

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

B.Sc. GAME DESIGN

COURSES OF STUDY AND SCHEME OF ASSESSMENT

(MINIMUM CR EDITS TO BE EARNED: 140)

Code No.	Course	Hours/Week			Maximum Marks			Total
		Lecture	Tutorial	Practical	Credits	CA	SEE	
SEMESTER 1								
LANG	Tamil I/ Hindi / French	3	0	0	3	40	60	100
ENG	English I	3	0	0	3	40	60	100
CORE	Drawing - I	0	2	4	4	40	60	100
CORE	Introduction to Digital Media	4	0	0	4	40	60	100
CORE	History of Games	3	0	0	3	40	60	100
CORE	Digital Design	0	2	4	4	40	60	100
AECC	Communication Skills	1	0	2	2	40	60	100
SEC	Orientation/Induction programme / Life skills	-	-	-	-	-	-	-
		14	4	10	23			
SEMESTER 2								
LANG	Tamil II / Hindi / French	3	0	0	3	40	60	100
ENG	English II	3	0	0	3	40	60	100
CORE	Basics of 3d Modelling and Texturing	0	1	4	3	40	60	100
CORE	Art of Audio and Video Editing	0	1	4	3	40	60	100
CORE	Introduction to 2D & 3D Animation	3	0	0	3	40	60	100
CORE	Introduction to Game Design	3	0	0	3	40	60	100
CORE	Drawing II	0	2	4	4	40	60	100
SEC	Soft Skills - I / Sector Skill Council Course	2	0	0	2	40	60	100
SEC	NSS / NCC / Swachh Bharat / Inplant Training	-	-	-	-	-	-	-
		14	4	12	24			

CA - Continuous Assessment

SEE - Semester End Examination

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B.Sc. GAME DESIGN

Code No.	Course	Hours/Week			Credits	Maximum Marks		
		Lecture	Tutorial	Practical		CA	SEE	Total
SEMESTER 3								
LANG	Tamil III / Hindi / French	3	0	0	3	40	60	100
ENG	English – III	3	0	0	3	40	60	100
CORE	Character Modelling and Sculpting	0	1	4	3	40	60	100
DSE I	DSE I	0	1	4	3	40	60	100
DSE II	DSE II	0	1	4	3	40	60	100
DSE III	DSE III	0	1	4	3	40	60	100
AECC	Environmental Studies	2	0	0	2	40	60	100
CORE	Introduction to Digital Marketing	3	0	0	3	40	60	100
SEC	Soft Skills - II / Sector Skill Council Course	2	0	0	2	40	60	100
SEC	Capacity enhancement course/ Value Added Course	-	-	-	-	-	-	-
		13	4	16	25			

SEMESTER 4

LANG	Tamil IV / Hindi / French	3	0	0	3	40	60	100
ENG	English IV	3	0	0	3	40	60	100
DSE IV	DSE IV	0	2	4	4	40	60	100
CORE	Game Engine – Level 01	0	1	6	4	40	60	100
DSE V	DSE V	3	1	0	4	40	60	100
CORE	Character Rigging & Animation	0	1	4	3	40	60	100
SEC	Soft Skills III / Sector Skill Council Course	2	0	0	2	40	60	100
		11	5	14	23			

CA - Continuous Assessment

SEE - Semester End Examination

B.Sc. GAME DESIGN

Code No.	Course	Hour / Week			Credits	Maximum Marks		
		Lecture	Tutorial	Practical		CA	SEE	Total
SEMESTER 5								
CORE	VR & AR System	0	1	6	4	40	60	100
DSE VI	DSE VI	3	1	0	4	40	60	100
CORE	Game Engine – Level02	0	1	6	4	40	60	100
DSE VII	DSE VII	0	1	4	3	40	60	100
DSE VIII	DSE VIII	0	1	4	3	40	60	100
DSE IX	DSE IX	2	0	4	4	40	60	100
SEC V	Internship	0	0	4	2	40	60	100
SEC VI	Mini Project	0	2	4	4	40	60	100
SEC	Skill Enhancement Training/ Industrial Visit / Student Club Activities	-	-	-	-	-	-	-
		5	7	32	28			

SEMESTER 6

CORE	Project showreel - AR/VR	0	1	10	6	40	60	100
CORE	Dissertation of the project	0	1	10	6	40	60	100
GE I	GE I	2	0	0	2			
SEC VII	Entrepreneurship Development	2	0	0	2	40	60	100
SEC VIII	Technical Seminar/Innovation Council/Start up Initiative	0	0	2	1	40	60	100
		4	2	22	17			

CA - Continuous Assessment

SEE - Semester End Examination

Generic Electives

1. Consumer Affairs 2. Disaster Management 3. Universal Human Values

List of Discipline Specific Elective Courses:

S.No.	Code	Course	
<u>1.</u>	DSE01	Introduction to Programming (C#)	
<u>2.</u>	DSE02	Lighting and Rendering	
<u>3.</u>	DSE03	Max Modelling & Texturing	
<u>4.</u>	DSE04	Game Testing	
<u>5.</u>	DSE05	Advanced Game Design	
<u>6.</u>	DSE06	Level Design	
<u>7.</u>	DSE07	Max Lighting & Rigging	
<u>8.</u>	DSE08	Max Animation, Dynamics and FX	
<u>9.</u>	DSE09	Artificial Intelligence in Games	

List of Ability Enhancement Compulsory Courses:

Code	Course
AECC	Communication Skills
AECC	Environmental Studies

List of Skill Enhancement Course (SEC)

Subject Code	Title of the Paper
SEC	Soft Skill -I
SEC	Soft Skill – II
SEC	Soft skill – III
SEC	Internship
SEC	Entrepreneurship Development.
SEC	National Service Scheme

Syllabus

Core Courses

பாடக் குறியீட்டு எண்: 21LT001

3 0 0 3

பருவம்-1, தமிழ்மொழிப்பாடம்-1

பகுதி-1, தகுதிப்புள்ளி: 3, வார்ப் பாட நேரம்: 3.

தாள்-1

இக்காலக் கவிதைகள் - உரைநடை - பண்பாடு - மொழித்திறன்

அலகு 1: மரபுக்கவிதை

9 மணி நேரம்

1. பாரதியார் - பாரத தேசம் என்னும் தலைப்பில் ஆறு பாடல்கள்.
(பாடல் எண்கள் 1, 6, 7, 9, 12, 13)
2. பாரதிதாசன் - தமிழுக்கும் அமுதென்று பேர் என்னும் தலைப்பிலான கவிதை.
3. தேசிக விநாயகம் பிள்ளை - உடல் நலம் பேணல் என்னும் தலைப்பிலான கவிதை
4. முடியரசன் - காவியப் பாவை - "புண்படுமா" என்னும் கவிதை.

அலகு 2: புதுக்கவிதை

9 மணி நேரம்

1. நா. காமராசன் - கறுப்பு மலர்கள் தொகுப்பில் காகிதப்பூக்கள் என்னும் தலைப்பிலான கவிதை.
2. அப்துல் ரகுமான் - ஆலாபனை தொகுப்பில் போட்டி என்னும் தலைப்பிலான கவிதை
3. ஈரோடு தமிழன்பன் - ஒரு வண்டி சென்றியு தொகுப்பில் தேர்ந்தெடுக்கப்பட்ட சென்றியு கவிதைகள்
4. ஆண்டாள் பிரியதர்ஷினி - முத்தங்கள் தீர்ந்துவிட்டன தொகுப்பில் 'இங்கே வரும் போது' என்னும் தலைப்பிலான கவிதை

அலகு 3: உரைநடை

9 மணி நேரம்

1. மாணாக்கரும் தாய்மொழியும் - திரு.வி.க.,
2. மன வலிமை வேண்டும் - மு.வரதராசனார்
3. செம்மொழித் தமிழின் சிறப்புகள்
4. பண்டைத் தமிழரின் சாதனைச் சுவடுகள்

அலகு 4: தமிழர் வாழ்வும் பண்பாடும்

9 மணி நேரம்

பண்பாடு - வாழ்வியல் முறை - அகம், புறம் - உணவு முறை - விருந்தோம்பல் - நம்பிக்கைகள் - விழாவும் வழிபாடும் - கலைகள் - கட்டடம் - சிற்பம் - ஓவியம் - இசை - கூத்து - தொழிலும் வணிகமும் - அறிவியல் நோக்கு.

அலகு 5: மொழித்திறன், இலக்கிய வரலாறு, இலக்கணம்

9 மணி நேரம்

1. எழுத்துப் பிழை, தொடர்பு பிழைகள்
2. வேற்றுமை இலக்கணம்
3. செய்யுள் நலம் பாராட்டல்

4. பாடம் தழுவிய இலக்கிய வரலாறு (மரபுக் கவிதை, புதுக்கவிதை, உரைநடை)

மொத்தம்: 45 மணி நேரம்

Course outcome:

Students will able to

CO1: Recall and recognize heritage and culture of Tamils through History of Tamil Language.

CO2: Interpret the cultural life style of Ancient Tamils.

CO3: Evaluate social and individuals moral value after studying Epics and Ethics Literature.

CO4: Build the humanistic concept and moral life skills after studying divine and minor Literature.

CO5: Improve their own creativity and writing skills after studying history of Modern Tamil Literature.

பார்வை நூல்கள்

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

HINDI
I year-I Sem (Prose, Letter writing& Technical words)

3 0 0 3

Course Objective:

- To enable the students to develop communication skills

- To train students in official language
- To enrich their knowledge in Hindi literature

Unit I	- ‘ Ek atuut kadi’, letter writing, Technical words.	9
Unit II	‘Devi singh’, letter writing, Technical words.	9
Unit III	‘ kabiraa ki kaashi ’, letter writing, Technical words.	9
Unit IV	‘ kabiraa ki kaashi ‘, letter writing, Technical words.	9
Unit V	‘ bharathiya vigyan ki kahaani ’- ‘hamne diyaa ,hamne liyaa’, letter writing	9
Total hours		45

Course Outcome

At the end of this course

- CO 1 Students will be familiar with official letter writing
 CO 2 will be trained in writing various letters.
 CO 3 students will be moulded with good character understand human values
 CO 4 students will gain knowledge about ancient India
 CO 5 will know the equivalent hindi words for scientific terms

Text Book Gadya Khosh , Prashasanik shabdavali, Patra lekhan

FRENCH I

3 0 0 3

OBJECTIVE:

To introduce French language.

To enable the students to understand and to acquire the basic knowledge of French language with elementary grammar.

UNIT- I INTRODUCTION 9

Introduction-Alphabet-comment prononcer, écrire et lire les mots-base: les pré-noms personnel de 1er , 2eme et 3eme personnes-conjugaisons les verbes être et avoir en forme affirmative, negative Et interrogative.

UNIT- II- LECON 1-3 9

Leçon 1 :Premiers mots en français- 2.Les hommes sont difficiles 3.Vive la liberté-Réponses aux questions tires de la leçon-Grammaire: Les adjectives masculines ou féminines-Les article définies et indéfinis-Singuliers et pluriels.

UNIT- III LECON 4-6 9

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

UNIT- IV LÉCON 7-9 **9**

Leçon 7. Trois visages de l'aventure , 8. A moi Auvergne 9. Recit de voyage-Réponses aux questions tirées de la leçon- Grammaire : Adjectif possessif- Les phrases au présent de l'indicatif-Les phrases avec les verbes pronominaux au présent.

UNIT- V COMPOSITION **9**

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

Total: 45 Hours

Course Outcome

- CO1 Through the story students will be familiar with the writing style of great writer "sri Jayashankar Prasad" & can understand the situation of country during Mughal period.
- CO2 To make the children understand the importance of selecting a profession according to one's own interest.
- CO3 To describe the present situation; Politian's behaviour & their self oriented activities.
- CO4 To explain the importance of computer in daily life in all the fields.
- CO5 This story helps the students to understand the Writing style of writer "Fanishwarnath renu" who is well known for his village type Stories .

TEXTBOOK:

Jack GIRARDER & Jean Marie GRIDLIG, <<Méthode de Français PANORAMA>>, Clé Internationale, Goyal Publication, New Delhi Edition 2014.

REFERENCE BOOKS:

DONDO Mathurin, "Modern French Course", Oxford University Press, New Delhi Edition 2014.

Nithya Vijayakumar get ready French Grammar-Elementary Goyal publications, New Delhi Edition 2014.

ENGLISH I - PROSE

3 0 0 3

Course Objective:

- To enable students to develop their communication skills effectively. To make students familiar with usage skills in English Language.
- To enrich their vocabulary in English
- To develop communicative competency.

Credit Hours

UNIT I

09

1. Dangers of Drug Abuse - Hardin B Jones
2. Tight Corners - E. V. Lucas

UNIT II	09
3. Futurology - Aldous Huxley	
4. If You are Wrong, Admit it - Dale Breckenridge Carnegie	
UNIT III	09
5. Industry - Dr.M.Narayana Rao & Dr.B.G.Barki	
6. Turning Point of My Life - A.J Cronin	
UNIT IV	09
7. Excitement - Mack R. Douglas	
8. The Kanda Man Eater - Jim Corbett	
UNIT V	09
9. Vocabulary and Exercises under the Lessons	
Total	45 Hours

Note: Lessons prescribed are from various anthologies and respective exercises therein will be taught.

