

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

B.SC VISUAL EFFECTS

COURSES OF STUDY AND SCHEME OF ASSESSMENT

(MINIMUM CREDITS TO BE EARNED: 140)

Code No. Total	Course	Hours/Week			Credits	Maximum Marks		
		Lecture	Tutorial	Practical		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	Introduction to Digital Media	4	0	0	4	40	60	100
CORE	History of VFX	4	0	0	4	40	60	100
CORE	Drawing I	0	2	4	4	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	-	-	-	-	-	-	-
		15	4	10	24			

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	6	4	40	60	100
CORE	Drawing – II	0	2	4	4	40	60	100
CORE	Introduction to 2D & 3D Animation	3	0	0	3	40	60	100
CORE	Introduction to Shooting Techniques for VFX	3	0	0	3	40	60	100
CORE	Stop Motion & Clay sculpting	0	1	4	3	40	60	100

Core	Node based digital compositing – I	0	2	4	4	40	60	100
SEC	Soft Skills III / Sector Skill Council Course	2	0	0	2	40	60	100
		8	6	18	23			

CA - Continuous Assessment

SEE - Semester End Examination

VELS INSTITUTE OF SCIENCE, TECHNOLOGY AND ADVANCED STUDIES

B.SC VISUAL EFFECTS

Code No.	Course	Hour / Week				Maximum Marks		Total
		Lecture	Tutorial	Practical	Credits	CA	SEE	
SEMESTER 5								
DSE V	DSE V	4	1	0	5	40	60	100
Core	Node based digital compositing – II	0	1	6	4	40	60	100
DSE VI	DSE VI	0	1	4	3	40	60	100
DSE VII	DSE VII	3	0	0	3	40	60	100
Core	Node based digital compositing – III	0	1	4	3	40	60	100
SEC	Internship	0	0	4	2	40	60	100
SEC	Mini Project	0	1	4	3	40	60	100
SEC	Skill Enhancement Training/ Industrial Visit / Student Club Activities	-	-	-	-	-	-	-
		7	5	22	23			

SEMESTER 6

Core	Non-linear Video Editing	0	0	8	4	40	60	100
Core	Dissertation of the project	0	0	10	5	40	60	100
Core	VFX Show Reel – Project	0	2	8	6	40	60	100
GE II	Commercial Art	2	0	0	2			

SEC	Entrepreneurship Development	2	0	0	2	40	60	100
SEC	Technical Seminar/Innovation Council/Start up Initiative	0	0	2	1	40	60	100
		4	2	28	20			

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	Character Rigging and Animation	
<u>2.</u>	DSE02	Lighting and Rendering	
<u>3.</u>	DSE03	3D Maya Dynamics & Thinking Particles	
<u>4.</u>	DSE04	3D Camera Tracking	
<u>5.</u>	DSE05	Advanced Shooting Techniques for VFX	
<u>6.</u>	DSE06	Planar Motion Tracking	
<u>7.</u>	DSE07	Script Writing	
<u>8.</u>	DSE08	Introduction to Programming (C#)	
<u>9.</u>	DSE09	3D Rendering	
<u>10.</u>	DSE10	Sculpting Techniques	

List of Skill Enhancement Course (SEC)

Subject Code	Title of the Paper
SEC-1	Soft Skill -I
SEC-2	Soft Skill – II

SEC-3	Soft skill - III
SEC-4	Entrepreneurship Development
SEC-5	National Service Scheme

List of Ability Enhancement Compulsory Courses:

Code	Course
AECC-1	Communication Skills
AECC-2	Environmental Studies

Syllabus

Core Courses

பாடக் குறியீட்டு எண்:

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 Litration.

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 அகாடெமி
6. செம்மொழி தமிழின் சிறப்பியல்புகள் - முனைவர் மறைமலை இலக்குவனார்; <https://www.youtube.com/watch?v=HHZnmJb4jSY>
7. பாடநூல் தேடலுக்கான இணையம் - <https://archive.org/>

HINDI

3 0 0 3

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

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 molded 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 prénoms personnel de 1er , 2eme et 3eme personnes-conjugaisons les verbes être et avoir en forme affirmative, négative
 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-LECON 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

- C01- 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 .
- C02- To make the children understand the importance of selecting a profession according to one's own interest.
- C03- To describe the present situation; Politian's behaviour & their self-oriented activities.
- C04- To explain the importance of computer in daily life in all the fields.
- C05- 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

9

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

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

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

- 1.1 Introduction to digital media and its influence
- 1.2 Copyrights and creative commons
- 1.3 Technical specifications for web, video and print
- 1.4 Typography
- 1.5 Digital media related devices, image types and access

UNIT II Digital technologies and Design management 12

- 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

- 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

- 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

- 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 BOOK:

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 VFX

4 0 0 4

Course objective:

1. A comprehensive study of the evolution of VFX
2. To learn about the pre – digital practical tools
3. To understand the VFX techniques that have been used over the decades
4. To understand audience's obsession about the VFX techniques
5. To know about advanced VFX evolution over recent years

UNIT I	VFX in Early years- 1890s	12
1.1	Birth of cinema – 1895	
1.2	Pioneers of special effects in early cinema	
1.3	Special effects in ancient cinemas	
UNIT II	Effects Pioneers, early 1900s	12
	2.	
2.1	Robert W. Paul -- own camera and projection system	
2.2	G.A. Smith -- own movie camera	
2.3	1912 Bell & Howell facilitated split-screens and double exposures with fixed registration pin and accurate frame counter	
2.4	“Special Effect” received first screen credit in 1926	
UNIT III	1940s to 1990s	12
	3.	
3.1	Citizen Kane (1941) -- matte paintings, miniatures, and advanced optical printing	
3.2	Gone With the Wind (1939) first Technicolor matte painting	
3.3	Ivan Sutherland invents Sketchpad in 1961	
3.4	Star Trek: The Motion Picture (1979)	
3.5	Fight Club (1999) -- photogrammetry -- image-based modeling	
UNIT IV	2000s to present	12
	4.	
4.1	The first anatomically correct, 3D model of a human body	
4.2	The first hyper-real, CGI feature film	
4.3	Extensive CG body doubles and CG sets in film	
4.4	Academy Award VFX	
4.5	Final shots -most ever FX shots	
UNIT V	Future of VFX	12
	5.	
5.1	Pioneering use of AI deep-fake technology	
5.2	Real time interactive	

