

Birla Institute of Technology Mesra, Ranchi
Department of Animation & Multimedia
OFF-CAMPUS BIT JAIPUR

Minutes of the Meeting of the Board of Studies held on 24th April 2023

Dated: 24th April 2023 (4.00 pm – 6.00 pm) (Online Mode)

A Board of Studies Meeting was convened on 24th April, 2023 (4.00 pm – 6.00 pm) at Birla Institute of Technology, Off-Campus Jaipur to discuss the proposed new course structure of 4-year B.Sc. Animation & Multimedia Honours Programme as per New Education Policy (NEP)-2020. The meeting was chaired by HOD CSE, BIT Mesra Campus. The following members participated in this discussion:

S.No.	Name of Member	Designation	Internal/External Member/ Invited Person
1.	Dr. Supratim Biswas	HOD Computer Science & Engineering, BIT Mesra	Chair Person
2.	Dr. Peeyush Tewari	Director, BIT Jaipur Campus	Internal Member
3.	Dr. S.L Gupta	Director, BIT Noida Campus	Internal Member
4.	Dr. Manoj Lodha	Director- National Education Policy-2020, Associate Professor in Department of Media Studies, Haridev Joshi University of Journalism & Mass Communication, Government of Rajasthan, Jaipur	Special Invitee
5.	Mr. Chandra shekher	Script Writer & Education & Media Consultant, Hungary and New Delhi	External Member
6.	Mr. Sandeep Nandi	Senior UI / UX Designer	External Member
7.	Dr. Madhavi Sinha	In charge, & Associate Prof. CSE Dept. BIT Jaipur	Internal Member
8.	Dr. Vibhuti Pandya	In charge, Asst. Prof. Department of A&M, Jaipur	Internal Member
9.	Mr. Lalit Bhatt	Coordinator, Department of A&M, Noida	Internal Member
10.	Dr. Niket Mehta	Assistant Professor, Department of A&M, Noida	Internal Member
11.	Mr. Gautam Goswami	Assistant Professor, Department of A&M, Jaipur	Internal Member
12.	Mr. Partha Acharya	Assistant Professor, Department of A&M, Noida	Invited Faculty
13.	Mr. Manoj Kumar	Faculty, Department of A&M, Noida	Invited Faculty
14.	Dr. Rishika Sharma	Assistant Professor, Department of A&M, Jaipur	Invited Faculty
15.	Mr. Gaurav Chaudhary	Assistant Professor, Department of A&M, Jaipur	Invited Faculty

Lalit Bhanu

Manoj Kumar

27/4/23

Niket

Partha

The meeting started with the welcome address to all the committee members & briefed about the objective of the course by the In Charge, Animation & Multimedia Dept. BIT Jaipur Campus. Then proposed course structure was presented to all the committee members.

After looking at the proposed course structure & NEP-2020 guidelines, following are the observations of the committee members:

1. Academic load of 6th and 7th Semester is to be reduced. This would prove to be an impediment for students pursuing Internship / project (which is compulsory) and subsequent placement after 6th Semester.
2. Suffix of "With Research" added to degree for students pursuing 4-year degree (8 semesters) is also inappropriate and the degree should be titled as "B.Sc. Animation & Multimedia Honours" and the research project in 8th Semester must be named as Dissertation.
3. To make the course flexible, suggestions were made for Credit transfer/Credit Bank provisions as required in the NEP-2020 and for this registration of credits on Digilocker with exit plan (multiple entry-exit system) should be done.
4. Funding opportunities & agencies are to be explored for the students' projects.
5. It is advised to create a basket of Indian Knowledge Based Systems under VAC (Value Added Courses) subjects like Yoga, Physical Education, Sports etc. from which students could choose their elective. This would help inculcate traditional Indian values amongst our students.
6. It is also suggested that many universities are running ANANDAM programs. Qualifying in any of these subjects can be considered as credits of VAC subjects in our institute.
7. The course should be helpful for the students to develop an awareness of International Events and recent trends globally for which students' may participate in International Film Festivals, Art Exhibitions, Workshops etc.
8. Laying special emphasis on "Portfolio Designing" and giving it a status of separate subject was also advised and it has been incorporated.
9. Subjects like Office Automation, Data Analytics which already exist in other departments of BIT can be added in the list of Skill Enhancement Course/ Multidisciplinary Courses.

At the end of this detailed deliberation, Director BIT Jaipur concluded the meeting by thanking all the members.

The updated course structure as per the above suggestions of the members is enclosed.

The block contains several handwritten signatures in blue ink. From left to right, the signatures are: 'Lalji Brau', a signature that appears to be 'S.R.', another signature that is partially obscured, 'Manojkumar', 'Nikesh', and 'Partha'. There are also some scribbles and initials scattered around the main signatures.

Signature of Board of Studies Members:



Mr. Chandra Shekher
(External Member)



Mr. Sandeep Nandi
(External Member)



Dr. Manoj Lodha
(External Member)



Mr. Lalit Bhatt
(Internal Member)



Dr. Niket Mehta
(Internal Member)



Mr. Gautam Goswami
(Internal Member)



Mr. Gaurav Choudhary
(Invited Faculty)



Dr. Rishika Sharma
(Invited Faculty)



Mr. Partho Acharya
(Invited Faculty)



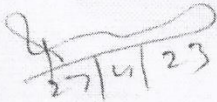
Mr. Manoj Kumar
(Invited Faculty)



Dr. Vibhuti Pandya
(In Charge A&M Dept. BIT JPR & Internal Member)



Dr. Madhvi Sinha
(In Charge, CSE Dept. BIT JPR & Internal Member)



27/4/23

Dr. Peeyush Tewari
(Director, BIT Jaipur, Internal Member)



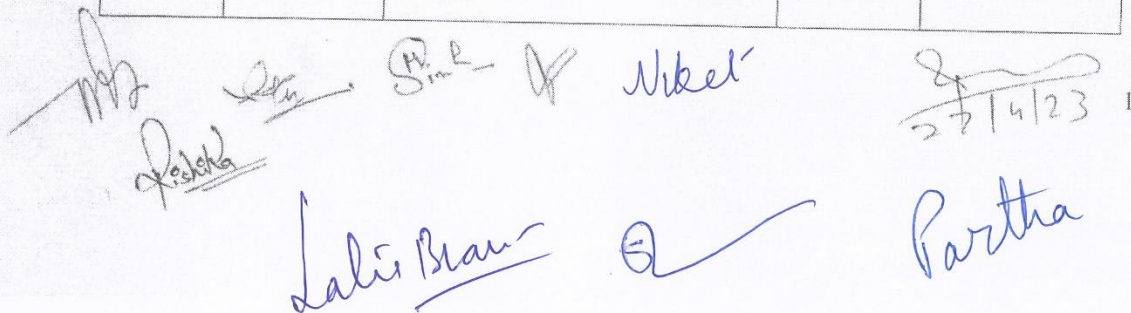
Dr. S.L. Gupta
(Director, BIT Noida, Internal Member)

Dr. Supratim Biswas
HOD Computer Science & Engineering (Chair Person)

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE – To be effective from Academic Session 2023-24
Based on NEP 2020 & CBCS Model
BACHELOR OF SCIENCE HONOURS IN ANIMATION & MULTIMEDIA

SEMESTER WISE CREDIT DISTRIBUTION (SUMMARY)

S. No	Semester	Course Category	Credits	Total
1	FIRST	Major (MJ)	6.5	22
		Minor (MS)	4	
		Multidisciplinary (MD)	3	
		Ability Enhancement Courses (AEC)	1.5	
		Skill Enhancement Courses (SEC)	3	
		Common Value-Added Courses for All UG (CVAC)	4	
2	SECOND	Major	8	22
		Minor	4	
		Multidisciplinary	3	
		Ability Enhancement Courses (Language)	2	
		Skill Enhancement Courses (SEC)	3	
		Common Value-Added Courses for All UG	2	
		Summer Internship (only for those students who are going to choose exit option after one year)	4	
3	THIRD	Major	9	22
		Minor	4	
		Multidisciplinary	3	
		Ability Enhancement Courses (Language)	3	
		Skill Enhancement Courses (SEC)	3	
4	FOURTH	Major	15.5	22
		Minor	5	
		Ability Enhancement Courses (Language)	1.5	



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		Summer Internship (only for those students who are going to choose exit option)	4	
5	FIFTH	Major	15	21
		Minor	6	
6	SIXTH	Major	17	21
		Minor	4	
7	SEVENTH	Major	16	20
		Minor	4	
8	EIGHTH	Major	8	20
		Minor	0	
		Research Project/ Dissertation	12	
Total				170




 Niket




 27/4/29

Lalithan


 Partha

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE – To be effective from Academic Session 2023-24
 Based on NEP 2020 & CBCS Model
BACHELOR OF SCIENCE HONOURS IN ANIMATION & MULTIMEDIA

Structure of the B.Sc. Animation & Multimedia Honours Programme

S.No.	Broad Category of Course	Credit Distribution for 3-Year B.Sc. A&M Programme	Credit Distribution for 4-Year B.Sc. A&M Honours Programme
01	Major (Core)	71	95
02	Minor Stream	27	31
03	Multidisciplinary	09	09
04	Ability Enhancement Courses	08	08
05	Skill Enhancement Courses	09	09
06	Value Added Courses Common	06	06
07	Research Project	-	12
	Total	130	170

The Total Minimum Credits for Completing Three Year Bachelor of Science in Animation & Multimedia Programme	130
The Total Minimum Credits for Completing Four Year Bachelor of Science in Animation & Multimedia Honours Programme is	170

MS *Sumo* *Shubh* *Nikel*

27/4/23

Prishka

A

Lalitha

Partha

BACHELOR OF SCIENCE IN ANIMATION & MULTIMEDIA HONOURS									
SEMESTER WISE CREDIT DISTRIBUTION (Based on NEP-20 & CBCS Model)									
Semester / Session of Study (Recommended)	Course Level	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits C - Credits	
					L (Periods /week)	T (Periods /week)	P (Periods /week)		
FIRST Monsoon	FIRST	THEORY							
		MS-1	AN101	History of Art & Animation-I	2	0	0	2	
		MS-2	AN102	Introduction to Multimedia	2	0	0	2	
		MD		Multidisciplinary Course	3	0	0	3	
		VAC-1		Human Values and Professional Ethics / Digital Empowerment / Emotional Intelligent	2	0	0	2	
		MJ-1	AN103	Introduction To Visual Study	1	0	2	2	
		LABORATORIES							
		VAC-2		Yoga/ Sports for Life/ Physical Education	1	0	2	2	
		AEC	MT132	Communication Skills-I	0	0	3	1.5	
		MJ-2	AN104	Experimental Animation	0	0	3	1.5	
		MJ-3	AN105	Introduction to 3D	0	0	3	1.5	
		MJ-4	AN106	Outdoor Study-I	0	0	3	1.5	
		SEC	ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)						
			SEC-1	Paper -I (Skill Enhancement Course)	1	1	2	3	
		TOTAL							22



 MD.  SRK.  Nikel'  27/6/23



Semester / Session of Study (Recommended)	Course Level	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practical</i>			Total Credits <i>C - Credits</i>	
		THEORY							
SECOND Spring	FIRST	MS-1	AN112	History of Art & Animation-II	2	0	0	2	
		MS-2	AN113	Introduction To Game Design & Development	2	0	0	2	
		MD		Multidisciplinary Course	3	0	0	3	
		AEC	CE101	Environment Science	2	0	0	2	
		MJ-1	AN114	Principles of Animation	1	0	2	2	
		LABORATORIES							
		VAC		Yoga/ Sports for Life/ Physical Education	0	0	4	2	
		MJ-2	AN115	Graphic Design Tools & Techniques -I	0	0	3	1.5	
		MJ-3	AN116	3D Modeling Techniques-I	0	0	4	2	
		MJ-4	AN117	Visual Studies-II	0	0	3	1.5	
		MJ-5	AN118	Outdoor Study-II	0	0	2	1	
		SEC	ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)						
	SEC	Paper -II (Skill Enhancement Course)	1	1	2	3			
TOTAL							22		

Note: Students exiting the programme after securing minimum 44 credits will be awarded UG Certificate in the relevant Discipline/ Subject provided they secure 4 credits in work based vocational courses offered during summer term or internship/ Apprenticeship in addition to 6 credits from skill-based courses earned during first and second semester.