Course Outcome

- At the end of this course students will be able to,
- CO1 Examine the language of prose.
 - CO2 Utilize instructions on fundamentals of grammar
 - CO3 Develop their own style of writing after studying diverse prose essays.
 - CO4 Classify different essays on the basis of their types.
 - CO5 Critically comment on the textual content of prose.

Books Prescribed:

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

Web Sources:

- <https://www.gradesaver.com/>
- <https://www.enotes.com/>
- <https://www.jstor.org/>
- <https://www.sparknotes.com/>
- <https://www.cliffsnotes.com/>

Course Objective:

1. To gain a control of representational drawing skills
2. To understand and manipulate the proportional relationships from actual objects
3. To manipulate the formal elements and principles to achieve better design solutions
4. To know the importance and control of good craftsmanship and presentation skills

Unit I Basics of Drawing 12

Drawing Basics, Material Handling And Methods, Elements Of Drawing, Variety Of Drawings, Lines, Vertical, Horizontal, Diagonal, Curved Lines, Dotted Lines, Basic Shapes, Forms, Geometrical Shapes And Non-Geometrical Shapes, Drawing Balance, Paper Balance, Traditional Freehand Drawing, Creating Drawings Using Combinations Of Different Lines.

Unit II Lights and Shades 12

Light And Dark, Tonal Values, Teaching Different Shading Technique And Styles, Drawing Different Objects In Different Tonal Values, Fine Art Style, Academic Style, Atmosphere Light, Artificial Light Shading, Study Of Different Textured In Different Lighting, Lightings In Portrait Study, Study Of Low And High Light, Mid Tone Shadings Making Art Using Shading Technique.

Unit III Still-Life Drawing 12

Paper handling, composing methods and styles composing still life using geometrical shapes, organic still life and inorganic still life, still life arrangement, cloth study drapery study, study of fruit, vegetables, flower, plants, inorganic still life, wooden geometrical objects, metal objects and glass objects.

Unit IV Perspective Drawing 12

Perspective Drawings, Eyelevel Line, Vanishing Line And Vanishing Point, Types Of Perspectives, One Point Perspective, Two Point Perspective, And Three Point Perspectives, Study Of Perspective In Buildingscape, Intercross Measuring Meatheds, Applying All Three Perspective In Basic Geometrical Shape.

Unit V Basics of Portrait 12

Study Of Face Features Eyes, Nose, Ear, Lip, Study Of Different Views Of Features, Front View, Profile View, One Third View, Key Sketch Drawing, Measurement Of Portrait, Geometrical Understanding In Face Features, Shading In Different Views And Angles.

Total: 60Hrs**COURSE OUTCOMES:**

- CO1: To understand the nuances of Art and master the Techniques of Painting.
CO2: To acquire knowledge to express ideas in the form of Drawing and Paintings.
CO3: The students will be able to understand the techniques involved in still life drawing.
CO 4. To understand the techniques of perspective drawing.
CO 5. Understand the importance and styles of Portrait

TEXT BOOKS:

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

REFERENCE BOOKS:

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

WEBSITE

1. <https://www.frieze.com>
2. <https://whitehotmagazine.com>

WEB SOURES

1. <https://www.classcentral.com/subject/visual-arts>
2. <https://www.classcentral.com/course/swayam-introduction-to-indian-art-an-appreciation-6708>

INTRODUCTION TO DIGITAL MEDIA**4 0 0 4****Course objective:**

1. To provide an essential foundation to video and game design using industry standard photographic editing, web design, animation and presentation software.
2. To equip students to create a basic composite digital media presentation
3. To impart knowledge on different media presentations namely text, graphics, animation, video and sound
4. Gain knowledge on digital media content development including audio, video, game design, web multimedia.
5. To understand the difference media devices and its differences

UNIT I**Introduction to Digital media & Web Development****12**

- a. Introduction to digital media and its influence
- b. Copyrights and creative commons
- c. Technical specifications for web, video and print
- d. Typography
- e. Digital media related devices, image types and access

UNIT II	Digital technologies and Design management	12
	<ul style="list-style-type: none"> 1. 2. 2.1 Identify design elements for preparation of digital media 2.2 Basics of digital media related software's 2.3 Key terminologies in digital media 2.4 Digital media software research 	
UNIT III	Visual design, Graphics for digital media	12
	<ul style="list-style-type: none"> 3. 3.1 Asset Creation for Digital Media 3.2 Manipulation of manipulating digital images, audio, video, and graphics 3.3 Working with selections 3.4 Editing visual design 3.5 Blending images, drawing and painting 	
UNIT IV	Principles of marketing & Interactive multimedia development	12
	<ul style="list-style-type: none"> 4. 4.1 Introduction to Interactive Digital Media 4.2 Marketing fundamentals 4.3 Dynamic media development 4.4 Marketing and advertising firms 4.5 3D interfaces design and development. 	
UNIT V	Departments in Digital Media	12
	<ul style="list-style-type: none"> 5. 5.1 Audio/Video 5.2 Social media & Advertising 5.3 News & literature 5.4 Major Digital Media Companies 5.5 Visual effects & Animation 	
		Total :60 Hrs

COURSE OUTCOMES:

CO1: To make the students understand the basics of digital media

CO2: To develop an understanding of the different modules of compositing in digital media.

CO3: The students will be able to understand the fundamentals, dynamics and techniques involved in digital media

CO4: To understand the scope of digital media and how it's used in of the various industries and organization functions

CO5: To understand the basic principles of marketing and interactive media development

TEXT BOOKS: Tony Feldman, "An Introduction to Digital Media", Published 1997 London Routledge

REFERENCE BOOKS: Richard Lewis, James Luciana, Digital Media Foundations, An Introduction for Artists & Designers", Published 4 Aug 2020, Taylor & Francis

Web Resources:

[Indian digital media will grow at 20% to reach a market size of Rs 18,938 crore by 2021: dentsu Digital Report 2021 | Business Insider India](#)

[An Introduction to the Digital Media Industry - INKspire](#)

<https://www.pwc.com/gx/en/global-entertainment-media-outlook/assets/indian-summary.pdf>

<https://www.copypress.com/kb/content-marketing/digital-media-definition-and-examples/>

HISTORY OF GAMES

3 0 0 3

Course objective:

1. Study of the evolution of games throughout human history, with an emphasis on early games' impact and influence on video games.
2. Understand the technological and artistic antecedents
3. Analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish.
4. Study gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations.
5. Investigate gameplay and create a non-digital game that is informed by the study of game history.

UNIT I Historical Origins of Game Forms and Understanding Game cultures

9

1.1 Evolution of Games, play & culture and Ancient board games

1.2 History of playing cards, development of war games and games of ancient India

1.3 The relevance of games, games and human nature

1.4 Definitions of games, Games as closed systems, The field of play

1.5 Working definition of games, Elements of traditional games, Terminology of traditional games, Applications of play.

UNIT II The Evolution of Games

9

1

2

2.1 The rise of commercial board games

Web Resources:

<https://www.museumofplay.org/about/icheg/video-game-history/timeline>

[The history of the gaming industry in one chart | World Economic Forum \(weforum.org\)](#)

<https://www.lifestyleasia.com/ind/gear/tech/video-games-based-in-india-assassins-creed-uncharted-far-cry-4/>

DIGITAL DESIGN

0 2 4 4

Course Objective:

- 1) Demonstrate proficiency in design principles
- 2) Understand the design process, theory, history and contemporary design practice
- 3) Understand the design process and problem-solving methods
- 4) Explore the effect digital designing has upon the human environment from social responsibility, sustainability and interdisciplinary perspectives
- 5) Typography

Unit I Introduction to Digital Designing 12

- 1.1 Introduction of Digital Design
- 1.2 Basic design principles
- 1.3 Understanding the Digital interface
- 1.4 Working with various interface tools
- 1.5 Design elements for film poster

Unit II Coloring & Blending Techniques 12

- 2.
- 2.1 Different color wheels- RGB and CMYK colors
- 2.2 Right color palette and color channels
- 2.3 Masking, alpha channel and Gradients
- 2.4 Blending modes
- 2.5 Image quality enhancement

Unit III Design Tools 12

- 3.
- 3.1 Clone stamp, content aware, healing and patch tools
- 3.2 Restoration of damaged photographs
- 3.3 Importance of clean plate for different bit depth images
- 3.4 Clone stamp and color correction tool
- 3.5 Vanishing point filter, Perspective planes, Replace flat textures in an image, Correct image with distortion.

Unit IV **Design Perspectives & Layer Styles** **12**

- 3.6 Perspectives
- 3.7 Single image with multiple layers
- 3.8 Matte painting, Pen tool
- 3.9 Custom shapes and library, Dodge and burn tool
- 3.10 High resolution painting from a low-resolution reference.

Unit V **Typography** **12**

- 4.
- 5.
- 5.1 Digital painting
- 5.2 Filters and lens effect
- 5.3 Textures using filters
- 5.4 Volume effects
- 5.5 Creating panorama, HDR images, Differentiate HDR vs JPEG images.

Total: 60 Hrs

COURSE OUTCOMES:

- CO1: To make the students familiar with digital design principles.
- CO2: To develop an understanding of the different design tools and problem-solving methods
- CO3: The students will be able to understand the techniques involved digital design.
- CO 4. Understand the different perspectives and pattern of designing
- CO 5. Understand the importance and techniques of typography

TEXT BOOKS:

- 1) Allan Wood, “The Graphic Designers Tool Kit”, Cengage Learning
- 2) Cresendos Courseware, “Digital Design”

REFERENCE BOOKS:

- 1. Adobe Photoshop CS6 Classroom in a Book by Adobe Creative Team,2012.
- 2. Adobe Photoshop CS6: Learn by Video: Core Training in Visual Communication by Kelly McCathran and video2brain ,2012.

Web Resources:

- <https://3catslabs.com/8-types-of-graphic-design/>
- <https://buffer.com/library/social-media-design-tips/>

பாடக் குறியீட்டு எண்: 3003
பருவம்-2, தமிழ்மொழிப்பாடம்-2, பகுதி-1, தகுதிப்புள்ளி: 3, வாரப் பாட நேரம்: 3.

தாள்-2

அற இலக்கியம் - சிற்றிலக்கியம் - சிறுகதை - பயன்பாட்டுத் தமிழ்

அலகு 1: அற இலக்கியங்கள் 10 மணி நேரம்

1. திருக்குறள் - வான் சிறப்பு(அறம்), ஊக்கமுடைமை(பொருள்), குறிப்பறிதல்(இன்பம்) - மூன்று அதிகாரங்கள் முழுமையும்.
2. நாலடியார் - மூன்று பாடல்கள். (2, 3, 5)
3. பழமொழி நானூறு - மூன்று பாடல்கள் (74, 75, 78)
4. திரிகடுகம் - மூன்று பாடல்கள் (10, 12, 22)
5. இனியவை நாற்பது - மூன்று பாடல்கள் (1, 12, 16)

அலகு 2: சிற்றிலக்கியம் 10 மணி நேரம்

1. முத்தொள்ளாயிரம்
சேரன் - வீரம் 14, 15 பாடல்கள்
சோழன் - காதல் 23, 24 பாடல்கள்
பாண்டியன் - நாடு 87, 88 பாடல்கள்
2. தமிழ்விடு தூது - முதல் 20 கண்ணிகள்
3. திருக்குற்றாலக் குறவஞ்சி - மலைவளம் கூறுதல் - முதல் 5 பாடல்கள்
4. முக்கூடற்பள்ளு - மூத்த பள்ளி நாட்டு வளம் கூறுதல் 3 பாடல்கள், இளைய பள்ளி நாட்டு வளம் கூறுதல் 3 பாடல்கள்.
5. கலிங்கத்துப் பரணி - பாலை பாடியது - முதல் 5 பாடல்கள்

அலகு 3: சிறுகதை 9 மணிநேரம்

1. அறிஞர் அண்ணா - செவ்வாழை
2. புதுமைப்பித்தன் - கடவுளும் கந்தசாமிப் பிள்ளையும்
3. ஜெயகாந்தன் - யுகசந்தி
4. கு.அழகிரிசாமி - காற்று
5. அம்பை - காட்டில் ஒரு மான்

அலகு 4: பேச்சுத் தமிழ் 8 மணி நேரம்

பேச்சுத் திறன் - விளக்கம் - பேச்சுத்திறனின் அடிப்படைகள் - வகைகள் - மேடைப்பேச்சு - உடையாடல் - பயிற்சிகள்

அலகு 5: எழுத்துத் தமிழ், இலக்கிய வரலாறு, இலக்கணம் 8 மணி நேரம்

1. கலைச் சொல்லாக்கம் - தேவைகள் - கலைச்சொற்களின் பண்புகள் - அறிவியல் கலைச் சொற்கள் - கடிதம் - வகைகள் - அலுவலகக் கடிதங்கள் - உறவுமுறைக் கடிதங்கள்.

