



Dr. M.G.R.
EDUCATIONAL AND RESEARCH INSTITUTE
DEEMED TO BE UNIVERSITY



University with Graded Autonomy Status

(An ISO 21001 : 2018 Certified Institution)

Periyar E.V.R. High Road, Maduravoyal, Chennai-95. Tamilnadu, India.

FACULTY OF HUMANITIES AND SCIENCE

LEARNING OUTCOME BASED CURRICULUM

Curriculum and Syllabus

B.Sc (AI IN MULTIMEDIA & WEB DESIGNING)

(For Students Admitted From 2025 Onwards)

DEPARTMENT OF VISCOM & ANIMATION

DECLARATION

I-JEEVALATHA .G- Head of **Viscom & Animation Department-** hereby declare that this copy of the syllabus (B.Sc - AI IN MULTIMEDIA & WEB DESIGNING Full time **(2022 Regulation)**) from Page no 1 to 134 is the final version which is being taught in the class and uploaded in our University website. I assure that the Syllabus available in our University website is verified and found correct. The Curriculum and Syllabi have been approved by our Academic Council / Vice Chancellor.

Date:

Signature

VISION

To produce well knowledge Media and Animation professionals who will bring name and fame to the media industry through their culture conscious skills.

MISSION

M1: To impart quality training in accordance to the industry standards by providing robust curriculum.

M2: To motivate and enhance students creativity by providing real time practice which increases their creative-thinking skills.

M3: To promote leadership- entrepreneurship skills and cognizance about ethical values.

M4: To inculcate employability through industry collaboration and value added courses.

PROGRAMME EDUCATIONAL OBJECTIVES

PEO-1: The Graduates will be professionally Competent to excel in film- animation- gaming industries and also to pursue their higher studies.

PEO-2: The Graduates will be efficient to start their own business in their respective field.

PEO-3: The graduates will be able to meet the industry standards and get placed in the media and entertainment industry.

PROGRAMME SPECIFIC OUTCOMES

PSO 1: Gain significant knowledge on fundamental and advanced aspect of animation and its techniques

PSO 2: Acquire in depth knowledge on Visual Effects- editing- traditional and digital designing

PSO3 : Become proficient In the fields of entertainment - print and digital media .

PROGRAMME OUTCOMES

PO1: Disciplinary Knowledge: Capable of demonstrating comprehensive knowledge and understanding of one or more disciplines that form a part of the undergraduate programme of study.

PO2: Communication Skills: Ability to understand and express thoughts and ideas effectively in writing and orally; to present complex information in a clear and concise manner to different groups.

PO3:Critical thinking and Problem solving: Capability to analyze and evaluate evidence-arguments- claims- beliefs on the basis of empirical evidence; formulate coherent arguments; critically evaluate practices- policies and theories by following scientific approach to knowledge development and apply their competency to solve different kinds of problems and apply to real life situations.

PO4:Analytical and Scientific reasoning:. Ability to analyze- interpret and draw conclusions from quantitative/qualitative data; and critically evaluate ideas- evidence and experiences from an open-minded and reasoned perspective.

PO5:Research-related skills: Ability to recognize cause-and-effect relationships- define problems- formulate hypotheses- test hypotheses- analyze- interpret and draw conclusions from data- ability to plan- execute and report the results of an experiment or investigation.

PO6: Team work and Leadership qualities: Function effectively as an individual- and as a team member or leader in diverse teams- and in multidisciplinary environment.

PO7: Information/digital literacy: Capability to use ICT tools in a variety of learning situations- demonstrate ability to access- evaluate- and use a variety of relevant information sources; and use appropriate software for analysis of data and further presentation.

PO8: Moral and ethical awareness: Ability to embrace moral/ethical values in conducting one's life- formulate a position/argument about an ethical issue from multiple perspectives- and use ethical practices in all work. Appreciating environmental and sustainability issues; and adopting objective- unbiased and truthful actions in all aspects of work.

PO9: Lifelong learning: Ability to update knowledge and skills- participating in learning activities throughout life- through self-paced and self-directed learning aimed at personal development- meeting economic- social and cultural objectives.

PEO WITH MISSION STATEMENT MAPPING

	M1	M2	M3	M4
PEO 1	3	3	3	3
PEO 2	3	2	3	3
PEO 3	2	3	3	2

PEO -PO MAPPING

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9
PEO 1	3	2	2	2	3	2	3	3	2
PEO 2	2	3	3	2	3	2	2	3	3
PEO 3	3	2	3	2	3	3	2	3	3

PEO - PSO MAPPING

	PSO 1	PSO 2	PSO 3
PEO 1	3	3	3
PEO 2	3	3	3
PEO 3	2	2	3

Strength of correlation
 3-High- 2-Mediaum- 1-Low

SEMESTER-I							
S.NO	Sub.Code	Title of the Subject					
		THEORY	C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBTA22001/ HBHI22001/ HBFR22001	Language (Tamil-I/ Hindi-I /French-I)	3	3	0/0	0/0	Ty
2	HBEN22001	Language (English – I)	3	3	0/0	0/0	Ty
3	HBAV23ID1	Allied-I-Anatomy Drawing	3	2	0/1	0/0	Ty
4	HBAA25001	Fundamentals of AI in Design, Web & Animation	3	2	0/1	0/0	Ty
5	HBCC22001	Environmental Studies	3	3	0/0	0/0	Ty
PRACTICAL							
6	HBAV23ET1	Visualization Techniques And Image Editing	3	2	0/0	2/0	ETP
7	HBAA23L01	Project I – Brochure Design	4	0	0/0	8/0	Lb
8	HBCC22I02	Soft Skill - I	1	0	0/0	2/0	IE

Credits Sub Total:23

SEMESTER-II							
S.NO	Sub. Code	Title of the Subject					
		THEORY	C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBTA22002/ HBHI22002/ HBFR22002	Language (Tamil-II/ Hindi-II /French-II)	3	3	0/0	0/0	Ty
2	HBEN22002	Language (English – II)	3	3	0/0	0/0	Ty
3	HBAA23ID1	Allied-II- Anatomy Drawing-II	3	2	0/1	0/0	Ty
4	HBAV23002	Audio & Video Editing	4	3	0/1	0/0	Ty
PRACTICAL							
5	HBAV23L02	Audio & Video Lab	2	0	0/0	4/0	Lb
6	HBAA23L02	Project II – Animated Short Film	4	0	0/0	8/0	Lb
7	HBCC22I03	Soft Skill -II	1	0	0/0	2/0	IE

Credits Sub Total:20

SEMESTER-III							
S.NO	Sub. Code	Title of the Subject					
THEORY			C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBAV22ID3	Allied -III Story Boarding	3	3	0/0	0/0	Ty
2	HBAA22002	Media Publishing	3	2	1/0	0/0	Ty
3	HBAV22006	3d Modeling	4	3	0/1	0/0	Ty
4	HBAA22003	Digital Design & 2D Animation	4	4	0/0	0/0	Ty
PRACTICAL							
5	HBAV22L04	3d Modeling Lab	2	0	0/0	4/0	Lb
6	HBAA22L03	Digital Design & 2D Animation Lab	2	0	0/0	4/0	Lb
7	HBAA22L04	Project III – Animation Movie	4	0	0/0	8/0	Lb

Credits Sub Total:22

SEMESTER-IV							
S.NO	Sub.Code	Title of the Subject					
THEORY			C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBAA22004	Digital Compositing	4	3	0/1	0/0	Ty
2	HBAA22005	3D Animation-Lighting & Texturing	4	3	0/1	0/0	Ty
PRACTICAL							
3	HBAA22LO5	Digital Compositing Lab	2	0	0/0	4/0	Lb
4	HBAA22L06	3D Animation-Lighting & Texturing Lab	2	0	0/0	4/0	Lb
5	HBAA22L07	Project IV – 3D Walkthrough	4	0	0/0	8/0	Lb
6	HBXX22OLX	Open Elective Lab	2	0	0/0	4/0	IE
7	HBFL22IXX	Foreign language	1	0	0/0	2/0	IE

Credits Sub Total:19

SEMESTER-V							
S.NO	Sub. Code	Title of the Subject					
THEORY			C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBAI25001	UI & UX Designing	4	4	0/0	0/0	Ty
2	HBAI25002	Web Designing	3	3	0/0	0/0	Ty
3	HBAI25003	HTML and Cascading Style Sheets	3	3	0/0	0/0	Ty
4	HBCC22002	Entrepreneurship Development	3	3	0/0	0/0	Ty
PRACTICAL							
5	HBAI25L01	UI & UX Designing Lab	2	0	0/0	4/0	Lb
6	HBAI25L02	Web Designing Lab	2	0	0/0	4/0	Lb
7	HBAI25L03	HTML and Cascading Style Sheets Lab	2	0	0/0	4/0	Lb
8	HBAI25L04	Project V – Web site Creation	4	0	0/0	8/0	Lb

Credits Sub Total: 23

SEMESTER-VI							
S.NO	Sub. Code	Title of the Subject					
THEORY			C	L	T/SLr	P/R	Ty/Lb/ET P/IE
1	HBCC22ET1	Universal Human Values	3	2	0/0	2/0	ETP
PRACTICAL							
2	HBAI25ET1	AI Prompt Generator	3	1	4/0	0/0	ETP
3	HBAI25LXX	Internship-Elective	5	0	0/0	10/0	Lb
4	HBAI25LXX	Portfolio Development-Elective	12	0	0/0	24/0	Lb