 MD. _____ _____ _____ Nikel 27/11/23

Lali Bhanu _____ Partha

Semester / Session of Study (Recommended)	Course Level	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practical</i>			Total Credits <i>C - Credits</i>	
					L (Periods /week)	T (Periods /week)	P (Period s/week)		
THIRD Monsoon	SECOND	THEORY							
		MS-1	AN201	Writing & Storytelling	2	0	0	2	
		MS-2	AN202	Audio Visual Technology	2	0	0	2	
		MD		Multidisciplinary Course	3	0	0	3	
		AEC		Personality Development / Public Speaking	2	0	2	3	
		MJ-1	AN203	Animation Techniques	1	0	2	2	
		LABORATORIES							
		MJ-2	AN204	Graphic Design Tools & Techniques-II	0	0	3	1.5	
		MJ-3	AN205	Visual Studies-III	0	0	3	1.5	
		MJ-4	AN206	3D Modeling Techniques-II	0	0	4	2	
		MJ-5	AN207	Outdoor Study-III	0	0	4	2	
		ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)							
			SEC	Paper -III (Skill Enhancement Course)	1	1	2	3	
		TOTAL							22

M.D.

Sharma

S.R. Niket

27/4/23

Sharma

Lalit Kumar

(Signature)

Partha

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits L-Lecture; T-Tutorial; P- Practicals			Total Credits C- Credits
					L	T	P	
					(Periods /week)	(Periods /week)	(Periods/ week)	
				THEORY				
FOURTH Spring	SECOND	MI-1	AN215	Advertising & New Media	3	0	0	3
		MI-2	AN216	Web Technology	2	0	0	2
				LABORATORIES				
		AEC	MT133	Communication Skills-2	0	0	3	1.5
		MJ-1	AN217	Graphic Design Tools & Techniques-III	0	0	3	1.5
		MJ-2	AN218	Digital Film Production	0	0	3	1.5
		MJ-3	AN219	Character Animation-I	1	0	2	2
		MJ-4	AN220	Compositing & VFX	0	0	3	1.5
		MJ-5	AN221	Character Modeling & Texturing	0	0	4	2
		MJ-6	AN222	Game Design	0	0	3	1.5
		MJ-7	AN223	Visual Development	0	0	3	1.5
		MJ-8	AN224	Urban Sketching	0	0	4	2
		PE-I		Programme Elective-I	1	0	2	2
TOTAL								22

Note: Students exiting the programme after securing minimum 88 credits will be awarded UG Diploma in the relevant Discipline/ Subject Provided they secure 4 credits in skill based vocational courses offered during first year or second year summer term.

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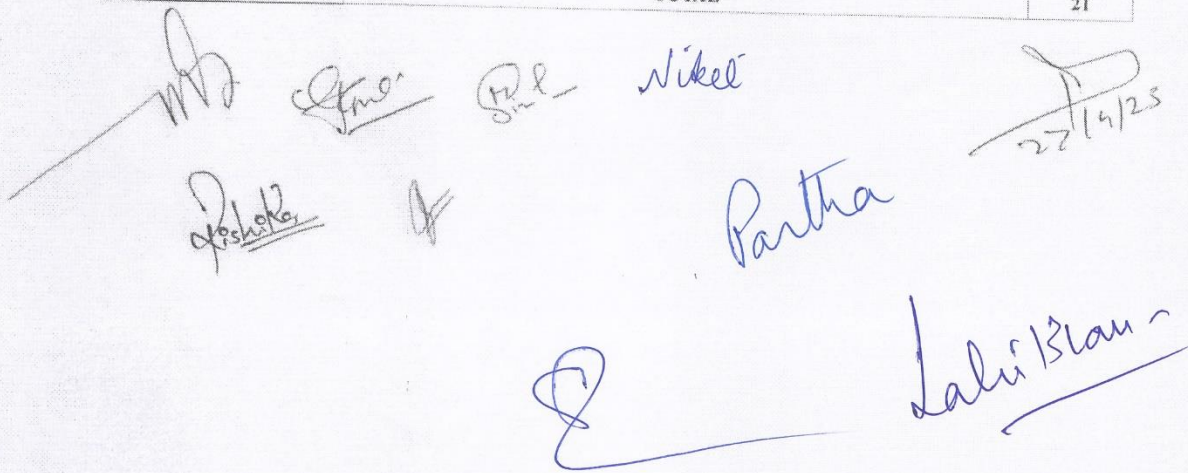
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Handwritten signature: Partha

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits
					L	T	P	
					(Periods /week)	(Periods /week)	(Periods/ week)	
FIFTH Monsoon	THIRD	THEORY						
		MJ-1	AN301	Direction For Animation	2	1	0	3
		MJ-2	AN302	Character Design	2	0	2	3
		LABORATORIES						
		MJ-1	AN303	Graphic Design Tools & Techniques-IV (UI/ UX)	0	0	3	1.5
		MJ-2	AN304	Comic Production	0	0	3	1.5
		MJ-3	AN305	Character Animation-II	0	0	3	1.5
		MJ-4	AN306	3D Character Modeling, Texturing, Lighting & Rendering	0	0	4	2
		MJ-5	AN307	Game Engine	0	0	3	1.5
		MJ-6	AN308	Layout & Digital Painting	0	0	3	1.5
		MJ-7	AN309	Documentary Film Making	0	0	3	1.5
		MJ-8	AN310	Field Study	0	0	4	2
		ELECTIVES (To be opted from List of Program Electives (PE))						
		MJ-9	PE-II	Programme Elective-II	1	0	2	2
TOTAL								
							21	



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 [Signature] [Signature] Lali Khan
 27/4/25

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits
					L	T	P	
					(Periods/ week)	(Periods/ week)	(Periods/w eek)	
SIXTH Spring	THIRD	THEORY						
		MI-1	AN316	Entrepreneurship	2	0	0	2
		MI-2	AN317	Digital Marketing	2	0	0	2
		LABORATORIES						
		MJ-1	AN318	3D Rigging & Skinning	0	0	4	2
		MJ-2	AN319	Character Animation-III	0	0	4	2
		MJ-3	AN320	Production Design Workshop-I (Specialization: Animation, Film Making, Visual Effects, Games, and Comics)	0	0	8	4
		MJ-4	AN321	Degree Showcase Project-I				7
		ELECTIVES (To be opted from List of Program Electives (PE))						
		MJ-5	PE-III	Programme Elective-III	1	0	2	2
TOTAL							21	
TOTAL PROGRAM CREDITS FOR THREE YEAR B.Sc. PROGRAMME							130	

Note: Students who want to undertake 3-year UG programme will be awarded UG Degree in the relevant Discipline/ Subject upon securing 130 credits.

MD, J. K. S., S. R., Niket, 27/11/23, Partha, Lalit Bhanu

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits			Total Credits C- Credits
					L-Lecture; T-Tutorial; P- Practicals			
					L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
SEVENTH Monsoon	FOURTH	THEORY						
		MI-1	AN401	Research in Animation & Multimedia	2	0	0	2
		MI-2	AN402	Indian Art & Animation	2	0	0	2
		LABORATORIES						
		MJ-1	AN403	Advanced Animation Tools & Techniques	0	0	3	1.5
		MJ-2	AN404	3D Dynamics & Simulation	0	0	3	1.5
		MJ-3	AN405	Field Visit & Presentation	0	0	3	1.5
		MJ-4	AN406	Storytelling Using Multimedia	0	0	3	1.5
		MJ-5	AN407	Production Design Workshop-II (Specialization: Animation, Film Making, Visual Effects, Games, and Comics)	0	0	8	4
		MJ-6	AN408	Degree Showcase Project-II				6
		TOTAL						

[Signature] [Signature] [Signature] Niket [Signature] 25/4/23

 [Signature] [Signature] Partha

 [Signature] Lalit Kumar

SEMESTER /Session of Study	LEVEL	Category	Course Code	Courses	Mode of delivery & credits			Total Credits C- Credits
					<i>L-Lecture; T-Tutorial; P- Practicals</i>			
					L (Periods /week)	T (Periods /week)	P (Periods/ week)	
EIGHTH SEMESTER	FOURTH	LABORATORIES						
		RP-1	AN409	Industrial Training / Research Project / Dissertation				12
		MJ-1	AN410	Final Exhibition / Showcase/ Publication				8
		TOTAL						20
		TOTAL PROGRAM CREDITS FOR FOUR YEAR B.Sc. HONOURS PROGRAMME						170
Note: Students will be awarded UG Degree- B.Sc. Animation & Multimedia with Honours.								

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ELECTIVES (LIST OF SKILL ENHANCEMENT COURSES)							
PE / LEVEL	Programme Elective (PE)	Code No	Name of the PE Course	Mode of delivery & credits			Total Credits
				<i>L-Lecture; T-Tutorial; P-Practical</i>			
				L (Periods /week)	T (Periods /week)	P (Periods /week)	
1	(SEC-I)	AN107	Basic Drawing Skills	1	1	2	3
		AN108	Presentation Design	1	1	2	3
		AN109	Photography	1	1	2	3
		AN110	Advertising Campaign Design	1	1	2	3
		AN111	Desk Top Publishing	1	1	2	3
1	(SEC-II)	AN119	Basic Writing Skills	1	1	2	3
		AN120	Web Design	1	1	2	3
		AN121	Comic Illustration	1	1	2	3
		AN122	Product Modeling in 3D	1	1	2	3
		AN123	Video Making	1	1	2	3
		AN124	Digital Animation	1	1	2	3
		AN125	Game Appreciation	1	1	2	3
2	(SEC-III)	AN208	Calligraphy	1	1	2	3
		AN209	Fiction Writing	1	1	2	3
		AN210	Architectural Modeling	1	1	2	3
		AN211	Basic Video Editing	1	1	2	3
		AN212	Sound Design	1	1	2	3
		AN213	3D Animation	1	1	2	3
		AN214	Matte Painting	1	1	2	3

Several handwritten signatures and initials are present at the bottom of the page. From left to right, they include: a signature that appears to be 'M. S.', another signature, 'Nikel', 'Partha', and a large signature 'Lalishan' with a superscript '12' next to it. There are also some other illegible initials and a large flourish.

LIST OF PROGRAM ELECTIVES (PE)

LIST OF PROGRAM ELECTIVES (PE)							
PE / LEVEL	Programme Elective (PE)	Code No	Courses	Mode of delivery & credits			Total Credits
				L (Periods /week)	T (Periods/ week)	P (Periods /week)	
	PE-I (Semester-IV)	AN225	Story Boarding	1	0	2	2
		AN226	Stop Motion	1	0	2	2
		AN227	Story Appreciation for Gaming	1	0	2	2
		AN228	Fundamentals of Theatre and Acting	1	0	2	2
	PE-II (Semester-V)	AN311	Classical Animation	1	0	2	2
		AN312	3D Sculpting	1	0	2	2
		AN313	3D Motion Graphics and Dynamics	1	0	2	2
		AN314	Magazine Design	1	0	2	2
		AN315	Design Thinking	1	0	2	2
	PE-III (Semester-VI)	AN322	VFX in 2D Animation	1	0	2	2
		AN323	3D Compositing for Camera	1	0	2	2
		AN324	Graphic Novels	1	0	2	2
		AN325	Media Studies	1	0	2	2
		AN326	Film Production Design	1	0	2	2
		AN327	Product Designing and Visualization	1	0	2	2

MB. Jiska Niket Partha 25/4/23

 Lali Bran

LIST OF MULTIDISCIPLINARY COURSES

LIST OF MULTIDISCIPLINARY COURSES							
LEVEL	SEM.	Code No	Name of the Course	Mode of delivery & credits			Total Credits
				L (Periods/ week)	T (Periods/ week)	P (Periods/ week)	
		MT115	Business Economics	3	0	0	3
		MT119	Introduction to Human Resource Management	3	0	0	3
		MT120	Introduction to Marketing Management	3	0	0	3
		MT123	Business Communication	2	0	2	3
		MT417	French Language	3	0	0	3

VOCATIONAL COURSES OFFERED FOR ANIMATION & MULTIMEDIA STUDENTS

LIST OF VOCATIONAL COURSES							
LEVEL	SEM.	Code No	Name of the Course	Mode of delivery & credits			Total Credits
				L (Periods/week)	T (Periods/ week)	P (Periods/week)	
First	SEM II	AN126	Internship on Digital Marketing				4
Second	SEM IV	AN229	Internship on Multimedia				4

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Nikel

Partha

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Lali Bran

**BIRLA INSTITUTE OF TECHNOLOGY MESRA
RANCHI**



NEP-2020 CBCS & OBE Model CURRICULUM

(Effective from Academic Session: Monsoon 2023)

B.SC. ANIMATION & MULTIMEDIA HONOURS

DEPARTMENT OF ANIMATION AND MULTIMEDIA



Department of Animation and Multimedia

Birla Institute of Technology, MESRA, Ranchi-835215 (India)

Institute Vision

- To become a globally recognized academic institution in consonance with the social, economic and ecological environment, striving continuously for excellence in education, research and technological service to the national needs.