2. பாடம் தழுவிய இலக்கிய வரலாறு (அற இலக்கியம், சிற்றிலக்கியம், சிறுகதை)
3. அணி இலக்கணம்
4. விண்ணப்பக் கடிதம் எழுதுதல்

மொத்தம்: 45 மணி நேரம்

Course outcome:

Students will able to

CO1: Measure human mind through the studying of Tamil classical literature in the aspect of moral value.

CO2: Justify the contemporary social issues through studying Tamil Epics.

CO3: Build the life skills after studying of the poetry.

CO4: Develop narrative skill after reading short stories.

CO5: Improve their own style of writing after studying Terminology methods

பார்வை நூல்கள்

1. பேசும் கலை, முனைவர் கு.ஞானசம்பந்தன் விஜயா பதிப்பகம்
2. தமிழ் இலக்கிய வரலாறு, வரதராசன், மு., சாகித்திய அக்காதெமி , புது தில்லி
3. தமிழ் நடைக் கையேடு, மொழி அறக்கட்டளை
4. பயன்பாட்டுத் தமிழ், முனைவர் அரங்க இராமலிங்கம், முனைவர் ஒப்பிலா மதிவாணன், சென்னை பல்கலைக்கழகம், 2007
5. மொழிபெயர்ப்பியல் அடிப்படைகள், கா. பட்டாபிராமன், யமுனைப் பதிப்பகம், திருவண்ணாமலை

6 பாடநூல் தேடலுக்கான இணையம்

- <http://www.tamilvu.org/library>
- <https://archive.org/>

HINDI

3 0 0 3

I year-II Sem (kahani , Natak & Translation)

Course Objective:

- To train students in translation
- To develop reading & writing skills
- To create interest towards reading different types of literature

Unit I - 'zaruurath' (kahani), Translation- Definition, Types

9

Unit II	‘Pandit kouun ‘ (kahani), Translation - Anuvadak ke gun	9
Unit III	- ‘Pandit kouun (kahani) , Translation Practice	9
Unit IV	- Rajani (<u>naatak</u>), Translation Practice	9
Unit V	- Rajani (<u>naatak</u>), Translation Practice	9

Total Hours :45

Course Outcome

At the end of this course

- CO 1 Students will know the importance & process of translation
- Co 2 They can develop the skill of translation
- CO 3 will know the different writing skills of authors
- CO 4 gain knowledge in hiindi literature
- CO 5 will acquire knowledge in hindi sahithya

Text book : Gadya khosh

FRENCH II

3 0 0 3

COURSE OBJECTIVE:

To fortify the grammar and vocabulary skills of the students.

To enable the students have an idea of the French culture and civilization

UNIT:I LECON 10-11

9

Leçons :10 Les affaires marchent,11 un repas midi a problèmes- Réponses aux questions tires de la leçon-grammaire ;présent progressif passe récent ou future proche-complément d’Object directe-complément d’objet

UNIT II- LECON 12-13

9

Leçons 12 :tout est bien qui fini bien,-13 aux armes citoyens-réponses aux questions tires de la leçon-grammaire :les pronoms<<en ou y>> rapporter des paroles-Les pronoms relatifs que, qui ou ou.

UNIT III-LECON 14-15

9

Leçons 14.Qui ne risque rien n’a rien-15.la fortune sourit aux audacieux-réponses aux questions tires de la leçon-grammaire : comparaison-les phrases au passe compose.

UNIT :IV-LECON 16-18

9

Leçons 16 la publicité et nos rêves 17 la France la monde 18 campagne publicitaire réponses

aux questions tires de la leçon-grammaire :les phrases a l'imparfait-les phrases au future

UNIT :V- COMPOSITION :

9

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

Total 45 Hours

Course outcome

CO1. This enables students to learn the language without any grammatical errors.

CO2. As a result of the content makes the students to known about the types of pronouns and their usage.

CO3. This imparts the students in order to develop their basic writing skills.

CO4. Enable students for framing the basics sentence.

CO5. Making the students community to know the French format of letter writing and essay writing.

TEXTBOOK:

1. Jack GIRARDER & Jean Marie GRIDLIG, <<Méthode de Français PANORAMA>>, Clé
2. Internationale, Goyal Publication, New Delhi Edition 2014.

REFERENCE BOOKS:

1. DONDO Mathurin, "Modern French Course", Oxford University Press, New Delhi Edition 2014.
2. Nithya Vijayakumar get ready French Grammar-Elementary Goyal publications, New Delhi Edition 2014.

ENGLISH II – POETRY

3 0 0 3

Course Objective:

- To enable students to develop their communication skills effectively.
- To enrich their vocabulary in English
- To develop communicative competency.

Credit Hours

UNIT I

09

1. Growing Old - Winston Farewell
2. Ecology - A. K. Ramanujan

UNIT II

09

3. Stopping by Woods on a Snowy Evening - Robert Frost
4. Our Casuarina Tree - Toru Dutt

UNIT III

09

5. Goodbye Party for Miss Pushpa T.S. - Nissim Ezekiel
6. The Bull - Ralph Hodgson

UNIT IV **09**

7. If - Rudyard Kipling
8. The Drowned Children - Louise Glück

UNIT V **09**

9. Australia - A.D.Hope
10. A Far Cry from Africa - Derek Walcott

Total **45 Hours**

Course Outcome

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

- CO1 Learn to employ Poetic expressions in the course of daily speech.
- CO2 Prove their better communicative ability.
- CO3 Prove their skill in writing sentences with poetic impact.
- CO4 Develop different sensibilities in approaching life.
- CO5 Solve life's problems as highlighted in the selections.

Books Prescribed:

- Selections from Caribbean Literature. Mahaam Publishers, Chennai.
- Our Casuarina Tree - Vasan Publication By Dr.A Shanmugakani

Web Sources:

- <https://www.gradesaver.com/>
- <https://www.enotes.com/>
- <https://www.jstor.org/>
- <https://www.sparknotes.com/>
- <https://www.cliffsnotes.com/>

Basics of 3D modelling and texturing **0 1 4 3**

Course objective:

- 1) To provide students an introduction to the exciting world of 3D content creation
- 2) To understand the fundamentals of 3D modelling and texturing
- 3) emphasize the connection to the creative thought process
- 4) Learn the overview of the artist workflow of modelling
- 5) Learn the overview of the artist workflow of texturing

UNIT I **Introduction to Modeling** **9**

- 1.1 Modeling basics and concepts
- 1.2 Fundamentals of 3D
- 1.3 Navigating in 3D space

UNIT IV Introduction to Machinima

9

- 4.1 What is Machinima, Character and camera control
- 4.2 Semiotic mode, Common genres, storytelling
- 4.3 character creation/adaptation, environmental design, level design, problem solving
- 4.4 Modeling, texturing, lighting, event processing, sound processing, animation
- 4.5 filmmaking techniques, workflows, and tools for video production, UW mapping

UNIT V Working with Machinima

9

- 5.1 Simulation, Moviestorm, Use of Video in ESP, Data Gathering Instruments
- 5.2 Rubric for Real-Life Videos, Creating Machinima (3D)
- 5.3 Production of movies, Editing movies,
- 5.4 Machinima in games
- 5.5 Structuring Machinima & Topic: Intuitive Cinema, Intellectual Property and Fair Use/Media Ethics

Total: 45 Hrs

COURSE OUTCOME:

- C01: To understand the technical aspects of audio and video editing
- C02: To know the real world perspective of editing
- C03: To deliver a professional and quality outcome
- C04: To understand the end to end aspects of editing a audio and video file
- C05: To understand the basic concepts of machimna

TEXT BOOKS:

- 1) Richard Riley, “Audio Editing with Adobe Audition”, PC publishing
- 2) Jacob Rosenberg, Adobe Premiere Pro 2.0, Adobe
- 3) Cresendos Courseware, “The Art of Audio & Video Editing”
- 4) Dave Morris, Matt Kelland, Dave Lyold, “Machinima”, Thomson/Course Technology

REFERENCE BOOKS:

Edward Marteson, Adobe Audition 2020- Learning the Fundamentals, May 2020
Maxim Jago, Adobe Premiere Pro Classroom in a Book 2020 Release, Mar 2020, Pearson Education

Web Resources:

<https://helpx.adobe.com/in/premiere-pro/tutorials.html>
<https://helpx.adobe.com/in/audition/tutorials.html>

COURSE OBJECTIVE:

- 1 Introduction to 2D animation and 3D animation
- 2 Basic understanding of animation concepts
- 3 To understand about the experiences in planning and creation of 2D and 3D multimedia content
- 4 Basic understanding about editing 2D and 3D multimedia
- 5 To gain knowledge about the production to post production pipeline

UNIT I Introduction to 2D Animation 9

- 1.1 2D Animation basics
- 1.2 Drawing concept and techniques
- 1.3 Principles of Animation
- 1.4 Storyboarding and 2D development
- 1.5 Creating and editing Voiceover and music clips

UNIT II Layout & Designing 9

- 2.1 Basic of sketching
- 2.2 Composition of basic elements
- 2.3 Different types of media
- 2.4 Pixel and resolution
- 2.5 Graphics and illustration, Vector Composition , 2D animation

UNIT III Introduction to 3D Animation 9

- 3.1 3D space in Blender & Introduction to Modeling Techniques
- 3.2 Use of Materials & Shader
- 3.3 3D Animation and Rigging
- 3.4 Animation Graph
- 3.5 3D Modeling with 3ds Max and Photoshop

UNIT IV 3D Lighting and Rendering 9

- 4
- 4.1 Lighting in Cycles
- 4.2 Final Composition
- 4.3 Introduction to Dynamics
- 4.4 Simulation and collusion
- 4.5 Introduction to Fluid Effects, Creating fluid simulation

UNIT V Production / Post-Production 9

- 5
- 5.1 Background composition
- 5.2 Animation for Portfolio Making
- 5.3 Exploring the Interface of 3D application & Basic Modelling
- 5.4 Create a composition and Light set up
- 5.5 Create a Fluid simulation & rendering

Total: 45 hrs

COURSE OUTCOMES:

CO1: To understand to develop animation sequences.

CO2: To acquire knowledge to create, develop and execute animation sequences.

CO3: To understand the variety of tools to create, capture and animate elements.

CO4: To acquire knowledge about the production and post production process of animation

CO5: To improve one's creativity, skills and proficiency with relevant animation software and related technologies

TEXT BOOKS:

1. Richard Williams, "The Animators Survival Kit", Barnes & Noble
2. Ande Beane, "3D Animation Essentials", John Willey & Sons 2012

REFERENCE BOOKS:

Steve Roberts, Character Animation Fundamentals, Sep 2012, CRC Press

Andy Beane, 3D Animation Essentials, Jan 2012, Willey

Steve Roberts, Character Animation- 2D Skills for better 3D, Aug 2012, Taylor & Francis

Web Resources:

<https://www.blopanimation.com/what-is-3d-animation/>

<https://www.gamedesigning.org/animation/2d-and-3d-animation/>

INTRODUCTION TO GAME DESIGN

3 0 0 3

Course objective:

1. An introduction to the primary concepts of gaming
2. Explore how the basic concepts affect the way gamers interact with our games
3. To understand what defines a "game"
4. To understand the mechanics and rules behind different types of games
5. To analyze games and its architecture

UNIT I Principles and Basics of Game Design

9

1.1. Evolution of Games

1.2. Who are Game Designer and Game Producer?

1.3. Understand the Role of the Game Designer and Producer

1.4. Game Design Theory

1.5. Game Analysis.

	UNITII	Game Concepts	9
2.		2.1. Non Linear and Goals of Games 2.2. Game Interface- the Environment and Lighting 2.3. Start of the Game, Middle/Ending of the Game 2.4. 3D tools 2.5. Gaming components	
	UNITIII	Game Genres	9
3.		3.1. Action & Adventure Games 3.2. Casual & Educational Games 3.3. Role-Playing Games (RPGs) 3.4. Simulation & Sports Games 3.5. Strategy & Other Games	
	UNITIV	Game Ideas	9
4.		4.1. Sports, Board, Card and Gambling Games 4.2. Simulations & Science Games 4.3. History, Literature, Authors & Art Games 4.4. Music Games, Dance and Instruments Games 4.5. Movies and Film Games	
	UNIT V	Game Research	9
5.		5.1. Game prototype 5.2. Gaming environment 5.3. System and Game analysis 5.4. Game architecture analysis 5.5. UI and UX in Game Design	

Total: 45 hrs

ASSIGNMENT:

1. **The “One Pager” Concept Document**

COURSE OUTCOMES:

2. CO1: To understand to basic principles of game design.
3. CO2: To understand the difference concepts of Game Design.
4. CO3: To understand the different roles and game development stages.
5. CO4: To acquire knowledge about the different types of games
6. CO5: To improve one's thought process though the end to end game research and analysis process

TEXT BOOKS:

1. Flint Dille and John Zurr Platten, "The Ultimate Guide to Video Game Writing and Design", Harmony Publishers

REFERENCE BOOKS:

George Kalmpourtzis, Educational Game Design Fundamentals, Jul 2018, CRC Press
Jesse Schell, The Art of Game Design, Aug 2008, Taylor & Francis

Web Resources:

<https://www.cgspectrum.com/blog/game-design-basics-how-to-start-building-video-games>
<https://www.raphkoster.com/2010/10/12/the-fundamentals-of-game-design/>

DRAWING - II**0 2 4 4****Course Objective:**

This course is designed for students who want to learn the art of coloring. Basic artistic concepts pertaining to the medium will be covered, such as transparency, composition, basic color theory, and value. A fundamental, hands-on working knowledge of the medium and equipment will be addressed. Emphasis will be on problem-solving, skill building, and helping students develop a personal style.

