing blog posts, ad copy, scripts, product descriptions  - Generating brainstorming ideas, creative outlines						

<ul style="list-style-type: none"> <li>- Using ChatGPT for structured content and storytelling</li> <li>- Editing and refining AI-generated content</li> </ul>			
<b>UNIT-III</b>	<b>Image Creation with DALL·E and Canva AI</b>	<b>14</b>	<b>CO3</b>
<ul style="list-style-type: none"> <li>- Generating illustrations and conceptual art using DALL·E</li> <li>- Editing images using AI tools in Canva</li> <li>- Using magic resize, background remover, text-to-image tools</li> </ul>			
<b>UNIT-IV</b>	<b>AI-Powered Video Editing with RunwayML or Pictory</b>	<b>16</b>	<b>CO4</b>
<ul style="list-style-type: none"> <li>- Generating videos from text scripts using AI</li> <li>- Auto-cut, remove background, and green screen effects</li> <li>- Adding AI voice-overs and subtitles</li> <li>- Enhancing videos with color grading and effects</li> </ul>			
<b>UNIT-V</b>	<b>Design Automation with Canva AI</b>	<b>18</b>	<b>CO4</b>
<ul style="list-style-type: none"> <li>- Generating social media designs using Canva Magic Design</li> <li>- Logo, business card, and brand kit creation using templates</li> <li>- One-click visual theme development</li> <li>- Using Brand Hub and design collaboration tools</li> </ul>			
<b>UNIT-VI</b>	<b>Final Project: AI-Driven Creative Portfolio</b>	<b>18</b>	<b>CO5</b>
<ul style="list-style-type: none"> <li>- Planning a campaign, product launch, or branding package</li> <li>- Combining text, images, video using AI tools</li> <li>- Presenting concept with mockups and documentation</li> <li>- Final submission and presentation of AI-integrated portfolio</li> </ul>			
<b>Total hours</b>		<b>90 Hour / Periods</b>	
<b>Skill Attained</b>	Students will gain practical understanding of how artificial tools assist in design, text, video, and image generation. They will develop skills in prompt creation, AI-based editing, and using various platforms for content generation in creative fields.		

<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p>CO1: Define AI and identify creative applications of AI tools.</p> <p>CO2: Generate and refine AI-written content and use it in design contexts.</p> <p>CO3: Create short videos using AI-powered tools.</p> <p>CO4: Use AI to automate design and branding tasks effectively.</p> <p>CO5: Compile and present a digital portfolio integrating multiple AI tools.</p>
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**TEXT BOOK:**

1.	The Age of AI – Henry A. Kissinger, Eric Schmidt, Daniel Huttenlocher (Little, Brown)
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**REFERENCES:**

1.	OpenAI ( <a href="https://openai.com">https://openai.com</a> ) – Guides for ChatGPT and DALL·E
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# **Semester - II**



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**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012C01	<b>History of Indian animation</b>				<b>Cr</b>	<b>100</b>
		<b>2</b>	<b>0</b>	<b>0</b>	<b>2</b>	
<b>Pre-requisite</b>	<b>NA</b>					
<b>Evaluation Scheme</b>	<b>Theory</b>				<b>Hours</b>	<b>Marks</b>
	<b>External (End Semester Exam)</b>				<b>3</b>	<b>60</b>
	<b>Internal</b>					<b>40</b>
	Midterm Examination (MTE) - 15 Marks					
Presentation - 5 Marks						
Attendance - 5 Marks						
Assignment / Certification - 5 Marks						
Quiz / Surprise Test - 5 Marks						
Teacher Assessment - 5 marks						
<b>Unit</b>	<b>Topic To Be Covered</b>				<b>Hours</b>	<b>Course Outcome addressed</b>
<b>UNIT-I</b>	<b>Origins of Animation in India</b>				<b>4</b>	<b>CO1</b>
Nature and scope of scriptwriting in Indian cinema						
Understanding the screenwriter's role						
Types of scripts: feature film, short film, web series						
Introduction to screenplay formats						
Familiarization with screenplay software/tools						
Appreciate the basics of visual storytelling for Indian audience.						
<b>UNIT-II</b>	<b>Classical Era of Visual Effects</b>				<b>5</b>	<b>CO2</b>
Examination of the development and advancements in VFX during the classical Hollywood era.						
Practical effects and in-camera techniques						

The use of miniatures, matte paintings, and optical printing

- Notable films and their contributions (e.g., "King Kong" (1933), "The Wizard of Oz" (1939))
- Research and present on a classic film known for its VFX
- Analyze specific scenes to identify and discuss VFX techniques used
- Compare and contrast different methods used in this era