Credits Sub Total:23

Summary Of Credits

1st Semester - 23

2nd Semester -20

3rd Semester -22

4th Semester -19

5th Semester -23

6th Semester -23

Total -130

LIST OF ELECTIVES:**1. Internship-Elective**

S.NO	Sub. Code	Title of the Subject
1.	HBAI25L05	UI & UX
2.	HBAI25L06	Web Designing
3.	HBAI25L07	Advanced 3d Modeling

2. Portfolio Development-Elective

S.NO	Sub. Code	Title of the Subject
1.	HBAI25L08	Portfolio Development-UI & UX
2.	HBAI25L09	Portfolio Development -Web Designing
3.	HBAI25L10	Portfolio Development –Advanced 3d Modeling

Note: Students should choose any one subject for both Internship and Portfolio Development

List of Foreign Language:

S.NO	Sub. Code	Title of the Subject
1.	HBFL22I01	French
2.	HBFL22I02	German
3.	HBFL22I03	Japanese
4.	HBFL22I04	Arabic
5.	HBFL22I05	Chinese
6.	HBFL22I06	Russian
7.	HBFL22I07	Spanish

List of Open Elective:

S.NO	Offering Department	Subject Code	Subject Name
1	Physics	HBPH22OL1	Basic Physics lab
2	Computer Science	HBCS22OL1	Multimedia lab
3	Chemistry	HBCH22OL1	General Chemistry Lab
4	Geology	HBGE22OL1	Remote sensing and GIS lab
5	Psychology	HBPY22OL1	Understanding Self & Others
6	Fashion Design	HBFD22OL1	Embroidery Practical Lab
7	Computer Applications	CBCA22OL1	Web Designing Laboratory
8	Food Science Nutrition and Dietetics	HBFS22OL1	Community Nutrition Practical
9	Hotel Management and Catering Technology	HBHM22OL1	Fundamentals Front office operation practical
10	Financial Planning	MBFP22OL1	Interview Techniques
11	Bio Technology	HBBT22OL1	Basic Bioinformatics Lab
12	Information Science and Cyber forensics	HBCF22OL1	Data Science Lab
		HBCF22OL2	Data Mining Lab

TABLE-I**Components of curriculum and credit distribution**

S. No	CATEGORY	Description	No. of Courses	Credits	Total	Credit Weightage	Contact hours
1	CORE COURSES	Core Theory	10	36	49	38%	485
		Core Lab	8	16			250
2	ELECTIVE COURSES	Department Electives/ Skill enhancement electives	1	12	12	9%	180
3	OPEN ELECTIVES	Open Elective Lab	1	2	2	2%	30
4	INTERDISCIPLINARY/ ALLIED COURSES	Theory	3	9	9	7%	135
		Lab	-	-			-
5	HUMANITIES & SOCIAL SCIENCES , LIFE SKILLS &SOFT SKILLS	Language 1 & 2	2	6	24	18%	360
		English 1 & 2	2	6			
		Soft Skills	2	2			
		Life Skill	-	-			
		Foreign Language	1	1			
		Environmental Studies	1	3			
		Management Papers	-	-			
		Entrepreneurship Development	1	3			
		Universal Human values	1	3			
		Entrepreneurship	-	-			
6	PROJECTS/INTERNSHIP/ CORE SKILL	Project	5	20	28	22%	420
		Core Skills	0	0			
		Internship / NSS / NCC	1	5			75
7	Research Component	Research methodology, Publication, IPR and Patents etc.	-	-	-	-	-
8	Any other	ETP	2	6	6	5%	90
				130			2025

TABLE-2

Revision / modification done in syllabus content:

S. No	Course code	Course Name	Concept/Topic if any removed in current curriculum	Concept/Topic added in the new curriculum	% of Revision/Modification done
1	HBAA22L02	Project II - Animated Short Film		Whole practical has been changed	100%
2	HBAA25001	Fundamentals of AI in Design, Web & Animation		<p>Introduction to Web Aesthetics-Role of design in user experience- Differences between print and web design- Importance of first impressions in web design- Using grids and alignment for clean layouts- Visual balance and symmetry in web pages-White space and content spacing- Hierarchy through headings and text styling- Consistency and simplicity in web UI-Call-to-action (CTA) design.</p> <p>Definition and scope of AI- History and evolution of AI in design- History and evolution of AI in design- Role of AI in design thinking and ideation- Features and capabilities of AI tools for designers- AI in color theory – typography- layout and composition- AI in branding- advertising-UI/UX- Definition of ethics in design-Ownership and authorship issues in AI-generated content- Designer as a curator – director - and co-creator</p>	50%

TABLE-3:

List of New courses / value added courses / life skills / Electives / interdisciplinary / courses focusing on employability / entrepreneurship / skill development

S.No	New Course	Value Added Course	Life Sills	Electives	Interdisciplinary / Allied	Focus on employability/ Entrepreneurship/ Skill development
Sem 1			Communication Skill		Anatomy Drawing - I	<ul style="list-style-type: none"> • Visualization Techniques and Image Editing • Brochure Design
Sem 2		ICT Tool			Anatomy Drawing - I	<ul style="list-style-type: none"> • Audio & Video Lab • Short Film
Sem 3			Team Skills		Story Boarding	<ul style="list-style-type: none"> • 3 D Modeling • Digital Design • 2 D Animation
Sem 4				Open Elective Theory, Lab Program Elective - I		<ul style="list-style-type: none"> • Digital Compositing • 3D Animation • 3D Lighting & Texturing • 3D Walkthrough
Sem 5		Foreign Language NCC/NSS		Program Elective - II		<ul style="list-style-type: none"> • Web Designing • UI & UX Designing • HTML, CSS
Sem 6	Laws and Ethics for Animation		Universal Human Values			<ul style="list-style-type: none"> • AI Prompt Generator • Internship • Portfolio

SEMESTER-I

Subject Code:	Subject Name: TAMIL - I	T /L/ ETL	L	T/S.Lr	P/R	C						
HBTA22001	Prerequisite:	Ty	3	0/0	0/0	3						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C :Credits T/L/EL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> • Understand the aims and objectives of teaching Tamil. • Understand the rationale for learning Tamil. • To motivate and stimulate the students to overcome their inferiority complex and improve fluency in the language. • Learn significance of spoken skill. • The relationship between language & culture and the implications for language teaching. 												
COURSE OUTCOMES (Cos) -Students completing this course were able to												
CO1	Tamil students are actively engaged in learning Tamil language and culture in a meaningful setting											
CO2	Focus on applying the language in real life situations.											
CO3	Use proficiency descriptors to motivate learners to progress to the next stage of learning. .											
CO4	Lessons are customized to arouse students interest and ignite the joy of learning Tamil language.											
CO5	Develop a strong foundation in listening & speaking skills.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	1	1	0	2			
CO2	3	3	2	3	3	2	3	2	3			
CO3	3	3	3	3	2	1	2	2	3			
CO4	2	3	3	3	3	1	2	3	3			
CO5	2	2	2	3	3	2	3	1	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			✓									

Subject Code:	Subject Name:	T/L/ETL	L	T / S.Lr	P / R	C
HBT A22001	TAMIL - I Prerequisite:	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C :Credits T/L/EL : Theory / Lab / Embedded Theory and Lab						

TAMIL PAPER - I

முதலாம் ஆண்டு - முதல்பருவம்

கற்றல்நோக்கம்: 1.மாணவர்களின்கவிதை,கட்டுரைஎழுதும் திறன்வளர்த்தல்

2. தமிழில்பிழையின்றிபேசும்எழுதும் திறன்வளர்த்தல்

அலகு - 1

11 மணிநேரம்

அ) மரபுக்கவிதை

- 1.செந்தமிழ்நாடு - மகாகவிபாரதியார்
- 2.தமிழின்இனிமை, இன்பத்தமிழ், எங்கள்தமிழ், சங்கநாதம் - பாரதிதாசன்
- 3.தமிழ்வளர்க்கசபதம் - நாமக்கல்கவிஞர்வெ.இராமலிங்கம்பிள்ளை
4. கோயில்வழிபாடு, வாழ்க்கைத்தத்துவங்கள் - கவிமணிதேசிகவிநாயகம்பிள்ளை
- 5.கும்மிப்பாடல் - சுத்தானந்தபாரதியார்
6. தமிழ்த்தாய்வாழ்த்து - மனோன்மணியம்பெ.சுந்தரம்பிள்ளை
- 7.விடுதலைவிளைத்தஉரிமை - கவியரசர்கண்ணதாசன்
8. அன்பெனும்பிடியுள்... ..,முரசறைத்தல் - வள்ளலார்இராமலிங்கஅடிகள்

ஆ) புதுக்கவிதை

- 1.பாட்டாளிகளின்குரல் - பட்டுக்கோட்டைகலியாணசுந்தரம்
2. மகாத்மாகாந்தியடிகள் - கவிஞர்வாலி
3. காகிதப்பூக்கள் - நா.காமராசு
- 4.வள்ளுவர்வழங்கும்விடுதலை - ஈரோடுதமிழன்பன்
5. உலகம் -வைரமுத்து
6. இன்னமுதமாமழை - பேரா. முனைவர்பொற்கோ
- 7.தமிழ்ப்பற்று - மீரா
- 8.ஐந்தாம்வகுப்புஅபிரிவு - நா.முத்துக்குமார்