Unit I Water Color painting**12**

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

Unit II Dry Pastels Color**12**

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

Unit III Drapery**12**

Study different types of cloth, and different styles of folding, silk. Cotton, lighting and folds, Sanded board using pastel medium, Composition, black and white value studies, drapery study in different lighting.

Unit IV Landscape Painting**12**

Sketch, choosing a color palette, layering color, demo on simplifying cloud shapes, shadows and reflected light, tree study, soft pastels work, study of sky, study of buildings, study of different climates with landscapes.

Unit V Basics of Portrait In Color**12**

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

Total: 60 Hrs**COURSE OUTCOMES:**

CO1: To understand the nuances of Art and master the Techniques of Painting.

CO2: To acquire knowledge to express ideas in the form of Drawing and Paintings.

CO3: To understand the concepts of Drapery.

CO4: To acquire knowledge to express ideas in the form of Landscape ideas

CO5: To understand the nuances of Portrait techniques and ideas

TEXT BOOKS:

1. Jean Haines, "World of Watercolor", Search Press 1 edition, 2015.
2. Gordon MacKenzie, "The Complete Watercolorist's", North Light Books, 2010.

REFERENCE BOOKS:

1. Margaret Kessler, "Painting Better Landscapes", Watson-Guptill, Reprint edition, 1992.
2. Barron's, "Drawing and Painting Fantasy Landscapes and Cityscapes", Barron's Educational Series, 2006.

WEBSITE

1. <https://www.skillshare.com>

2. <https://www.artspace.com>

WEB SOURES

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

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

பாடக் குறியீட்டு எண்:

3 0 0 3

பருவம்-3, தமிழ்மொழிப்பாடம்-3, பகுதி-1, தகுதிப்புள்ளி: 3, வாரப் பாட நேரம்: 3.

தாள்-3

பக்தி இலக்கியம் - காப்பியம் - புதினம் - மொழிபெயர்ப்பு

அலகு 1: பக்தி இலக்கியம்

10 மணி நேரம்

1. மாணிக்கவாசகர் - திருவாசகம் - மூன்று பாடல்கள்
 - ✓ புல்லாகி பூடாகி (சிவபுராணம்)
 - ✓ எல்லாப் பிறப்பும் (சிவபுராணம்)
 - ✓ உற்றாரை யான் வேண்டேன் (திருப்பலம்பல்)
2. ஆண்டாள் - திருப்பாவை - மூன்று பாடல்கள் (1, 3, 4)
 - ✓ மார்கழித் திங்கள் ... (பாசுரம் 1)
 - ✓ ஓங்கி உலகளந்த... (பாசுரம் 3)
 - ✓ ஆழிமழைக் கண்ணா... (பாசுரம் 4)
3. வீரமாமுனிவர் - தேம்பாவணி - மூன்று பாடல்கள்
 - ✓ நீ ஒரு தாய்; ஒரு தாதையும் நீ (698 - சூசை இறைவனின்தாயைப்போற்றுதல்)
 - ✓ அணிக் கலத்து அழகு அழுந்திய (1089 - வானவர் இயேசு நாமத்தைப் போற்றி வணங்கிய செய்தி)
 - ✓ வான் புறத்து இலகும் செஞ் சுடர் காண (3510 - இறைவன் சூசை முனிவர்க்கு ஏழு மணிகள் புறத்தில் ஒளிவிடும் முடியைச் சூட்டுதல்)
4. குணங்குடி மஸ்தான் சாகிபு - பராபரக் கண்ணி 1-10 கண்ணிகள்
5. திருமூலர் - திருமந்திரம் - மூன்று பாடல்கள்
 - ✓ உடம்பார் அழியின் உயிரார் அழிவர் (திருமந்திரம்: 724)
 - ✓ படமாடக் கோயில் பகவற்கு ஒன்று ஈயில் (திருமந்திரம்: 1857)
 - ✓ மரத்தை மறைத்தது மாமத யானை (திருமந்திரம்: 2290)
6. இராமலிங்க அடிகள் - திருவருட்பா - மூன்று பாடல்கள்
 - ✓ எத்துணையும் பேதமுறா... (5297)
 - ✓ ஒருமையுடன் நினது திருமலரடி நினைக்கின்ற (2938)
 - ✓ கோடையிலே... (4091)

அலகு 2: காப்பியம்-1

9 மணி நேரம்

1. சிலப்பதிகாரம் - அடைக்கலக் காதை
(தெரிவுசெய்யப்பட்ட பாடல் அடிகள் 120-199)
2. சீவக சிந்தாமணி - விமலையார் இலம்பகம்
(தெரிவுசெய்யப்பட்ட பாடல்கள்)

அலகு 3: காப்பியம்-2

9 மணி நேரம்

1. கம்பராமாயணம் - மந்தரை சூழ்ச்சிப் படலம்
(தெரிவு செய்யப்பட்ட பாடல்கள்)

2. பெரியபுராணம் – பூசலார் நாயனார் புராணம்
(தெரிவு செய்யப்பட்ட பாடல்கள்)

அலகு 4: புதினம்

8 மணி நேரம்

1. கல்மரம் - கோ. திலகவதி

அலகு 5: மொழிபெயர்ப்பு, இலக்கணம், இலக்கிய வரலாறு
மணி நேரம்

9

1. அலுவல்சார் மொழிபெயர்ப்பு
2. இலக்கணக் குறிப்பு
3. பாடம் தழுவிய இலக்கிய வரலாறு (பக்தி இலக்கியம், காப்பியம், புதினம்)

மொத்தம்: 45 மணி நேரம்

Course outcome:

Students will able to

1. Utilizing fundemendal Tami Grammer in their practical life.
2. Improve their oratorical skill after studying of concept of oratory.
3. Develop their own style of Translation Studies
4. Translate english passage to Tamil.
5. Apply their knowledge into journals, articles writings.

பார்வை நூல்கள்

1. தமிழ் இலக்கிய வரலாறு, வரதராசன், மு., சாகித்திய அக்காதெமி , புது தில்லி
2. தமிழ் நடைக் கையேடு, மொழி அறக்கட்டளை
3. பயன்பாட்டுத் தமிழ், முனைவர் அரங்க இராமலிங்கம் முனைவர் ஒப்பிலா மதிவாணன், சென்னை பல்கலைக்கழகம், 2007
4. மொழிபெயர்ப்பியல் அடிப்படைகள், கா. பட்டாபிராமன், யமுனைப் பதிப்பகம், திருவண்ணாமலை

5 பாடநூல் தேடலுக்கான இணையம்

- <http://www.tamilvu.org/library>
- <https://www.tamildigitalibrary.in/book>

II year-III SEM (Ancient poetry,Hindi sahitya ka Ithihas)

Course Objective:

- To enrich the knowledge of students through Tamil literature
- Enable them to learn ancient poems
- To develop interest in learning history of hindi literature

Unit I	- 'Thirukkural', Hindi Sahitya_ka ithihas (aadikal)	9
Unit II	- 'Kabir ke pad', Hindi Sahitya_ka ithihas (aadikal)	9
Unit III	- 'Sur ke pad', Hindi Sahitya ka ithihas (bhakthi kal)	9
Unit IV	- Thulsi ke pad,_Hindi Sahitya ka ithihas (bhakthi kal)	9
Unit V	- Thulsi ke pad, <u>Hindi Sahitya ka</u> ithihas (Rithikal)	9

Total Hours: 45

Course Outcome

At the end of this course

- CO 1 Students will know the valuable messages in Thirukkural
- CO 2 will create interest in knowing ancient poems.
- CO 3 Gain knowledge in Hindi literature
- CO 4 will know the difference between Hindi & the languages used by ancient poets
- CO 5 will be familiar with different styles of poetry writing

Reference books

1. Thirukkural translation by Venkata krishnan
2. Hindi Sahitya ka Ithihas by Dr.Nagendra,Dr.Hardayal mayur paper bags
Noida

FRENCH III

3 0 0 3

OBJECTIVE:

To strengthen the Grammar and Composition in French language.
To train the students to enhance his skills in French language for communication

UNIT: I LECON 1**9**

Leçon 16-La famille Vincent. Page 44-Grammaire :Passe compose. Leçon 29- Vers l'hôtel. Page 80- Grammaire :Impératif, a mettre phrases Singulier, Pluriel.

UNIT II- LECON 12-13**9**

Leçon 40-L'Epicerie les Légumes et les Fruits. Page 112-Grammaire;Présent del'indicatif. Leçon 44 La poste. Page-124 l'Grammaire :A mettre les phrases a l'impératif

UNIT III-LECON 14-15**9**

Leçon 51-Le café et tabac page 142- Grammaire :A changer les phrases en interrogatif. Leçon 58-La chasse et la pêche. Page 160-Grammaire :Le plus que parfait

UNIT :IV-LECON 16-18**9**

Leçons 61-Un mariage a la campagne. Page-170 -grammaire :a changer au participe présent.

UNIT :V- COMPOSITION :**9**

A écrire une lettre a un ami l'invitation d'une célébration différente ex :Mariage-a faire un essai sur un sujet générale-a lire le passage et répondre aux questions.

Total 45 Hours**Course outcome**

CO1: This enables students to learn the language without any grammatical errors.

CO2: As a result of the content makes the students to know about the types of pronouns and their usage.

CO3: This imparts the students in order to develop their basic writing skills.

CO4: Enable students for framing the basics sentence.

CO5: Making the students community to know the French format of letter writing and essay writing.

TEXTBOOK:

Les leçons ont été choisis et tirés de i & ii degré de la langue <<Cours de Langue et de Civilisation Française>> The Millennium, Publication Hachette, édition 2002

REFERENCE BOOKS:

DONDO Mathurin, "Modern French Course", Oxford University Press, New Delhi Edition 2014.

ENGLISH III - DRAMA AND COMPOSITION**3 0 0 3****Course Objective:**

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

Credit Hours

UNIT I

09

- Introduction to Drama .

UNIT II

09

- Shakespeare: Funeral Oration (Act III Scene II Julius Caesar) &
- Monkey's Paw - W.W.Jacobs

UNIT III

09

- Comprehension

UNIT IV

09

- Precis -Writing and Note Taking

UNIT V

09

- General Essay on Current Topics

Total

45 Hours

Course Outcome

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

- CO 1 Estimate the dramatic scenes in the light of appeal of values.
- CO 2 Prioritize pragmatic day- to - day communication through comprehension.
- CO 3 Develop dramatic skill after reading the scenes of plays.
- CO 4 Improve their own style of writing after an expose to the prescribed dramatic pieces.
- CO 5 Adapt themselves to life - context wherein soft skill demonstration is a must.

Books Prescribed:

- An Introduction to Drama. IInd Edition by George Whitfield
- Reading Comprehension for College Students Paperback – Import, 1984
by Reinhart G. Kussat (Author)
- The Monkey's Paw By W. W. Jacobs Publisher: Perfection Learning

Web Sources:

- <https://www.gradesaver.com/>
- <https://www.enotes.com/>
- <https://www.jstor.org/>
- <https://www.sparknotes.com/>
- <https://www.cliffsnotes.com/>

Character modelling sculpting

0 1 4 3

Course objective:

1. Focus on the process of creating a character that could be used in the Games Industry
2. Conceptualize and create a base mesh for the character
3. To understand sculpting and finish with Retopology and UV layout
4. Focus on sculpting fundamentals in Zbrush
5. To understand the necessary tools required to create a game resolution mesh using Maya

UNIT I Modeling Characters 9

- 1.1 Modelling concepts
- 1.2 The Principles Of Animation Applied To 3D
- 1.3 Applications of animation principles to the 3D environment
- 1.4 Lighting
- 1.5 Final Output Rendering and Post-Production.