**UNIT-III**

**The Digital Revolution**

**5**

**CO2, CO3**

- The transition from practical to digital effects and the impact of computer-generated imagery (CGI).
- Introduction to CGI and its early applications
- Landmark films in CGI development (e.g., "Jurassic Park" (1993), "Terminator 2" (1991))
- The role of software and technology in advancing VFX
- Watch and critique scenes from landmark CGI films Research the development of specific CGI technologies
- Write a paper on the impact of CGI on the film industry

**UNIT-IV**

**Visual Effects in Modern Cinema**

**5**

**CO3**

- Exploration of contemporary VFX techniques and their application in modern filmmaking.
- Motion capture and performance capture
- Advanced CGI and the use of green screen/chroma key
- Integration of VFX with practical effects
- Study and present on a recent film known for its VFX (e.g., "Avatar" (2009), "Avengers: Endgame" (2019))
- Create a timeline of significant advancements in VFX over the past two decades
- Discuss the ethical and creative implications of modern VFX

**UNIT-V**

**Theoretical Approaches to Visual Effects**

**6**

**CO3, CO4**

- Examination of theoretical perspectives on the role and impact of visual effects in media.
- Semiotics and visual effects: how VFX convey meaning
- The relationship between VFX and narrative structure
- Audience perception and the suspension of disbelief
- Read and discuss theoretical texts on VFX and film theory
- Analyze a film sequence using semiotic and narrative theory

-Write an essay on how VFX influence audience engagement and perception

<b>UNIT-VI</b>	<b>Future Trends and Ethical Considerations</b>	<b>5</b>	<b>CO4, CO5</b>
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Discussion of emerging trends in VFX and the ethical considerations surrounding their use.

- Virtual reality (VR) and augmented reality (AR) in VFX
- The future of AI and machine learning in VFX production
- Ethical issues: deepfakes, digital resurrection of actors, and visual manipulation
- Research and present on a cutting-edge VFX technology
- Debate the ethical implications of controversial VFX practices
- Predict future trends in VFX and their potential impact on the industry

<b>Total hours</b>	<b>30 Hours/ Periods</b>
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<b>Skill Attained</b>	Students will gain a comprehensive understanding of the history, theory, and technological evolution of visual effects, enabling them to critically analyze and appreciate VFX in media.
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<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p><b>CO1:</b> Students will be able to trace the evolution of visual effects from early cinema to contemporary filmmaking, identifying key milestones and pioneers in the field.</p> <p><b>CO2:</b> Students will develop the ability to apply theoretical frameworks to analyze the role and impact of visual effects in narrative and visual storytelling.</p> <p><b>CO3:</b> Students will gain an understanding of various VFX techniques, both practical and digital, and how they have been integrated and evolved over time.</p> <p><b>CO4:</b> Students will critically assess the ethical implications of visual effects technologies, including the use of CGI, motion capture, and emerging trends like VR and AI.</p> <p><b>CO5:</b> Students will enhance their research and presentation skills by investigating significant VFX advancements and presenting their findings on landmark films and technologies.</p>
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**TEXT BOOK:**

1.	"The Visual Effects Producer: Understanding the Art and Business of VFX" by Charles Finance and Susan Zwerman, published by Focal Press
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**REFERENCES BOOK:**

1.	"The Art and Science of Digital Compositing" by Ron Brinkmann, published by Morgan Kaufmann.
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**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012C02	Introduction to 3D software	L	T	P	C	100
		0	0	4	2	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>Familiarize students with the basic tools and interface of Autodesk Maya.</li> <li>Provide hands-on practice in modeling, texturing, and basic rendering.</li> <li>Build foundational understanding of 3D pipelines used in animation and game design.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Interface and Navigation in Maya				10	CO1
- Introduction to 3D space and Maya UI - Viewports, panels, and hotkeys - Transform tools: Move, Rotate, Scale - Working with Outliner and Channel Box						
UNIT-II	Object Creation and Transformation				10	CO2
- Primitive shapes: cube, sphere, cylinder - Object snapping and alignment						