Institute Mission

- To educate students at Undergraduate, Post Graduate, Doctoral and Post Doctoral levels to perform challenging engineering and managerial jobs in industry
- To provide excellent research and development facilities to take up Ph.D programmes and research projects
- To develop effective teaching and learning skills and state-of-the-art research potential of the faculty
- To build national capabilities in technology, education and research in emerging areas
- To provide excellent technological services to satisfy the requirements of the industry and overall academic needs of society

Department Vision

Pursuit of excellence in order to be recognized as a pioneer and frontrunner in the field of Animation and Multimedia studies in the country; to be in consonance with the emerging and current socio-economic reality and simultaneously be responsive to our ecological environment and remain motivated to contribute to the Nation building process through excellence in research and development activities and being alert and responsive to the needs of Industry 4.0 as a national and a global mandate.

Department Mission

- Enable students to achieve excellence both in skill and knowledge that is at par with industry especially Industry standards and perform better in challenging situations
- To encourage cutting-edge, interdisciplinary and futuristic research in response to the needs of the Government, Industry and Society
- To nurture first generation entrepreneurs with innovative mind-set, responsive and adaptable to the broad range of industries including the fast-emerging Industry
- To develop a curriculum where students will intrinsically understand the requirements and standards of the Industry and remain equipped to achieve the next level
- To provide excellent Consulting, and Research & Development facilities for faculty and students.
- To uphold the values of Personal Integrity and Social Responsibility

Graduate Attributes

Learning outcomes that are specific to disciplinary/ interdisciplinary areas of learning:

- Graduates should be able to demonstrate the acquisition of comprehensive knowledge and coherent understanding of the chosen disciplinary/interdisciplinary areas of study in a broad multidisciplinary context, their different learning areas, their linkages with related fields of study, and current and emerging developments associated with the chosen disciplinary/interdisciplinary areas of learning.
- Practical, professional, and procedural knowledge required for carrying out professional or highly skilled work/tasks related to the chosen field(s) of learning, including knowledge required for undertaking self-employment initiatives, and knowledge and mindset required for entrepreneurship involving enterprise creation, improved product development, or a new mode of organization.
- skills in areas related to specialization in the chosen disciplinary/interdisciplinary area(s) of learning in a broad multidisciplinary context, including wide-ranging practical skills, involving variable routine and non-routine contexts relating to the chosen field(s) of learning
- Capacity to extrapolate from what has been learned, translate concepts to real-life situations and apply acquired competencies in new/unfamiliar contexts, rather than merely replicate curriculum content knowledge, to generate solutions to specific problems.

Generic learning outcomes

Complex problem-solving: The graduates should be able to demonstrate the capability to:

- Solve different kinds of problems in familiar and non-familiar contexts and apply the learning to real-life situation.
- Critical thinking: The graduates should be able to demonstrate the capability to:
- Apply analytic thought to a body of knowledge, including the analysis and evaluation of policies, and practices, as well as evidence, arguments, claims, beliefs, and the reliability and relevance of evidence,
- Identify relevant assumptions or implications; and formulate coherent arguments,

- Identify logical flaws and holes in the arguments of others,
- Analyze and synthesize data from a variety of sources and draw valid conclusions and support them with evidence and examples.

Creativity: The graduates should be able to demonstrate the ability to

- Create, perform, or think in different and diverse ways about the same objects or scenarios,
- Deal with problems and situations that do not have simple solutions,
- Innovate and perform tasks in a better manner,
- View a problem or a situation from multiple perspectives,
- Think ‘out of the box’ and generate solutions to complex problems in unfamiliar contexts,
- Adopt innovative, imaginative, lateral thinking, interpersonal skills and emotional intelligence.

Communication Skills

The graduates should be able to demonstrate the skills that enable them to:

- Listen carefully, read texts and research papers analytically and present complex information in a clear and concise manner to different groups/audiences,
- Express thoughts and ideas effectively in writing and orally and communicate with others using appropriate media,
- Confidently share views and express herself / himself,
- Construct logical arguments using correct technical language related to a field of learning, work/vocation, or an area of professional practice, and convey ideas, thoughts, and arguments using language that is respectful and sensitive to gender and other minority groups.

Analytical reasoning/thinking

The graduates should be able to demonstrate the capability to:

- Evaluate the reliability and relevance of evidence;
- Identify logical flaws in the arguments of others;
- Analyze and synthesize data from a variety of sources; draw valid conclusions and support them with evidence and examples, and address opposing viewpoints.

Research-related skills

The graduates should be able to demonstrate:

- A keen sense of observation, inquiry, and capability for asking relevant/ appropriate questions,
- The ability to problematize, synthesize, and articulate issues and design research proposals,
- The ability to define problems, formulate appropriate and relevant research questions, formulate hypotheses, test hypotheses using quantitative and qualitative data, establish hypotheses, make inferences based on the analysis and interpretation of data, and predict cause-and-effect relationships,
- The capacity to develop appropriate methodology and tools for data collection,
- The appropriate use of statistical and other analytical tools and techniques,
- The ability to plan, execute and report the results of an experiment or investigation, the ability to acquire the understanding of basic research ethics and skills in practicing/doing ethics in the field/ in personal research work, regardless of the funding authority or field of study.

Coordinating/collaborating with others

The graduates should be able to demonstrate the ability to:

- Work effectively and respectfully with diverse teams,
- Facilitate cooperative or coordinated effort on the part of a group,
- Act together as a group or a team in the interests of a common cause and work efficiently as a member of a team.

Leadership readiness/qualities

The graduates should be able to demonstrate the capability for:

- Mapping out the tasks of a team or an organization and setting direction.
- Formulating an inspiring vision and building a team that can help achieve the vision, motivating and inspiring team members to engage with that vision.
- Using management skills to guide people to the right destination

Learning how to learn skills

The graduates should be able to demonstrate the ability to:

- Acquire new knowledge and skills, including ‘learning how to learn skills, that are necessary for pursuing learning activities throughout life, through self-paced and selfdirected learning aimed at personal development, meeting economic, social, and cultural objectives, and adapting to changing trades and demands of the workplace, including adapting to the changes in work processes in the context of the fourth industrial revolution, through knowledge/ skill development/re skilling,
- Work independently, identify appropriate resources required for further learning,
- Acquire organizational skills and time management to set self-defined goals and targets with timelines.
- Inculcate a healthy attitude to be a lifelong learner,

Digital and technological skills:

The graduates should be able to demonstrate the capability to:

- Use ICT in a variety of learning and work situations,
- Access, evaluate, and use a variety of relevant information sources, and use appropriate software for analysis of data.

Multicultural competence and inclusive spirit

The graduates should be able to demonstrate:

- The acquisition of knowledge of the values and beliefs of multiple cultures and a global perspective to honour diversity,
- Capability to effectively engage in a multicultural group/society and interact respectfully with diverse groups,
- Capability to lead a diverse team to accomplish common group tasks and goals.
- Gender sensitivity and adopting a gender-neutral approach, as also empathy for the less advantaged and the differently-abled including those with learning disabilities.

Value inculcation:

The graduates should be able to demonstrate the acquisition of knowledge and attitude that are required to:

- Embrace and practice constitutional, humanistic, ethical, and moral values in life, including universal human values of truth, righteous conduct, peace, love, nonviolence, scientific temper, citizenship values,
- Practice responsible global citizenship required for responding to contemporary global challenges, enabling learners to become aware of and understand global issues and to become active promoters of more peaceful, tolerant, inclusive, secure, and sustainable societies,
- Formulate a position/argument about an ethical issue from multiple perspectives
- Identify ethical issues related to work, and follow ethical practices, including avoiding unethical behaviour such as fabrication, falsification or misrepresentation of data, or committing plagiarism, and adhering to intellectual property rights,
- Recognize environmental and sustainability issues, and participate in actions to promote sustainable development.
- Adopt an objective, unbiased, and truthful actions in all aspects of work,
- Instill integrity and identify ethical issues related to work, and follow ethical practices.

Autonomy, responsibility, and accountability:

The graduates should be able to demonstrate the ability to:

- apply knowledge, understanding, and/or skills with an appropriate degree of independence relevant to the level of the qualification,
- work independently, identify appropriate resources required for a project, and manage a project through to completion,
- exercise responsibility and demonstrate accountability in applying knowledge and/or skills in work and/or learning contexts appropriate for the level of the qualification, including ensuring safety and security at workplaces

Environmental awareness and action:

The graduates should be able to demonstrate the acquisition of and ability to apply the knowledge, skills, attitudes, and values required to take appropriate actions for:

- Mitigating the effects of environmental degradation, climate change, and pollution,

- Effective waste management, conservation of biological diversity, management of biological resources and biodiversity, forest and wildlife conservation, and sustainable development and living.

Community engagement and service:

The graduates should be able to demonstrate the capability to participate in community-engaged services/ activities for promoting the wellbeing of society.

Empathy:

The graduates should be able to demonstrate the ability to identify with or understand the perspective, experiences, or points of view of another individual or group, and to identify and understand other people's emotions.

Programme Educational Objectives (PEOs)

1. To develop Animation, Multimedia and Communication competence of the students to enable them to take up eminent and gainful position in the Industry and/or foray as first-generation entrepreneurs in the domain;
2. To impart professional education and training in the field of 2D & 3D Animation, Digital Games, Film Making, Post-production, Graphic Designing, User Interface Designing, Web & Apps Designing and Communication Education especially keeping in mind the needs of Industry 4.0;
3. To disseminate knowledge and information by facilitating industry-academia interface and continuing interaction with Alumni to meet the demand of quality education and creating an ecosystem relevant to the Nation building process;
4. To produce graduates who are socially responsible and capable of engaging in Lifelong learning; and
5. Create scholars involved and engaged in futuristic research and quality consulting.

(A) Programme Outcomes (POs)

On successfully completing the program, a graduate should be able to:

1. **Technical Expertise-** Apply knowledge of Graphics, Aesthetics, Ergonomics and Perspective to solve complex design problems with simplicity and elegance.
2. **Design Thinking** - Identify, formulate, research, literature and analyse complex design problems. Packaging cryptic and voluminous content into simple and attractive packages that are accessible and user friendly.
3. **Design/ Development of Solutions:** Design solutions for complex engineering problems and design system components or processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal and environmental considerations.
4. **Understand the requirements of the client:** using the gained knowledge and understanding the present scenario of the industry the graduates should be able to merge into any animation and film students.
5. **Modern Tool Usage** – Have familiarity with cutting edge tools, techniques and processes. Be able to model, scale and predict relevant parameters of the project.
6. **The Designer and Society:** Apply reasoning informed by contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to professional design practice.
7. **Environment and Sustainability:** Understand the impact of professional design solutions in societal and environmental contexts and demonstrate knowledge of and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of design practice.
9. **Individual and Team Work:** Function effectively as an individual, and as a member or leader in diverse teams and in multi-disciplinary settings.
10. **Outreach:** Communicate effectively on complex design activities with the professional community and with society at large, such as being able to comprehend and write effective reports and design documentation, make effective presentations and give and receive clear instructions.
11. **Project Management:** Demonstrate knowledge and understanding of design principles and should be able to undertake & manage any project related to 2D & 3D animation, Stopmotion, graphic design, digital gaming, visual effects, graphic novel, UI/UX, digital marketing, comic production, advertising, and documentary film making.
12. **Life-long Learning:** Recognize the need and have the preparation and ability to engage in independent and life- long learning in the broadest context of technological change.

(B) Programme Specific Outcomes (PSOs)

1. Apply the basic concepts of classical and emerging notions of Animation, Multimedia and Communication Studies and interdisciplinary knowledge to identify & analyse complex issues and arrive at solutions affecting contemporary organisations and the Industry.
2. Identify suitable resources and utilise them optimally to respond efficiently to the needs of society, economy and the Nation building.
3. Become effective decision makers committed to professional & personal ethics as well as social responsibility and be abreast of and qualified to respond to the needs and demands of Industry Initiate and participate in the change process and value creation across all levels.