Total: 60Hrs

COURSE OUTCOMES:

- CO1: To make the students familiar with the VFX evolution
- CO2: To understand films that contributed to change in VFX dynamics
- CO3: To know how change in technologies had assisted VFX success
- CO4: To know about the recent contributors of success in modern films
- CO5: To acquire knowledge about the future of VFX industry

TEXT BOOKS:

Mike Tucker, "The Story of the BBC Visual Effects Department", Aurum Press

REFERENCE BOOKS:

Pierre Grage, Inside VFX, An Insiders View Into Visual Effects and Film Business, Dec 2014, Create Space Independent Publishing Platform

Web Resources:

<https://www.toolbox-studio.com/blog/history-of-vfx-in-hollywood/>

<https://srushtivfx.com/film-production-and-visual-effects-in-india/>

<https://substance3d.adobe.com/magazine/today-all-roads-lead-to-india-the-rise-of-vfx-and-animation-in-india/>

DRAWING - I

0 2 4 4

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

Detailed Course

Unit I

12

- 1.1 Introductions to the Art
- 1.2 Elements of Drawing: lines shape, forms.
- 1.3 Materials Handling and Understanding
- 1.4 Space managements and composition
- 1.5 Free hand drawings.

Unit II

12

- 2.1 Important Of Light and Dark
- 2.2 Tonal Value
- 2.3 Elements Of Light and Dark

2.4 Styles Of Shadings.

2.5 Texture Creating Using Light and Dark

Unit III **12**

3.1 Elements Of Perspective

3.2 Variety Of Perspective

3.3 One Point, And Two point Perspectives

3.4 Three Point Perspective

3.5 Techniques in Perspectives Drawings

Unit IV **12**

4.1 Geometrical study of objects

4.2 Composing methods and styles

4.3 Organic still life's

4.4 Inorganic still life's

4.5 Still life rendering

Unit V **12**

5.1 Skull forms in different views

5.2 Keys sketch of portrait in different views

5.3 Anatomy of eyes

5.4 Anatomy of nose

5.5 Anatomy of lip and ear

Total: 60Hrs

Practical's / Assignments

- **Students Will Have To Submit Drawings Record Book (Life Drawing, Still Life, Perspective Drawings, And Basics Of Portrait).**
- **Assignments for art elements and tonal value (written 20 pages)**

Course Outcomes

1. Students Would Be Able To Understand The Art and Master The Techniques of Drawing And Painting.

2. Students Would Be Able to acquire knowledge to express ideas in the form of Drawing and Paintings.
3. Students would be able to produce problem solving design for the media industry.
4. Students can develop the knowledge of pre protection art skills in the field media.
5. Students would be able to enhance their knowledge through practising art

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>

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

1.

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

2.

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

4.1 Perspectives

4.2 Single image with multiple layers

4.3 Matte painting, Pen tool

4.4 Custom shapes and library, Dodge and burn tool

4.5 High resolution painting from a low-resolution reference.

Unit V Typography 12

3.

4.

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: 3 0 0 3
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
 மணி நேரம்

8

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 அக்காடெமி, 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 (naatak), Translation Practice	9
Unit V	Rajani (naatak), 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 hindi literature

CO 5 will acquire knowledge in hindi sahitya

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 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:

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 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 6 4****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****12**

- 1.1 Modeling basics and concepts
- 1.2 Fundamentals of 3D
- 1.3 Navigating in 3D space
- 1.4 Objects
- 1.5 Transforms

UNIT II **High Poly vs. Low Poly Modeling** **12**

2.

- 2.1 Poly models
- 2.2 Edge loops
- 2.3 Modelling
- 2.4 Aligning and Instancing pieces, Edges loops to a curved object
- 2.5 Tackling more complex shapes

UNIT III **Texturing** **12**

3.

- 3.1 Map – Albedo
- 3.2 Reflection
- 3.3 Refraction
- 3.4 Normal & Bump
- 3.5 Displacement

UNIT IV **UVW mapping** **12**

4.

- 4.1 UV Theory, Layout & UV space
- 4.2 Collection Scenes
- 4.3 UVW coordinates and map modifier
- 4.4 Viewports
- 4.5 XYZ to UVW method

UNIT V **Mapping channels and controls** **12**

5.

- 5.1 Map channels
- 5.2 Unwrap UVW controls
- 5.3 UVW modifiers
- 5.4 Peel mapping tools
- 5.5 Reshape UV elements

Total :60 Hrs

Course Outcome

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

- CO1:** Understand the 3D Modelling concepts and designing
- CO2:** Gain knowledge about poly models and handling complex shapes.
- CO3:** Understand texturing concepts and principles
- CO4:** Understand various mapping tools, channels and controls
- CO5:** Gain knowledge about 3D content creation and simulate creative thought process.

TEXT BOOKS: Lee Lanier, “Advanced Maya Texturing and Lighting”, 3rd Edition

REFERENCE BOOKS: Michael Ingrassia, Maya for Games- Maya and Texturing Techniques with Maya & Mudbox, Oct 2008, CRC Press

Web References:

<https://www.artstation.com/>

<https://youtu.be/5Z5xDoSYlp4>

<https://www.autodesk.com/campaigns/makegames/create#>

DRAWING - II

0 2 4 4

Course Objectives

1. To introduce students to the basics of Color and its usage.
2. To teach the knowledge of Color theory.
3. To Teach important of the colours.
4. To develop the knowledge and skills of painting and design making.
5. To improve the Color handling and understanding skills.