- Grouping and parenting			
- Pivot manipulation			
<b>UNIT-III</b>	<b>Basic Polygon Modeling</b>	<b>12</b>	<b>CO3</b>
<ul style="list-style-type: none"> <li>- Introduction to Edit Mesh tools</li> <li>- Extrude, Insert Edge Loop, Merge, Bevel</li> <li>- Object duplication and modifiers</li> <li>- Modeling a simple prop (e.g., table, chair)</li> </ul>			
<b>UNIT-IV</b>	<b>Materials and Hypershade</b>	<b>8</b>	<b>CO4</b>
<ul style="list-style-type: none"> <li>- Applying Lambert, Blinn, and Arnold Standard Surface shaders</li> <li>- Adding colors, transparency, and textures</li> <li>- Intro to UVs and checker patterns</li> </ul>			
<b>UNIT-V</b>	<b>Lighting and Rendering</b>	<b>10</b>	<b>CO5</b>
<ul style="list-style-type: none"> <li>-3-point lighting setup</li> <li>- Adding and adjusting cameras</li> <li>- Arnold settings, basic test renders, and batch render</li> </ul>			
<b>UNIT-VI</b>	<b>Scene Cleanup and Export</b>	<b>10</b>	<b>CO4, CO5</b>
<ul style="list-style-type: none"> <li>- Freezing transforms, deleting history</li> <li>- Scene organization and naming</li> <li>- Export options, turntable render, Playblast</li> </ul>			
<b>Total hours</b>		<b>60 Hour / Periods</b>	
<b>Skill Attained</b>	By completing this course, students will be able to design, model, texture, light, and render a simple 3D scene using Autodesk Maya. They will develop core skills such as navigating the Maya workspace, using modeling tools, applying shaders, setting up lighting, and rendering with Arnold. The course builds a strong technical and creative foundation for future studies in 3D animation, game design, or VFX.		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p><b>CO1:</b> Navigate and operate Maya’s interface and tools.  <b>CO2:</b> Apply object transformation and management techniques.  <b>CO3:</b> Model basic 3D assets using polygonal tools.  <b>CO4:</b> Assign materials and basic textures using Hypershade.  <b>CO5:</b> Use lighting, cameras, and render settings effectively.</p>		
<b>TEXT BOOK:</b>			
1.	<b>Introducing Autodesk Maya 2024</b> by Dariush Derakhshani – A hands-on beginner's guide to mastering Maya’s essential tools.		
<b>REFERENCES:</b>			
1.	Autodesk Maya Documentation: <a href="https://help.autodesk.com">https://help.autodesk.com</a>		



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012C03	DIGITAL ART ILLUSTRATION	L	T	P	C	100
		0	0	4	2	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal					60
Internal Practical		- 40 Marks				
Continuous Assessment		- 20 Marks				
Objective(s)	<ul style="list-style-type: none"> <li>Students will learn the basics of Adobe Illustrator, including understanding the interface, navigating the workspace, and utilizing essential tools and functions to create and edit vector graphics effectively.</li> <li>Students will apply advanced Illustrator techniques, such as creating complex illustrations, using advanced path and shape tools, and incorporating typography and color theory, to complete real-world design projects that demonstrate their proficiency and creativity.</li> <li>Students will learn to create professional-quality layouts for both print and digital media, mastering the use of Adobe InDesign tools and techniques to design visually appealing and well-structured documents.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Introduction to Illustrator				12	CO1
Illustrator 's Environment, Raster and Vector Graphics, Illustrator Environment Elements, Navigating in Photoshop, Sizing Images Image Size and Resolution , Cropping, Selecting Image Areas, The Rectangular and Elliptical Marquee Tools , The Lasso Tools, Saving Selections, Layers, Floating Versus Fixed Selections, Undoing Previous 7 Steps, Copying Selections, Creating Layers, Transforming Layers, Copying Layers between Images , Arranging Layers, Saving Images in Photoshop Format, The Magic Wand Tool						

<b>UNIT-II</b>	<b>Tools</b>	<b>12</b>	<b>CO2</b>
The Magnetic Lasso Tool, Modifying Selections, Blending and Compositing, Defringing, Opacity and Blending Modes , Feathering Edges, Image Modes, Mode Characteristics, Grayscale and Bitmap Modes , Color Modes, Color and Painting, Selecting Colors , Painting Tools , The Clone Stamp Tool, Text, Layer Effects, and Filters, Type Layers , Layer Effects , Filters , Merging and Flattening Layers, Adjusting Images, Brightness/Contrast , Levels Adjustment Layers, Toning Tools.			
<b>UNIT-III</b>	<b>Design and Illustration Projects</b>	<b>10</b>	<b>CO2, CO3</b>
Adding and formatting text, Working with Type on a Path Creating and editing text outlines, Combining text with graphic elements Designing seamless patterns, Using the Pattern Options panel Creating custom brushes, Applying brushes to paths and shapes Principles of logo design, Creating scalable vector logos Designing simple icons, Exporting designs for web and print			
<b>UNIT-IV</b>	<b>Introduction to Indesign</b>	<b>10</b>	<b>CO3</b>
Introduction to InDesign: Overview of the software, interface, and workspace. Basic Tools and Panels: Understanding and navigating the toolbar, panels, and menus. Creating a New Document: Setting up document dimensions, margins, and bleeds.  Text Frames and Type Tools: Creating and editing text frames, using type tools. Formatting Text: Applying character and paragraph styles, leading, kerning, and tracking. Flowing Text: Importing and flowing text from external sources, linking text frames.  Importing and Managing Images: Placing images, managing links, and fitting images to frames. Basic Graphic Editing: Cropping, resizing, and applying basic effects to images. Working with Shapes: Creating and editing basic shapes, using the Pathfinder tool.			
<b>UNIT-V</b>	<b>Advanced Layout and Design Techniques</b>	<b>10</b>	<b>CO4</b>
Master Pages: Creating and applying master pages, understanding hierarchical design. · Using Styles: Advanced use of paragraph, character, object, and table styles. Working with Colors and Swatches Color Theory Basics: Understanding color models, using RGB and CMYK. Creating and Managing Swatches: Creating color swatches, gradients, and tints. Applying Colors: Applying colors to text, objects, and backgrounds. Layers and Effects Using Layers: Organizing content with layers, locking, hiding, and reordering layers. Effects and Transparency: Applying effects like drop shadows, glows, and transparencies. Working with Blending Modes: Understanding and using blending modes for creative effects.			
<b>UNIT-VI</b>	<b>Preparing for Print and Digital Publishing</b>	<b>6</b>	<b>CO5</b>