UNIT II Sculpting Characters 9

- 2
- 2.1 Sculpting
- 2.2 Common sculpture tools and settings
- 2.3 Dynamic topology
- 2.4 Optimizing model for Animation
- 2.5 Common modelling tools

UNIT III UV Unwrapping 9

- 3
- 3.1 UV concepts and UV space
- 3.2 UVW coordinates, map modifier & controls
- 3.3 Real world mapping sizes
- 3.4 Using map channels
- 3.5 Peel mapping tools & Reshape UV elements

UNIT IV Digital Sculpting 9

- 4
- 4.1 Zbrush interface
- 4.2 Lightbox presets

- 4.3 Primitives and Polymesh 3D
- 4.4 Brush palette
- 4.5 Dynamesh & ZRemesher

UNIT IV Retopology

5

- 5.1 Mirror and Weld
- 5.2 Backface Masking
- 5.3 Clipping and Trim Brushes
- 5.4 Splitting Geometry
- 5.5 Polygroups & Sculpttris Pro

9

Total: 45 hrs

COURSE OUTCOMES:

- CO1: To understand and improvise the art of 3D art work.
- CO2: To acquire knowledge about the procedures and brushes for sculpting.
- CO3: To understand the concepts recreate or manipulate a digital object as if it was a real object.
- CO4: To acquire knowledge to retopologize high poly sculpts
- CO5: To understand and able to identify and utilize various workflows to achieve the desired goal

TEXT BOOKS:

1. William Vaughan, “Digital Modelling”, Pearson Education (US)
2. Scott Spencer, “ZBrush Digital Sculpting Human Anatomy”, 2010

REFERENCE BOOKS:

Fred Rush, Ingvild torsen, Kristin Gjesdal, Philosophy of Sculpture, Historical Problems, Contemporary Approach, Sep 2020, Taylor & Francis

Web Resources:

<https://3dtotal.com/tutorials/t/3d-character-sculpting-a-guide#article-pedestal-execution>

Introduction to Digital Marketing

3 0 0 3

Course objective:

1. To gain knowledge about business advantages of digital marketing and its importance for marketing success
2. To develop a digital marketing plan, SWOT analysis, define a target group
3. To understand the various digital channels, their advantages and ways of integration
4. To optimize a Web site and SEO optimization

ASSIGNMENT: Research through questionnaire method using google form

COURSE OUTCOMES:

CO1: To understand to basics and the different types of marketing.

CO2: To understand the digital marketing techniques to acquire knowledge about digital marketing of games.

CO3: To understand the importance of marketing and sales techniques for successful game business.

CO4: To acquire knowledge about games content management

CO5: To understand customer experience to build and design a successful game

TEXT BOOKS: Shivam Singh, “The Game of Digital Marketing”

REFERENCE BOOKS:

Eric Anderson, Social Media Marketing, Game Theory & Emergence of Collaboration, Jul 2010, Springer Berlin Heidelberg

Peter Zackariasson, Mikolaj Dymek, Video Game Marketing, A Student Textbook, Oct 2016, Taylor & Francis

Web Resources:

<https://homebusinessmag.com/blog/internet-marketing-blog/importance-digital-marketing-gaming-industry/>

<https://blog.synclarity.in/marketing/best-10-game-marketing-examples>

பாடக் குறியீட்டு எண்:

3 0 0 3

பருவம்-4, தமிழ்மொழிப்பாடம்-4, பகுதி-1, தகுதிப்புள்ளி: 3, வாரப் பாட நேரம்: 3.

தாள்-4

சங்க இலக்கியம் - நாடகம் - வளர் தமிழ் - பொதுக்கட்டுரை

அலகு 1: சங்க இலக்கியம் - 1

10 மணி நேரம்

1. புறநானூறு (மூன்று பாடல்கள் - 183, 184, 192)
2. பதிற்றுப்பத்து (இரண்டு பாடல்கள் - 14, 69)
3. பட்டினப்பாலை (காவிரியின் சிறப்பு பாடல் அடிகள் 01-07, சோழநாட்டு வளம் பாடல் அடிகள் 20-28, பல்பொருள் வளம் பாடல் அடிகள் 183-193)
4. மதுரைக் காஞ்சி (பாண்டியர் பரம்பரை பாடல் அடிகள் 01-23, மன்னர்க்கு மன்னன் பாடல் அடிகள் 64-74, பாண்டியன் புகழ் பாடல் அடிகள் 197-209).

அலகு 2: சங்க இலக்கியம் - 2

9 மணி நேரம்

1. நற்றிணை (இரண்டு பாடல்கள் - 1, 172)
2. குறுந்தொகை (மூன்று பாடல்கள் - 3, 40, 135)
3. ஐங்குறுநூறு (மூன்று பாடல்கள் - 281, 283, 286)
4. அகநானூறு (இரண்டு பாடல்கள் - 4, 86)
5. கலித்தொகை (இரண்டு பாடல்கள் - 9, 133)

அலகு 3: நாடகம்

8 மணி நேரம்

1. ஆட்டனத்தி ஆதிமந்தி - கவிஞர் கண்ணதாசன்

அலகு 4: வளர்தமிழ்

9 மணி நேரம்

1. ஊடகத் தமிழ் - கணினித் தமிழ் அறிமுகம்

ஊடகத் தமிழ்: அச்சுக்கலை - இதழியல் - ஊடக வகைகள் - அச்சு ஊடகங்கள் - மின்னணு ஊடகம் - இதழியல் முன்னோடிகள் - அச்சு ஊடகங்களில் தமிழ் - கருத்துப் பரிமாற்றம் - மொழி நடையின் தன்மை -

நாளிதழ்கள் - வார, மாத இதழ்கள் - மின்னணு ஊடகங்களில் தமிழ் - வானொலி- தொலைக்காட்சி- திரைப்படம்.

கணினித் தமிழ்: கணினித் தமிழின் அடிப்படையும் பயன்பாடும் -கணிப்பொறியின் வரலாறும் வளர்ச்சியும், கணினியும் தமிழும், விசைப்பலகை (Keyboard) - எழுத்துருக்கள் (Fonts) - தமிழைத் தட்டச்சு செய்ய உதவும் மென்பொருள்கள், தமிழைத் தட்டச்சு செய்யும் முறைகள் - தமிழ்த் தட்டச்சுப் பயிற்சி - இணையமும் தமிழ்ப் பயன்பாடும் - தேடுபொறி (Search) - வலைப்பூ (Blog), மின்னூலகம் (Online e-Library), - மின்னகராதி (e-Dictionary), - மின் செய்தித்தாள் - e-Paper, - இணையவழித் தமிழ்க் கற்றலும்-கற்பித்தலும் - மின்வழிக் கற்றல் - e Learning.

அலகு 5: பொதுக்கட்டுரை, இலக்கிய வரலாறு, இலக்கணம்
மணி நேரம்

9

1. பொதுக்கட்டுரை வரைதல்
2. பாடம் தழுவின இலக்கிய வரலாறு (சங்க இலக்கியம், நாடகம், வளர்தமிழ்)
3. இலக்கணம் (பொருளிலக்கணம்) திணை, துறை விளக்கம்.

மொத்தம்: 45 மணி நேரம்

Course Outcome

Students will able to

1. Interpret the cultural life style of Ancient Tamils.
2. Formulated their new methods of fine arts through the sprite of ancient art of Tamils.
3. Find out the solutions for the problems of life throgh the philosophical ideology of Tamil religions.
4. Aquire the Knowledge and understanding theories of Media Tamil - Introduction of Tamil Computing
5. Formlata the art of life through Tamil traditional scientific approach.

பார்வை நூல்கள்

1. கணினித்தமிழ், முனைவர் இல.சுந்தரம், விகடன் பிரசுரம்
2. கணிப்பொறியில் தமிழ், த.பிரகாஷ், பெரிகாம்
3. தமிழ்க் கணினி இணையப் பயன்பாடுகள், முனைவர் துரை. மணிகண்டன், மணிவானதி பதிப்பகம்
4. இதழியல் கலை, டாக்டர் மா. பா. குருசாமி, குரு - தேமொழி பதிப்பகம், திண்டுக்கல்
5. அச்சுக் கலை வழிகாட்டி, பாலசுப்பிரமணியன், ஆ., சென்னை : தனசு பதிப்பகம், 1966
6. தொலைக்காட்சிக் கலை, முனைவர் வெ. நல்லதம்பி, மங்கைப் பதிப்பகம், சென்னை 42

8 பாடநூல் தேடலுக்கான இணையம்

- <http://www.tamilvu.org/courses/nielit/Chapters/Chapter1/11.pdf>
- <https://www.tamildigitallibrary.in/>

HINDI - IV

3 0 0 3

II year-IV SEM (Modern Poetry, Hindi sahithya ka ithihas –Adhunik kal,,Journalism, Advertisement writing)

Course Objective:

- To develop interest in modern poetry
- To teach them the importance & development of hindi journalism.
- To train them in advertisement writings

Unit I	- 'Adhunik kavitha(Sansar), Journalism	9
Unit II	- 'Adhunik kavitha (Mouun nimanthran), Journalism	9
Unit III	- Adhunik kavitha ('rah rahkar Tuutthaa rab kaa kahar), Journalism_	9
Unit IV	- ' Adhunik kavitha ('samarpan'), Advertisement writing	9
Unit V	- 'Adhunik kavitha ('panthrah agasth kii pukaar '), Advertisement writing	9

Total Hours: 45

Course Outcome

At the end of this course

- CO 1 Students will be familiar with modern poetry
- Co 2 Students will understand the origin& development of Hindi journalism
- CO 3 will know about different sources of journalism &their qualities
- CO 4 will get the ability to write various types of advertisement
- CO 5 will understand the different methods adopted in writing them

Rererence books

1. Padya khosh
2. Hindi patrakaritha ek parichaya

FRENCH IV

3 0 0 3

OBJECTIVE:

To strengthen the Grammar and Composition in French language.
To train the students to enhance his skills in French language for communication.

UNIT:I

9

Leçon 20 : Une grande Nouvelle-Grammaire Le future.
Leçon 46 :Le mètre ;l'autobus-Grammaire-A former ou a changer
L'adjectif masculin ou féminine a l'adverbe-Trouvez les noms qui correspondent aux verbes suivants.

UNIT :II

9

Leçon 48 : A la préfecture de police-Grammaire Les pronoms relatifs.
Leçon 63 :les sports-Grammaire le conditionnel présent.

UNIT :III

9

Leçon :56 A Biarritz la page-Grammaire le future antérieure.
Leçon :57 Dans les Pyrénées-Grammaire le future antérieure suite.

UNIT :IV

9

Leçons 65-a fin des vacances Grammaire-a changer les phrases du pluriel au singulier, le présent du subjonctif.

UNIT :V

9

Grammaire et composition :Transduction - réponses aux questions sur les passage-essaie sur un sujet générale, :lettre :Ecrire une lettre a une amie.

Total 45 Hours

TEXTBOOK:

Les leçons ont été choisi et tire de i & ii degré de gauger<<Cours de Langue et de Civilisation Française>> The Millenium, Publication Hachette, édition 2002

REFERENCE BOOKS:

DONDO Mathurin, "Modern French Course", Oxford University Press, New Delhi Edition 2014.

ENGLISH IV - PRACTICAL ENGLISH (CONVERSATION PRACTICE)

3 0 0 3

Course Objective:

- To train students in the use of English language in varied literary and non-literary contexts.
- To teach them soft skills and strengthen their foundation in grammar.
- To evaluate students to sensitivity in conversational competency.

	Credit Hours
UNIT I	09
i. At the Airport	
ii. In a Bank	
iii. On a Bus	
UNIT II	09
iv. In Flight	
v. In a Hotel	
vi. In a Library	
UNIT III	09
vii. Tea Time	
viii. On a Train	
ix. In a Restaurant	
UNIT IV	09
x. On a Picnic	
xi. In a Police station	
xii. In a Post office	
UNIT V	09
xiii. In a travel agency	
xiv. Asking the way	
xv. At the theatre	
Total	45 Hours

Course Outcome

- At the end of this course students will be able to,
- CO1 Feel confident to speak in different situations.
 - CO2 Learn befitting vocabulary words.
 - CO3 Have the ability to visualize speaking situations.
 - CO4 Be conversant with other conversational situations.
 - CO5 Categorize the nature of questions asked usually in interviews.

Books Recommended:

- English Conversation Practice, D.H.Spencer, Oxford.

- Communicative English by Department of English, National College (Autonomous), Trichy.