Detailed course

Unit-I

12

- 1.1 Introductions to Water Colours
- 1.2 Water Colours mixing and applying methods
- 1.3 Brush handling and strokes
- 1.4 Landscape paintings
- 1.5 Cityscapes

Unit – II

12

- 2.1 Introductions to Poster Colour
- 2.2 Color mixing methods
- 2.3 Mono Color paintings
- 2.4 Texture creating.
- 2.5 Light and Dark works

Unit – III

12

- 3.1 Study of different folding style
- 3.2 Study of different textured cloth
- 3.3 study of light and dark of different cloth
- 3.4 Academic style shading study
- 3.5 Hatching style of shadings

Unit – IV

12

- 4.1 Mountain landscapes
- 4.2 Cloudy landscapes
- 4.3 Boatyard landscapes

- 4.4 Rivers capes
- 4.5 Villages capes

Unit – V

12

- 5.1 Skull study in Color
- 5.2 Monocular portrait
- 5.3 Different skin tone practice
- 5.4 Old man portrait painting
- 5.5 Women portrait

Total 60 Hrs

Practical's / Assignments

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

Course Outcomes

1. Students Would Be Able To Understand The Art and Master The Techniques of And Painting.
2. Students Would Be Able to acquire knowledge to express ideas in the form of Paintings.
3. Students would be able to create posters and banners thumbnail for media.
4. Students can develop the knowledge of recreation of any image.
5. Students would be able to enhance their Color knowledge through practising painting

TEXT BOOKS:

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

REFERENCE BOOKS:

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

WEBSITE

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

WEB SOURES

1. <https://www.artisera.com/pages/fine-art>
2. <https://www.sitebuilderreport.com/inspiration/artist-websites>

Introduction to 2D & 3D Animation

3 0 0 3

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 Modeling
- 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 Shooting Techniques for VFX

3 0 0 3

Course objective:

- 1. To explore the core concepts of acting This is the first time many come
- 2. To know about facing the camera lens
- 3. To delve into text analysis
- 4. To create an improvised project, dance, breathe as a perform
- 5. To learn to work as part of an ensemble

UNIT I

Introduction to Acting Concepts

9

- 1.1 Acting fundamentals
- 1.2 Camera: Objective in Performance
- 1.3 Movements and Speech
- 1.4 Character and Spontaneity
- 1.5 Audition: Knowing the room, Method acting, Improvisation.

UNIT II	Elements in Acting	9
2	2.1 Expand Range & Improvisation 2.2 Movement : Mask Behind and Beyond 2.3 Camera : Feature film and edit 2.4 Audition : Exploring television 2.5 Stage vs Camera	
UNIT III	Transforming oneself for Acting	9
3	3.1 Experimentation with acting skills, Movement / Camera and Special skills 3.2 Special Effects, Integration of voice, Ensemble monologue and embodied voice 3.3 Integrating acting and singing 3.4 Audio book 3.5 Animated character research, multi-voice commercial, Breaking down the script and Catching Dialects.	
UNIT IV	Impulsive Acting	9
1 2 3 4	4.1 Film industry 4.2 Text and Rhetoric speech 4.3 The Business of Acting 4.4 Getting inspiration for the character 4.5 Creating character biographies, Voice training	
UNIT V	Filmic Naturalism	9
5	5.1 Imaginary situation 5.2 Environment of studio film set 5.3 Dubbing and Voice Acting Advanced 5.4 Actorpreneur and Modern Acting methods 5.5 Onset Collaboration & Dealing with criticism	

Total: 45 hrs

COURSE OUTCOME:

C01: Understand the basic shooting prerequisites

C02: Learn the shooting and acting techniques and principles for a quality VFX output

C03: Understand the most effective way to create visuals

C04: Learn to visualize output in a way that would be complicated or impossible using traditional shooting techniques

C05: Understand the most trusted VFX techniques to become an expert VFX supervisor

TEXT BOOKS:

Anna Khan, The Art of Animated Films, Acting and Visualizing, CRC PRes

REFERENCE BOOKS:

Lee Lanier, Advanced Visual Effects Compositing, Techniques for Working With Problematic Footage, Feb 2017, Taylor & Francis

Web Resources:

<https://www.thedvigroup.com/video-production-blog/2016/07/the-benefits-of-visual-special-effects-for-videos/>

<https://infocusfilmschool.com/filming-green-screen-guide/>

Stop Motion & Clay Modeling 0 1 4 3

Course Objective:

1. To provide an overview of clay modeling
2. Understand the process of clay modeling
3. Introduction to techniques of clay modeling
4. To provide an overview and understanding about stop motion animation
5. Introduction to techniques of stop motion

Unit I Basics of Clay Modeling 12

- 1.1 Basics of clay modeling sculpture- Eye, Nose, Lips modeling Hand material preparing
- 1.2 Exploring 3D form Emphasizes drawing for sculpture
- 1.3 concept development armature
- 1.4 expression - concepts and comprehension of 3D space, material preservation
- 1.5 making basic human forms, animal forms

Unit II Tools and handling technique 12

- 1
- 2
- 2.1 Techniques and tools
- 2.2 carving tools, modeling tools, wire tools, wooden tools, plastic tools
- 2.3 Adding technique, carving technique
- 2.4 Roughing out, Removing Clay
- 2.5 Maneuvering, Repositioning and Detailing

Unit III Modelling Methods & Modelling Human 12

- 3
- 3.1 Pinch pot, coiling and slab techniques, Slab Method, modeling with armature

- 3.2 medaling in block clay, Relief medaling, low relief and high relief modeling, terracotta modeling, hollow modeling, solid medaling
- 3.3 Drawing for modeling, concept for sculpture, measurement of sculpture
- 3.4 armature design, pedestal design, choosing pose or movement, skeleton forms
- 3.5 adding muscles forms, face modeling, Body modeling, flowing anatomy, detailing, finishing

Unit IV Creature Modelling 12

4

- 4.1 Idea, concept, scribble drawing, Drawing for modeling
- 4.2 adding extra features, creating new textures, measurement of sculpture
- 4.3 armature design, choosing pose or movement
- 4.4 skeleton forms, adding muscles forms, face modeling, Body modeling
- 4.5 flowing anatomy, detailing, finishing, weapons making

Unit V Stop Motion – Process and Techniques

12

5

- 5.1 Camera angles, Character positioning, Frame by Frame controls
- 5.2 Positioning and actions of secondary characters and Props
- 5.3 Clay Modeling Techniques: Sculpting tools handling, Clay handling techniques
- 5.4 Analyzing and understanding the challenges faced during clay modeling and shooting
- 5.5 Props & lip-synch handling

TEXT BOOKS:

1. Bruno Lucchesi, “Modeling the Figure in Clay”, Watson-Guptill Publications, 30th Edition, April 1, 1996
2. Katherine Dewey “Creating Life-Like Figures in Polymer Clay”, Potter Craft, 29 April 2008
3. Williams, Richard. The Animator’s Survival Kit. London: Faber and Faber Limited, 2001

REFERENCE BOOKS:

1. Daisy Grubbs, “Modeling a Likeness in Clay Hardcover”, Watson-Guptill, August 1, 1982
2. Susanna Oroyan, “Fantastic Figures: Ideas and Techniques”, C&T Publishing, January 1, 1995
3. Whitaker, Harold and Halas, John. Timing for Animation. New York: Elsevier, 2009
4. Hooks, Ed. Acting for Animators. Portsmouth: Heinemann, 2003

Web Resources:

- <https://www.studiobinder.com/blog/what-is-stop-motion-animation/>
- <https://www.videostudiopro.com/en/pages/stop-motion-animation/>

<https://blog.vmgstudios.com/what-is-stop-motion-definition-examples>

<https://www.artistsandillustrators.co.uk/how-to/sculpture/252/beginners-guide-to-sculpting-in-cla>

y

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 ... (பாசரம் 1)
 - ✓ ஓங்கி உலகளந்த... (பாசரம் 3)
 - ✓ ஆழிமழைக் கண்ணா... (பாசரம் 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.tamildigitallibrary.in/book>

HINDI

3 0 0 3

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

Rerence 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.Page80- 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 page142- Grammaire :A changer les phrases en interrogatif. Leçon 58-La chasse et la pêche.Page160-Grammaire :Le plus que parfait

UNIT :IV-LECON 16-18

9

Leçons 61-Un mariage a la campagne. Pagé-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 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 :

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 III - DRAMA AND COMPOSITION

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 and composition.
- 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 6 4

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

12

- 1.1 Modeling 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

12

- 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 12

- 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 12

- 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 12

- 5
- 5.1 Mirror and Weld
- 5.2 Backface Masking
- 5.3 Clipping and Trim Brushes
- 5.4 Splitting Geometry
- 5.5 Polygroups & Sculptris Pro

Total: 60 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

4.

- 4.1 Video recording
- 4.2 Data processing
- 4.3 Broadcasting standards
- 4.4 Motion pictures

UNIT V

The Art of Video Editing

9

5.

- 5.1 Types Of Editing
- 5.2 New Project setting, Importing footage, Lineup on timeline
- 5.3 Adding Transition, Refining edit, Trimming, Using Editing tools
- 5.4 Titling and Video effects, Color correction
- 5.5 Integrating Audio on Timeline, Audio filters & Rendering the final Output

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 equip students to gain expertise to independently render the final output

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"

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>

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 through the philosophical ideology of Tamil religions.
4. Acquire the Knowledge and understanding theories of Media Tamil - Introduction of Tamil Computing
5. Formlate 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. அச்சக் 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 passages-essais sur un sujet générale, lettre : Ecrire une lettre à une amie.

Total 45 Hours

TEXTBOOK :

Les leçons ont été choisies et tirées de i & ii degré de gauger << 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 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>

MOTION GRAPHICS

0 1 4 3

COURSE OBJECTIVE:

1. To understand the post production process of filmmaking, video games and television production
2. To equip to expertise in keying, tracking, compositing and animation
3. To learn the art of manipulating imagery through motion graphics effects
4. To learn about combining the layers of vide and images into the same scene
5. To understand the different ways to use after effects to create visual vizardy

UNIT I

Basics of After Effects

9

- 1.1 Major user interface elements
- 1.2 Organizing projects
- 1.3 Customization of user interface
- 1.4 Save layouts and workspaces

UNIT II	Creating Composition and basic animation	9
2.		
2.1	New composition	
2.2	Animation	
2.3	Blending in layers	
2.4	Text layer	
2.5	Animating text	
UNIT III	Video issues, masking, color & keying	9
3.		
3.1	Deinterlacing a footage	
3.2	Masking	
3.3	Rotoscopy-shape based, Rotoscopy- character	
3.4	Keying basics, color correction	
3.5	Advanced keying with CC	
UNIT IV	Tracking & Stabilizing	9
4.		
4.1	3D interface & 3D camera tracking	
4.2	Wire removal	
4.3	Sequence painting with Photoshop	
4.4	Displacement map	
UNIT V	Particles and Motion Graphics	9
5.		
5.1	AFX particles	
5.2	Motion graphics	
5.3	Pack shot – TVC	

Total- 45 Hrs

COURSE OUTCOME:

C01: To understand the adobe after effects user interface

C02: To learn how the program can help you can realize your own visions more quickly and efficiently

C03: To equip communicating in a memorable way using motion graphics and moving images

C04: To understand the major user elements interface in after effects

C05: Learn customization of user interfaces and organize projects

TEXT BOOK-

- 1) Trish & Chris Meyer, “Creating Motion Graphics with After Effects”, 5th Edition
- 2) Cresendos courseware, “Basics of compositing”

REFERENCE BOOKS:

Ian Crook, Peter Beare, Motion Graphics, Principles and Practices from the Ground Up, Jul 2017, Bloomsbury Publishing

Web Resources:

<https://www.videoeditinginstitute.com/benefits-of-learning-adobe-after-effects-for-video-editors>

Node Based Digital Compositing- I**0 2 4 4****COURSE OBJECTIVE:**

1. Navigate the user interface and understand the design process
2. Create conceptual design and organic forms
3. Design 3D models using solid modeling tools
4. Create 3D assemblies and motion studies
5. Learn to create drawings and renderings

UNIT I Introduction to Node Based Workflow, GUI and Spline editor**12**

- 1.1 The fusion interface- working with tool network
- 1.2 Layer vs Node based compositing
- 1.3 Merging Inputs
- 1.4 Key framing parameters
- 1.5 Animation splines

UNIT II Color Correction & Enhancement**12**

2.
 - 2.1 Channels
 - 2.2 Color space and footage
 - 2.3 Gamma in fusion
 - 2.4 Color Models
 - 2.5 Applying color filters

UNIT III Keying & Wire Removal**12**

3.
 - 3.1 Keying process
 - 3.2 Keying with keyer tools
 - 3.3 Keying with other fusion keyers
 - 3.4 Wire removal

UNIT IV 3D Camera Tracking & Particle Environment**12**

4.
 - 4.1 Altering and animating transforms
 - 4.2 Motion tracking
 - 4.3 Overview of fusion 3D environment
 - 4.4 Constructing a 3D scene and working with geometry
 - 4.5 Simulating particles

UNIT V CG Rendering & Live Action Composite

12

5.