## Finalizing Documents for Print

Preflight and Packaging: Checking documents for errors, packaging files for print.

Exporting for Print: Exporting to PDF, understanding print settings and options.

Working with Printers: Understanding printing terms and working with commercial printers.

## Digital Publishing

Interactive Documents: Adding interactive elements like buttons, hyperlinks, and multimedia.

Exporting for Web and Devices: Exporting to ePub, interactive PDF, and other digital formats.

Using Publish Online: Publishing documents online and sharing with a wider audience.

## Capstone Project

Project Planning and Design: Planning a final project incorporating learned skills.

Execution and Feedback: Creating and refining the project with instructor and peer feedback.

Presentation and Critique: Presenting the final project, discussing design choices, and receiving constructive critiques.

<b>Total hours</b>		<b>60 Hour / Periods</b>
<b>Skill Attained</b>	Students will gain practical skills in creating digital illustrations using Adobe Photoshop, Illustrator and InDesign. They will learn the fundamentals of sketching, inking, coloring, and layout design for both standalone artworks and publication-ready visuals. Emphasis will be placed on composition, lighting, and stylization, enabling students to create professional digital illustrations suitable for editorial, branding, and print media.	
<b>Outcome(s)</b>	At the end of the course, the students will be able to: CO1: Students will demonstrate proficiency in using drawing materials and techniques to create accurate and expressive artwork.  CO2: Students will understand principles of composition and design, effectively arranging elements to create visually compelling drawings.  CO3: Students will have a solid understanding of human anatomy and proportions, enabling them to draw figures realistically and with artistic flair.  CO4: Students will develop their own artistic style and voice, expressing ideas and emotions through their drawings.  CO5: Students will compile a portfolio of artwork showcasing their skills and artistic growth, ready for further study or professional opportunities.	
<b>TEXT BOOK:</b>		
1.	"The Animator's Survival Kit" "The Animator's Survival Kit" Faber & Faber	
<b>REFERENCES:</b>		
1.	"The Animator's Workbook: Step-By-Step Techniques of Drawn Animation" Tony White Watson-Guption	



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012C04	BASICS OF MOTION GRAPHICS				C	100
		0	0	4	2	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>Students will demonstrate proficiency in using industry-standard software tools and techniques to create high-quality motion graphics, including animation, visual effects, and compositing.</li> <li>Students will apply design principles, animation techniques, and storytelling concepts to effectively communicate messages and narratives through motion graphics, showcasing innovative and visually compelling work.</li> <li>Students will develop the skills necessary to collaborate effectively with clients, directors, and production teams, understanding project requirements, meeting deadlines, and presenting their motion graphics work professionally and persuasively.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
UNIT-I	Introduction to Motion Graphics				10	CO1
History and Evolution of Motion Graphics						
Key milestones and influential artists						
Understanding Motion Graphics						
Differences between motion graphics, animation, and video						

## Basic Terminology

Key terms like keyframes, timeline, layers, and composition

<b>UNIT-II</b>	<b>Software and Tools</b>	<b>10</b>	<b>CO2</b>
Introduction to Adobe After Effects			
Overview of the interface and basic tools			
Other Motion Graphics Tools			
Brief overview of other software like Cinema 4D, Blender, and Motion			
Essential Plugins and Scripts			
Useful plugins and scripts to enhance workflow			
<b>UNIT-III</b>	<b>Fundamentals of Animation</b>	<b>10</b>	<b>CO3</b>
The 12 Principles of Animation			
Applying these principles to motion graphics			
Keyframing and Tweening			
Creating smooth transitions and animation			
Timing and Spacing			
Understanding the importance of timing and spacing in animation			
<b>UNIT-IV</b>	<b>Design and Composition</b>	<b>10</b>	<b>CO4</b>
Basic Design Principles			
Elements of design, color theory, and typography			
Storyboarding Planning motion graphic projects through			
Visual Hierarchy and Composition			
Creating visually balanced and engaging compositions			
<b>UNIT-V</b>	<b>Audio and Effects</b>	<b>8</b>	<b>CO4</b>
Working with Audio			
Syncing audio with visuals, adding sound effects			
Applying Effects			
Using built-in effects in After Effects			