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE – To be effective from Academic Session 2023-24
Based on NEP 2020 & CBCS Model
BACHELOR OF SCIENCE HONOURS IN ANIMATION & MULTIMEDIA

SEMESTER WISE CREDIT DISTRIBUTION (SUMMARY)

S. No	Semester	Course Category	Credits	Total
1	FIRST	Major (MJ)	6.5	22
		Minor (MS)	4	
		Multidisciplinary (MD)	3	
		Ability Enhancement Courses (AEC)	1.5	
		Skill Enhancement Courses (SEC)	3	
		Common Value-Added Courses for All UG (CVAC)	4	
2	SECOND	Major	8	22
		Minor	4	
		Multidisciplinary	3	
		Ability Enhancement Courses (Language)	2	
		Skill Enhancement Courses (SEC)	3	
		Common Value-Added Courses for All UG	2	
		Summer Internship (only for those students who are going to choose exit option after one year)	4	
3	THIRD	Major	9	22
		Minor	4	
		Multidisciplinary	3	
		Ability Enhancement Courses (Language)	3	
		Skill Enhancement Courses (SEC)	3	
4	FOURTH	Major	15.5	
		Minor	5	

		Ability Enhancement Courses (Language)	1.5	22
		Summer Internship (only for those students who are going to choose exit option)	4	
5	FIFTH	Major	15	21
		Minor	6	
6	SIXTH	Major	17	21
		Minor	4	
7	SEVENTH	Major	16	20
		Minor	4	
8	EIGHTH	Major	8	20
		Minor	0	
		Research Project/ Dissertation	12	
Total				170

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE – To be effective from Academic Session 2023-24
Based on NEP 2020 & CBCS Model
BACHELOR OF SCIENCE HONOURS IN ANIMATION & MULTIMEDIA

Structure of the B.Sc. Animation & Multimedia Honours Programme

S.No.	Broad Category of Course	Credit Distribution for 3-Year B.Sc. A&M Programme	Credit Distribution for 4-Year B.Sc. A&M Honours Programme
01	Major (Core)	71	95
02	Minor Stream	27	31
03	Multidisciplinary	09	09
04	Ability Enhancement Courses	08	08
05	Skill Enhancement Courses	09	09
06	Value Added Courses Common	06	06
07	Research Project	-	12
	Total	130	170

The Total Minimum Credits for Completing Three Year Bachelor of Science in Animation & Multimedia Programme	130
The Total Minimum Credits for Completing Four Year Bachelor of Science in Animation & Multimedia Honours Programme is	170

BACHELOR OF SCIENCE IN ANIMATION & MULTIMEDIA HONOURS

SEMESTER WISE CREDIT DISTRIBUTION (Based on NEP-20 & CBCS Model)

Semester / Session of Study (Recommended)	Course Level	Categor y	Course Code	Courses	Mode of delivery & credits			Total Credits C - Credits		
					<i>L-Lecture; T-Tutorial; P- Practical</i>					
					L (Periods /week)	T (Periods /week)	P (Periods /week)			
THEORY										
FIRST Monsoon	FIRST	MS-1	AN101	History of Art & Animation-I	2	0	0	2		
		MS-2	AN102	Introduction to Multimedia	2	0	0	2		
		MD		Multidisciplinary Course	3	0	0	3		
		VAC-1		Human Values and Professional Ethics / Digital Empowerment / Emotional Intelligent	2	0	0	2		
		MJ-1	AN103	Introduction To Visual Study	1	0	2	2		
		LABORATORIES								
		VAC-2		Yoga/ Sports for Life/ Physical Education	1	0	2	2		
		AEC	MT132	Communication Skills-I	0	0	3	1.5		
		MJ-2	AN104	Experimental Animation	0	0	3	1.5		
		MJ-3	AN105	Introduction to 3D	0	0	3	1.5		
		MJ-4	AN106	Outdoor Study-I	0	0	3	1.5		
		SEC	ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)							
			SEC-I	Paper -I (Skill Enhancement Course)	1	1	2	3		
		TOTAL								22

Semester / Session of Study (Recommended)	Course Level	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practical</i>			Total Credits <i>C - Credits</i>	
		THEORY							
SECOND Spring	FIRST	MS-1	AN112	History of Art & Animation-II	2	0	0	2	
		MS-2	AN113	Introduction To Game Design & Development	2	0	0	2	
		MD		Multidisciplinary Course	3	0	0	3	
		AEC	CE101	Environment Science	2	0	0	2	
		MJ-1	AN114	Principles of Animation	1	0	2	2	
		LABORATORIES							
		VAC		Yoga/ Sports for Life/ Physical Education	0	0	4	2	
		MJ-2	AN115	Graphic Design Tools & Techniques -I	0	0	3	1.5	
		MJ-3	AN116	3D Modeling Techniques-I	0	0	4	2	
		MJ-4	AN117	Visual Studies-II	0	0	3	1.5	
		MJ-5	AN118	Outdoor Study-II	0	0	2	1	
		SEC	ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)						
			SEC	Paper -II (Skill Enhancement Course)	1	1	2	3	
		TOTAL							22

Note: Students exiting the programme after securing minimum 44 credits will be awarded UG Certificate in the relevant Discipline/ Subject provided they secure 4 credits in work based vocational courses offered during summer term or internship/ Apprenticeship in addition to 6 credits from skill-based courses earned during first and second semester.

Semester / Session of Study (Recommended)	Course Level	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practical</i>			Total Credits <i>C - Credits</i>
					L (Periods /week)	T (Periods /week)	P (Period s/week)	
THIRD Monsoon	SECOND	THEORY						
		MS-1	AN201	Writing & Storytelling	2	0	0	2
		MS-2	AN202	Audio Visual Technology	2	0	0	2
		MD		Multidisciplinary Course	3	0	0	3
		AEC		Personality Development / Public Speaking	2	0	2	3
		MJ-1	AN203	Animation Techniques	1	0	2	2
		LABORATORIES						
		MJ-2	AN204	Graphic Design Tools & Techniques-II	0	0	3	1.5
		MJ-3	AN205	Visual Studies-III	0	0	3	1.5
		MJ-4	AN206	3D Modeling Techniques-II	0	0	4	2
		MJ-5	AN207	Outdoor Study-III	0	0	4	2
		ELECTIVES (To be opted from List of SKILL ENHANCEMENT COURSES)						
			SEC	Paper -III (Skill Enhancement Course)	1	1	2	3
		TOTAL						

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits	
					L (Periods /week)	T (Periods /week)	P (Periods/ week)		
		THEORY							
FOURTH Spring	SECOND	MI-1	AN215	Advertising & New Media	3	0	0	3	
		MI-2	AN216	Web Technology	2	0	0	2	
		LABORATORIES							
		AEC	MT133	Communication Skills-2	0	0	3	1.5	
		MJ-1	AN217	Graphic Design Tools & Techniques-III	0	0	3	1.5	
		MJ-2	AN218	Digital Film Production	0	0	3	1.5	
		MJ-3	AN219	Character Animation-I	1	0	2	2	
		MJ-4	AN220	Compositing & VFX	0	0	3	1.5	
		MJ-5	AN221	Character Modeling & Texturing	0	0	4	2	
		MJ-6	AN222	Game Design	0	0	3	1.5	
		MJ-7	AN223	Visual Development	0	0	3	1.5	
		MJ-8	AN224	Urban Sketching	0	0	4	2	
			PE-I	Programme Elective-I	1	0	2	2	
TOTAL							22		

Note: Students exiting the programme after securing minimum 88 credits will be awarded UG Diploma in the relevant Discipline/ Subject Provided they secure 4 credits in skill based vocational courses offered during first year or second year summer term.

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits	
					L (Periods /week)	T (Periods /week)	P (Periods/ week)		
		THEORY							
FIFTH Monsoon	THIRD	MI-1	AN301	Direction For Animation	2	1	0	3	
		MI-2	AN302	Character Design	2	0	2	3	
		LABORATORIES							
		MJ-1	AN303	Graphic Design Tools & Techniques-IV (UI/ UX)	0	0	3	1.5	
		MJ-2	AN304	Comic Production	0	0	3	1.5	
		MJ-3	AN305	Character Animation-II	0	0	3	1.5	
		MJ-4	AN306	3D Character Modeling, Texturing, Lighting & Rendering	0	0	4	2	
		MJ-5	AN307	Game Engine	0	0	3	1.5	
		MJ-6	AN308	Layout & Digital Painting	0	0	3	1.5	
		MJ-7	AN309	Documentary Film Making	0	0	3	1.5	
		MJ-8	AN310	Field Study	0	0	4	2	
		ELECTIVES (To be opted from List of Program Electives (PE))							
		MJ-9	PE-II	Programme Elective-II	1	0	2	2	
		TOTAL							21

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits
					L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
SIXTH Spring	THIRD	THEORY						
		MI-1	AN316	Entrepreneurship	2	0	0	2
		MI-2	AN317	Digital Marketing	2	0	0	2
		LABORATORIES						
		MJ-1	AN318	3D Rigging & Skinning	0	0	4	2
		MJ-2	AN319	Character Animation-III	0	0	4	2
		MJ-3	AN320	Production Design Workshop-I (Specialization: Animation, Film Making, Visual Effects, Games, and Comics)	0	0	8	4
		MJ-4	AN321	Degree Showcase Project-I				7
		ELECTIVES (To be opted from List of Program Electives (PE))						
		MJ-5	PE-III	Programme Elective-III	1	0	2	2
TOTAL							21	
TOTAL PROGRAM CREDITS FOR THREE YEAR B.Sc. PROGRAMME							130	

Note: Students who want to undertake 3-year UG programme will be awarded UG Degree in the relevant Discipline/ Subject upon securing 130 credits.

SEMESTER /Session of Study (Recommended)	LEVEL	Category	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits C- Credits
					L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
SEVENTH Monsoon	FOURTH	THEORY						
		MI-1	AN401	Research in Animation & Multimedia	2	0	0	2
		MI-2	AN402	Indian Art & Animation	2	0	0	2
		LABORATORIES						
		MJ-1	AN403	Advanced Animation Tools & Techniques	0	0	3	1.5
		MJ-2	AN404	3D Dynamics & Simulation	0	0	3	1.5
		MJ-3	AN405	Field Visit & Presentation	0	0	3	1.5
		MJ-4	AN406	Storytelling Using Multimedia	0	0	3	1.5
		MJ-5	AN407	Production Design Workshop-II (Specialization: Animation, Film Making, Visual Effects, Games, and Comics)	0	0	8	4
		MJ-6	AN408	Degree Showcase Project-II				6
TOTAL							20	

SEMESTER /Session of Study	LEVEL	Category	Course Code	Courses	Mode of delivery & credits			Total Credits C- Credits
					L (Periods /week)	T (Periods /week)	P (Periods/ week)	
EIGHTH SEMESTER	FOURTH	LABORATORIES						
		RP-1	AN409	Industrial Training / Research Project / Dissertation				12
		MJ-1	AN410	Final Exhibition / Showcase/ Publication				8
		TOTAL						
		TOTAL PROGRAM CREDITS FOR FOUR YEAR B.Sc. HONOURS PROGRAMME						170
Note: Students will be awarded UG Degree- B.Sc. Animation & Multimedia with Honours.								