அலகு - 2

7 மணிநேரம்

நாட்டுப்புறஇலக்கியம்

1. பொதுஅறிமுகம்
2. நாட்டுப்புறஇலக்கியவகைகள்
- 3.நாட்டுப்புறக்கலைகள்

Subject Code:	Subject Name: HINDI I		T/L/ETL	L	T/S.Lr	P/R	C					
HBHI22001	Prerequisite : Knowledge of Hindi		Ty	3	0/0	0/0	3					
L : Lecture, T :Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ol style="list-style-type: none"> 1. To Understand the Hindi Literature, culture and the usage of language in the various streams 2. To Build up the Confidence in conversing in Hindi language. 3. To acquire Knowledge of the usage of Hindi language in the various Government Offices 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand the basic concepts and Origin of Hindi											
CO2	Know about the roots of Hindi Literature and its perspective and methods.											
CO3	Elaborate and understand philosophical methods of Hindi Literature.											
CO4	Evaluate the concept of Hindi from past to present and to study the society closely through Literature											
CO5	Understand the importance of Hindi in the contemporary world.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	1	1	0	2			
CO2	3	3	2	3	3	2	3	2	3			
CO3	3	3	3	3	2	1	2	2	3			
CO4	2	3	3	3	3	1	2	3	3			
CO5	2	2	2	3	3	2	3	1	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg .Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code:	Subject Name: HINDI I	T/L/ ETL	L	T / S.Lr	P/R	C
HBHI22001	Prerequisite : Knowledge of Hindi	Ty	3	0/0	0/0	3
L : Lecture, T :Tutorial, SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT - I

Prose –Understanding the secret of the culture and how to draft the letters in Government offices, technical terms
 Sabhyataka Rahasya
 Personal Applications
 Leave Letters
 Government Order
 Administrative Terminology Hindi to English (25 Words)

UNIT - II

Prose-Understanding the human relations and also to know the procedures to open the account in the bank, technical terms
 Mitrata
 Letter to the Editor
 Opening an A/C
 Demi Official Letter
 Administrative Terminology English to Hindi (25 Words)

UNIT-III

Prose-the contribution of youth in developing India, drafting memo and technical things used in memo
 YuvavonSe
 Application for Withdrawal
 Circular
 Memo
 Administrative Terminology Hindi to English (25 Words)

UNIT-IV

Prose-The effect of Nuclear energy and usage of technical terms in offices
 Paramanu Oorja evamKhadyaPadarthSanrakshan
 Transfer of an A/C
 Missing of Pass Book / ChequeLeaf
 OfficialMemo
 Administrative Terminology English to Hindi (25 Words)

UNIT-V

Prose-The Obstacles faced by the youth for getting employment, drafting complaint letters, technical terms
 Yougyata aur VyavasaykaChunav
 Complaints
 Ordering forBooks
 Notification
 Official Noting Hindi to English (25 words)

Total No of Hours: 45

REFERENCE:

PrayojanMoolakHindi:

Dr. Syed Rahamathulla, PoornimaPrakashan
 4/7, Begum III Street, Royapettah, Chennai – 14

Hindi Gadhyala Mala Dr. Syed Rahamathulla, PoornimaPrakashan
 4/7, Begum III Street, Royapettah, Chennai .

Subject Code:	Subject Name: FRENCH - I	T/L/ETL	L	T / S.Lr	P/R	C						
HBFR22001	Prerequisite :None	Ty	3	0/0	0/0	3						
L : Lecture, T :Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. The students will acquire a different perspective of their own culture in relation to the French culture 2. The students will discover new attitudes towards familiar practices 3. The students will acquire a sense of the French language, its music and rhythms and basic usage. 4. The students will acquire a comprehensive view of the European Union and the member states												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Identify the French language from other European language and to show and tell French words and expression											
CO2	Understand how the language works discovering the pronunciation											
CO3	Start writing short dialogues of greetings, Try to interact with someone with life skill question –what where, who etc, Describe persons and places											
CO4	Discover France and its physical tributes, develop an idea about the importance of France in the world affairs, Analyze ideas in the content of short paragraphs, paintings etc., and everyday contexts. Appreciate the culture and uniqueness of France. Discuss in English various aspects of France and a new cultural events and compare with current scenario, Answer with confidence in small sentences on everyday life.											
CO5	Develop enough confidence to introduce oneself and ask others simple questions about personal details. Interact as long as other person speaks slowly and clearly.											
CO6	Plan a rendezvous ,a casual meeting by Interacting with basic sentences and expressions as long as the person to with whom he/she speaks can help to reformulate the sentences											
CO7	Write a simple message can fill a simple questionnaire .writeones names, nationality ,address etc. on a hotel registration card /passport etc.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	2	2	2	1	2	2	3			
CO2	2	2	2	2	1	1	3	2	3			
CO3	2	3	2	3	1	1	2	2	3			
CO4	3	3	3	2	2	2	2	3	3			
CO5	2	2	2	3	3	2	3	2	3			
CO6	3	3	2	2	3	3	3	3	3			
CO7	3	3	2	2	3	3	3	3	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code:	Subject Name: FRENCH - I	T/L/ ETL	L	T / S.Lr	P/R	C
HBFR22001	Prerequisite :None	Ty	3	0/0	0/0	3
L : Lecture, T :Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Se saluer, La Graphie- écrire (compréhension orale, expression orale)

- Se Présenter, La langue française, La Graphie – écrire L’alphabet, L’abécédaire, Les Accents et les Ponctuations, L’interaction de base.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT II 9 Hrs

S’informer-Interactions aidant des Compétences De base

- Des modèles interrogatifs, Les nombres, demander le cout /le prix, Demander l’heure, Les jours, Les mois de l’année.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT III 9 Hrs

Localiser –La France

- Quelque symbole de la France.La carte de l’Europe, La France dans le contexte international, La France et les Fuseaux horaires, La francophonie, L’union Européen, La France physique, industrielle, touristique rt administrative, Quelque symbole de Paris.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT IV

9 Hrs

Lire et prononcer Le française

- Les son française, les voyelles françaises, les sons nasaux, les consonné, Quelque sons uniques. Les syllabus français, Les Rythme de la langue française.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales.(20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises ,6 audio reading

UNIT V

9 Hrs

Observer et Comprendre

- La vie de la France quotidienne, En cas d’urgence. La grammaire initiale
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips -** For oral expressions, oral assignments and oral test -20 duration less than 2 minutes (10 oral exercises, 6 audio Reading compositions & 4 tests).

Total No of Hours: 45

Reference Books :

1. **Parlez-vous français?Partie 1** - Dr.M.Chandrika.V.Unni& Mrs. Meena Mathews 2019 by Universal publisher
2. **CLE INTERNATIONAL** Lectures Clé en français facile. (2012) Hachette Paris
3. **Cosmopolite**: Livre d’élève A1 by Nathalie Hirsch sprung, Tony Tricot, Claude Le Ninan
4. **Latitudes-1** - Régine Mérieux & Yves l’oiseau, Didier 2017
5. **Alter Ego 1** - Catherine Dolez, Sylvie Pons : (2014) Hachette, Paris

Subject Code: HBEN22001	ENGLISH I								L	T/ S.Lr	P/R	C	
	Total contact hours – 45								3	0/0	0/0	3	
	Prerequisite – English Language												
	Course designed by – Department of English												
Course Objectives													
<ol style="list-style-type: none"> 1. Develop English Language skills (LSRW) to communicate in English without any inhibition. 2. Learn vocabulary and syntax to be fluent in English for social and academic communication 3. Demonstrate content knowledge through appropriate language use for academic success. 4. Develop in them analytical and interpretative skills for research, projects, placement etc., 5. Engage in academic and business writing with a focus on social and professional ethics. 													
Course Outcomes (COs)													
<ol style="list-style-type: none"> 1. Possess Language skills (LSRW) to communicate in English without any inhibition. 2. Express with appropriate lexis and syntax in English for social and academic communication 3. Demonstrate content knowledge through appropriate language use for academic success. 4. Analyse and interpret any genre of literature in English for research, projects, placement etc., 5. Engage themselves in organized academic and business writing with professional ethics. 													
Program Specific Outcomes (PSOs)													
<ol style="list-style-type: none"> 1. Demonstrating mastery of the components of English language and literature. 2. Explaining through literature in English, diverse historical cultural and social ethics 3. Applying literary critical perspectives to generate original analysis of literature in English 4. Promoting cultural values and real-life skills through English language and Literature 													
Mapping of course outcomes (COs) with Program Outcomes (POs)& Program Specific Outcomes (3/2/1 indicates the strength of correlation) 3= High; 2= Medium; 1= Low													
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
1	3	3	3	3	3	3	3	1	3	3	3	3	3
2	3	3	3	3	3	3	3	1	3	3	3	3	3
3	3	3	3	3	3	3	3	1	3	3	3	3	3
4	3	3	3	3	3	3	3	1	3	3	3	3	3
5	3	3	3	3	3	3	3	1	3	3	3	3	3
3. Category	H&S	Program core	Program Elective	Open Elective	Interdisciplinary/ Allied	Skill enhancing Elective	Skill component	Practical	Project	Internship	Others		
	√												

Subject Code: HBEN22001	ENGLISH I	L	T / S.Lr	P/R	C
	Total contact hours – 45	3	0/0	0/0	3
	Prerequisite – English Language				
	Course designed by – Department of English				

Unit I: Prose

1. Beware the Loss of Bio-Diversity
2. The Unsung Hero of COVID-19 in India
3. Grading Down Plastics
4. My Vision for India

Unit II: Poetry

1. On Killing a Tree
2. The Road Not Taken
3. Anthem for Doomed Youth

Unit III: Short Story

1. Portrait of a Lady
2. Uncle Podger Hangs a Picture
3. A Retrieved Information

Unit IV: Drama

1. The Never-Never Nest
2. Frederick Douglas

Unit V: Functional Grammar – Charts & LSRW Development

Functional Grammar: (*Grammar exercises spread up in all four units*)

Parts of speech- use of articles- prepositions – their uses – verb + prepositions- words followed by prepositions – modals -tenses- active -passive- impersonal passive forms- concord- conditional sentences – question tags - Common errors - Punctuation

Vocabulary development- word formation - prefixes-suffixes – synonyms-antonyms – homophones - homonyms – words often confused

Charts/Diagrams and their interpretation - their use

Tables- Tree diagram - Pie chart- Flow chart- Bar chart

Letters: Formal and Informal

LSRW Development

LSRW development through audio, video and tasks for the content of lessons under each unit.