Advanced Effects and Techniques Introduction to particle systems, 3D layers, and other advanced effects			
<b>UNIT-VI</b>	<b>Final Project and Portfolio Development</b>	<b>12</b>	<b>CO5</b>
<p>Planning and Executing a Final Project</p> <p>From concept to completion of a motion graphics piece</p> <p>Developing a Professional Portfolio</p> <p>Organizing and presenting work effectively</p> <p>Presenting and Critiquing Work</p> <p>Sharing work with peers and receiving feedback</p>			
<b>Total hours</b>		<b>60 Hour / Periods</b>	
<b>Skill Attained</b>	Students will attain skills in technical proficiency with motion graphics software, understanding and applying animation principles, effective design and composition, incorporating audio and effects, and developing professional motion graphics projects and portfolios.		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to: Animate words and logo</p> <p><b>CO1:</b> Demonstrate comprehension of motion graphics principles, including animation techniques, design theories, and software functionalities used in the industry.</p> <p><b>CO2:</b> Apply motion graphics skills to create visually compelling animations, integrating typography, imagery, and effects to effectively communicate ideas or messages.</p> <p><b>CO3:</b> Critically analyze motion graphics projects to assess their effectiveness in achieving communication goals, evaluating the use of animation techniques, visual elements, and narrative coherence.</p> <p><b>CO4:</b> Evaluate the impact and quality of motion graphics projects based on industry standards and client requirements, reflecting on the strengths and areas for improvement in both technical execution and creative expression.</p> <p><b>CO5:</b> Generate original motion graphics content that demonstrates creativity, technical proficiency, and innovative use of design and animation principles, showcasing mastery in digital storytelling and visual communication.</p>		
<b>TEXT BOOK:</b>			
1.	"The After Effects Illusionist: All the Effects in One Complete Guide" Chad Perkins Focal Press		
<b>REFERENCES:</b>			
1.	"Motion Graphics: Principles and Practices from the Ground Up" Ian Crook, Peter Beare, and Professor Ian Crook Bloomsbury Academic		



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012C05	<b>Film Production Process</b>	L	T	P	Cr	100
		2	0	0	2	
<b>Pre-requisite</b>	NA					
<b>Evaluation Scheme</b>	<b>Theory</b>				<b>Hours</b>	<b>Marks</b>
	<b>External (End Semester Exam)</b>				<b>3</b>	<b>60</b>
	<b>Internal</b>					<b>40</b>
	Midterm Examination (MTE) - 15 Marks					
Presentation - 5 Marks						
Attendance - 5 Marks						
Assignment / Certification - 5 Marks						
Quiz / Surprise Test - 5 Marks						
Teacher Assessment - 5 marks						
<b>Unit</b>	<b>Topic To Be Covered</b>				<b>Hours</b>	<b>Course Outcome addressed</b>
<b>UNIT-I</b>	<b>Introduction to Films/Cinema</b>				<b>4</b>	<b>CO1</b>
History of films Types of films process of film making Various departments in films Pre-production Production Post- Production Film Language (Shot, Scene, Camera Movements)pts.						
<b>UNIT-II</b>	<b>Basic thought, Story, Screenplay, Shooting Script</b>				<b>5</b>	<b>CO2</b>
Re visualization ( Shot Division, Story Boarding) Project Designing & Planning Scheduling (Creating grid, arranging scenes, characters & crew needed, Budgeting.						

<b>UNIT-III</b>	<b>Sound/Audio/Editing</b>	<b>5</b>	<b>CO2, CO3</b>
Introduction - Work of Sound recordist & boom operator Recording equipments, types of microphones & headphones, their qualities, mic techniques Terminologies & aspects of audiography Sound recording/Dubbing & voice over techniques			
<b>UNIT-IV</b>	<b>Art Direction</b>	<b>5</b>	<b>CO3</b>
Introduction - Editing basics, Equipment, creating rough cut, Fine cutting, Applying transitions, synchronization of scenes, color correction, titling Digital Integration, Creating Final output For Cinema Theaters & TV.  - Introduction - Production designing Basic concept & techniques Dressing a Set & arranging property Location alternating			
<b>UNIT-V</b>	<b>Theoretical Approaches to Visual Effects</b>	<b>6</b>	<b>CO3, CO4</b>
Basic concepts, Navrasas, Acting for films, serials and theatre, Practicals, mime, skit ,Streetplays ,One Act Plays Production, TV anchoring, Video jockey, Radio Jockey etc.  make up & Costume accessories and products characterization through make up & Costume			
<b>UNIT-VI</b>	<b>Shooting of films</b>	<b>5</b>	<b>CO4, CO5</b>
Final Projects 1. Advertisement 2. Documentary 3. Short Films 4. Video Song 5. News Film Appreciation sessions - Screening of short, documentary& feature films for analysis.			
		<b>Total hours</b>	<b>30 Hours/ Periods</b>
<b>Skill Attained</b>	After learning the production process in art editing/film, students will attain skills in effectively managing and optimizing the artistic and technical aspects of film production, from pre-production planning to post-production editing and refinement		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <p><b>CO1:</b> Students should be able to demonstrate a comprehensive understanding of the pre-production phase, including script development, budgeting, scheduling, casting, location scouting, and creating production design elements like costumes and sets.</p> <p><b>CO2:</b> Students should acquire practical skills in camera operation, lighting setups, sound recording, and directing actors on set. They should understand the technical aspects of shot composition, camera angles, framing, and continuity editing to effectively convey the intended narrative.</p> <p><b>CO3:</b> Students should be able to demonstrate proficiency in post-production processes, including video editing, sound design, visual effects, and color correction. They should understand the role of editing in shaping the final narrative and how to effectively use software tools for editing and post-production.</p>		