Web Sources:

- <https://self-publishingschool.com/how-to-write-dialogue/>
- <https://www.masterclass.com/articles/how-to-write-dialogue>

GAME ENGINE- LEVEL 01

0 1 6 4

Course Objective:

1. To understand the game engine interface and workflow
2. To have the basic understanding about the unity game engine module
3. To give knowledge about the fundamental techniques in Unity development
4. To understand the difference effects in the game engine
5. To learn the unity techniques such as Animation, Sound, Particle Systems, UI, and much more

Unit I Introduction to Game Engine 12

- 1.1 Introduction to Unity Game Engine
- 1.2 The Interface
- 1.3 Workflow
- 1.4 Project Management
- 1.5 Assets Managements

Unit II The Game Engine Workflow 12

- 2.1 Materials in Unity
- 2.2 PBR Workflow

Unit III Tools and Techniques 12

- 3.1 Working with Textures
- 3.2 Lights
- 3.3 Lightmap Baking in Unity Game Engine
- 3.4 Working with Environments
- 3.5 Working with Cameras

Unit IV Effects to Games 12

- 4.1 Cameras effects

- 4.2 Sound effects
- 4.3 Light sources
- 4.4 Components of effects

Unit V The physics workflow

12

- 5.1 Built-in physics engines
- 5.2 Physics engine packages

Total: 60 Hrs

COURSE OUTCOMES:

- C01: To understand the basics and purpose of game engine
- C02: To understand the interface of game engine
- C03: To acquire knowledge about the materials and workflow.
- C04: To gain knowledge about the physics workflow in game engine.
- C05: To learn the essentials of game development

TEXT BOOKS: Cresendos Courseware, “Unity Game Engine”

REFERENCE: Unity - Manual: Unity User Manual 2020.3 (LTS) (unity3d.com)

Web Resources:

<https://www.gamesindustry.biz/articles/2020-01-16-what-is-the-best-game-engine-is-unity-the-right-game-engine-for-you>

Character Rigging and Animation

0 1 4 3

Course objective:

- 1 To understand the techniques used for representing a 3D character model using a series of interconnected digital bones
- 2 To learn the process of creating the bone structure of a 3D model
- 3 To understand the common technique for animating characters in video games, TV shows, and movies
- 4 To learn how to plan out a rigging and animation strategy based on script and story board
- 5 To understand the virtual anatomy simulations and its application to various industries

UNIT I Animation principles

9

- 1.1 Introduction and review of animation principle

- 3) To know the advanced UI features and working of game engine
- 4) To understand the features of menus
- 5) To learn about publishing in different platforms

UNIT I

12 Hours

- 1.1 Defining dynamic properties of objects
- 1.2 Controlling dynamic properties of objects
- 1.3 Animation workflow inside Unity Game Engine
- 1.4 Mecanim workflow

UNIT II

12 Hours

- 2.1 Importing Animated Character
- 2.2 Setting up Animated Character
- 2.3 Developing a third person controller with animated character

UNIT III

12 Hours

- 3.1 Blend trees
- 3.2 Navigation
- 3.3 Pathfinding

UNIT IV

12 Hours

- 4.1 The UI system
- 4.2 Using the UI tools
- 4.3 Panes
- 4.4 Panels
- 4.5 Windows

UNIT V

12 Hours

- 5.1 Creating a scene
- 5.2 Selection menu
- 5.3 Creating a main menu
- 5.4 Publishing to different platforms

Total: 60 Hrs

COURSE OUTCOME:

- C01: To learn about the different controlling properties of dynamic objects
C02: To understand the animation workflow inside unity game engine
C03: Learn about developing a third person controller with animated character
C04: To know about the advanced features of the unity UI system
C05: To understand about publishing to different platforms

TEXT BOOKS: Cresendos Courseware, “Unity Game Engine”

REFERENCE: Unity - Manual: Unity User Manual 2020.3 (LTS) (unity3d.com)

Web Resources:

<https://www.gamesindustry.biz/articles/2020-01-16-what-is-the-best-game-engine-is-unity-the-right-game-engine-for-you>

PROJECT**0 1 10 6****Course Objectives:**

The main objective of Project is to inculcate specialisation interest to the students, and give them an opportunity to explore innovation in various latest techniques in the field of Game Design studies.

I Submission:

The Students identify the area of specialization and to expertise themselves, they do new creative projects based on their interesting field. Art and Illustration, 2D/3D Animation and Graphics, Advertising, Photography, Audio / Video Production and Game Designing.

II PROJECT REVIEWS:

The students should present before the review committee to finalise the work,
First-review to present their Phase I creative ideation, scope and purpose of the work.
Second-Review to present the Phase II-Production stage .
Third- review to present their output after completion of Phase III.

III FINAL VIVA-VOCE EXAMINATION AND PROJECT SUBMISSION:

The final evaluation will be by the expert evaluation, where the students have to present their output through a presentation and also by submitting the work. The students have to follow VITAS guidelines for the project preparation.

Total 75 Hours

COURSE OUTCOMES

- CO1. At the end of the semester the students will create new media works.
- CO2. Employ new techniques and tools to emphasize good output.
- CO3. And students will gain confidence in working on a contemporary creative area independently under a guidance.
- CO4. Trained as media specialist to become an entrepreneur
- CO5. Enhance the creative and technical skill by the innovation production

Dissertation of the project**0 1 10 6****Course Objectives:**

The dissertation is the final stage of the degree program and provides students the opportunity to show that you have gained the necessary skills and knowledge in order to organize and conduct a research project. It will demonstrate that students are skilled in identifying an area, or areas,

suitable for research: setting objectives; locating, organizing and critically analyzing the scope for their final project submission.

I Submission- Students shall present the dissertation to a panel their individual VFX creative they have done as part of their project

Course Outcome:

C01: Put into practice the theories and concepts learned in the programme

C02: define, design and deliver an academically rigorous piece of work

C03: understand the process and decisions to be made in managing a project within strict deadlines

C04: Demonstrate the ability to showcase student's creative work

C05: show evidence of independent project work

Syllabus

Discipline Specific Elective Courses

COURSE OBJECTIVE:

1. To learn and implement all concepts involved in C# programming languages
2. To learn concepts useful for web application creation and Unity game development
3. To learn how to use program unity games using C#
4. To learn how to program in C# and how to use that C# knowledge to program Unity games

UNIT I Basic C# concepts 10

- 1.1 Installing Visual Studio
- 1.2 Create your first C# program- Datatypes, Namespaces, Class
- 1.3 Types of Constructor Variables, Methods
- 1.4 Branching with the If Decision statements and conditional statements
- 1.5 Understanding Compile and Run time errors.

UNIT II Working with Iterations and Arrays 8

- 2.1 Operators
- 2.2 Expressions
- 2.3 For Iterations, do while loop, while loop, creating array, switch statements
- 2.4 Working with Strings and functions
- 2.5 Working with date time

UNIT III OOPS concepts in C# 7

- 3.1 Inheritance
- 3.2 Polymorphism and Encapsulation
- 3.3 Methods Over Loading, Method Over riding
- 3.4 Sealed class, Partial class, Abstract class
- 3.5 Interface, Static keyword, constant and read-only keywords, Exception handling (try, finally, catch, In-built exceptions).

UNIT IV Collections and Data Structures in C# 10

- 4.1 Working with Collections and Generics in C#
- 4.2 Filtering and Managing Data Collections using LINQ
- 4.3 Linked List, Array List
- 4.4 Hash Table
- 4.5 Dictionary, Stack, Queue, Sorting algorithms

UNIT V File Handling and ADO.NET in C# 10

- 5.1 Reading and writing files
- 5.2 Serializing and deserializing data
- 5.3 Performing I/O by using Streams
- 5.4 Introduction to ADO.NET, ADO.NET Connections, ADO.NET Commands
- 5.5 Data Reader, Data Adapter, Data Set, Data Binding

Total: 45 hrs

COURSE OUTCOME:

C01: To understand the basic concepts of C#

C02: To learn about C# and use for programming unity games

C03: To learn web application creation and unity game development

TEXT BOOKS: Alex Okita, “Learning C# Programming with Unity 3D”, Taylor & Francis

REFERENCE BOOKS:

Casey Hardman, Game Programming with Unity and C#, Jun 2020, Apress

Web Resources:

<https://circuitstream.com/blog/learn-c-for-unity/>

Lighting and Rendering**0 1 4 3**

Course objective: Students will get to learn different techniques to make their 3D model more realistic using lighting, shading, texturing, rigging. Students will learn the advance features to construct 3D models with animation capabilities.

UNIT I Introduction to Lighting 9

- 1.1 The quality of lights: big lights vs small lights, Light typologies, Light designations,
- 1.2 Arnold, Working with Prefabs, Fundamentals of Level Construction, Multi-scene editing,
- 1.3 Lighting a scene, Reset lighting, Global Illumination,
- 1.4 Exploring ambient light, Area lights, Real-time light, V-Ray lights,
- 1.5 Working with Blender, Working with Zbrush, Exterior Daylight and Interior Night scene.

UNIT II Introduction to Shading 9

- 2.1 Opaque materials: diffuse and reflections, Transmissive materials,
- 2.2 Transmissive materials, Sub-surface scattering,
- 2.3 Mixing materials, shellac, varnishes and rust,
- 2.4 Self-illumination, Alterations: anisotropy, bump, normals and displacement

UNIT III Introduction to Texturing 9

- 3.1 Creating a Terrain, Texture painting a terrain, Materials, Creating
- 3.2 Materials and Textures, Adding Effects, Blend Trees, UV unwrapping, Sculpt mode,
- 3.3 Export all the texture maps, PBR materials in Substance Painter, Marmoset Toolbag,
- 3.4 How to import any asset in the game engine Unreal engine and how to configure the materials,
- 3.5 How to set and render our models in Blender with the render engines Eevee and Cycles.

UNIT IV Introduction to Rendering

9

- 4.1 Modelling quality with OpenSubdivs, Depth of field, 3D and 2D solutions,
- 4.2 Motion blur, 3D and 2D solutions, Volumetric lighting, fog and light shafts,
- 4.3 Ambient occlusion, Render elements, Render layers / setup split,
- 4.4 Rendering per light methods

UNIT V Introduction to Rigging

9

- 5.1 What is Rigging, Character Rigging, Drifting, Realistic Brake & Suspension,
- 5.2 Burnout Start, Normal Vehicles Traffic, Passing other Vehicles,
- 5.3 3D Assets Rigging, After Effects, Using 3D Max,
- 5.4 3D Facial Rigging, Skinning Process, Manipulate and work on bone objects

Total: 45 hrs

COURSE OUTCOMES:

- CO1: To demonstrate the knowledge of object manipulation
- CO2: To Construct 3D models with animation capabilities and use them to compose 3D scenes
- CO3: To understand the basics of lighting, rendering and texturing
- CO4: To learn the art of 3D lighting in various environments and under interior and exterior.
- CO5: To learn the art of using lights in 3D

TEXT BOOKS:

1. Kelly L. Murdock, “Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide”, Perfect Paperback , 2014.
2. Todd Palamar “Mastering Autodesk Maya 2016”, Autodesk Official Press, First Edition

REFERENCEBOOKS:

1. Jeremy Birn, “Digital Lighting and Rendering”, New Riders, 2013.
2. Kelly L. Murdock, “Autodesk Maya Basics Guide 2015”, 2014.

Web Resources:

<https://www.peachpit.com/articles/article.aspx?p=2165641>

<https://cgifurniture.com/3d-lighting-techniques-5-types/>

Max Modelling & Texturing

0 1 4 3

COURSE OBJECTIVE:

1. To understand the basics of 3D modelling for games interior designing
2. To learn the various techniques to model objects
3. To understand the 3DS max design user interface
4. To learn low poly modelling basics
5. To equip with the modelling dynamics

UNIT I Introduction to 3DS Max and interface 9

- 1.1 Interface elements- using menus, tool bars & viewports
- 1.2 Using the command panel & lower interface bar controls
- 1.3 Interacting with the interface & Using workspaces
- 1.4 Controlling and configuring view ports
- 1.5 Working with files- importing & exporting, setting preferences

UNIT II Manipulating Objects, Modifiers & Polys 9

- 2.1 Creating & editing primitive objects, Selecting objects & using layers
- 2.2 Transforming objects, pivoting , aligning & snapping, Cloning objects & creating object arrays, Grouping, linking and parenting objects & organizing scenes
- 2.3 Spline & modifiers- extrude, lathe, bevel profile, Modifiers- bend, taper, twist, noise, ripple, wave
- 2.4 Modelling operations- pro Boolean, Loft
- 2.5 Poly tools- exploring tools, Poly tools- creating an object

UNIT III Modelling 9

- 3.1 Inorganic modelling- BG blocking & BG detailing of elements
- 3.2 Character modelling- blocking whole body & body detailing
- 3.3 Character modelling- face detailing
- 3.4 Character modelling- clothing & props detailing
- 3.5 Character modelling- creating morph targets

UNIT IV Max Texturing Basics 9

- 4.1 Introduction to Texturing & material editor, Working with Procedural Mapping
- 4.2 Basics of UV Mapping
- 4.3 Basics of material, Ray trace: Materials and Maps
- 4.4 Advanced Material: Multi-Object with ink & paint
- 4.5 Adv. Material: Blend, Composite, Matte shadow, Double sided

UNIT V UV Unwrap & Texturing 9

- 5.1 Introduction to UV Unwrap (BG)
- 5.2 Texturing a Background (BG)
- 5.3 Unwrapping a Character: Planar / Pelt Mapping
- 5.4 Texturing a character (Face & Body)
- 5.5 Texturing a character (Clothing & Accessories)

Total: 45 Hours

COURSE OUTCOME:

- C01: A thorough understanding of the 3DS max user interface
- C02: Setup the platform to expertise in advanced interior designing
- C03: Equipped on various modelling techniques to model objects
- C04: Learn to configure the interface, modifiers & polys
- C05: Learn the concepts of texturing

TEXT BOOKS:

Kelly L. Murdock’s, Autodesk 3DS Max 2019 Complete Reference Guide, SDC Publications
 Cresendos Courseware, “3DS Max- Virtual & Augmented Reality”

REFERENCE BOOKS:

Ted Broadman, Getting Started with 3D with 3DS Max, Jul 2012, Focal Press

Web Resources:

- <https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Tutorial/files/GUID-5BA72891-97EC-4688-8B50-9FACCF1FF040-htm.html>
- <https://3dtotal.com/tutorials/t/model-texture-a-warm-arch-viz-interior-using-3ds-max-corona-renderer>

GAME TESTING

0 2 4 4

Course objective:

1. To provide a complete coverage of Game Testing requirements
2. To understand the Game QA details
3. To enhance your skill set to improve efficiency of the game design output
4. To develop skills to test and take corrective actions of the game design before rollout
5. To understand the different types of game testing