Course Outcomes:

On completing the course the students will

1. Possess Language skills (LSRW) to communicate in English without any inhibition.
2. Have learnt vocabulary and syntax to be fluent in English for social and academic communication
3. Demonstrate content knowledge through appropriate language use for academic success.
4. Analyze and interpret any genre of literature in English for research, projects, placement etc.,
5. Engage themselves in organized academic and business writing with a focus on social and professional ethics.

Total No of Hours: 45

Prescribed Text:

1. Dr. M. Chandrasena Rajeswaran & Dr. R. Pushkala .Pinnacle: A Skills Integrated EnglishText Book for Under Graduate Students.

Suggested Reading

2. Wren and Martin: Grammar and Composition, Chand & Co, 2006

Subject Code	Subject Name : ALLIED – I ANATOMY DRAWING			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBAV23ID1	Prerequisite : None			Ty	2	0/1	0/0	3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none"> ➤ To enhance the students to understand the concepts of drawing in all forms and perspectives. ➤ Makes them familiarize about the facial expressions ➤ To understand basics of 2D and 3D Shapes ➤ Makes them to understand about camera angle ➤ Making them to understand about colors 									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Understand the fundamental elements of basic anatomical relationships relevant to the descriptive drawing of the human form.								
CO2	Apply the structural and tonal drawing skills to convey the complexity of the human form.								
CO3	Analyze the Muscular skeletal structure of the human body.								
CO4	Evaluate the drawing processes, creative outcomes and their own development.								
CO5	Create art forms using techniques and methods appropriate to the intended results.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	2	2	2	1	1	0	2
CO2	3	3	2	3	3	2	3	2	3
CO3	3	3	3	3	2	1	2	2	3
CO4	2	3	3	3	3	1	2	3	3
CO5	2	2	2	3	3	2	3	1	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			3			3		
CO2	3			3			3		
CO3	3			3			3		
CO4	2			3			3		
CO5	2			2			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
				√					

Subject Code	Subject Name : ALLIED – I ANATOMY DRAWING	T/ L/ ETP	L	T/SLr	P/R	C
HBAV23ID1	Prerequisite : None	Ty	2	0/1	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9Hrs

Elements of Drawing - Basic Line Arts - Drawing Basic Shapes – free hand, circle, hexagon, ellipse, triangle, rectangle, square - Forms& Shapes- Traditional animation activities

UNIT II

9Hrs

Forms and Symmetry – symmetrical asymmetrical landscape - Basic Forms in Animation - Squash and stretch - .Anticipation-.Staging-.Straight-ahead action and pose-to-pose -.Follow through and overlapping action.-Slow in and slow out -.Arc-.Secondary action –Timing – Exaggeration - Solid drawing -Appeal

UNIT III

9Hrs

Converting 2D shape into 3D Forms –Smudging Invisible Lines - Camera Angles – Color Wheel - Light & Source of Light - Pencil Shading – Sketching techniques – making 2d character using pre definedshapes .

UNIT IV

9Hrs

Basic Forms with Shading - Sketching Perspective of Object - One Point, Two Point, Three Point, Forced, Aerial – Basic perspectives of human anatomy

UNIT V

9Hrs

Line of Action - Understanding Composition of the Figure - Putting Basic forms on the Line of Action - Proportions of Model – Still Life - Creating a Layout - Staging Characters on Layout – stick figure

Total No. of Hrs: 45

TEXT BOOK:

1. Thomson &Arthur(2011) *Anatomy of the Artist* , [Oxford, Clarendon Press](#).

REFERENCES:

1. Aditya Chari, *Figure drawing made easy*
2. Valerie L. Winslow(2008),*Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement Hardcover*
3. Wynn Kapit & Lawrence M. Elson(2013) , *The Anatomy Coloring Book*.

Subject Code	Subject Name : Fundamentals of AI in Design, Web & Animation			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBAA25001	Prerequisite : None			Ty	2	0/1	0/0	3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none"> ➤ To make the student to understand on basics of Designing ➤ Makes them understand the designing elements ➤ To make students to understand about history of Animation ➤ To ensure students to know about Animation Field ➤ To make students to know about Latest trends in Designing & Animation Field 									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Understand the basic concepts of Nature & Scope of Designing								
CO2	Learn about Designing Elements Principles & its Types.								
CO3	Ensure in familiarizing the History & Characteristics of Animation								
CO4	Ideate- Learn & Strategize designing for Animation								
CO5	Analyse and interpret the latest trends in Designing & Animation Field								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	3	2	2	3	1	3
CO2	2	3	3	3	3	3	2	1	3
CO3	3	1	3	3	3	2	1	3	2
CO4	2	2	2	3	3	3	3	3	3
CO5	3	2	3	2	1	3	2	3	2
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			3		
CO2	2			3			2		
CO3	3			3			3		
CO4	3			1			3		
CO5	2			2			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
				√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA25001	Fundamentals of AI in Design, Web & Animation Prerequisite : None	Ty	2	0/1	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Basics of Graphic Design. Definition- Elements of GD- Design process-research- a source of concept- the process of developing ideas-verbal- visual- combination & thematic- visual thinking- associative techniques design execution- and presentation.

UNIT II

9 Hrs

Fundamentals of Design: Definition- Approaches to Design- Centrality of Design- Elements/Elements of Design: Line- Shape- Space-Colour- Colour psychology – Colour theory -Color Management: Colors and Color Models in Computer Graphics-Texture- Form Etc. Principles of Design: Symmetry- Rhythm- Contrast- Balance Mass/Scale etc.

UNIT III

9 Hrs

History of Animation – Definition- Types of Animation. Basic Principles of Animation - Anatomy & Body Language -Definition- Optical/ Visual Illusions- etc. Raster and Vector Image- 2D & 3D Computer Graphics- Digital Art and its several types of applications and common graphics file formats – Trends in Animation: Digital Realism and CGI Advancements- Augmented and Virtual Reality Animation.

UNIT IV 9 Hrs

Introduction to Web Aesthetics-Role of design in user experience-Differences between print and web design- Importance of first impressions in web design-Using grids and alignment for clean layouts- Visual balance and symmetry in web pages-White space and content spacing-Hierarchy through headings and text styling- Consistency and simplicity in web UI-Call-to-action (CTA) design.

UNIT V

9 Hrs

Definition and scope of AI- History and evolution of AI in design- History and evolution of AI in design- Role of AI in design thinking and ideation- Features and capabilities of AI tools for designers- AI in color theory – typography- layout and composition- AI in branding-advertising-UI/UX- Definition of ethics in design- Ownership and authorship issues in AI-generated content- Designer as a curator – director - and co-creator

Total No. of Hrs: 45

TEXT BOOK:

- Graphic Design – Revised 5th Edition – Rune Petterson – Institute for Infology
- Adobe Photoshop User Guide PDF Archive
- Photoshop CC: Visual QuickStart Guide - Book by Elaine Weinmann and Peter Lourekas
- "From Idea to Reality: Building Your Dream Website with AI":
- "Artificial Intelligence For Web Development: A Comprehensive Guide to Integrating Artificial Intelligence in Modern Web Applications"
- "AI Strategies for Web Development":

Subject Code :	Subject Name :ENVIRONMENTAL STUDIES				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBCC22001	Prerequisite : None				Ty	3	0/0	0/0	3			
L : Lecture T : Tutorial P : Project C: Credits												
OBJECTIVES												
<ul style="list-style-type: none"> To acquire knowledge of the Environment and Ecosystem & Biodiversity To acquire knowledge of the different types of Environmental pollution To know more about Natural Resources and social issues and the Environment To attain familiarity of human population and Environment												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To known about Environment and Ecosystem & Biodiversity											
CO2	To clearly comprehend air, water, Soil, Marine, Noise, Thermal and Nuclear Pollutions and Solid Waste management and identify the importance of natural resources.											
CO3	To know about the natural resources and environmental problems associated with climate change, global warming, acid rain, ozone layer depletion etc., and explain possible solution.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	1	1	1	2	1	2	2	2			
CO2	2	1	1	1	2	1	1	2	2			
CO3	2	1	1	1	2	1	2	2	2			
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code :	Subject Name :ENVIRONMENTAL STUDIES	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22001	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial P : Project C: Credits						

UNIT I ENVIRONMENT AND ECOSYSTEMS

9 Hrs

Definition, scope and importance of environment – need for public awareness – concept, structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem. Biodiversity at National and local levels – India

UNIT II ENVIRONMENTAL POLLUTION

9 Hrs

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Nuclear hazards (g) E-Wastes and causes, effects and control measures

UNIT III NATURAL RESOURCES

9 Hrs

Forest resources: Use and over-exploitation, deforestation. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems.

UNIT IV SOCIAL ISSUES AND THE ENVIRONMENT

9 Hrs

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 climate change, global warming, acid rain, ozone layer depletion, nuclear accidents ,central and state pollution control boards- Public awareness.

UNIT V HUMAN POPULATION AND THE ENVIRONMENT

9 Hrs

Population growth, variation among nations – population explosion, environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health

Total no of Hours : 45

TEXT BOOKS:

1. Gilbert M. Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education (2004).
- Benny Joseph, 'Environmental Science and Engineering', Tata McGrawHill, NewDelhi, (2006).