ELECTIVES (LIST OF SKILL ENHANCEMENT COURSES)

PE / LEVEL	Programme Elective (PE)	Code No	Name of the PE Course	Mode of delivery & credits			Total Credits
				<i>L-Lecture; T-Tutorial; P-Practical</i>			
				L (Periods /week)	T (Periods /week)	P (Periods /week)	
1	(SEC-I)	AN107	Basic Drawing Skills	1	1	2	3
		AN108	Presentation Design	1	1	2	3
		AN109	Photography	1	1	2	3
		AN110	Advertising Campaign Design	1	1	2	3
		AN111	Desk Top Publishing	1	1	2	3
1	(SEC-II)	AN119	Basic Writing Skills	1	1	2	3
		AN120	Web Design	1	1	2	3
		AN121	Comic Illustration	1	1	2	3
		AN122	Product Modeling in 3D	1	1	2	3
		AN123	Video Making	1	1	2	3
		AN124	Digital Animation	1	1	2	3
		AN125	Game Appreciation	1	1	2	3
2	(SEC-III)	AN208	Calligraphy	1	1	2	3
		AN209	Fiction Writing	1	1	2	3
		AN210	Architectural Modeling	1	1	2	3
		AN211	Basic Video Editing	1	1	2	3
		AN212	Sound Design	1	1	2	3
		AN213	3D Animation	1	1	2	3
		AN214	Matte Painting	1	1	2	3

LIST OF PROGRAM ELECTIVES (PE)

LIST OF PROGRAM ELECTIVES (PE)							
				Mode of delivery & credits			Total Credits
				<i>L-Lecture; T-Tutorial; P-Practical</i>			
PE / LEVEL	Programme Elective (PE)	Code No	Courses	L (Periods /week)	T (Periods/ week)	P (Periods /week)	C
	PE-I (Semester-IV)	AN225	Story Boarding	1	0	2	2
		AN226	Stop Motion	1	0	2	2
		AN227	Story Appreciation for Gaming	1	0	2	2
		AN228	Fundamentals of Theatre and Acting	1	0	2	2
	PE-II (Semester-V)	AN311	Classical Animation	1	0	2	2
		AN312	3D Sculpting	1	0	2	2
		AN313	3D Motion Graphics and Dynamics	1	0	2	2
		AN314	Magazine Design	1	0	2	2
		AN315	Design Thinking	1	0	2	2
	PE-III (Semester-VI)	AN322	VFX in 2D Animation	1	0	2	2
		AN323	3D Compositing for Camera	1	0	2	2
		AN324	Graphic Novels	1	0	2	2
		AN325	Media Studies	1	0	2	2
		AN326	Film Production Design	1	0	2	2
		AN327	Product Designing and Visualization	1	0	2	2

LIST OF MULTIDISCIPLINARY COURSES

LIST OF MULTIDISCIPLINARY COURSES							
LEVEL	SEM.	Code No	Name of the Course	Mode of delivery & credits			Total Credits
				<i>L-Lecture; T-Tutorial; P-Practical</i>			
				L (Periods/ week)	T (Periods/ week)	P (Periods/ week)	C
		MT115	Business Economics	3	0	0	3
		MT119	Introduction to Human Resource Management	3	0	0	3
		MT120	Introduction to Marketing Management	3	0	0	3
		MT123	Business Communication	2	0	2	3
		MT417	French Language	3	0	0	3

VOCATIONAL COURSES OFFERED FOR ANIMATION & MULTIMEDIA STUDENTS

LIST OF VOCATIONAL COURSES							
LEVEL	SEM.	Code No	Name of the Course	Mode of delivery & credits			Total Credits
				<i>L-Lecture; T-Tutorial; P-Practical</i>			
				L (Periods/week)	T (Periods/ week)	P (Periods/week)	C
First	SEM II	AN126	Internship on Digital Marketing				4
Second	SEM IV	AN229	Internship on Multimedia				4

Detailed Syllabus of B.Sc. A&M
Semester-I

COURSE INFORMATION SHEET

Course Code: AN101

Course Title: ART HISTORY AND ANIMATION-I

Class schedule per week: 02

Class: B.Sc. Animation & Multimedia)

Semester: I

Type: Theory

Pre-requisite(s): Nil

Credits: 2 L:2 T:0 P:0

Branch: BAM

Course Objectives

This course enables the students to:

1	Understand the Development of human civilization, Art of oldest civilization of the World.
2	Learn about development of Greek and Medieval art and its stylization
3.	Familiarize them with the various styles and modes of art expressions from different parts of India
4.	Be acquainted with brief glimpses of the development of Indian Visual Art as are required for concept formation
5.	Learn about the importance of understanding Art from Western World.
6.	Learn about the influence and use of Indian Art in animation

Course Outcomes

After the completion of this course, students will be able to:

CO1	Expend their vision
CO2	Have an opportunity to observe and study the evolution of its mutations and synthesis with other style and the rise of an altogether new style.
CO3	Have exposure of various Art periods in Indian animation
CO4	Knowledge about the unique styles and features of Indian Animation films

MODULE	(NO. OF LECTURE HOURS)
<p>Module I Topics: Pre-Historic rock paintings and Art of Civilizations Pre-Historic Art -Period and location, sites, objective and characteristics . Indusvally civilization- Mohenjo-daro and Harrappa (study of seals, sculptures, terracotta) . Egyptian civilization, it's philosophy and Art Forms.</p>	5
<p>Module II Topics: Maurya and Gupta period Sculptures and paintings , Art in caves of Ajanta and Ellora (Location, period, No. of caves, Chaitya and Vihara, subjects, matters and technique etc.)</p>	5
<p>Module III Topic: Greek art and Medieval period About Greek Art, Greek Geometric period and Vas Painting, Sculpture of Greek Archaic Period, Greek Classical period a n d Greek Hellenistic period. Christian Art- Byzantine and Gothic Art</p>	5
<p>Module IV Topic:Indian Manuscripts & Miniature Paintings Buddhist and Jain -Pal Paintings, The Mughal, Rajasthani and Pahari schools of Miniature paintings</p>	5
<p>Module V Early approaches to motion in art – Sequential series of events/action depicted in Egyptian Murals and Leonardo da Vinci's Drawings Animation before film - Devices that successfully displayed animated images, like the Magic Lantern, Thaumatrope, Phenakistoscope, Zoetrope, Flip book, Praxinoscope.</p>	5

Reference Books

1. The History of Western Art by Sandhya Ketkar
2. Art Of The Western World From Ancient Greece To PostModernism Paperback – 1989 By Michael Wood
3. Archaic And Classical Greek Art (Oxford History Of Art)Robin Osborne
4. History Of Modern Art (7th Edition)H. H. Arnason, Elizabeth C.Mansfield
5. Greek Sculpture: The Classical Period, a Handbook (World of Art), 1985 by JohnBoardman

- (Author)
6. Greek Art (Fourth Edition) (World of Art) –1996 by John Boardman (Author)
 7. The Story of Art by E.H. Gombrich
 8. Art Through the Ages by Helen Gardner
 9. An Introduction to Art and Culture in Ancient Egypt Art in Ancient Egypt Volume Christopher Witcombe
 10. A Survey of Art in Ancient Egypt from Predynastic Times to the Graeco-Roman Period
 11. Art in Ancient Egypt Volume 2 By Christopher Witcombe
 12. Art in the Hellenistic World: An Introduction Paperback – October 6, 2014 by Andrew Stewart (Author)
 13. Greek Art: A Study of the Formal Evolution of Style By Rhys Carpen

COURSE INFORMATION SHEET

Course Code: AN102

Course Title: INTRODUCTION TO MULTIMEDIA

Class schedule per week: 02

Class: B.Sc. Animation & Multimedia)

Semester: I

Type: Theory

Pre-requisite(s): Nil

Credits: 2 L:2 T:0 P:0

Branch: BAM

Course Objectives

This course enables the students to:

A	Understand various elements of multimedia and Graphic design
B	Gain introductory knowledge of working mechanism of these elements
C	Understand steps involved in designing a multimedia project
D	Understand emerging technologies in the field of multimedia
E	To develop ability to design Graphics and a multimedia message

Course Outcomes

After the completion of this course, students will be able to:

A	Understand various aspects of multimedia and Graphic communication
B	Technical details related to various elements of multimedia & Graphics and emerging technologies
C	Understand the role played by various multimedia platforms
D	Design a multimedia project by combining various elements of multimedia
E	Design a Graphic Story book, Template of Website and App or Video

Syllabus

MODULE	(NO. OF LECTURE HOURS)
<p>Module I Topic: Introduction to Multimedia</p> <p>Topics: What is Multimedia, Elements of Multimedia, Linear and Non-Linear Multimedia /Interactive and Non Interactive multimedia, Importance, stages of designing a multimedia .</p>	5
<p>Module II : Elements of Multimedia a n d Authoring Tools</p> <p>Topics: Elements of Multimedia in details, Typography, Introduction to Authoring Tools, Different types of Authoring Tools, designing outputs using various authoring tools</p>	5
<p>Module III: Visual Communication using Multimedia</p> <p>Topics: What is Visual Communication, Use of Authoring tools in Visual Communication, Principles of Gestalt theory, Elements of visual communication, Introduction to Color theory, Understanding Illustrations.</p>	5
<p>Module IV : Media & Emerging Multimedia Technologies</p> <p>Topics: Introduction to AR/VR, Introduction to Technologies and Applications of AR/VR, Basics of Graphic Designing for Print media and Digital media, Multimedia and ICT (Information and communication Technology)</p>	5
<p>Module V: Module V Introduction to Graphic Design</p> <p>Topics: Introduction to Graphics , Understanding graphic designing process , Interrelation between graphic designing and Advertising , Use of geometrical patterns in design like circle, square, rectangle and triangle, Introduction to Advertising , Design basics - conventional forms –Printing techniques, Tools , utility. Understanding the basic designing elements of an Advertisement, various types of Advertisements , corporate Identities , Introduction to typography. Campaign designing.</p>	5

Text Book:

1. Fundamentals of Creative Design by Gavin Ambrose/Paul
2. Introduction to Multimedia by Ramesh Bangia (Khanna Book Publishing Co. Pvt. Ltd)
3. Mass Communication in India by Keval J. Kumar

Reference Book:

- 1 Fundamentals of Creative Design by Gavin Ambrose/Paul Harris
2. Fundamentals of Graphic Design by Gavin Ambrose/Paul Harris
3. Kidzz tale by Partho Acharya
4. The Design Process by Karl Aspelund
5. Principles of Gestalt Psychology by Kurt Koffka
6. The Design of Everyday Things by Don Norman
7. Multimedia on the Web by Stephen McGloughlin

COURSE INFORMATION SHEET

Course Code: AN103

Course Title: Introduction to Visual Studies

Pre-requisite(s): Nil

Credits: 2 L-1 T-0 P-2

Class schedule per week: 04

Class: B.Sc. Animation & Multimedia

Semester/Level: I/I

Branch: BAM

Type: Theory

Course Objectives

This course enables the students to:

A.	Understand the fundamentals of Visual Art
B.	Develop basic skill of Visual Art
C.	Understanding 3 dimensional form of art and handling clay as plastic media of art
D.	Learn human anatomy, body balance and gesture
E.	Understand light and shade and observation

Course Outcomes

After the completion of this course, students will be able to:

1.	Implement the fundamentals of Visual Art in practice
2.	Absorb concepts of visual art
3.	Develop skill and understanding of 3 dimensional form of art
4.	Improve ability to draw human figure improve ability to design character and understand body language
5.	Draw still life, human figure in simplified forms,

Syllabus

Module-I

Topics: Introduction to Visual Art,
Art on 2D surfaces and art on 3D Forms,
Introduction to various mediums of Art

Exercise: Leaf study with pencil shading

<p>Module-II Elements of Art Principles of Art Six Limbs of Indian Art Introduction to Various Types of types of Art</p> <p>Exercise: Still life Study</p>
<p>Module-III Introduction to Perspective One point perspective Two point perspective Three point perspective Exercise : Perspective drawing/landscape</p>
<p>Module-IV</p> <p>Importance of figure study Human figure proportions Animal figure study</p> <p>Exercise : Gesture drawing of human figure</p>
<p>Module-V</p> <p>Composition in art Element of composition Rule of composition Exercise : Create composition with human figure</p>

Course Delivery Method
Lecture by use of boards/ LCD/Projectors/OHP Projectors
Tutorial/Assignment
Seminars
Mini Projects/Projects
Laboratory Experiments/Teaching Aids
Industrial/Guest Lecture

Industrial Visits/in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure Direct Assessment

Assessment Tool	% Contribution during CO Assessment
(1) Progressive Evaluation (60)	
Day to Day performance & Lab files	30
Quiz (s)	10
Viva	20
(2) End Semester (40)	
Examination Experiment performance	30
Quiz	10
Grand Total	100

Assessment Components	CO1	CO2	CO3	CO4	CO5
Quiz (I,II)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
End Sem. Examination Marks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mid-Term Examination Marks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Indirect Assessment

1. Student feedback on Faculty
2. Student feedback on Course outcome

Course Outcome	Programme Outcomes			
	a	b	c	D
1	L	L	L	L
2	M	M	M	M
3	M	M	M	M
4	H	H	H	H
5	H	H	H	H