UNIT I Introduction to Game Testing 12

- 1.1 Introduction to game testing
- 1.2 History/working conditions & demographics
- 1.3 Game life cycle/bug categories, tools & documentation
- 1.4 Bug reporting, Defect typing, categorization of bugs, Bug Tracking framework, Preparing test cases
- 1.5 Roles and responsibilities involved in Game Testing

UNIT II Process of Game Testing 12

- 2.1 Test flow diagrams
- 2.2 Creating use cases
- 2.3 Test scenarios

UNIT III Quality Assurance 12

- 3.1 Game Quality Assurance
- 3.2 Quality Assurance Process

5.3 Bug Tracking framework- Preparing test cases, Creating Test Suite, Retesting the Game
5.4 Black Box testing, White box testing, Grey box testing
5.5 Functional testing, Stress/ Load testing
5.6 Combinational testing, Compatibility testing, Feature testing, Critical Path Testing, 5.7 Limitation testing, Smoke Testing, Regression Testing
5.8 Multiplayer Testing, Sound Testing, Ad-hoc Testing, Alpha Testing, Beta Testing, Pre and Post Release testing

Total: 60 hrs

COURSE OUTCOME:

C01: Understand the various aspects of game design
C02: Learn the concept of game engines and different types
C03: Understand the testing methodology for game design
C04: Learn the art of writing a design document
C05: Understand the basics of art and sound in game design

TEXT BOOKS:

Flint Dille and John Zurr Platten, “The Ultimate Guide to Video Game Writing and Design”, Harmony Publishers

REFERENCE BOOKS:

Michael Sellers, Advanced Game Design, A Systems Approach, 2018, Addison Wesley

Web Resources:

<https://www.gamedesigning.org/learn/tutorials/>

Level Design

3 1 0 4

Course objective:

1. Access to plan and design level for games
2. Design buildings and scenes
3. Understand the level designing workflow
4. Equip to document the design that act as the blue print for game design
5. Understand the basics of game engines

UNIT I Introduction to Level Design, Setting up Unreal and Unity Engine

12

- 1.1 Basics of Level Design, Game vs Level Designer: The real Difference
- 1.2 Game Design Mechanics: The Actions of a Player, Level Design, Production Phases

- 1.3 Introduction to Unreal Engine- Setup, Engine Interface
- 1.4 Unreal Geometry, First Level Design: Grid, Level Design Toolkits
- 1.5 Introduction to Unity- setup & Interface

UNIT II Level Design workflow & Design Document 12

- 2.1 Introduction to Level Design Workflow
- 2.2 Goal of the project- concept, theme, features, references, Story
Choosing our Dominant
- 2.3 Art Direction- Art Style List
- 2.4 Level Design Blueprint- introduction to mapping, level design document template,
- 2.5 Level Design Images, Level Map

UNIT III Composition in Level Design 12

- 3.1 Introduction to Composition in Level Design- Layers,
- 3.2 Observation Parameters
- 3.3 Observation Spots & Composition types
- 3.4 Vertical & curved lines
- 3.5 Colors, Lighting, Scale, Motion

UNIT IV Building our 3D level (Unity) 12

- 4.1 Installation & Creating Project
- 4.2 Asset Placing, creation & tuning
- 4.3 Asset Tweaking: Lighting, Terrain
- 4.4 Components
- 4.5 Running the application.

UNIT V Building our 3D level (Unreal Engine) 12

- 5.1 Installing Unreal engine & Creating project
- 5.2 Navigating the Viewport
- 5.3 Controls- Standard & WASD Fly Controls
- 5.4 Create a New Level, Placing Actors in the Level, Editing Placed Actors
- 5.5 Running the Build Process, Exploring other features, Deploying applications

Total: 60 hrs

COURSE OUTCOME:

- C01: Understand the basics of level designing
- C02: Learn to document the game design plan for seamless execution
- C03: Learn compositing in level design
- C04: Learn about the level design dynamics with respect to the unity and unreal game engine
- C05: Understand the mechanics of game design

TEXT BOOK: Phil Co, “Creating Compelling Game Experiences”, New Riders Games

REFERENCE BOOKS:

Rudolf Kremers, Level Design, Concept, Theory & Practice, Oct 2009, CRC Press

Web Resources:

<https://gamedevelopment.tutsplus.com/tutorials/a-beginners-guide-to-designing-video-game-levels--cms-25662>

<https://www.gamedesigning.org/learn/level-design/>

Max Lighting & Rigging

0 1 4 3

COURSE OBJECTIVE:

1. To equip with skills needed to create production ready animation rigs
2. Discover the skills and techniques needed to bring characters to life by creating a production-ready character rig
3. Learn the basics of getting scenes ready for rigging, then jump straight into skeletons and controls
4. Learn about the complex interaction of lights and objects

UNIT I **Max Lighting Basics** 9

- 1.1 Introduction to Standard Lights / Shadows
- 1.2 Basic 3 Point Light Setup
- 1.3 Day lighting (Exterior), Night lighting (Interior)
- 1.4 Day lighting passes & night lighting passes (volume light)
- 1.5 Photometric Lights and Radiosity

UNIT II **Mental Ray** 9

- 2.1 Introduction to Mental Ray: Global Illumination
- 2.2 Mental Ray - Final Gather & IBL
- 2.3 Mental Ray Shaders Architectural materials
- 2.4 Mental Ray - Caustic (Reflective & Refractive), Day Light System
- 2.5 Render to Texture

UNIT III **Max Rigging Basics** 9

- 3.1 Introduction to Rigging - Child parent relationship
- 3.2 Constraints
- 3.3 Working with constraints
- 3.4 Wire Parameters & Reaction Manager
- 3.5 Creating Mechanical rig

UNIT IV **Bones & Controllers** 9

REFERENCE BOOKS:

Ted Broadman, Getting Started with 3D with 3DS Max, Jul 2012, Focal Press

Web Resources:

<https://3dtotal.com/tutorials/t/fx-particles-and-dynamics-in-3ds-max-matt-chandler-water-animation>

Artificial Intelligence for Games**2 0 4 4****COURSE OBJECTIVE:**

1. To give a deep understanding of how to leverage AI for immersive gaming
2. Interrogate the contexts of this new global industry and realize our own ideas
3. Be fully equipped for a career in this revolutionary field

UNIT I	Introduction to Artificial Intelligence	12
1.1	AI basics	
1.2	Understand current applications of AI, Recognize the limitations of AI	
1.3	Compare the human mind to computer intelligence	
1.4	Types of AI, Advantages of AI	
1.5	Languages used in AI, Effects of AI on society.	
UNIT II	Machine Learning & Deep Learning	10
2.1	Fundamentals Of Machine Learning and Deep Learning	
2.2	Relationship between Machine Learning and Statistical Analysis	
2.3	Process of Machine Learning, Types of Machine Learning	
2.4	Meaning of Unsupervised Learning & Semi-supervised Learning	
2.5	Algorithms of Machine Learning, Regression, Naive Bayes, Naive Bayes	
2.6	Classification, Machine Learning Algorithms, Deep Learning, Definition of Perceptron	
UNIT III	Natural Language Processing (NLP)	10
3.1	Machine Translation, Information Retrieval	
3.2	Text Categorization, Text Summarization	
3.3	Sentiment Analysis and Opinion Mining, Information Retrieval, Semantic Indexing, Sentiment Analysis	
3.4	Text Summarization, Text Categorization and Clustering	
3.5	Conceptual Knowledge, Projects in NLP	
UNIT IV	Computer Vision and Speech Processing	10
4.1	Image acquisition, Image processing, Image analysis and understanding	
4.2	Image Classification/recognition	
4.3	Object segmentation, or semantic segmentation, Computer Vision Applications	

4.4 Challenges in Computer Vision, Dyslexia, Linguistics, Cochlea, Phonetics, Pervasive Developmental Disorders

4.5 Superior Temporal Sulcus, Superior Temporal Gyrus, Speech Perception.

UNIT V Neural Networks & Expert Systems

20

5.1 Artificial Neural Network Definition

5.2 Anatomy of a neural network, Activation functions, Loss functions, Output units,

5.3 Architecture of Neural Network, Types of Neural Networks, Applications of Neural Networks

5.4 Introduction to Expert Systems in Artificial Intelligence, Characteristics & Capabilities of Expert Systems, Components/Architecture Expert system technology

5.5 Steps to Develop an Expert System, Expert Systems Examples, Traditional System Vs Expert System

5.6 Human System Vs Expert System, Applications of Expert Systems, Advantages of

5.7 Expert Systems, Limitations of Expert Systems

Total: 60 hrs

COURSE OUTCOME:

C01: Learn techniques to reduce human errors and improve precision of games

C02: Improve game design through automated faster predictions and much faster processing

C03: Understand the concepts to reduce repetitive tasks in a game

C04: Learn techniques to reduce human interventions in games

C05: Apply knowledge to invent new technologies that helps humans resolve complex problems

TEXT BOOK: Yannakakis, Georgios N, Togelius, Julian, “Artificial Intelligence and Games”, Springer International Publishing

REFERENCE BOOKS:

Ian Millington, John Funge, Artificial Intelligence in Games, Dec 2018, CRC Press

Web Resources:

<https://insidebigdata.com/2020/11/27/how-artificial-intelligence-will-revolutionize-the-way-video-games-are-developed/>

<https://news.itu.int/video-games-artificial-intelligence/>

Syllabus

Ability Enhancement Compulsory Courses

COMMUNICATION SKILLS

1 0 2 2

Course Objective:

- This course is to subject the students to practise the components in various units.
- To make students ready for placement interviews within campus.
- To infuse confidence to face job situations.

	Credit Hours
UNIT I	06
• Resume and CV Writing	
• Complaint Letter	
• Social Correspondence	
• Letter of Enquiry	
UNIT II	06
• Short Essay Writing	
UNIT III	06
• Explaining Proverbs	
UNIT IV	06
• Use of Prepositions	
UNIT V	06
• Synonymous Words	
Total	30 Hours

Course Outcome:

- CO1 To enhance learners' confidence level.
- CO2 To make learners' feel the assimilation of skills.
- CO3 To engage in a conversation with others to exchange ideas.
- CO4 To impart leadership qualities among the participants.
- CO5 To express opinions to enhance their social skills.

Books Prescribed

- For Unit I – V Effective Communication For You – V. Syamala Emerald Publishers, Chennai.
- Cameron, David. Mastering Modern English, Hyderabad: Orient Blackswan, 1978 (rpt. 1989, 1993, 1995, 1998).
- Freeman, Sarah. Written Communication in English, Hyderabad: Orient Blackswan, 1977 (21st Impression, 2007).
- Singh, Vandana R. The Written Word. New Delhi: Oxford university Press, 2003 (3rd Impression, 2007)
- Seely, John. Oxford Guide to Effective Writing and Speaking. New Delhi: Oxford University Press, 2000 (4th Impression, 2008)

Web Sources:

- <https://www.myperfectresume.com/career-center/resumes/how-to/write>
- <https://www.englishgrammar.org/>

- <https://www.thesaurus.com/browse/>

ENVIRONMENTAL STUDIES

2002

Course Objective

To inculcate the importance of environmental pollution, preservation of nature and environmental management for human welfare.

Unit-I Multidisciplinary nature of environmental studies, Natural Resources 6

Definition, scope and importance, need for public awareness.

Renewable and non-renewable resources - Natural resources and associated problems. a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest and tribal people. b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies. d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. e) Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. Case studies. f) Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification - Role of an individual in conservation of natural resources- Equitable use of resources for sustainable lifestyles.

Unit-II Ecosystems, Biodiversity and its conservation 6

Concept of an ecosystem. - Structure and function of an ecosystem Producers, consumers and decomposers. -Energy flow in the ecosystem. Ecological succession. - Food chains, food webs and ecological pyramids. Introduction, types, characteristic features, structure and function of the following ecosystem: a) Forest ecosystem b) Grassland ecosystem c) Desert ecosystem d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) Introduction-Definition, genetic, species and ecosystem diversity. Biogeographical classification of India, Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values - Biodiversity at global, National and local levels. India as a mega-diversity nation. Hot-spots of biodiversity. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts. Endangered and endemic species of India. Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

Unit-III Environmental Pollution 6

Definition, Cause, effects and control measures of a) Air pollution b) Water pollution c) Soil pollution d) Marine pollution e) Noise pollution f) Thermal pollution g) Nuclear hazards. Solid waste Management. Causes, effects and control measures of urban and industrial wastes. Role of an individual in prevention of pollution. Pollution case studies. Disaster management- floods, earthquake, cyclone and landslides.

Unit-IV Social Issues and the Environment 6

From Unsustainable to Sustainable development, Urban problems related to energy - Water conservation, rain water harvesting, watershed management- Resettlement and rehabilitation of people; its problems and concerns. Case Studies - Environmental ethics: Issues and possible solutions. Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies. Wasteland reclamation. Consumerism and waste products. Environment Protection Act, Air (Prevention and Control of Pollution) Act, Water (Prevention and control of Pollution) Act, Wildlife Protection Act, Forest Conservation Act - Issues involved in enforcement of environmental legislation. Public awareness.