**CO4:** Students should learn the importance of effective communication and collaboration within a film production team. This includes understanding different crew roles (e.g., director, cinematographer, editor, sound designer) and how they work together to achieve a cohesive end product.

**CO5:** Students should develop the ability to critically analyze various elements of films, such as cinematography, editing, sound design, and narrative structure. They should be able to articulate how these elements contribute to the overall storytelling and emotional impact of a film. advancements and presenting their findings on landmark films and technologies.

**TEXT BOOK:**

1. Film Production , Author : Steven Bernstein, ISBN-10 : 0240513436  
ISBN-13 : 978-0240513430 Publisher: Focal Press; 2nd edition (27 June 1994)

**REFERENCES BOOK:**

1. The Complete Film Production Handbook (American Film Market Presents), Author : [Eve Light Honthaner](#),  
ISBN-10 : 024081150X  
ISBN-13 : 978-0240811505  
Publisher: Routledge; 4th edition (21 April 2010)



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester - II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
24BMA011C06	Photography	L	T	P	C	100
		0	0	2	1	
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>● Introduce students to the basic functions and settings of a camera, including aperture, shutter speed, ISO, and white balance.</li> <li>● Teach students fundamental principles of composition, such as the rule of thirds, leading lines, and framing, to create visually appealing photographs.</li> <li>● Help students grasp the importance of light in photography and how to utilize natural light effectively for various subjects.</li> <li>● Introduce students to different genres of photography, such as landscape, portrait, macro, and still life, allowing them to explore their interests and preferences.</li> <li>● Familiarize students with essential photo editing techniques to enhance their images, including adjustments to exposure, color balance, and cropping.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
Practical-I	Introduction to camera				6	CO1
History of Photography Evolution of photography Key milestones and inventors Understanding the Camera Types of cameras (DSLR, mirrorless, point-and-shoot, smartphone) Camera parts and functions Basic Photography Terms Exposure, aperture, shutter speed, ISO						

Composition, framing, focus			
<b>Practical-II</b>	<b>Camera Settings and Controls</b>	<b>4</b>	<b>CO2</b>
Aperture and Depth of Field Understanding f-stops Controlling depth of field for creative effects Shutter Speed and Motion Capturing motion: freeze vs. blur Using shutter speed creatively ISO and Noise What is ISO and how it affects exposure Managing noise in photos			
<b>Practical-III</b>	<b>Composition Techniques</b>	<b>4</b>	<b>CO3</b>
Rule of Thirds Understanding and applying the rule of thirds Composing shots using grid lines Leading Lines and Symmetry Using lines to guide the viewer's eye Finding and using symmetry in photography Framing and Perspective Framing subjects within a scene Experimenting with different perspectives and angles			
<b>Practical-IV</b>	<b>Lighting in Photography</b>	<b>6</b>	<b>CO3, CO4</b>
Natural Light Golden hour vs. blue hour Using natural light effectively Artificial Light Types of artificial light sources Using flash and studio lights Light and Shadows Understanding hard and soft light Creating and using shadows for effect			
<b>Practical-V</b>	<b>Post-Processing and Editing</b>	<b>6</b>	<b>CO4</b>
Introduction to Photo Editing Software Overview of popular editing tools (Adobe Lightroom, Photoshop, free alternatives) Basic Editing Techniques Cropping, adjusting exposure, contrast, and color Advanced Editing Techniques Retouching, filters, and special effects			
<b>Practical-VI</b>	<b>Developing a Photography Portfolio</b>	<b>4</b>	<b>CO5</b>

lecting Photos for a Portfolio  
 Criteria for choosing portfolio-worthy images  
 Organizing photos by theme or project  
 Creating an Online Portfolio  
 Platforms for showcasing work (Instagram, personal website, online galleries)  
 Presenting and Critiquing Work  
 Sharing work with peers and receiving feedback  
 Instructive critique and self-assessment

**Total hours**

**30 Hour / Periods**

**Skill Attained**

After completing this photography course, students will attain a solid foundation in camera operations, composition, lighting, and editing, enabling them to create visually compelling photographs and present a portfolio.