5.1 Rendering

5.2 Customizing your workspace

5.3 Organizing flow view

5.4 Automating parameter values

5.5 Expressions and linking

Total: 60 Hrs

COURSE OUTCOME:

C01: Learn to precisely model 2D and 3D objects

C02: Expertise skills to animate designs and render objects

C03: Ensure form, fit and functions of 3D designs through various analysis methods

C04: Learn the dynamics of creating, changing, moving, rotating and spinning particles

C05: Expertise to design the product from idea to prototype

TEXT BOOK:

- 1) Lee Lainer, "Digital Compositing with Blackmagic Fusion", Taylor & Francis
- 2) Cresendos courseware, "Blackmagic Fusion"

REFERENCE BOOKS:

Sham Tickoo, Blackmagic Design Fusion 7 Studio, A Tutorial Approach, 2015, CADCIM Technologies

Web Resources:

<https://www.blackmagicdesign.com/in/products/davinciresolve/fusion>

Node Based Digital Compositing- II

0 1 6 4

COURSE OBJECTIVES:

1. Learn advanced compositing techniques to get picture perfect results
2. Understand tools to create best content using Nuke robust tool set
3. Get equipped to create industry standard compositing, editorial and review
4. Learn to improve work efficiency using acceleration and fluid workflows
5. Understand the advanced node based compositing, 3D tracking and model building, conform and review

UNIT I

12

1.1 Tools and commands available in Nuke while creating and editing films

1.2 Various nodes in Nuke - Roto and Rotopaint nodes

1.3 Masking and its workflow in Nuke

1.4 Hidden Paint node in Nuke

1.5 Understand the fundamentals of DI (Digital Intermediate) process

UNIT II	12
2	
2.1 Color correction process and the various nodes used for color correction based on the tonal range	
2.2 chroma - chroma removal process using various nodes	
2.3 Procedural keying process and the various ways in which it can be applied to a footage	
2.4 Add/remove extra channel to a footage	
2.5 Shuffle the channels between images	
UNIT III	12
3	
3.1 Tracking and stabilization methods in Nuke	
3.2 stereoscopic conversion workflow	
3.3 IDistort node in creating 2D to 3D conversion	
3.4 camera tracking	
3.5 Demonstrate the clean-up process in Nuke using the Clone tools in the Rotopaint node and tracking mechanism while retaining the originality of the footage	
UNIT 4	12
4	
4.1 Cleanup process in Nuke	
4.2 Degrain process and tools to remove grains	
4.3 Clone Stamp tool	
4.4 OpenEXR compositing workflow	
4.5 Use and manage render passes as per the requirement	
UNIT 5	12
5	
5.1 Concept of stereoscopy and uses	
5.2 Create anaglyph images using the anaglyph and joinview nodes	
5.3 Concept of interocular distance and its use in creating stereoscopic conversion workflow	
5.4 Function of parameters available in the F_WireRemoval node that are placed on heavily motion	
5.5 Function of parameters available in the F_Regrain node that are used to add grains to a sequence	

Total: 60 Hrs

COURSE OUTCOME:

C01: Get equipped with the deeper insights into the practical aspects of various common workflows, covering conforming, editorial, review tools, and how to link up your workflow with compositors

- C02: Learn the skills and techniques needed to stand out as a compositor
 C03: Learn the process of grading your assets in a scene for maximum realism and impact
 C04: Discover how to empower collaboration on high end VFX shots

TEXT BOOK: Cresendos Courseware, “Nuke- Node Based Advanced Compositing”

REFERENCE BOOK: Advancing the Art of Digital Compositing, Version 5.1v2 (Nuke User Guide (riseup.net))
 Lee Lainer, Digital Compositing with Nuke, Aug 2012, Taylor & Francis

Web Resources:

<https://learn.foundry.com/nuke>

Node Based Digital Compositing- III

0 1 4 3

COURSE OBJECTIVES:

1. Expertise the advanced post production tool in the VFX industry
2. Learn about the fully featured GPU accelerated compositing system
3. Understand the rotoscoping, Mocha planar tracking and non-destructive paint
4. Expertise the keying, matting, warping, morphing and various other nodes, all stereo enabled

UNIT I Introduction to Silhouette and roto static and moving shape 10

- 1.1 Features
- 1.2 User Interface
- 1.3 Nodes

UNIT II Rotoscoping 10

- 2
- 2.1 Stereo Rotoscoping
- 2.2 B-spline, X-Spline, Bézier or Freehand shapes
- 2.3 IK (Inverse Kinematics) for animating humans, animals and all manner of jointed creature
- 2.4 Roto for slow movement and camera Jerky/Jitter shot
- 2.5 Roto for Hair and motion blur shot

UNIT III Render & compositing 5

- 3
- 3.1 Render Options
- 3.2 Compositing Techniques

UNIT IV Nodes 10

- 4

- 4.1 Node groups
- 4.2 Color
- 4.3 Defringe, Degrain and Depth
- 4.4 Lens correction and Distortion
- 4.5 zMatte, X-Ray

UNIT V Silhouette shape

10

- 5
- 5.1 Shape import
- 5.2 Shape export
- 5.3 Export for adobe after effects
- 5.4 Import for adobe after effects

Total: 45Hrs

COURSE OUTCOME:

- C01: Understand the gestural node based compositing
- C02: Learn the color managed workflow and multiple roto and paint nodes
- C03: Expertise the proprietary matte generation and exact color grading
- C04: Learn about the edge tools to color correct to blur the composite's edge
- C05: Know about the visual presets for most nodes

TEXT BOOK: Cresendos courseware, "Silhouette- Node Based Compositing"

REFERENCE BOOK:

Silhouette User Guide (Silhouette-2021.pdf (borisfx.com))

Web Resources:

<https://www.toolfarm.com/tutorial/boris-silhouette-paint-getting-started-tutorial-series/>

Non Linear Video Editing

0 0 8 4

COURSE OBJECTIVE:

1. Learn the advanced editing of digital video as well as high-definition video
2. Get to understand about the film specific features
3. Understand cinema tools, multi cam editing, batch capture and time code view

UNIT I Introduction to Final Cut Pro

15

- 1.1 Post production workflow
- 1.2 Video formats and time code
- 1.3 Understand the projects, clips and Sequences
- 1.4 FCP Interface
- 1.5 Setting up the editing system