PRACTICAL

Subject Code	Subject Name : Visualization Techniques and Image Editing				Ty/ Lb/ ETP	L	T/SLr	P/R	C			
HBAV23ET1	Prerequisite : None				ETP	2	0/0	2/0	3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Ensures that the student can create any kind of layouts, for print media. ➤ Guides the student to visualize the product for a perfect delivery ➤ Makes sure that the students will be able to create templates according to the need ➤ Students will be able confidently design or edit the layouts and concepts ➤ To make the students gain knowledge on industry experiences 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will be able to remember the basic concepts of document setups											
CO2	Students will be able to understand about the layer working and techniques											
CO3	Students will start to apply the filter concept to image editing											
CO4	Students will be able to analyze the difference in colour tones and usages in image editing											
CO5	Students will create different products and designs in the software											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	1	1	2	3	3	3			
CO2	3	3	3	3	3	3	3	3	3			
CO3	3	3	2	3	2	2	3	2	3			
CO4	3	2	3	3	2	2	3	2	3			
CO5	3	3	3	3	3	3	3	3	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			3					
CO3	2			3			3					
CO4	2			2			2					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
								√				

Subject Code	Subject Name : Visualization Techniques and Image Editing	Ty/ Lb/ ETP	L	T/SLr	P/R	C
HBAV23ET1	Prerequisite : None	ETP	2	0/0	2/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9Hrs

Introduction to Image Editing - Image Size and Resolution- Types of Images - Creating a New Document - Color Modes- Importing & Placing Images - Saving a Document - Tool Bar -drawing - selecting - Copying & Pasting - retouching-painting-shaping - Copy & Copy Merge - Paste & Paste Special- Saving Documents and Formats

UNIT II

9Hrs

Layers & Uses - Adjustment Layer - Working with Layer Comps - Organizing Layers - Linking Layers - Layer styles - Blending Modes - Painting Tools - Type Tools - Shape Tools - Work Path - Clipping Path –Introduction to Video Layer.

UNIT III

9Hrs

Filters - Image menu options - Filter Gallery - Liquefy - Oil Paint - Blur Options - Distort Filter - Noise - Sharpen & Stylize - Render Filter - Sharpen, smudge Tool - –Introduction to AI in Photoshop. Saving Files

UNIT IV

9Hrs

1.Color Correction ,2. Masking ,3. Double Exposure ,4. Digital Painting Glowing Object Effect .5. Photo Effect, 6.Photo Re-touch

UNIT V

9Hrs

1. Logo Design , 2. Poster Design, 3. Image Mockup, 4. Magazine Cover,

Total No. of Hrs: 45

TEXT BOOK:

1. [Adobe Creative Team](#) (Author) (2010)*Adobe Photoshop CS6 Classroom in a Book*, Adobe Press

REFERENCES:

2. Mike Wooldridge & BriannaStuart,(2012)*Teach yourself Visually Adobe Photoshop*, Wiley
3. The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks - [Glyn Dewis](#)

Subject Code	Subject Name : PROJECT I - BROCHURE DESIGN	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA23L01	Prerequisite : Designing Tool	Lb	0	0/0	8/0	4

L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits
T/L/ETL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES

- To make the students work with tools and interface.
- To make the students understand the concepts and techniques of brochure designing.
- To familiarize the students in applying different styles and Effects to create prominent design.
- To make the students understand about the colour theories and designs.
- Students will be able to create brochure.

COURSE OUTCOMES (Cos) Students completing this course were able to

CO1	Remember about the tools and operations
CO2	Understand the concept and principles of designs
CO3	Analyse the difference between different media designs
CO4	Evaluate the design patterns
CO5	Create the designs according to the customer's need.

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	3	2	2	1	3	3			
CO2	3	3	3	3	2	2	1	2	3			
CO3	3	3	2	3	3	2	1	2	3			
CO4	3	3	3	3	3	2	1	2	3			
CO5	3	3	3	3	2	2	1	2	3			

COs/PSOs	PSO1	PSO2	PSO3
CO1	3	3	3
CO2	3	3	3
CO3	3	3	3
CO4	3	3	3
CO5	3	3	3

3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low

Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
							√		

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA23L01	PROJECT I - BROCHURE DESIGN					
	Prerequisite : Designing Tool	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Project:

Create an attractive 4 pages (Double fold) travel brochure for (travel agency/product/education agencies/non commercial organizations) - displaying the facilities and all the features they have - USP(Unique Selling Point) use images with respect to the tourist spot - (images should be placed within frames or border)- place the Logo - address with contact phone & Agency Name- page number.

Subject Code	Subject Name : SOFT SKILL - I (Internal evaluation)				Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22I02	Prerequisite : None				IE	0	0/0	2/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none"> ➤ Become good listeners to get engaged in interactive communication for effective team building. ➤ Develop assertive and adaptive behavior to be leaders ➤ Develop peer interaction for a successful lifelong learning. ➤ Learn skills necessary for a cooperative living in academic and professional environments ➤ Use soft skills for the purposes of research and follow ethics in society and profession. 									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Become good listeners to get engaged in interactive communication for effective team building.								
CO2	Develop assertive and adaptive behaviour to be leaders								
CO3	Develop peer interaction for a successful lifelong learning.								
CO4	Learn skills necessary for a cooperative living in academic and professional environments								
CO5	Use soft skills for the purposes of research and follow ethics in society and profession								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	3	1	2	2	1	2	3
CO2	3	3	3	1	2	2	1	2	3
CO3	3	3	3	1	2	2	1	2	3
CO4	3	3	3	3	3	2	1	2	3
CO5	3	3	3	3	3	2	1	2	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	2			2			2		
CO3	3			2			2		
CO4	3			2			2		
CO5	3			2			2		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
									√

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22I02	SOFT SKILL - I (Internal evaluation) Prerequisite : None	IE	0	0/0	2/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Prefatory Note

This paper aims to equip students with skills essential for work place and global environment to which they will move on from the university, once they complete the course. As such, this paper provides students with a set of ten interlinked soft skills: Listening, team work, emotional intelligence, assertiveness, learning to learn, problem solving, attending interviews, adaptability, non-verbal communication and written communication. Students will get engaged in pair work, group work, role play, discussion, presentation, story telling, writing assignments etc.,

Unit -I

Listening, Speaking, Reading and Writing skills (LSRW)

Unit -II

Team work skills: adaptability, emotional intelligence, learning skills

Unit -III

Leadership Qualities: assertiveness, reasoning, compassion and compatibility

Unit -IV

Problem solving: willingness to learn, creative thinking, developing observation skills

Unit -V

Interview skills: employability skills, resume writing

Total No of Hours: 30

Suggested reading

S.P. Dhanavel, English and Soft Skills, Vol. 1, Orient Blackswan Pvt. Ltd. 2010

SEMESTER-II

Subject Code: HBTA22002	Subject Name: TAMIL - II		T /L/ ETL	L	T / S.Lr	P / R	C			
	Prerequisite:		Ty	3	0/0	0/0	3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits							T/L/EL :			
Theory / Lab / Embedded Theory and Lab										
OBJECTIVES										
<ul style="list-style-type: none"> Communicating with friends from around the world via social networking opportunities. To develop 21st century learners who love & appreciate Tamil language. Learn significance of spoken skill. The relationship between language & culture and the implications for language teaching Travelling to other countries and learning about other cultures. 										
COURSE OUTCOMES (Cos)										
Students completing this course were able to										
CO1	Strengthen literacy skills									
CO2	Engage in learning Tamil language and culture in a meaningful setting									
CO3	Engross in independent and life-long learning									
CO4	Develop a strong foundation in listening & speaking skills.									
CO5	Arouse students interest and ignite the joy of learning Tamil language.									
Mapping of Course Outcome with Program Outcome (POs)										
Cos/POs	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO9	
CO1	3	3	2	3	2	3	3	3	2	
CO2	2	2	3	2	3	2	2	3	3	
CO3	3	3	2	3	2	3	3	3	2	
CO4	2	2	3	2	2	2	2	3	2	
CO5	3	3	3	3	3	3	2	2	3	
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low										
Mapping of Course Outcome with Program Specific Outcome (PSOs)										
	PSO 01		PSO 02		PSO 03		PSO 04			
CO 1	3		3		3		3			
CO 2	2		2		3		3			
CO 3	3		3		3		3			
CO 4	2		2		3		3			
CO 5	3		3		3		2			
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low										
Category	Basic Sciences	Eng g.Sci ence	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills	
			√							

Subject Code: HBTA22002	Subject Name: TAMIL - II	T/L/ETL	L	T/S.Lr	P/R	C
	Prerequisite:	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits						T/L/EL :
Theory / Lab / Embedded Theory and Lab						

முதலாம் ஆண்டு - இரண்டாம் பருவம்

- கற்றல் நோக்கம்: 1. தமிழ் பண்பாட்டினை அறியச் செய்தல்
2. கடிதம் எழுதும் திறன் வளர்த்தல்
3. தமிழ் இலக்கிய வரலாற்றினை அறிதல்

அலகு - 1 சங்க இலக்கியம் 9 மணி நேரம்

1. புறநானூறு - பா. எண் - 183,184,192
2. குறுந்தொகை - பா. எண் 2,40,167
3. நெடுநல்வாடை - 1 முதல் 44 வரிகள் வரை
4. கலித்தொகை - பா. எண் 102,133

அலகு - 2 காப்பியம்

1. சிலப்பதிகாரம் - வழக்கு உரைகாதை முழுவதும்

அலகு - 3 நீதி இலக்கியம்

1. திருக்குறள் - 34,72,96,102,103,116,124,136,158,395 (10 குறள்கள்)
2. நாலடியார் - 1,11,29,32,43,51,74,103,116,135 (10 பாடல்கள்)
3. ஆசாரக்கோவை - 20,23,25,76,96 (5 பாடல்கள்)
4. திரிகடுகம் - 7,12,27,31,38,(5 பாடல்கள்)

அலகு - 4 தமிழ் இலக்கிய வரலாறு

1. பக்தி இலக்கியம்
2. சிற்றிலக்கியம்

அலகு - 5 இலக்கணம்

1. வல்லினம் மிகும் இடங்கள்
2. வல்லினம் மிகா இடங்கள்
3. வினாவகைகள்
4. விடைவகைகள்

மொழிப்பயிற்சி

1. கடிதம் எழுதும் முறை
2. செய்வினை - செயப்பாட்டு வினை
3. மயங்கொலிப்பிழையெழுத்துக்கூக

Total No of Hours: 45

Course Code		Ty/Lb/ETP	L	T/S.Lr	P/R	C
HBEN22002	ENGLISH II (Common to all UG H&S Courses)	Ty	3	0/0	0/0	3
T/L/:Theory/LabL:LectureT:TutorialP:Practical/ProjectR:ResearchC:Credits						

Course Objective

Develop four language skills appropriate to the level of education.
 Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.
 Express diverse forms of knowledge in different social and cultural contexts.
 Attain a comprehensive knowledge of communication skills to use ethically.
 Develop organized academic and business writing for professional careers.