L= Low

M=Medium

H= High

Mapping between Cos and Course Delivery (CD) methods				
CD	Course Delivery Method		Course Outcome	Course Delivery Method
CD1	Lecture by use of boards/ LCD/ Projectors/ OHP Projectors		C01	CD1,CD2,CD3
CD2	Tutorial/Assignment		C02	CD1,CD2,CD3
CD3	Seminars		C03	CD1,CD2,CD3
CD4	Mini Projects/Projects		C04	CD1, CD2, CD3, CD4,CD5
CD5	Laboratory Experiments/Teaching Aids		C05	CD1,CD2,CD5
CD6	Industrial/Guest Lecture			
CD7	Industrial Visits/in-plant training			
CD8	Self-learning such as use of NPTEL Materials and internets			
CD9	Simulation			

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COURSE INFORMATION SHEET

Course Code: MT 132

Course Title: Communication Skills I

Pre-requisite(s): Nil

Credits: 1.5 L:0 T:0 P:3

Class schedule per week: 03

Class: B.Sc. (Animation & Multimedia)

Level: I (First Year)

Branch: BAM

Name of the Teacher:

Course Objectives

This course enables the students to:

A.	To demonstrate ability to listen to and comprehend complex speech in English, listen to explanations, descriptions, messages, news stories, opinions, solutions, etc.
B.	To demonstrate ability to speak effectively in English with peers, teachers, and others, handle the various speaking situations in their academic and social sphere with confidence.
C.	To demonstrate ability to read and analyze functional texts with confidence; apply critical thinking, analysis and problem-solving skills to the reading material
D.	To demonstrate ability to write messages, personal accounts, critical reviews, short biographies, describe processes, write persuasive essays, etc.
E.	To demonstrate a strong hold on functional grammar which helps them avoid common errors in communication

Course Outcomes

After the completion of this course, students will be able to:

1	Communicate confidently in English with their peers and teachers in the immediate environment and with colleagues, clients, etc. in their future workplaces
2	Apply their learning of English to domain subjects and make presentations, posters, write research papers, lab reports, etc with confidence.
3	Handle communicative situations in their academic like such as conversations, discussions, interviews, presentations, seminars, webinars, etc. with confidence
4	Prepare for their future workplaces and their requirements such as handling team huddles, meetings, phone calls, client visits, field visits, inspections, etc.
5	Apply critical thinking abilities to analyses problems, brainstorm solutions, handle situations that require persuasive skills, etc.

Syllabus

Module I: Effective Listening

The importance of listening; Listening or descriptions of people; listening for opinions; listening for complaints; Listening to people making, accepting, and declining requests; Listening to news stories; listening to messages and a podcast; Process of Listening, Types of Listening, Barriers to Effective Listening, Listening at different managerial levels.

Listening for information about living abroad; listening to opinions; Listening to complaints; Listening to environmental problems; listening for solutions; Listening to descriptions of important events; listening to regrets and explanations; Listening to explanations; listening for the best solution; Listening to past obstacles and how they were overcome; listening for people's goals for the future.

Module II: Speaking with Confidence

Describing personalities; expressing likes and dislikes; agreeing and disagreeing; complaining; Talking about possible careers; describing jobs; deciding between two jobs; Making direct and indirect requests; accepting and declining requests; Narrating a story; describing events and experiences in the past; Talking about traveling abroad; expressing emotions; describing cultural expectations; giving advice; Describing problems; making complaints; explaining something that needs to be done; Identifying and describing problems; coming up with solutions; Asking about preferences; discussing different skills to be learned; talking about learning methods; talking about life skills; asking for and giving advice or suggestions; talking about things to be accomplished in the future; Describing milestones; describing turning points; describing regrets and hypothetical situations; Describing qualities for success; giving reasons for success; interviewing for a job; talking about ads and slogans; Drawing conclusions; offering explanations; Giving opinions for and against controversial topics; offering a different opinion; agreeing and disagreeing

Module III: Art of Reading

Reading about unusual social networking sites; Reading about different types of workplaces; Reading about talking to friends about difficult topics; Types of Reading, Methods of Reading, Reading Comprehension.

Reading about the reliability of online content; Reading about a problem with a ride-sharing service; Reading about a creative solution to a problem; Reading about different studying styles; Reading about young scientist; Reading about futurists and their predictions for the year 2050; Reading about a conflict and advice on how to fix it; Reading about advertisements; Reading about unexplained events; Reading about a job role; Reading about plagiarism in the digital age.

Module IV: Writing Skills

Writing a description of a good friend; Writing about two career choices; Writing a message with requests; Writing a personal account; Writing a pamphlet for tourists; Writing a critical online review; Writing a post on a community website; Writing about a skill; Writing a message of advice; Writing a biography; Writing a message of apology; Writing a TV or web commercial; Writing about a process; Writing a persuasive essay; Writing a personal statement for an application.

Module V: Advanced Writing Skills

Art of condensation: Précis writing, Summary, Abstract, Synopsis, Paraphrasing; Paragraph writing; Essay writing: Writing a persuasive essay; Writing a biography; Writing about a process; Writing a personal statement for an application; Writing a critical online review; Writing about a complicated situation; Report writing, Writing technical proposals.

Textbooks:

T1. Communication Skills IInd edition, Sanjay Kumar & Pushp Lata, Oxford University Press

T2. Business Correspondence and Report Writing ,R.C. Sharma, Krishna Mohan. McGraw Hill

T3. Communication for Business, Shirley Taylor, V. Chandra, Pearson

T4. Basic Business Communication- .Lesikar I Flatley, McGraw Hill.

T5. Business Communication Today ,Bovee, Thill and Chatterjee, Pearson

Course book: Interchange 5 edition Level 3, Jack C. Richards, Jonathan Hull, Susan Proctor, Cambridge University Press

Components: Student's Book with online self-study (print/online bundle)

CEFR level: B1

COURSE INFORMATION SHEET

Course Code: AN104

Course Title: Experimental Animation

Pre-requisite (s): Nil

Credits: 1.5 L:0 T:0 P:3

Class schedule per week: 04

Class: B.Sc. (Animation & Multimedia)

Semester I

Branch: BAM

Course Objectives

This course enables the students to:

1	Understand the fundamentals of Experimental Animation
2	Understanding implementation of Animation Production Process
3	Learning related hardware, software and other tools for experimental animation
4	Introduction to Flip Book, clay modeling, cutout animation and set design
5	Gaining experience of working in a group

Course Outcomes

After the completion of this course, students will be able to:

CO1	Submit an independent Flip Book, a Short experimental group film in any medium
CO2	Operate relevant animation and camera equipment
CO3	Understanding of character development and storytelling
CO4	Gain experience in handling different raw materials like; Clay, Paper, Sand, Colors etc.
CO5	Experience in working within a timetable and schedule

Syllabus

Modules /Assignments	No. of Hours
Introduction to Experimental Animation:- Mix Media Animation, Stop – Motion Animation Techniques, Cut-out Animation and Flip Book. Contemporary experiments by stop motion film makers. Assignments–Flip Books	10
Software and Hardware:-Introduction to Equipment; Light box, Line Test Machine, Punch Machine, Choosing DSLR / Video Camera and lenses, Frame Grabber Software, Stop-Motion Apps. Assignment - Some experiments related to stop-motion animation.	10
Pre- Production Design: Idea – Script- Treatment, Layouts of Character and sets Timing; Single or Double frame, Storyboard Design, Animatics. Assignment – Layout plan /Story board of the experimental film.	10
Production Design: Clay Modeling, Paper Cut-outs, Puppet making, Wire frame or Armatures, Building of Sets, Making Properties, Creating and capturing animation.	10

Assignment – Experimental animation films with different materials like; Paper, Clay, Sand, Colours etc.	
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Reference Book:

1. Stop Motion: Craft Skills for Model Animation by Susannah Shaw
2. Timing for Animation by Harold Whittaker and John Halas
3. The Advanced Art of Stop Motion By Ken A. Priebe
4. The Kultz Book of Animation: How to Make Your Own Stop Motion Movies By Nicholas Berger and John Cassiday
5. The Animator Inside of You How to Make Stop Motion and Clay Animation Basic Tricks and Tips By Chris Capps
6. The Art of Aardman: The Makers of Wallace & Gromit, Chicken Run, and More By Peter Lord, David Sproxton
7. Flipping Out: The Art of Flip Book Animation: Learn to illustrate & create your own animated flip books step by step by David Hurtado
8. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash Paperback by Maureen Furniss

POs met through topics beyond syllabus / advanced topics / design

1, 3, 9, 11, 12, 13, 14, 15

Course Delivery Method
Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture
Industrial Visits / in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure

Direct Assessment

Assessment Tools	% Contribution during CO Assessment
Day to day performance & Lab Files	30
Quiz (s)	15
Viva	15
End Semester Practical Examination	25
Viva Voce / Presentation	15

Indirect Assessment

1. Student feedback on Course outcome

Mapping of Course Outcomes onto Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
CO2	3	3	1	1	1	1	1	1	1	1	1	1	3	1	1
CO3	3	3	3	1	3	1	2	1	1	2	1	1	3	1	2
CO4	3	3	3	3	3	1	3	1	1	2	2	1	3	2	3
CO5	3	3	3	3	3	2	3	1	1	2	2	1	3	2	3

Correlation Levels 1, 2 or 3 as defined below:

1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

Mapping between COs and Course Delivery (CD) methods				
CD	Course Delivery Method		Course Outcome	Course Delivery Method
CD1	Lecture by use of boards/ LCD/ Projectors / OHP Projectors		C01	CD1, CD2, CD3
CD2	Tutorial / Assignment		C02	CD1, CD2, CD3
CD3	Seminars		C03	CD1, CD2, CD3
CD4	Mini Projects / Projects		C04	CD1, CD2, CD3, CD4, CD5
CD5	Laboratory Experiments / Teaching Aids		C05	CD1, CD2, CD5
CD6	Industrial / Guest Lecture			
CD7	Industrial Visits / in-plant training			
CD8	Self-learning such as use of NPTEL materials and internets			
CD9	Simulation			

Course Code: AM105
Course Title: Introduction to 3D
Pre-requisite(s): Nil
Credits: 1.5 L: 0 T: 0 P: 03
Class schedule per week: 03
Class: B.Sc. (Animation & Multimedia)
Semester / Level: I / I
Branch: BAM
Type: Practical

Course Objectives

This course enables the students to:

A.	Understand forms shapes and volumes
B.	Understanding Difference between 2D and 3D space
C.	Difference between organic and inorganic modeling
D.	Understanding 3D production pipeline
E.	Understand 3D tools and create some basic shapes
F.	Emerging 3D technologies

Course Outcomes

After the completion of this course, students will be able to:

1.	Solid understanding of forms shapes and volumes
2.	Create their own basic shapes
3.	Understanding of various types of 3D products of different shapes
4.	Idea of creating 3D Movies
5.	Use of 3D in various fields

Syllabus

Modules /Assignments	No. of
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	Practical Hours
<p>Assignment I Topics : Understanding of 2D and 3D spaces ,Introduction to various geometrical shapes,, Understanding Difference between 2D and 3D space, Solid understanding of forms shapes and volumes. Q1. Creating 3D objects using basic 3D primitives like cube, cylinder, cone etc.</p>	06
<p>Assignment II Topics: Difference between polygons and nurbs shapes Understanding of Proportions Understanding 3D production pipeline Q1. How to create 3D movies and games? Observing and watching various games, 3D movies and its making ?</p>	06
<p>Assignment III Topics: Understanding 3D interface 3D camera views and its use. Understand of smooth surface Understanding 3D Components of a polygon Modifying 3D shapes using components Combining Geometrical shapes to create objects Q1. Creating objects like sofas, tyre, chairs, table, fan, pen, pencil etc.</p>	06
<p>Assignment IV Topics: How to create a project Managing 3D asset library Use of duplicate options and pivot points Concept of grouping and combining 3D objects Extruding polygon components Q1. Creating objects like buildings, trees, bottles,wire and various 3D objects.</p>	06
<p>Assignment V Topics: Emerging 3D technologies Introduction to AR and VR Use of 3D technologies in various fields Q1. Assignment on the pipeline of emerging 3D technologies like AR and VR?</p>	06

Text Book:

1. Augmented Reality and Virtual Reality: Empowering Human, Place and Business

Timothy Jung, M. Claudia tom Dieck

2. Autodesk Maya 2023 Basics Guide

Book by Kelly L. Murdock

3. Autodesk Maya 2023: A Comprehensive Guide, 14th Edition by Prof. Sham Tickoo Purdue Univ. and CADCIM Technologies (Author)