**Outcome(s)**

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

[Text Wrapping Break]**CO1:** Students will demonstrate proficiency in using various camera settings and controls to achieve desired photographic effects.

**CO2:** Students will apply fundamental and advanced composition techniques to create visually engaging and balanced photographs.

**CO3:** Students will utilize both natural and artificial lighting to enhance the mood and quality of their photographs.

**CO4:** Students will develop basic and advanced post-processing skills using photo editing software to enhance and refine their images.

**CO5:** Students will compile and present a professional photography portfolio that showcases their technical skills, creative vision, and artistic growth.

**TEXT BOOK:**

- "Understanding Exposure" by Bryan Peterson, published by Amphoto Books

**REFERENCES:**

- "The Photographer's Eye" by Michael Freeman, published by Focal Press.



**Bachelor of Science (Multimedia and Animation)  
Program Code- 50SDIUG03  
SYLLABUS**

**Semester – II**

Course code	Course Name	Hours/week			Credit	Max. Marks
25BMA012E01	3D Assets Modeling	L	T	P	C	100
		0	0	6	3	
Pre-requisite	NA					
Evaluation Scheme	<b>Practical</b>				<b>Hours</b>	<b>Marks</b>
	<b>External (End Semester Exam)</b>				<b>2</b>	<b>40</b>
	<b>Internal</b> Internal Practical - 40 Marks Continuous Assessment - 20 Marks					<b>60</b>
Objective(s)	<ul style="list-style-type: none"> <li>• Introduce students to the principles of 3D modeling and animation.</li> <li>• Familiarize students with the Autodesk 3Ds Max interface and tools.</li> <li>• Teach techniques for creating and editing 3D models.</li> <li>• Apply textures and materials to enhance model realism.</li> <li>• Set up lighting and render scenes effectively.</li> <li>• Animate objects and characters using keyframes and controllers.</li> <li>• Develop a portfolio showcasing 3D modeling projects.</li> </ul>					
<b>Practical</b>	<b>Topic to be Covered</b>				<b>Hours</b>	<b>Course Outcome addressed</b>
<b>Practical-I</b>	<b>Introduction to 3D Modeling &amp; Software Tools</b>				<b>16</b>	<b>CO1</b>
Navigating the Maya Interface Understanding Viewports and Panels Creating and Manipulating Primitive Objects Basic Transformations: Move, Rotate, Scale Introduction to Polygon Components: Vertices, Edges, Faces						
<b>Practical-II</b>	<b>Polygonal Modeling Techniques</b>				<b>14</b>	<b>CO2</b>
Extrude, Bevel, and Bridge Tools Insert Edge Loop and Multi-Cut Tools Merging and Splitting Polygons						

Understanding Topology and Edge Flow Working with the Modeling Toolkit			
<b>Practical-III</b>	<b>NURBS and Curve-Based Modeling</b>	<b>16</b>	<b>CO3</b>
Creating and Editing Curves Lofting, Revolving, and Birail Techniques Converting NURBS to Polygons Trimming and Attaching Surfaces Applications in Industrial and Automotive Modeling			
<b>Practical-IV</b>	<b>Subdivision and Organic Modelin gin Photography</b>	<b>14</b>	<b>CO3, CO4</b>
Working with Subdivision Surfaces Sculpting Tools for Organic Forms Retopology Techniques Modeling Characters and Creatures Understanding Edge Loops for Deformation			
<b>Practical-V</b>	<b>Hard Surface Modeling</b>	<b>14</b>	<b>CO5</b>
Modeling Mechanical Objects and Props Using Booleans for Complex Shapes Applying Deformers for Precision Techniques for Clean Hard Edges Creating Game Assets and Environments			
<b>Practical-VI</b>	<b>Asset Optimization and Portfolio Development</b>	<b>16</b>	<b>CO6</b>
Optimizing Models for Performance UV Mapping and Unwrapping Basics Preparing Assets for Export Creating Turntables and Renders Compiling a Professional Portfolio			
<b>Total hours</b>		<b>90 Hour / Periods</b>	
<b>Skill Attained</b>	After completing this photography course, students will attain a solid foundation in Modelling, Maya interface, Basic modeifiers, and hard surface modelling.		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• <b>CO1:</b> Demonstrate proficiency in using various camera settings and controls to achieve desired photographic effects.</li> <li>• <b>CO2:</b> Apply fundamental and advanced composition techniques to create visually engaging and balanced photographs.</li> <li>• <b>CO3:</b> Utilize both natural and artificial lighting to enhance the mood and quality of photographs.</li> <li>• <b>CO4:</b> Develop basic and advanced post-processing skills using photo editing software to enhance and refine</li> </ul>		

images.