UnitI: 9 Hours

All the World's a Stage – William Shakespeare

Speech of Barack Obama

The Verger- Somerset Maugham

UnitII: 9 Hours

Spider and the Fly - Mary Howitt

"They thought that a bullet would silence us- but they failed". - Malala Yousafzai

Refund – Fritz Karinthy

UnitIII: 9 Hours

Night of the Scorpion-Nissim Ezekiel

On Running after one's hat- G.K.Chesterton

The Last Leaf – O. Henry

UnitIV: 9 Hours

Polonius Advice to Laertes-William Shakespeare

'We Must Continue to Dream Big': An open letter from Serena Williams

The Necklace - Guy de Maupassant

UnitV: 9 Hours

Functional English: Letter Writing (Formal- Informal- Email)

Resume

Précis

Reading Comprehension

Developing the hints

Course Outcome: On completion of the course- the students will be able to

Develop four language skills appropriate to the level of education.

Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.

Express diverse forms of knowledge in different social and cultural contexts.

Attain a comprehensive knowledge of communication skills to use ethically.

Develop organized academic and business writing for professional careers.

PrescribedText:

'Greatest Speeches of the Modern World' - Rupa Publications India- 2018.

Woudhuysen H.R. 'The Arden Shakespeare third series' - the Arden Shakespeare Publishers- 2020.

Karinthy. Fritz- 'Refund: A Play in One Act' - French. Samuel- 1938.

Simpson H. C & Wilson E. H- 'A Senior Anthology of Poetry' - Macmillan Education- 1952.

O'Brien. Terry- '50 Greatest Short Stories' - Rupa Publications India; First Edition- 2015.

J.C.RichardswithJ.Hull&S.Proctor-Interchange-Level3-CambridgeUniversityPress-2021.

MarkHancock-EnglishPronunciation inUse-CUP-2016.

M.ChandrasenaRajeswaran&R.Pushkala-CommunicationLabWorkbook2022.

M.ChandrasenaRajeswaran-R.Pushkala&S.BhuvaneswariPinnacle: ASkillsIntegratedText-2022

Dutt-K-Rajeevan-G&Prakash--ACourseonCommunicationSkills-1stedn-CUP-Chennai-2008

Suggested Links:

<https://www.poetrybyheart.org.uk/poems/the-spider-and-the-fly/Reference>.

<https://poets.org/poem/unknown-citizen>

SUBJECT CODE	SUBJECT NAME : ALLIED-II ANATOMY DRAWING-II		TY/LB/ETL	L	T/SLR	P/R	C					
HBAA23ID1	PREREQUISITE : BASIC DRAWING		TY	2	0/1	0/0	3					
L : LECTURE T : TUTORIAL SLR : SUPERVISED LEARNING P: PROJECT R : RESEARCH C : CREDITS T/L/ETL : THEORY / LAB / EMBEDDED THEORY AND LAB												
OBJECTIVES												
<ul style="list-style-type: none"> • TO ENCOURAGE THE STUDENT TO CREATE BODY STRUCTURES ALONG WITH REALISTIC FEATURES. • TO MAKE THE STUDENTS FAMILIAR CONSTRUCTING POSES IN DIFFERENT ACTIONS • CONSTRUCTION FROM ANATOMY TO CARTOONING • STUDENT LEARNS TO ANIMATE AND TRACE OUT ALL KIND OF BODY STRUCTURES STARTING FROM CHILD TO ADULT • TO FAMILIARIZE THE LATEST TRENDS IN DRAWING SKILLS 												
COURSE OUTCOMES (Cos)												
STUDENTS COMPLETING THIS COURSE WERE ABLE TO												
CO1	DRAW HUMAN BODY PROPORTIONS IMPORTANCE OF ANATOMY IN ANIMATION - DIFFERENCE BETWEEN MALE AND FEMALE BODY PROPORTIONS											
CO2	DRAW HUMAN SKULL FACIAL MUSCLES & LINE OF ACTION.											
CO3	SKETCH CHILD ANATOMY & ANIMAL ANATOMY											
CO4	CONVERT FROM ANATOMY TO CARTOONING											
CO5	UNDERSTAND COMPUTER ANIMATION PROCESS - TRADITIONAL ANIMATION PROCESS ANIMATION PRODUCTION STAGES											
MAPPING OF COURSE OUTCOME WITH PROGRAM OUTCOME (POS)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	3	3	2	3	3	3			
CO2	3	3	3	1	3	2	1	3	3			
CO3	3	1	3	3	3	2	3	3	3			
CO4	3	3	3	3	3	2	3	1	3			
CO5	3	3	3	3	3	1	3	3	2			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			3			3					
CO2	3			3			3					
CO3	3			3			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 INDICATES STRENGTH OF CORRELATION- 3 – HIGH- 2- MEDIUM- 1- LOW												
CATEGORY	BASIC SCIENCES	ENGG.SCIENCE	HUMANITIES & SOCIAL SCIENCE	PROGRAM CORE	PROGRAM ELECTIVE	OPEN ELECTIVE	PRACTICAL/PROJECT	INTERNSHIPS/TECHNICAL SKILLS	SOFT SKILLS			
				√								

SUBJECT CODE	SUBJECT NAME :	TY/ LB/ ETL	L	T/SLR	P/R	C
HBAA23ID1	ALLIED-II ANATOMY DRAWING-II	TY	2	0/1	0/0	3
L : LECTURE T : TUTORIAL SLR : SUPERVISED LEARNING P: PROJECT R : RESEARCH C : CREDITS T/L/ETL : THEORY / LAB / EMBEDDED THEORY AND LAB						

UNIT I

9Hrs

Human Body Proportions: Importance of Anatomy in Animation - About the Human Body - Parts of the Human Body - Standard Human Body Proportions - Male Human Body – Front- Side- and Back Angle - Different Forms of the Male Figure - Female Human Body - Difference between Male and Female Body Proportions- Human body line drawing

UNIT II

9Hrs

Skull - Facial Muscles - Constructing the face- Basic parts of human anatomy - Neck and Shoulders - Arms- Hands- Torso- Legs. Feet - Construction of the Feet - Stick Figure - Solids Basic - Line of Action – Balance – Rhythm - Turning & Twisting - Fore Shortening – Cartoonize character

UNIT III

9Hrs

Child Anatomy – Face study of child - Parts of Childs face - Symmetry with proportions - Chubbiness of child - Feet study – Animal Anatomy. Drawing animal figure in basic form - Anthropomorphic - Face study - Leg study - Leg movement -

UNIT IV

9Hrs

From Anatomy to Cartooning - Constructing Poses in Different Actions – Running – Jumping –Flying – Walking – Creating cycles for Animation

UNIT V

9Hrs

Computer Animation – Computer Animation Process – Traditional Animation Process – Animation Production Stages – Thumb nail Story boarding – Styles of storyboards-Thumbnail Storyboarding.

Total No. of Hrs: 45

TEXT BOOK:

1. Valerie L. Winslow - (2008) Classic Human Anatomy: The Artist's Guide to Form- Function- and Movement- Watson-Guptill

REFERENCES:

1. Victor Perard(2004) -*Anatomy Drawing*-Courier Corporation-
2. AdityaChari(2008) -*Figure Drawing made Easy*(1st ed.)- Grace Prakashan.