Reference Book:

1. Augmented Reality and Virtual Reality: Empowering Human, Place and Business

Timothy Jung, M. Claudia tom Dieck

2. Augmented Human: How Technology Is Shaping the New Reality Helen Papagiannis

3. Metaverse For Beginners and Advanced: Darell Freeman

Course Code: AN106
Course Title: Outdoor Study-I
Pre-requisite(s): Nil
Credits: 1.5 L-0 T-0 P-3
Classes Schedule Per Week: 03
Class: B.Sc. Animation & Multimedia
Semester/Level: I/I
Branch: BAM
Type: Sessional

Course Objectives

This course enables the students to:

A.	Understand the fundamentals of Visual Art
B.	Develop basic skill of Visual Art
C.	Understanding 3dimensional form of art and handling clay as plastic media of art
D.	Learn human anatomy, body balance and gesture
E.	Understand light and shade and observation

Course Outcomes

After the completion of this course, students will be able to:

1.	Implement the fundamentals of Visual Art in practice
2.	Absorb concepts of visual art
3.	Develop skill and understanding of 3 dimensional form of art
4.	Improve ability to draw human figure improve ability to design character and understand body language
5.	Draw still life, human figure in simplified forms,

Syllabus

<p>Exercise 1: Museum study or monument study Assignment 1: Visit Museum and draw stone sculpture and other objects Assignment 2: Visit any monuments and study different sculptural motifs</p>
<p>Exercise 2. Nature study Visit any park, Garden to study trees and landscape Assignment 1: Detail study of a tree Assignment 2: Study the brick wall/ stone wall or manmade small structure Assignment 3: Study of landscape with pencil One assignment to be submitted on A3 size paper</p>
<p>Exercise 3. Figure study, Visit public places like bus station, railway station, hospitals to draw rapid sketches. Assignment 1: 200 rapid sketches to be submitted</p>

Course Delivery Method

Lecture by use of boards/ LCD/Projectors/OHP Projectors

Tutorial/Assignment
Seminars
Mini Projects/Projects
Laboratory Experiments/Teaching Aids
Industrial/Guest Lecture
Industrial Visits/in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure Direct Assessment

Assessment Tool	% Contribution during CO Assessment
(1) Progressive Evaluation (60)	
Day to Day performance & Lab files	30
Quiz (s)	10
Viva	20
(2) End Semester (40)	
Examination Experiment performance	30
Quiz	10
Grand Total	100

Assessment Components	CO1	CO2	CO3	CO4	CO5
Quiz(I, II)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
End Sem. Examination Marks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mid-Term Examination Marks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Indirect Assessment

1. Student feedback on Faculty
2. Student feedback on Course outcome

Course Outcome	Programme Outcomes			
	a	b	c	D
1	L	L	L	L
2	M	M	M	M
3	M	M	M	M
4	H	H	H	H
5	H	H	H	H

L= Low

M=Medium

H= High

Mapping between Cos and Course Delivery(CD) methods			
CD	Course Delivery Method	Course Outcome	Course Delivery Method
CD1	Lecture by use of boards/ LCD/ Projectors/ OHP Projectors	C01	CD1,CD2,CD3
CD2	Tutorial/Assignment	C02	CD1,CD2,CD3
CD3	Seminars	C03	CD1,CD2,CD3
CD4	Mini Projects/Projects	C04	CD1, CD2, CD3, CD4,CD5
CD5	Laboratory Experiments/Teaching Aids	C05	CD1,CD2,CD5
CD6	Industrial/Guest Lecture		
CD7	Industrial Visits/in-plant training		
CD8	Self-learning such as use of NPTEL Materials and internets		
CD9	Simulation		

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Skill Enhancement Course (SEC-I)
Semester-I
B.Sc. Animation & Multimedia

COURSE INFORMATION SHEET

Course Code: AN107
Course Title: BASIC DRAWING SKILL
Pre-requisite(s): Nil
Credits: 3 L: 1 T: 1 P: 2
Class schedule per week: 04
Class: B.Sc. (Animation & Multimedia)
Semester / Level: I / I
Branch: BAM
Name of the Teacher:

Course Objectives

This course enables the students to:

1.	improve compositional sense, Understanding of Negative and positive space, distribution and control on pencil and ink brush.
2.	Understand the position of objects, comparative size of objects and to understand light and shadow.
3.	Understand human Proportion, movements, Gesture and to improve drawing quality.
4.	Understand different types of leaf shape and plants shape. To improve concentration and observation skill.

Course Outcomes

After the completion of this course, students will be able to:

CO1	Create different kind of basic designs for different purpose. Able to finish with both brush and pen/pencil.
CO2	Draw any kind of objects in front and create volume with light and shadow.
CO3	Draw human figure quickly with proper proportions
CO4	Draw observe and draw leaf and trees in details
CO5	Express oneself through drawings

MODULE	(NO. OF LECTURE HOURS)
MODULE I Basic design with monochrome color distribution: Assignment: 1. Design with basic element like square, Triangle, circle, cube etc. Black and white colour distribution with Pencil and with ink and brush.	8
MODULE II Object Drawing Assignment: 1. Simple object drawing with light and shadow.	8

MODULE III Human Gesture Drawing (Live), Life sketching, (Outdoor)	8
MODULE IV Nature study > Landscapes	8
MODULE V Nature Study > Flora Study	8

Reference books:

1. Basic Design: Principles and Practice, Kenneth F. Bates
2. Design Evolution: Theory Into Practice: a Handbook of Basic Design By Timothy Samara
3. Basic Design: The Dynamics of Visual Form, Maurice De Sausmarez
4. Sar: The Essence of Indian Design, Swapnaa Tamhane, Rashmi Varma
5. The Fundamentals of Drawin, By Barrington Barber
6. Fast Sketching Techniques, David Rankin, Sketching, Pratap Mulick
7. Everyday Sketching and Drawing: Learn the Five-Step Technique to Illustrating Your Life, Steven B. Reddy
8. Drawing Nature, Stanley Maltzman
9. Exercises in Nature Study: With Directions for Observation Drawing, Description and Modelling, James Nisbet

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure

Direct Assessment

Assessment Tools	% Contribution during CO Assessment
Day to day performance & Lab Files	30
Quiz (s)	15
Viva	15
End Semester Practical Examination	25
Viva Voce / Presentation	15

Indirect Assessment

1. Student feedback on Course outcome

Mapping of Course Outcomes into Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	2	2	2	2	1	2	1	2	2	2	1	2	3	2	1
CO2	2	2	2	2	1	2	1	2	2	2	1	2	2	1	1
CO3	2	2	2	2	1	2	1	1	2	1	1	3	3	1	1
CO4	2	2	2	2	1	2	2	1	2	2	1	3	3	1	1

Correlation Levels 1, 2 or 3 as defined below:

1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

CO1	Students can create different kind of basic designs for different purpose. Able to finish with both brush and pen/pencil.
CO2	Can draw any kind of objects in front and create volume with light and shadow.
CO3	Able to draw human figure quickly with proper proportions
CO4	Able to draw observe and draw leaf and trees in details

Course Delivery Method
Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture
Industrial Visits / in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Mapping between COs and Course Delivery (CD) methods			
CD	Course Delivery Method	Course	Course Delivery

		Outcome	Method
CD1	Lecture by use of boards/ LCD/ Projectors / OHP Projectors	C01	CD1, CD2, CD3
CD2	Tutorial / Assignment	C02	CD1, CD2, CD3
CD3	Seminars	C03	CD1, CD2, CD3
CD4	Mini Projects / Projects	C04	CD1, CD2, CD3, CD4, CD5
CD5	Laboratory Experiments / Teaching Aids	C05	CD1, CD2, CD5
CD6	Industrial / Guest Lecture		
CD7	Industrial Visits / in-plant training		
CD8	Self-learning such as use of NPTEL materials and internets		
CD9	Simulation		

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COURSE INFORMATION SHEET

Course Code: AN108

Course Title: Presentation Design

Pre-requisite(s): Nil

Credits: 3 L: 1 T:1 P:2

Class schedule per week: 04

Class: B.Sc. (Animation & Multimedia)

Semester / Level: I / FI

Branch: BAM

Type: Lecture and Practical

Name of the Teacher:

Course Objectives

This course enables the students to:

1.	Develop appropriate presentations for projects and job interviews etc.
2.	Students will learn the skills to make appealing presentations and all the content which would enhance the presentations like several types of graphics, animations (introductory), video (introductory) etc.

Course Outcomes

After the completion of this course, students will be able to:

CO1	Understand the importance of presentations
CO2	Students will be able to make presentations and content for presentation. Presentation designing skills are helpful in every job. There are specific jobs also for people good in this skill
CO3	Ability to compose and express verbally.
CO4	To organise research and compile the findings into bullet points.
CO5	To draw systematic summary in order of importance.

SYLLABUS

MODULE	(NO. OF LECTURE HOURS)
Module – I Aesthetics of a Presentation: Creative concepts about presentations from research stage to execution stage like brainstorming, planning, designing etc. Conceptual Knowledge about Digital Content used in Presentations (such as Types of Graphics, Animations, Layouts (Presentation Themes), Text etc.) User Interface Concepts	6

Colour Theory Visual Communication Case Studies of Good Presentations	
Module – II MS Office or equivalent freeware like Libre Office (Word and Excel)	6
Module – III Graphic Design using Adobe Photoshop or equivalent freeware: Basic video / sound editing: Presentation creation in Power Point or equivalent freeware: Exposure to Free Online Tools or Apps used for presentation design:	6
Module – IV Basic video / sound editing: Presentation creation in Power Point or equivalent freeware: Exposure to Free Online Tools or Apps used for presentation design:	6
Module – V Project	12

Text Book:

1. Presentation Zen: Simple Ideas on Presentation Design and Delivery, Garr Reynolds

Reference Books:

1. How to be a Presentation God: Build, Design, and Deliver Presentations that ...By Scott Schwertly, Publisher: John Wiley and Sons

2. Slideology: The Art and Science of Creating Great Presentations by Nancy Duarte, O'Reilly Media Inc.
3. Lean Presentation Design: How to Create Presentations That Everybody Loves, Maurizio La Cava
4. The Non-Designer's Presentation Book: Principles for effective presentation ... By Robin Williams, Peachpit Press

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure

Direct Assessment

Assessment Tools	% Contribution during CO Assessment
Day to day performance & Lab Files	30
Quiz (s)	15
Viva	15
End Semester Practical Examination	25
Viva Voce / Presentation	15

Indirect Assessment

1. Student feedback on Course outcome

Mapping of Course Outcomes into Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	2	2	2	2	1	2	1	2	2	2	1	2	3	2	1
CO2	2	2	2	2	1	2	1	2	2	2	1	2	2	1	1
CO3	2	2	2	2	1	2	1	1	2	1	1	3	3	1	1
CO4	2	2	2	2	1	2	2	1	2	2	1	3	3	1	1

Correlation Levels 1, 2 or 3 as defined below:

- 1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

CO1	Students can create different kind of basic designs for different purpose. Able to finish with both brush and pen/pencil.
CO2	Can draw any kind of objects in front and create volume with light and shadow.
CO3	Able to draw human figure quickly with proper proportions
CO4	Able to draw observe and draw leaf and trees in details

Course Delivery Method
Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture
Industrial Visits / in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Mapping between COs and Course Delivery (CD) methods			
CD	Course Delivery Method	Course Outcome	Course Delivery Method
CD1	Lecture by use of boards/ LCD/ Projectors / OHP Projectors	C01	CD1, CD2, CD3
CD2	Tutorial / Assignment	C02	CD1, CD2, CD3
CD3	Seminars	C03	CD1, CD2, CD3
CD4	Mini Projects / Projects	C04	CD1, CD2, CD3, CD4, CD5
CD5	Laboratory Experiments / Teaching Aids	C05	CD1, CD2, CD5
CD6	Industrial / Guest Lecture		
CD7	Industrial Visits / in-plant training		
CD8	Self-learning such as use of NPTEL materials and internets		
CD9	Simulation		

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COURSE INFORMATION SHEET

Course Code: AN109

Course Title: Photography

Pre-requisite (s): Nil

Credits: 3 L: 1 T: 1 P: 2

Class schedule per week: 04

Class: B.Sc. (Animation & Multimedia)

Semester / Level: I / I

Branch: BAM

Name of the Teacher:

Course Objectives

Course Objectives

This course enables the students to:

1.	Concept of photography.
2.	Understand concept of digital camera.
3.	Introduction to popular hardware and software.
4.	Narrative in photography.
5.	Practical assignments.