- **CO5:** Compile and present a professional photography portfolio that showcases technical skills, creative vision, and artistic growth.

**TEXT BOOK:**

1. "Understanding Exposure" by Bryan Peterson

**REFERENCES:**

1. "The Photographer's Eye" by Michael Freeman



**Bachelor of Science (Multimedia and Animation)**  
**Program Code- 50SDIUG03**  
**SYLLABUS**

**Semester – II**

Course code	Course Name	Hours/week			Credit	Max. Marks
		L	T	P		
25BMA012E02	3D Environment Modeling	0	0	6	3	100
Pre-requisite	NA					
Evaluation Scheme	Practical				Hours	Marks
	External (End Semester Exam)				2	40
	Internal Internal Practical - 40 Marks Continuous Assessment - 20 Marks					60
Objective(s)	<ul style="list-style-type: none"> <li>Understand and navigate the Autodesk Maya interface for efficient 3D environment modeling.</li> <li>Apply fundamental and advanced modeling techniques to create detailed 3D environments.</li> <li>Design and construct various environmental elements, including terrains, architectural structures, and natural features.</li> <li>Integrate props and assets seamlessly into 3D scenes to enhance realism.</li> <li>Assemble complete 3D environments and present them effectively using appropriate rendering techniques.</li> </ul>					
Practical	Topic to be Covered				Hours	Course Outcome addressed
Practical-I	Introduction to Maya & Environment Modeling Basics				16	CO1
Navigating the Maya Interface Understanding Viewports and Panels Creating and Manipulating Primitive Objects Basic Transformations: Move, Rotate, Scale Setting Up Project and Scene Organization						
Practical-II	Terrain and Landscape Modeling				14	CO2
Creating Terrain Using Sculpting Tools Utilizing Height Maps for Landscape Generation						

<p>Applying Deformers for Natural Formations  Integrating Rocks, Cliffs, and Ground Details  Optimizing Terrain for Performance</p>			
<b>Practical-III</b>	<b>Architectural Structure Modeling</b>	<b>16</b>	<b>CO3</b>
<p>Modeling Buildings and Structures Using Modular Techniques  Implementing Grid and Snap Tools for Precision  Creating Doors, Windows, and Architectural Details  Understanding Structural Topology  Preparing Structures for Texturing</p>			
<b>Practical-IV</b>	<b>Prop and Asset Integration</b>	<b>14</b>	<b>CO3, CO4</b>
<p>Designing Environmental Props (e.g., Furniture, Streetlights)  Utilizing Reference Images for Accurate Modeling  Applying Boolean Operations for Complex Shapes  Grouping and Organizing Assets within the Scene  Ensuring Consistency in Scale and Style</p>			
<b>Practical-V</b>	<b>Vegetation and Natural Elements Modeling</b>	<b>14</b>	<b>CO5</b>
<p>Modeling Trees, Bushes, and Grass Using Maya Tools  Implementing Paint Effects for Foliage Creation  Applying Deformers to Create Natural Variations  Integrating Water Bodies and Natural Features  Optimizing Natural Elements for Real-Time Applications</p>			
<b>Practical-VI</b>	<b>Scene Assembly and Final Presentation</b>	<b>16</b>	<b>CO5</b>
<p>Assembling Modeled Elements into a Cohesive Scene  Setting Up Cameras and Lighting for Presentation  Applying Basic Materials for Visual Enhancement  Rendering the Final Scene Using</p>			
<b>Total hours</b>		<b>90 Hour / Periods</b>	
<b>Skill Attained</b>	<p>Proficiency in Autodesk Maya for 3D environment modeling.  Ability to create detailed terrains, architectural elements, and natural features.  Expertise in integrating various assets and props into cohesive 3D scenes.</p>		
<b>Outcome(s)</b>	<p>At the end of the course, the students will be able to:</p> <ul style="list-style-type: none"> <li>• <b>CO1: Demonstrate proficiency in using Maya's tools to model complex 3D environments.</b></li> <li>• <b>CO2: Create and manipulate various environmental components, such as terrains and structures, with attention to detail and realism.</b></li> <li>• <b>CO3: Employ advanced modeling techniques to develop intricate environmental features and props.</b></li> <li>• <b>CO4: Optimize 3D scenes for performance without compromising visual quality.</b></li> </ul>		

	<ul style="list-style-type: none"><li>• <b>CO5: Compile and present a professional portfolio showcasing a comprehensive 3D environment project.</b></li></ul>
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**TEXT BOOK:**

1.	Autodesk Maya 2025: A Comprehensive Guide (16th Edition)
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**REFERENCES:**

	<ul style="list-style-type: none"><li>• Autodesk Maya 2024 Basics Guide</li><li>• Maya Studio Projects: Game Environments and Props</li><li>• <i>Parametric Building Design Using Autodesk Maya</i></li></ul>
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