Subject Code	Subject Name : AUDIO & VIDEO EDITING				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV23002	Prerequisite : None				Ty	3	0/1	0/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Based on the script created, the student will produce a 2D animation short film. ➤ Ensures that the animation comes out effectively with the addition of sound and video as per the script requirement. ➤ Students could able to alter the audio transitions according to the characters need ➤ Students will gain knowledge to work for films editing ➤ Students will be provided knowledge on Industrial works and needs 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand the concept of video and audio editing											
CO2	Learn about the different options and functions											
CO3	Start applying different transitions according to the video and audio needs											
CO4	Start analyzing different editing styles											
CO5	Create different edited videos and audios											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	0	0	1	1	0	3	0	2			
CO2	3	1	1	1	1	0	2	0	2			
CO3	3	1	3	0	2	2	2	0	2			
CO4	3	1	3	0	2	1	3	0	3			
CO5	3	1	3	1	3	2	3	1	3			
Cos/PSOs	PSO1			PSO2			PSO3					
CO1	3			1			3					
CO2	3			1			2					
CO3	2			2			3					
CO4	2			2			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV23002	AUDIO & VIDEO EDITING					
	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12Hrs

Introduction to Audio Editing - Fundamentals of sound - Analog format - Digital format - Understanding the Interface - Preferences - Creating new audio file – tools - presets -sample rate-channels - bit depth , Audio file formats

UNIT II

12Hrs

Audio format-wave forms- multi tracks editor ;Waveform- Importing audio - Editing the audio - copying and pasting - cropping - mixing audio - marking - Audio transitions - Fade in - Fade out - Linear fade - Logarithmic fade - cosine fade - saving files - exporting files

UNIT III

12Hrs

Multi Track Editor - Automatic Speech Alignment - Recording - Noise Restoration - Filters and Effects - Special Effects - Guitar Suite Effect - Vocal Enhancer Effect Introduction to Video Editing - Video Broadcast Standards - Terminologies - Stages of Video Making

UNIT IV

12Hrs

Creating a new project - New Sequence - Video Editing Tools - Importing files - Adding and Re-arranging clips - Ripple Delete - Split video - Video Masking - Time Ramping and Time Re-mapping - Adding titles to the video - Applying transition to the title - Editing the clip - Saving a project - Setting & preferences - Types of Cuts and Transitions - Video File formats – Frame freeze effects - Multicam Editing.

UNIT V

12Hrs

Video Filters - Dip to black-Dip to white -3D- wipes - zoom-- Effects Control - Animation presets - Color tones and psychology feels - Color Correction option - Adjustment Layer - Keying - Graphics Panel - Editing the audio for Video - Volume Adjustments - Exporting& Rendering files

Total Hours : 60 Hrs

TEXT BOOK:

1. Scott Garrigus(2001) ,*Sound Forge Power*(1st ed.), Course Technology PTR
2. Adobe Creative Team(2012),*Adobe Premiere Pro CS6 Class Room in a Book*(1st ed.), Adobe

REFERENCES:

3. Dave D Peck(2002), *Video Editing with Adobe Premiere*, Cengage Learning
4. Digital Video Editing Fundamentals-[Wallace Jackson](#)

PRACTICAL

Subject Code	Subject Name : AUDIO & VIDEO-LAB				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV23L02	Prerequisite : None				Lb	0	0/0	4/0	2			
L : Lecture T : TutorialSLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ To make the student confident in terms of editing the existing sounds and at the same time do a perfect video editing. ➤ Makes them confident to in making a simple movie using editing. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	remember the techniques of editing											
CO2	understand different concepts of editing											
CO3	start apply different transition styles for titles											
CO4	analyze and rectify the mistakes in video and audio editing											
CO5	create concept video with audio and video editing											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	2	2	0	0	1	1	1	3			
CO2	3	2	2	0	1	0	1	1	3			
CO3	2	3	3	1	2	1	2	1	3			
CO4	2	2	1	1	2	1	2	2	3			
CO5	3	2	1	1	1	2	3	1	3			
Cos/PSOs	PSO1			PSO2			PSO3					
CO1	2			2			3					
CO2	3			1			3					
CO3	1			2			3					
CO4	1			2			2					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV23L02	AUDIO & VIDEO-LAB					
	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a short movie about a protagonist or antagonist .
2. Recreate the Trailer for the feature movie.
3. Create a trailer for a documentary movie.
4. Make a documentary movie with some social theme / message.

REFERENCES:

1. Dave D Peck(2002), *Video Editing with Adobe Premiere*, Cengage Learning
2. Digital Video Editing Fundamentals-[Wallace Jackson](#)

Subject Code	Subject Name : PROJECT II - ANIMATED SHORT FILM				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA23L02	Prerequisite : None				Lb	0	0/0	8/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ To make the students remember about the tools and interface ➤ To make the students understand the concepts of video editing styles ➤ To familiarize the students in applying different styles and transitions of editing and its use ➤ To make the students understand about the colour correction and its impact ➤ Students will be able to create short films with audio editing done 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Remembers about the transitions and editing styles.											
CO2	Understand about applying transitions and cuts depending on the concept.											
CO3	Apply the transitions and cuts for the concept videos.											
CO4	Analyze the video editing according to the audio edited.											
CO5	Creates short films with concepts and editing in it.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	3	3	3	2	3	2	3			
CO2	3	3	3	3	3	3	2	2	2			
CO3	3	2	3	3	3	2	1	3	2			
CO4	2	2	2	3	3	3	3	3	3			
CO5	3	2	3	2	3	3	2	2	2			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	2			3			2					
CO3	3			3			3					
CO4	3			1			3					
CO5	2			2			3					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA23L02	PROJECT II - ANIMATED SHORT FILM	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Project:

Create a Animated Short video mash up by using different clippings from various animated movie scenes to exhibit a short story. not exceeding 3 minutes with bgm/voice over & subtitle

HBCC22103	SOFT SKILL II						L	T	P	C
	Total contact hours – 15						0	0/0	2/0	1
	Prerequisite –UG I year English									
	Course designed by – Department of English									
Objectives:										
Cultivate employability skills that they get employed even before they leave the university. Build self-esteem and a sense of self-worth to be good team members Cultivate empathy to think from others' point of view to be good team leaders. Evolve as good global citizens with insights into social and professional ethics. Develop lifelong learning skills to adapt in the multicultural context of workplaces.										
Course Outcomes (Cos)										
001	Cultivate employability skills that they get employed even before they leave the university									
002	Build self-esteem and a sense of self-worth to be good team members									
003	Cultivate empathy to think from others' point of view to be good team leaders.									
004	Evolve as good global citizens with insights into social and professional ethics									
005	Develop lifelong learning skills to adapt in the multicultural context of workplaces.									
Program Specific Objectives										
PSO1	Understanding of the basic concepts of English language and literature.									
PSO2	Learning through literature in English, diverse historical cultural and social ethics									
PSO3	Application of literary critical perspectives to generate original analysis of literature in English									
PSO4	Promotion of cultural values and real-life skills through English language and literature									
Mapping of course outcomes (COs) with Program Outcomes (POs) (H/M/L indicates the strength of correlation) H= High; M= Medium; L= Low										
COs	POs	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	
1	3	3	3	1	2	2	1	2	3	
2	3	3	3	1	2	2	1	2	3	
3	3	3	3	1	2	2	1	2	3	
4	3	3	3	3	3	2	1	2	3	
5	3	3	3	3	3	2	1	2	3	
Mapping of course outcomes (Cos) with program Specific outcomes (PSOs)										
COs	PSO1	PSO2	PSO3	PSO4						
CO1	3	2	2	2						
CO2	2	2	2	2						
CO3	3	2	2	2						
CO4	3	2	2	2						
CO5	3	2	2	2						
H/M//L Indicates Strength of Correlation : H- High; M- Medium; L- Low										
Cat ego ry	Basic Sciences	Engg. Scien ce	Program core	Progr am Electi ve	Professi onal Core	Profess ional Electiv e	Open Electi ve	Practical Project/ Seminar/ Internship	Soft Skills (H)	
									√	

HBCC22103	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
	Prerequisite –UG I year English				
	Course designed by – Department of English				

Prefatory Note

This paper aims to equip the advanced learners with skills essential for work place and global environment to which they will move on from the university, once they complete the course. As such, it covers a range of indispensable soft skills and values such as, self-esteem, empathy, public relations, positivity, reliability, professionalism, leadership and intercultural communication, interview skills, etc.. Together with the effective English communication in global contexts, these skills, if cultivated and strengthened, can immensely help the students become employable in the multinational companies as good global citizens abiding the social and professional ethics in cross-cultural diversity.

Course Objective

The students will be facilitated to

1. Cultivate employability skills that they get employed even before they leave the university.
2. Build self-esteem and a sense of self-worth to be good team members
3. Cultivate empathy to think from others' point of view to be good team leaders.
4. Evolve as good global citizens with insights into social and professional ethics.
5. Develop lifelong learning skills to adapt in the multicultural context of workplaces.

Unit -I

Conversational skills, Self-esteem skills, empathy, public relations

Unit -II

Positivity, reliability, professionalism

Unit -III

Leadership

Problem solving

Unit -IV

Intercultural communication skills

Global Manthra: Go local, Cultural sensitivity, Group behavior

Cultural intelligence : Low and High context, e mail and inter cultural communication

Unit -V

Group discussion & Interview skills

Total No of Hours: 30

Suggested reading

1. S.P. Dhanavel, English and Soft Skills, Vol.2 Orient Blackswan Pvt. Ltd. 2010
2. P.D. Chaturvedi and M. Chaturvedi, Communication Skills , Pearson, 2012

SEMESTER-III

Subject Code	Subject Name : ALLIED-III STORY BOARDING				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22ID3	Prerequisite : None				Ty	3	0/0	0/0	3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Introduction to Story board. ➤ Students learn to create thumb mail sketches with different perspective. ➤ Make him to familiarize the character creation and development. ➤ To make the students learn about shapes in motion, and directing shots. ➤ To make the student to pre visualize the whole script and create a sequence and help the student to create a product delivery on time. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Demonstrate how to construct storyboards as a brief form of storytelling											
CO2	Demonstrate how to create the mechanics of storyboarding											
CO3	Demonstrate knowledge of camera angles and terminology conducive to storyboard and film making..											
CO4	Demonstrate knowledge of storyboard narrative.											
CO5	Demonstrate a knowledge of production writing as it relates to 3D animation											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	2	2	3	2	3	2	3			
CO2	3	3	3	3	1	3	3	1	3			
CO3	3	2	1	3	3	2	2	3	2			
CO4	3	3	3	3	1	2	1	3	2			
CO5	1	2	2	3	3	2	2	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			2					
CO3	3			1			2					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22ID3	ALLIED-III STORY BOARDING					
	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I 9 Hrs

Definition of story boarding –Purpose of Storyboard –Who directs and lays out the storyboard – Advantages of Story board – Using Arrows and Abbreviations in Story boards.