Course Outcomes

After the completion of this course, students will be able to:

CO1	The student will understand the uses of various equipment of photography.
CO2	Comprehensive grasp of concepts.
CO3	Functional use of photography.
CO4	Professional practices and skills.
CO5	Be able to handle professional assignments.

<u>Topics / Exercises</u>	(No. Of Hours)
1. Introduction to photography, working with DSLRs cameras, camera features and accessories such as flash, reflectors, lenses, filters, and storage device.	8
2. Creativity with aperture, lens and light, digital camera and colour balance, frame and composition, visual grammar, perspective, and angles.	8
3. Visualizing, aesthetics of composition, lens and exposure, focus and depth of field.	8
4. Understanding natural and artificial lights, fashion photography, nature photography, street photography, storytelling through photography.	8
5. Image compression and formats; GIF, JPEG, Tiff, PNG PDF, RAW, etc., Image editing and post processing. <u>Assignments:</u> - The students will create and publish their own portfolio. This portfolio will be in the form a blog, a website or a coffee table book.	8

Suggested Readings:

1. Better Photo Basics by Moitke Jim
2. The Digital Photography Book: by Kelby, Scott

Suggested Readings:

1. Better Photo Basics by Moitke Jim
2. The Digital Photography Book: by Kelby, Scott

POs met through topics beyond syllabus / advanced topics / design

Course Delivery Method
Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture

Industrial Visits / in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure

Direct Assessment

Assessment Tools	% Contribution during CO Assessment
Day to day performance & Lab Files	30
Quiz (s)	15
Viva	15
End Semester Practical Examination	25
Viva Voce / Presentation	15

Indirect Assessment

1. Student feedback on Course outcome

Mapping of Course Outcomes onto Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO2	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO3	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO4	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO5	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1

Correlation Levels 1, 2 or 3 as defined below:

- 1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

Course Delivery Method

Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture
Industrial Visits / in-plant training

Self-learning such as use of NPTEL materials and internets
Simulation

Mapping Between COs and Course Delivery (CD) methods

CD Code	Course Delivery Method	Course Outcome	Course Delivery Method Used
CD1	Lecture by use of boards/ LCD/ Projectors / OHP Projectors	C01	CD1, CD2, CD3
CD2	Tutorial / Assignment	C02	CD1, CD2, CD3
CD3	Seminars	C03	CD1, CD2, CD3
CD4	Mini Projects / Projects	C04	CD1, CD2, CD3, CD4, CD5
CD5	Laboratory Experiments / Teaching Aids	C05	CD1, CD2, CD5
CD6	Industrial / Guest Lecture		
CD7	Industrial Visits / in-plant training		
CD8	Self-learning such as use of NPTEL materials and internets		
CD9	Simulation		

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COURSE INFORMATION SHEET

Course Code: AN125

Course Title: Game Appreciation

Pre-requisite(s): Nil

Credits: 3 L:1 T:1 P:2

Class schedule per week: 04

Class: B.Sc. (Animation & Multimedia)

Semester / Level: I / I

Branch: BAM

Name of the Teacher:

Course Objectives

This course enables the students to:

1.	Understand the video games as a tool of storytelling and entertainment. Students will explore information about earlier games to current games. Students will have discussions and observe the creative aspects of digital interactive form of art i.e. Digital games.
2.	Learn History and evolution of digital games. Learn to explore and appreciate digital games in terms of a Game Designer.
3.	Understand the concept of process of Game Development and Game Development parts.
4.	Explore various popular digital games and to analyze them critically.
5.	Share each other's experiences of different games.
6.	Understand the fundamentals of Digital Games starting from games in general then digital games. Students learn about the elements of a game.
7.	There will be examples of number of games in class. Student need not to play all of them, but he should play some of them, or, at least, watch YouTube videos of game play.

Course Outcomes

After the completion of this course, students will be able to:

CO1	Understand digital games and its elements.
CO2	Students will be able to look at Games as digital medium for story telling
CO3	Students will make up their mind if and which field of Game Production suit them.
CO4	Students will explore and enjoy the story telling capabilities of games.
CO5	Students will learn to critically analyze the digital games.

SYLLABUS

MODULE	(NO. OF LECTURE HOURS)
<p>Module – I What is Game? : What is Game, How Game is Different from other modes of entertainment, Elements of a game, Visualizing the Game, Idea generation for games, Balance in a game</p> <p>History of Games: History of Game Consoles, History of Games, Discussion about popular games from past</p> <p>Game Genre: Various genre of games</p>	5
<p>Module – II Process of Game Development: Stages of game Development:</p> <p>Game Production Parts: Design, Art, Coding etc.</p> <p>Game Design Document: What is GDD, Types of GDD, Sample GDD</p>	5
<p>Module – III Game Analysis: Game Analysis of famous Game ‘Tetris’.</p> <p>Game Analysis of any current popular game: for example, ‘Fortnite: battle Royale’.</p> <p>Writing exercise: Game Analysis of some popular games by students.</p>	5
<p>Module – IV Case Studies of Games (In context of popularity of game play)</p> <p>Exercise: Presentations by students on an era or particular game from “History of Games”. (Students will present case studies and presentations in groups. It will be treated as an assignment / quiz also.)</p>	5
<p>Module – V Game Play Sessions:</p>	6

Video Showcase of Popular Games:	
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Text Book:

Monograph on Fundamentals of Game technology, Dept. of Animation and Multimedia, BIT Mesra

References in Syllabus

1. Game Design Workshop: A Playcentric Approach to Creating Innovative Games, by Fullerton Tracy (2014), RC Press/Taylor & Francis
2. Understanding Video Games: The Essential Introduction by Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca, Routledge Taylor & Francis Group (2009)
3. Game Design for Teens by Les Pardew, Premier Press (2004)
4. History of Video Games Paris, David (2017)
5. Game Development and Production by Erik Bethke, Wordware Publishing, Inc. (2003)
6. Game Programming All in One by Bruno Miguel Teixeira de Sousa, Premier Press (2002)
7. Tetris: The Games People Play by Box Brown, Macmillan (2016)
8. The Tetris Effect: The Game that Hypnotized the Worldby Dan Ackerman (2016)
9. Gamers at Work: Stories Behind the Games People Play by Morgan Ramsay,(2012), Apress
10. What video games have to teach us about learning and literacy by James Paul Gee (2003)
11. Games user research: a case study approach by Garcia-Ruiz, Miguel A, Author: Garcia-Ruiz, Miguel A, (2016), CRC Press
12. The Comic Book Story of Video Games: The Incredible History of the Electronic Gaming Revolution, By Jonathan Hennessey (2017) Potter / Ten

Topics beyond syllabus/Advanced topics/Design

1. Serious Games
2. Storytelling in Digital Games
3. Game Development

POs met through Topics beyond syllabus/Advanced topics/Design

2, 3, 4, 12

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure**Direct Assessment**

Assessment Tools	% Contribution during CO Assessment
Quiz (I, II)	20
Mid-term Examination Marks	25
Attendance	5
End-term Examination Marks	50

Assessment Components	CO1	CO2	CO3	CO4	CO5
Quiz (I, II)	✓	✓	✓		
End Sem Examination Marks	✓	✓	✓	✓	✓
Mid-Term Examination Marks	✓	✓	✓		

Indirect Assessment

Student feedback on Course outcome

Mapping of Course Outcomes onto Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO2	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO3	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO4	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1
CO5	2	2	2	1	3	1	1	1	2	1	1	1	1	1	1

Correlation Levels 1, 2 or 3 as defined below:

1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

Course Delivery Method

Lecture by use of boards/ LCD/ Projectors / OHP Projectors
Tutorial / Assignment
Seminars
Mini Projects / Projects
Laboratory Experiments / Teaching Aids
Industrial / Guest Lecture
Industrial Visits / in-plant training
Self-learning such as use of NPTEL materials and internets
Simulation

Mapping Between COs and Course Delivery (CD) methods

CD Code	Course Delivery Method	Course Outcome	Course Delivery Method Used
CD1	Lecture by use of boards/ LCD/ Projectors / OHP Projectors	C01	CD1, CD2, CD3
CD2	Tutorial / Assignment	C02	CD1, CD2, CD3
CD3	Seminars	C03	CD1, CD2, CD3
CD4	Mini Projects / Projects	C04	CD1, CD2, CD3, CD4, CD5
CD5	Laboratory Experiments / Teaching Aids	C05	CD1, CD2, CD5
CD6	Industrial / Guest Lecture		
CD7	Industrial Visits / in-plant training		
CD8	Self-learning such as use of NPTEL materials and internets		
CD9	Simulation		

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COURSE INFORMATION SHEET

Course Code: AN111
Course Title: Desk Top Publishing
Pre-requisite(s): Nil
Credits: 3 **L:** 1 **T:** 1 **P:** 2
Class schedule per week: 04
Class: B.Sc. (Animation & Multimedia)
Semester / Level: I / I
Branch: BAM
Name of the Teacher:

Course Objectives

This course enables the students to:

1.	Understand the Concept of Desktop Publishing
2.	Gain introductory knowledge of Various Elements of Desktop Publishing
3.	Understanding the Role of Various Tools of Desktop Publishing
4.	Understand Emerging Technologies in the Field of DTP

Course Outcomes

After the completion of this course, students will be able to:

CO1	Understanding Information Technology
CO2	Learn Operating Mechanism of Various Tools
CO3	Understand Various Software's and Hardware's Related to this Field
CO4	Gain Knowledge About Troubleshooting mechanism
CO5	Design a Project by Combining Various Elements of DTP

Syllabus

MODULE/ ASSIGNMENT	(NO. OF LECTURE HOURS)
Module I Computer Fundamentals: Hardware	8

RAM, ROM, Storage Devices (HDD , Flash Drives , DVD) , Input Devices (Mouse , Keyboard , Digital Pens , Touch Screens) , Output Devices (VDU , Printers)	
Module – II Computer Fundamentals: Operating Systems Windows based OS, Linux based OS, and Mac based OS, Word Processing Software's, Graphic Designing Software, Drawing and Painting Software.	8
Module – III MS Office Suite Introduction to MS-Office, Creating Tables in MS-Word, Creating Reports and News Letters, Power Point Presentation, Introduction to MS-Excel, Introduction to Formulas and Function of MS-Excel.	8
Module – IV Designing Software Adobe Photoshop Introduction to Adobe Photoshop, Toolbar in Photoshop, Introduction to Software's Interface, Editing Images, Creating Graphics, Creating Logos, Saving Files, Rendering	8
Module – V Designing Software Adobe Illustrator Introduction to Adobe Illustrator, Toolbar in Illustrator, Introduction to Software's Interface, Creating Shapes, Creating Illustrations, Creating Logos, Saving Files, Rendering	8

Text Book:

1. Introduction to Multimedia by Ramesh Bangia (Khanna Book Publishing)
2. Web Designing with Html and CSS by Jeremy Osborn and Jennifer Smith
3. Adobe Photoshop CC Classroom

Reference Book:

1. Introduction to Desktop Publishing with Digital Graphics by Edition by Kevin Niemeyer

Course Outcome (CO) Attainment Assessment Tools and Evaluation Procedure

Direct Assessment

Assessment Tools	% Contribution during CO Assessment
Day to day performance & Lab Files	30
Quiz (s)	15
Viva	15
End Semester Practical Examination	25
Viva Voce / Presentation	15

Indirect Assessment

1. Student feedback on Faculty
2. Student feedback on Course outcome

Mapping of Course Outcomes onto Program Outcomes

Course Outcome	Program Outcomes (POs)												Program Specific Outcomes (PSOs)		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CO1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
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CO3	2	2	2	2	2	1	1	1	1	1	1	1	2	1	2
CO4	3	3	3	3	3	1	1	1	1	1	1	1	3	2	3
CO5	3	3	3	3	3	2	2	1	2	1	2	1	3	3	3

Correlation Levels 1, 2 or 3 as defined below:

- 1: Slight (Low) 2: Moderate (Medium) 3: Substantial (High)

Course Delivery Method
Lecture by use of boards/ LCD/ Projectors / OHP Projectors
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CD8	Self-learning such as use of NPTEL materials and internets			
CD9	Simulation			

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