UNIT II	Logging and Capturing	10
2.1	Overview of logging	
2.2	Overview of capturing	
2.3	Logging clips	
2.4	Capturing your footage to disk	
2.5	Recapturing clips	
UNIT III	Audio and Video	15
3.1	Capturing audio	
3.2	Adjusting analog audio levels	
3.3	Importing media files	
3.4	Using color bars for video collaboration	
UNIT IV	Working with Motion & Integration with FCP	10
4.1	Live type & Integration with FCP	
4.2	Sound track pro & integration with FCP	
4.3	Working with motion	
UNIT V	Project Interchange	10
5.1	EDL	
5.2	Batch Capture	
5.3	TCR	
5.4	Rendering Final Output	
5.5	Allowance class	

Total: 60Hrs

COURSE OUTCOME:

- C01: Learn about the ability to keyframe filters
- C02: Expertise the dynamic RT, which changes real time settings on the fly
- C03: Understand the motion path keyframing and opacity keyframing
- C04: Learn about the two-way color correction and chroma key techniques

TEXT BOOK: Cresendos Courseware, “Final Cut Pro”

REFERENCE BOOKS:

Lian Anderson, Final Cut Pro Efficient Editing, Oct 2020, Packt Publishing

Web Resources:

- <https://www.premiumbeat.com/blog/7-tutorials-final-cut-pro-x/>
- <https://www.apple.com/in/final-cut-pro/resources/>

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

Core VFX Show Reel – Project 0 2 8 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 VFX 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, Photography, Audio / Video Production and Advanced Video Compositing.

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

Syllabus

Discipline Specific Elective Courses

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 12

- a. Introduction and review of animation principle
- b. Arced verses linear motion
- c. Staging and animation layout in a 3D scene
- d. Intermediate Animation and Timing Techniques
- e. Building stronger poses and factoring in timing, Speed, performance, and the illusion of motion

UNIT II Facial Animation Techniques 12

2.
 - a. Preparing and importing audio for facial animation timing
 - b. Animating faces for emotion and dialogue
 - c. Facial GUI
 - d. facial joint array
 - e. blend shape driven expressions and Fine tuning performance

UNIT III Facial Rigging Techniques 12

3.
 - a. Techniques for facial deformation
 - b. Blend shape based facial movement
 - c. Modeling facial deformation targets
 - d. Joint based facial movement
 - e. Hybrid facial rigs & Advanced topics on deformation order

UNIT IV Advanced Character Rigging and controls 12

4.
 - a. Modeling custom wire controllers
 - b. Wire controller generators, scripts, and plug-ins
 - c. Character control and integration
 - d. Custom attributes and advanced control techniques
 - e. Connecting attributes, expressions, and set driven keys

UNIT V Character Rig Final Phase Testing Methods 12

5.
 - a. Peer-Review and Peer-Evaluation
 - b. Hands on testing of the completed character rig
 - c. Customizing interface and camera controls to optimize the animation process
 - d. Developing the story for the final animation project and Camera and scene setup
 - e. Blocking in for elaborate movement and interaction, Transitioning between hand, holster, and free movement

Total: 60 hrs

COURSE OUTCOMES:

- CO1: To acquire knowledge to the structure of a 3D model and manipulate the model for animation
- CO2: To manipulate the geometry of character in their interaction with environments
- CO3: To set up and rigging of bipedal characters, creatures and props for animation.
- CO4: To understand the testing concepts for an efficient output.
- CO5: To upskill to produce an original design for a 3D character and convey a believable feel to the animation

TEXT BOOK:

1. Susan JolliffeNapier, “Anime from Akira to Princess Monoke: Experiencing Contemporary Japanese Animation” , Palgrave Macmillan Limited, 2007.

REFERENCE BOOK:

1. Richard Williams, “The Animator's Survival Kit”, Faber & Faber, Limited

Web Resources:

- <https://conceptartempire.com/what-is-rigging/>
<https://sciencebehindpixar.org/pipeline/rigging>

Lighting and Rendering

0 1 6 4

Course objective:

- To learn different techniques to make their 3D model
- To understand about a more realistic methods of using lighting
- To understand the fundamentals of shading, texturing, rigging
- To learn the advance features to construct 3D models with animation capabilities

UNIT I Introduction to Lighting

12

- 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, Lighting a scene, Reset lighting

- 1.3 Global Illumination, Exploring ambient light, Area lights, Real-time light, V-Ray lights
- 1.4 Working with Blender and Zbrush
- 1.5 Exterior Daylight and Interior Night scene.

UNIT II Introduction to Shading 12

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

UNIT III Introduction to Texturing 12

- 3.1 Creating a Terrain, Texture painting a terrain
- 3.2 Materials, Creating Materials and Textures
- 3.3 Adding Effects, Blend Trees, UV unwrapping, Sculpt mode, Export all the texture maps, PBR materials in Substance Painter, Marmoset Toolbag
- 3.4 How to import any asset in the 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 12

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

UNIT V Introduction to Rigging 12

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

Total: 60 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/>

3D Dynamics & Thinking Particles**0 1 6 4****COURSE OBJECTIVES:**

1. To understand the fundamentals of dynamics and particles
2. To learn the fluid and dynamics simulation tool for the 3D and visual effects industry
3. To understand the simulation and rendering of realistic fire, smoke, explosions and other gaseous phenomena
4. To know about the subtlety and complexity of fluid gas behavior
5. To equip students get a creative mind and minimize tedious tasks even further than before

UNIT I - 3D Dynamics**10**

- 1.1 Overview of Dynamics and Maya Nucleus
- 1.2 Rigid and Soft -Dynamic Bodies -Particle Dynamics
- 1.3 Animating a Particle
- 1.4 Getting Started with nCloth, Creating nCloth
- 1.5 Objects; MASH Tools & Motion Graphics

UNIT II - 3D Emitters**12**

- 2.
- 2.1 Introduction to Particles - Fields - Emitters -2D Container & 3D Container
- 2.2 What affects particles?
- 2.3 Fields-Springs-Attribute Values-Expressions (one–line or multi–line)
- 2.4 Dynamics controller attributes

- 2.5 Nodes Rigid body Constraints: - Nail- Pin -Hinge – Spring- Barrier
- 2.6 Render Types