Unit-V Human Population and the Environment

6

Population growth, variation among nations. Population explosion – Family Welfare Programme. Environment and human health. Human Rights. Value Education. HIV/AIDS. Women and Child Welfare. Role of Information Technology in Environment and human health. Case Studies.

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

Total: 30 hrs

Course Outcome

1. To understand the nature and facts about environment.
2. To find and implement scientific, technological, economic solutions to environmental problems.
3. To know about the interrelationship between living organisms and environment.
4. To understand the integrated themes and biodiversity, natural resources, pollution control and waste management.
5. To appreciate the importance of environment by assessing its impact on the human world.

Text Books

1. De AK, Environmental Chemistry, Wiley Eastern Ltd.
2. Bharucha Erach, 2003. The Biodiversity of India, Mapin Publishing Pvt. Ltd, India.
3. Brunner RC, 1989, Hazardous Waste Incineration, McGraw Hill Inc. 480pgs.
4. Clark RS, Marine Pollution, Clanderson Press, Oxofrd (TB).

Reference Books

1. Agarwal KC, 2001. Environmental Biology, Nidi Publishers Ltd. Bikaner.
2. Gleick HP, 1993. Water in Crisis, Pacific Institute for Studies in Development, Environment and Security. Stockholm Environmental Institute, Oxford University Press, 473pgs.
3. Heywood VH, and Watson RT, 1995. global Biodiversity Assessment. Cambridge University Press 1140pgs.
4. Jadhav H and Bhosale VM, 1995. Environmental Protection and Laws. Himalaya Publishing House, Delhi 284pgs.
5. Miller TG, Jr. Environmental Science, Wadsworth Publishing CO. (TB)

Website:

<https://lecturenotes.in/subject/559/environmental-studies>

SYLLABUS

SPECIFIC ELECTIVE COURSES

SOFT SKILLS I

2 0 0 2

Course Objective:

- To enable participants Business Communication Skills
- To enhance participants E-mail writing skills
- To impart Leadership and Team Bonding skills

Credit Hours

UNIT I: EFFECTIVE COMMUNICATION SKILLS

06

Talking about your company – Making Polite requests – Introducing yourself and others–Socialising with others – Talking about work activities – Talking about your job – Communication practice – Role plays

UNIT II: WRITTEN BUSINESS COMMUNICATION

06

Essential Email writing skills – Formal and Informal E-mails – Usage of formal language – Report Writing – Writing project reports – Extended writing practice – Email Etiquette – Understanding Business E-mails

UNIT III: TELEPHONE ETIQUETTE

06

The basics of Telephone Etiquette – Customer Service – Being courteous – Making arrangements – Giving clear and concise information – Tone and Rate of speech – Pronunciations – Summarisation – Mock Telephonic Conversations

UNIT IV: LEADERSHIP SKILLS

06

Essential Leadership Skills – Interpersonal Skills – Team Building – Team work – Do's and Don'ts of Leadership skills – Importance of communication in Leadership – Delegating and Handling of Projects

UNIT V: LISTENING AND ANSWERING QUESTION

06

Listening for the main ideas – Listening for details – Listening for specific information – Predicting and listening for opinions – Recognising context – Listening for sequence – Understanding Pronunciation – Listening practice

Total

30 Hours

Course Outcome:

- | | |
|-----|--|
| CO1 | To enhance participant's Business Communication Skills |
| CO2 | To enhance the participant's Reading, Speaking, Listening and Writing capabilities |
| CO3 | To engage in a conversation with others to exchange ideas |
| CO4 | To impart leadership qualities among the participants |
| CO5 | To express opinions to enhance their social skills |

Books Prescribed

- Raman, M. & Sangeeta Sharma. Technical Communication.OUP.2008
- Taylor, Grant.English Conversation Practice. Tata McGraw Hill Education Pvt. Ltd. 2005

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

Web Sources:

- <https://www.skillsyouneed.com/ips/communication-skills.html>
- <https://blog.smarp.com/top-5-communication-skills-and-how-to-improve-them>
- <https://blog.hubspot.com/service/phone-etiquette>

SOFT SKILLS II

2 0 0 2

Course Objective:

- To enable students to develop their communication skills effectively
- To enhance students Reading, Writing, Listening and Speaking skills
- To develop their self-confidence through communication

Credit Hours

UNIT I: READING COMPREHENSION AND VOCABULARY

06

Reading Techniques – Types of Reading – Skimming – Scanning – Reading for detail – Identifying key words – Underlining unfamiliar key words – Vocabulary Building – Reading Comprehension practice

UNIT II: PRESENTATION SKILLS

06

Presentation Methods – Preparation and Practice – Organising content – Do’s and Don’ts of a Presentation – Presentation Techniques – Mock Presentation

UNIT III: GROUP DISCUSSION

06

Introduction to Group Discussion – Preparation for GD – Structure of GD’s – Do’s and Don’ts – Tips and Strategies – Etiquette and Practice – Body Language and Posture – Sharing Ideas with respect – Understanding Opinions – Mock GD Practice

UNIT IV: CONVERSATIONAL SKILLS

06

Introduction to Small talk – How to start and end a conversation – Exchanging ideas – Expressing Interests – Giving Opinions – Social skills and Etiquette – Informal Conversations – Formal Meetings – Group Practice

UNIT V: SELF – INTRODUCTION AND ROLE PLAY

06

Introducing oneself – Exchange of Greetings – Appropriate Greetings – Usage of Vocabulary – Rapport Building – Handshakes and First Impressions – Basic Etiquette

Total

30 Hours

Course Outcome:

- | | |
|-----|--|
| CO1 | To get students to understand the importance of communicating in English |
| CO2 | To understand effective communication techniques |
| CO3 | To increase self-confidence through regular practice |
| CO4 | To encourage active participation in their regular class |

CO5 To enable participants to face large group of audience with confidence

Books Prescribed

- English for Competitive Examinations by R.P.Bhatnagar&Rajul Bhargava Macmillan India ltd. Delhi.
- Carnegie, Dale. The Quick and Easy Way to Effective Speaking. New York: Pocket Books, 1977.
- Kalish, Karen.How to Give a Terrific Presentation. New York: AMACOM, 1996

Web Sources:

- <https://www.skillsyouneed.com/ips/communication-skills.html>
- <https://venngage.com/blog/presentation-skills/>
- <https://gdpi.hitbullseye.com/Group-Discussion.php>

SOFT SKILLS III

2 0 0 2

Course Objective:

- To enable students to develop their soft skills and Body Language
- To enhance students Reading, Writing, Listening and Speaking skills
- To develop their self-confidence to excel at Interviews

Credit Hours

UNIT I: SKILL ENHANCEMENT

06

Time Management – Planning and Organisation – Scheduling – Prioritization – Delegation – Task Management – Stress Management – Overcoming anxiety – Confidence Building – Body Language

UNIT II: RESUME / COVER LETTER WRITING

06

SWOT Analysis – Details and Resume Writing – Resume Examples – Building Resume using SWOT – Writing Resume – Writing Cover Letter – Resume Correction – Resume Feedback

UNIT III: INTERVIEW SKILLS

06

Interview Do's and Don'ts – First Impression – Grooming – Body Language – Frequently asked questions – Useful Language – Mock Interview

UNIT IV: QUANTITATIVE ABILITY

06

Permutation & Combinations – Probability – Profit & Loss – Ratio Proportions & Variations – Cubes – Venn Diagrams – Logical Reasoning – Critical Reasoning

UNIT V: REVISIONARY MODULES

06

Group Discussions – HR Process – Interview Process – Mock Group Discussions

Total

30 Hours

Course Outcome:

CO1 To develop participants social and professional skills

- CO2 To help participants manage time effectively
CO3 To build a strong resume to suit corporate requirements
CO4 To face interviews confidently
CO5 To enhance their aptitude abilities

Books Prescribed

- Meena. K and V.Ayothi (2013) A Book on Development of Soft Skills (Soft Skills: A Road Map to Success) P.R. Publishers & Distributors.
- Soft Skills – Know Yourself & Know the World, S.Chand & Company LTD, Ram Nagar, New Delhi
- Prasad, H. M. How to Prepare for Group Discussion and Interview. New Delhi: Tata McGraw-Hill Publishing Company Limited, 2001.
- Pease, Allan. Body Language. Delhi: Sudha Publications, 1998.

Web Sources:

- <https://www.skillsyouneed.com/ips/communication-skills.html>
- <https://www.businessnewsdaily.com/5836-top-interviewing-skills.html>
- <https://gdpi.hitbullseye.com/Group-Discussion.php>

MEDIA INTERNSHIP

0 0 4 2

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

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

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

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

Viva through the presentation and subject knowledge.

Total 30 Hours

Course Outcome

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

CO1: Gain practical exposure from the industry.

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

CO3: Understand the ethical values of media industry.

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

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

ENTREPRENEURSHIP DEVELOPMENT

2 0 0 2

COURSE OBJECTIVE:

- To develop and strengthen entrepreneurial quality and motivation in students
- To impart basic entrepreneurial skills and understanding to run a business efficiently and effectively.
- To understand the concept and process of entrepreneurship and its contribution in and role in the growth and development of individual and the nation.

UNIT I ENTREPRENEURSHIP

6

Entrepreneur – Personality characteristics of successful entrepreneur – Types of Entrepreneurs – Knowledge and skills required for an entrepreneur – Difference between Entrepreneur and Intrapreneur

UNIT II BUSINESS

6

Definition, Classification – Characteristics, Ownership Structures – Project Formulation – Steps involved in setting up a Business – Market Survey and Research – Techno Economic Feasibility Assessment

UNIT III BUSINESS PLAN PREPARATION

6

Sources of product for business – Pre-feasibility study – Criteria for selection of product – Ownership – Capital – Budgeting project profile preparation – Matching entrepreneur with the project – Feasibility report preparation and evaluation criteria.

UNIT IV SUPPORT TO ENTREPRENEURS

6

Sickness in small Business – Concept, Magnitude, Causes and Consequences, Corrective Measures – Business Incubators – Government Policy for Small Scale Enterprises – Growth Strategies in small industry.

UNIT V ENTREPRENEURSHIP DEVELOPMENT PROGRAMME

6

Meaning, Objectives – Phases of EDP – steps in EDP – Strategies for Entrepreneurship development – Institutions in aid of Entrepreneurship Development Programme – Use of IT enabled services in entrepreneurship - E Licensing, E filing.

Total 30 hrs

COURSE OUTCOMES:

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

CO – 1: Understand the concept of Entrepreneurship

CO – 2: Identify, create and analyze entrepreneurial opportunities.

CO – 3: Assess techno economic feasibility of a Business Plan

CO- 4 - Create Business Plans

CO-5: State various statutory institutions involved in the process of Entrepreneurship development

TEXT BOOKS:

1. Hisrich R D, Peters M P, “Entrepreneurship” 8th Edition, Tata McGraw-Hill, 2016
2. Khanka S.S., “Entrepreneurial Development” S Chand & Company; edition, 2016

REFERENCE BOOKS:

1. Sharma, “Entrepreneurship Development”, PHI LEARNING PVT LTD, (2017)
2. Abhinav Ganpule & Aditya Dhobale, “Entrepreneurship Development”, Kindle Edition, Jatayu Publication; 1 edition ,2018.
3. Sangeeta Sharma, “Entrepreneurship Development”, 10th Edition, Kindle Edition PHI Learning, 2018

WEBSITES

1. <http://www.simplynotes.in/e-notes/mbabba/entrepreneurship-development/>
2. <https://openpress.usask.ca/entrepreneurshipandinnovationtoolkit/chapter/chapter-1-introduction-to-entrepreneurship/>

WEBSOURCES

1. <https://articles.bplans.com/10-great-websites-for-entrepreneurs/>
2. <https://www.entrepreneur.com/article/272185>

NATIONAL SERVICE SCHEME

3 0 0 2

Course Objective: To create awareness among the students why the social services are important to the society.

UNIT I ENVIRONMENT ISSUES

6

Environment conservation, enrichment and Sustainability - Climate change - Waste management - Natural resource management - (Rain water harvesting, energy conservation, waste land development, soil conservations and a forestation)

UNIT II DISASTER MANAGEMENT

6

Introduction to Disaster Management, classification of disasters - Role of youth in Disaster Management

UNIT III PROJECT CYCLE MANAGEMENT

6

Project planning - Project implementation - Project monitoring - Project evaluation:
impact assessment

UNIT IV DOCUMENTATION AND REPORTING 6

Collection and analysis of data - Preparation of documentation/reports -
Dissemination of documents/reports

UNIT V PROJECT WORK/ PRACTICAL 6

Workshops/seminars on personality development and improvement of communication skills.

Total: 30Hours

Course Outcomes

CO-I To understand the community needs , problems and develop social responsibilities

CO-II Students acquire leadership quality in group living

CO-III To understand disaster management and its role of youth in disaster management

CO- IV Develop competence in documentation and report writing

CO- V Students are able to develop leadership skills to organize seminar , workshop and other
personality programme

Text book:

1. Dr. S. Baskaran, "Social Work and Development", Himalaya Publication, 1998.