UNIT III - 3D Thinking Particles **10**

- 3.
- 3.1 Introduction to Thinking particles and recreating the flow default system in TP
- 3.2 Particle Collisions and Object Breaking
- 3.3 Working with Blurp for Particle morph, Geo Instance, Joints, fragmentation
- 3.4 TP with Fume FX
- 3.5 Creating crowd

UNIT -IV Fume -3Ds Max **12**

- 4.
- 4.1 Intro to Fume FX and workflow
- 4.2 working with different sources- object, particles
- 4.3 Realistic Fire Creating realistic explosion
- 4.4 creating large scale smoke and smoke
- 4.5 Create plasma energy, dust and smoke

UNIT V REAL FLOW-3D Fluid Simulation & Dynamics **16**

- 5.
- 5.1 GUI and Layouts, Node Types, Export Central
- 5.2 Dynamics Considerations, Simulation Workflow, Pedestrian Tunnel Flood Project, Project Directories, Importing Geometry, Kill Daemons, Emitter Particle Parameters
- 5.3 Key frames and Curve Editor, Performance Considerations Adding Details, Rigid Body Dynamics, Monitoring Simulations, Secondary Splash Elements Meshing it All
- 5.4 Setting Up a Mesh, Meshing Parameters, Optimizing a Mesh, Meshing Performance Importing Assets and Rendering
- 5.5 Importing and Exporting SD Files, Importing Meshes, Rendering Meshes, Rendering Particles.

Total:60 Hours

TEXT BOOK:

1. Kelly L.Murdock,3ds Max 2008,Wiley India Pvt Ltd, New Delhi, 2008
2. Autodesk, 3ds Max 8 Essentials , Elsevier Inc, New Delhi, 2006.
3. Jeffrey M.Harper, Official Training Guide, Mastering Autodesk 3 ds Max 2013, Sybex.

Reference Books:

1. Pete Draper , Deconstructing the Element with 3 ds Max , Auto desk, 3 rd Edition.
2. John p Chismar, 3ds max Media Animation, New Riders.
3. Software manuals of Real flow.

E – LEARNING RESOURCE

- www.digitalturors.com
- www.lynda.com
- www.3dtraining.com
- www.freelearn110.com
- www.multisoftvirtualacademy.com

3D Camera Tracking

0 2 4 4

COURSE OBJECTIVE:

1. To analyzes video sequences to extract camera motion and 3D scene data
2. To composite 3D elements over a 2D footage
3. To understand the concepts to recreate entire scenes within an accurate world space defined by real camera metrics
4. Learn about using photogrammetry to assist with the matchmoving, tracking and layout processes
5. Master the dynamics to work within VFX and other related industries

UNIT I

10

- 1.1 The fundamentals of camera tracking
- 1.2 Differentiate between 2D and 3D camera tracking
- 1.3 Auto tracking method and the process of the exporting the camera inPFTrack
- 1.4 Attributes of Auto track Node and Camera solve node
- 1.5 Auto tracking

UNIT II

10

- 2.
- 2.1 Attributes of the User Track node
- 2.2 Test Object node
- 2.3 Manual tracking
- 2.4 Tracking a rotating camera
- 2.5 Tracking a zoom camera

UNIT III

10

- 3.
- 3.1 Object tracking
- 3.2 Manual object tracking process
- 3.3 Automatic object tracking process

UNIT IV**10**

- 4.
- 4.1 Use of survey data in tracking
- 4.2 Method of entering measured values during tracking
- 4.3 Use of survey solver nodes
- 4.4 Process of defining the scene unit

UNIT V**5**

- 5.
- 5.1 Process of performing a checker test
- 5.2 Scene scaling to match the camera unit according to the actual scene

Total: 45 Hrs**COURSE OUTCOME:**

- C01: Learn about analyzing footage and extracting camera motion
- C02: Understand the art of moving the target to attach content to different location
- C03: Know about resizing targets and selecting or deselecting track points
- C04: Understand the effect controls for the 3D camera tracker
- C05: Learn about ground plane and origin in 3D camera tracker effect

TEXT Books:

- 1) PF Track 5.0, Reference Manual
- 2) Cresendos Courseware, “3D Camera Tracking”

REFERENCE BOOKS:

Tim Dobbert, Match Moving, The Invisible Art of Camera Tracking, Feb 2006, Willey

Web Resources:

<https://www.escape-technology.com/products/the-pixel-farm/pftrack>

Advanced Shooting Techniques for VFX**4 1 0 5****Course objective:**

1. To learn about finding and auditioning actors for different roles
2. Get a deep dive into the theory of acting: being vs. pretending, understanding character motivation, and interpreting the script.
3. From theory, get segue into application, with some acting exercises to keep actors focused and in the zone
4. Focus on the importance of rehearsals, and provides tips for directing actors on set and getting great voiceover in post
5. Get to know the acting dynamics and application of knowledge in film editing

UNIT I	Advanced Acting	12
1.1	Pretending vs being and Exploring acting methods	
1.2	Understanding character motivation	
1.3	Using scene obstacles	
1.4	Finding the stakes in detail, Interpret the script, Acting Exercises	
1.5	Warming up the body, Changing the action verb, Listening to your scene partner, Audition tips	
UNIT II	How to Act on Camera	12
2		
2.1	Sounding Conversational	
2.2	Connect with your audience	
2.3	How to be concise, How to represent yourself	
2.4	What to say on camera, Scripted or Spontaneous,	
2.5	How to use a script and still feel natural and staying cool when recording	
UNIT III	Performing in Rehearsals	12
3		
3.1	Rehearsals	
3.2	Holding a table read and Allowing mistakes	
3.3	Recreating the scenes	
3.4	Discovering the characters	
3.5	Directing Actors, What makes a good director	
UNIT IV	Actors and Emotions	12
4		
4.1	Supporting the actors, Blocking actors, Giving notes	
4.2	Emotional scenes direction,	
4.3	Maintaining emotional consistency	
4.4	Directing voice over performance	
4.5	Directing child actors, Directing non actors.	
UNIT V	Acting Decisively	12
5		
5.1	Overcome the blocks to decisive action and Embrace the mindset of action	
5.2	Know when to act, A framework for action, The courage to act	
5.3	Double check your decisions	
5.4	How to be decisive under difficult circumstances	
5.5	Develop the habits of action	

Total: 60 hrs

COURSE OUTCOME:

C01: Learn the art of acting in front of camera

- C02: Embrace the situation to at decisively based on the circumstance
 C03: Learn to maintain emotional consistency and the difference driving factors for actors
 C04: Know the importance and concept of rehearsals
 C05: Understand the dynamics of advanced acting

TEXT BOOKS:

Anna Khan, The Art of Animated Films, Acting and Visualizing, CRC Press

REFERENCE BOOKS:

Lee Lanier, Advanced Visual Effects Compositing, Techniques for Working With Problematic Footage, Feb 2017, Taylor & Francis

Web Resources:

- <https://www.thedvigroup.com/video-production-blog/2016/07/the-benefits-of-visual-special-effects-for-videos/>
<https://infocusfilmschool.com/filming-green-screen-guide/>

Planar Motion Tracking

0 1 4 3

COURSE OBJECTIVES:

1. To understand the planar tracking, rotoscoping and object removal
2. Learn the essentials of visual effects and post production workflows
3. Understand the dynamics of tracking points, either single pixel or group of pixels inside a user defined search area
4. Improve editing efficiency through different techniques that can save many minutes
5. Learn the special remove module and the new mega plates creator

UNIT I Introduction to Planar tracking & Mocha Interface

9

- 1.1 Introduction
- 1.2 Art of tracking & no point trackers
- 1.3 Interface overview
- 1.4 Stereo interface
- 1.5 Starting a new project & merging & importing projects

UNIT II Tracking & stabilize technique

9

- 2
- 2.1 Tracking basics
- 2.2 Checking your track
- 2.3 Importing mattes
- 2.4 Stereo tracking
- 2.5 Adjust track

UNIT III Rotoscopy workflow	9
3	
3.1 Track the area	
3.2 Turn off tracking shape and Draw refined shapes	
3.3 Link new roto to tracked layer and Refine roto	
3.4 Feather your edges	
3.5 Track additional sections	
UNIT IV Rotoscopy for stereoscopy	9
4	
4.1 Rotoscoping basics	
4.2 Rotoscoping with magnetic and freehand tools	
4.3 Stereo rotoscoping	
4.4 Working with different mode and stereo offsets	
UNIT V Export shape and tracking data into Aftereffects, Fusion and Nuke	9
5	
5.1 Exporting shapes	
5.2 Exporting tracks	
5.3 Exporting tracks to After effects	
5.4 Exporting tracks to fusion	
5.5 Exporting tracks to Nuke	

Total: 45 Hours

COURSE OUTCOME:

- C01: Learn the art of tracking and rotoscoping which is part of every visual effects project
- C02: Understand the interface and setting up a project
- C03: Learn to drive tracking, object removal and stabilization
- C04: Learn to handle reflections, occlusions, noise, and even areas with motion blur or low details

TEXT BOOK: Cresendos courseware, “Planar Motion Tracking”

REFERENCE BOOK: Mocha Pro 2019 User Guide (Boris FX | Mocha Pro 2019 User Guide)

Web Resources:

<https://www.vegascreativesoftware.com/us/video-editing/how-to-use-planar-motion-tracking/>

SCRIPT WRITING

3 0 0 3

Course objective:

1. Learn the process of script writing for informational videos, commercials, and public service announcements

2. Learn to establish your goals before you put pen to paper; format a two-column script in Microsoft Word, Google Docs, and Pages; and find out how to drive viewers toward your goals, whether it's to buy a product, make a donation, or change a behavior
3. Learn to create an outline, write an engaging first draft, and revise
4. Understand the tools to take your script from concept to completion; you just supply the ideas

UNIT: I Introduction

9

- 1.1 Introduction - Visual thinking
- 1.2 Types of films/videos - fiction, documentary, animation
- 1.3 Intro Scripting for fiction and non - fiction film/videos
- 1.4 Similarities between scripting for fiction and non -fiction films
- 1.5 Types of scripts & functions

UNIT:II Stages Of Scripting

9

- 2.1 Different stages of scripting
- 2.2 Scripting idea - research - Synopsis - Outline-treatment
- 2.3 Storyboard - Screenplay script - Scriptwriting formats
- 2.4 Master Scene script format – Split page format
- 2.5 Multicolumn (II, III, IV) script

UNIT:III Types of Script Writing

9

- 3.1 Fiction Scriptwriting
- 3.2 Dramatic structure - Rising action, Falling action
- 3.3 Narrative structure - Characterization and theme - Adaptation
- 3.4 Short fiction forms and formats – Non - fiction script writing
- 3.5 Rhetorical and Expository structure - Short Nonfiction forms and formats& scripting software

UNIT:IV Research For Scripting

9

- 4.1 Research for non-fiction films
- 4.2 Differences between program research and academic research
- 4.3 Sources of information - historical documents - statistical data, journals,
- 4.4 Observation, interview, processing analyzing information -
- 4.5 Interview techniques

UNIT:V Script Preparation

9

- 5.1 Script planning - target audience
- 5.2 Consideration - scripting for science/development program

- 5.3 Scripting for an educational program
- 5.4 Scripting for commercials.
- 5.5 Scripting for Short film/Feature films

Total: 45 Hrs

Practical & Assignments

Character development -At least 5 types of Characters (E.g.: Positive, Negative...)
Create a plot, outline story, Screenplay, Scene wise breakdown,
Write a short story for a short film for about 10 mins
Create a two-column Production Script for a short film

Course Outcome:

CO1: Learns the purpose of film and television screenplay structure.

CO2: Analyzing the dramatic strategies in film and television.

CO3: Learning and applying the correct script form.

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

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

TEXT BOOKS:

1. Erik Brok, "The Idea: The Seven Elements of a Viable Story for Screen, Stage or Fiction"
overfall press 2018

REFERENCE BOOK:

1. Zettle, Herbert, "Television Production Handbook", USA: Wordsworth, 10th Edition, 2010.

Websource:

1. <https://www.screenwriting.info/>
2. <https://www.studiobinder.com/blog/how-to-write-a-screenplay/>
3. <http://www.movieoutline.com/articles/scriptwriting-for-beginners-learning-the-basics-of-screenwriting.html>
4. <https://www.filmdaily.tv/film-school/learn-how-write-film-script>
5. <https://writersstore.com/blogs/news/how-to-write-a-screenplay-a-guide-to-scriptwriting>

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

2 0 0 2

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

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.