UNIT II 9 Hrs

Benefits to Production- Animation- Visual Effects Industry- Quick Thumbnail Story Boards – Thumb nail sketches –Different types of camera shots- Depicting camera movement. Types of character shots.- How to transition between scenes and 180 degree rule

UNIT III 9 Hrs

Character Creation and Development – Psychology of Characters- The Anatomy of a complete character- Tricks for the Characterposes .Human Sketches and Figures – Proportions of a Body- Human Figures in Action.

UNIT IV 9 Hrs

Storyboarding on perspective and depth- manipulating with size- color and detailed objects. Shapes in Motion – Line of Action- Drawing a Car- Animal Characters- Mountain- Road- and Landscape with Mountains- Cityscape- and Villa etc....

UNIT V 9 Hrs

Key parts of an effective storyboarding - Balancing image weighs- Scene implied depth - tone - mood and style. Visual Sequence Direction – Story Board Numbering- Film aspect ratios - Storyboarding a Single Panel and How to breakdown the script.

Total No. of Hrs: 45

TEXT BOOK:

1. John Hart (2007) *The Art of the Story Board(2nd ed.)*, Focal Press.

REFERENCES:

1. Fred Patten(2012), *The Story Board Artist : Guide to Freelancing in Film, TV and Advertising.*
2. John Hart (2007), *The Art of the Storyboard: A Filmmaker's Introduction(2nd ed.)*, Focal Press.

Subject Code	Subject Name : MEDIA PUBLISHING		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
HBAA22002	Prerequisite : None		Ty	2	1/0	0/0	3					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
➤ To introduce the concept of Publishing												
➤ To make the student to familiarize on Publishing Software												
➤ To make the student to understand Web Technology												
➤ To make the student to understand about web designing												
➤ To make the students to create own Web Pages												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Student learns and understands about the tools and techniques of Publishing (PO1)											
CO2	Student get the ability to update their skills with respect to texts and styles -											
CO3	Students analyze the anchor points and their angles for perfect vector creation											
CO4	Students incorporate images and align text in accordance to the images											
CO5	Students created digitalized book for publishing											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	1	1	0	2	3	2	3			
CO2	3	3	3	3	2	1	3	0	3			
CO3	3	2	2	3	1	1	3	0	3			
CO4	3	2	3	3	2	2	2	2	3			
CO5	3	3	3	3	3	2	3	3	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			2					
CO3	3			1			2					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22002	MEDIA PUBLISHING					
	Prerequisite : None	Ty	2	1/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

9 Hrs

Introduction to Media Publishing, About UI & UX - Opportunities ,Working with panels, Art board - Create - Setup- Navigate, Import- text - Images - Photo as an image fill, Colored backgrounds – Create –Modify, About Vector Graphics- Placing – Editing ,Colors , Shadows- Create - Adjust, Aligning layers – Distributing layers, Styles- Character – Paragraph, fill and Opacity.

UNIT – II

9 Hrs

About Grids, Layout grids- Create - Modify, Create Components - Edit components -Overriding content, Organizing - Arranging Content, Aligning -positioning content, About Prototype - Clickable Prototype – Previewing- recording Prototype, overlay Backgrounds, Downloading - working with UI kits.

UNIT – III

9 Hrs

About Pages- Page Adjustments- Linking Pages, Create Scrollable Areas- Managing Scrollable Areas, Introduction to Auto-Animate- Basics of Auto-Animate, Animation- Timed Animation- Parallax Animation -Types of Easing, Setting up Parallax Assets, Hover State, Toggle State.

UNIT – IV

9 Hrs

About 3D Transforms –Creating- Adding, Front to Back versus Z Position, Responsive content, Interactions- Time Interactions- Tap-Drag, Keys Creation- Types, Slideshows and Prototypes, Audio - Sound Effects.

UNIT – V

9 Hrs

Exporting Assets – web- Formats, Exporting code assets- individual assets, Design mode - Prototype mode, Sharing XD Files -Share for review–Libraries- publishing library Using an XD Library.

Total No of Hours. 45

TEXT BOOK:

1. Software Essentials for Graphic Designers:- InDesign— Paper Back- Amazon.com

REFERENCES:

2. Adobe Creative Team (2012)-*Adobe In Design Class Room in a Book*
3. Adobe Indesign (English - paperback- Bittu Kumar)

Subject Code	Subject Name : 3D MODELING			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBAV22006	Prerequisite : None			Ty	3	0/1	0/0	4	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none"> ➤ To understand the concepts behind 3 dimensional objects and also the different types of modelling. ➤ To familiarize students with special effects and easy methods to create 3D model. ➤ To make the students to create 3d interior & exterior assets models. ➤ To make students familiarize different types of material and texture by applying. ➤ To make students understand 3d render in dimensional software. 									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Identify the modelling assets by its tools								
CO2	Understand the of standard primitives and extended primitives								
CO3	Apply spline modelling for creating innovative objects								
CO4	Analyze the material and lighting effects								
CO5	Create camera output in the viewports.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	2	3	1	3	2	3
CO2	3	3	3	2	2	1	3	2	3
CO3	3	2	3	2	3	2	3	2	3
CO4	3	3	3	2	3	2	3	2	3
CO5	3	3	3	2	2	1	3	2	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	2			3			2		
CO3	3			3			3		
CO4	3			2			3		
CO5	1			2			3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
				√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22006	3D MODELLING					
	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Introduction to 3D Modeling, Viewport Size and Layout, Menus, file formats and operations, Tools , Creating and modifying Objects, Rendering, Selection Methods,

UNIT II

12Hrs

Edit Commands - Transformations, Alignments, snapping, Grouping and ungrouping ,Cloning , Mirroring and Array, Layers, Modifier Concepts, Modifier Stack Display, Creating Spline Shapes, Editing Shapes, Edit Spline Modifiers, Shape Modifiers.

UNIT III

12Hrs

Compound Objects,- Morph, Scatter, Connect, Conform, Shape merge, Boolean, Terrain , Lofts, Pro Boolean ,Pro cutter, Mesh, Fit, Editing Lofts, Objects and sub objects, Basics of Low Poly Modeling - High Poly Modelling –

UNIT IV

12Hrs

AEC Extended and wall, staircase , standard Techniques of High Poly Modeling – converting a low polygon model into high poly model – symmetry modifier – turbo smooth modifier – polygon count

UNIT V

12Hrs

Create Editpoly – Understanding editpolyproperties -advantages and paint deformation of edit poly - edit poly andit object – object level- wotking with vertex, face &polygen -- create curves – create surfaces, creating cartoon with editpoly head,, Integration of various Modeling techniques.

TOTAL HOUR : 60 HRS

TEXT BOOK:

1. Randi L. Derakhshani, DariushDerakhshani (2017) Autodesk 3DS Max 2013 Essentials(1st ed.) , AutodeskOfficial Press

REFERENCES:

1. Kelly L Murdock ,Autodesk 3DS Max Bible.
2. Ami Chopine (2011), *3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)*

Subject Code	Subject Name : DIGITAL DESIGNS & 2D ANIMATION			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBAA22003	Prerequisite : None			Ty	4	0/0	0/0	4	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none"> ➤ To make the student to understand on basics of Designing ➤ Makes them understand the designing tools ➤ To make students to understand about Designing Features in Software ➤ To ensure students to know about Editing Techniques in software ➤ To make students to familiarize with latest techniques in software 									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Understand the basic of Designing								
CO2	Learn about Designing Tools in Software								
CO3	Ensure in familiarizing the Designing Features in Software								
CO4	Ideate & Learn Editing Techniques in software								
CO5	Analyze and interpret with latest techniques in software								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	3	3	2	3	2	3
CO2	3	3	3	3	3	3	2	2	2
CO3	3	2	3	3	3	2	1	3	2
CO4	2	2	2	3	3	3	3	3	3
CO5	3	2	3	2	3	3	2	2	2
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			3		
CO2	2			3			2		
CO3	3			3			3		
CO4	3			1			3		
CO5	2			2			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
				√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22003	DIGITAL DESIGNS & 2D ANIMATION Prerequisite : None	Ty	4	0/0	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12Hrs

Vector and Raster image - workspace - understanding the workspace - Panels and menus - Tools - Selection Tools - Painting & shape Tools - Type Tools - Slicing & Sampling Tool - Viewing Tools - Control Panel - Grids & guidelines - Create a new document - options in dialog box - Art board panel - Preview mode - Outline mode - Aligning & distributing objects - save - save a copy

UNIT II

12Hrs

Modes of colour - Fill & Stroke - stroke size - Swatches Panel - Edit Colors - Blend Colors - Blend options - Smooth color - Specified Steps - Specified Distance - Gradient Colors - Types of Gradient - Gradient Mesh - Path Finder - Shape modes - Grouping the objects - aligning the objects - about layers - merging the layers - Text Tools - Types of Text Tools - Paragraph Panel - Character Panel - Text Wrapping - Live Paint Tool

UNIT III

12Hrs

Brushes & its types - Effects - Compound Path - Clipping mask - Creating symbols - editing - converting 2D to 3D using extrude - bevel - creating AI prompt command- working with 360 panoramic images & HDRI.

UNIT IV

12Hrs

Introduction to 2D Animation - Types of 2D Animation –Work Flow - Introduction to application- tools panel - Introduction to timeline - panels - property inspector- Library Panel -History Panel - Color Panel - creating document - changing properties - viewing - Working with project - importing art work into application - convert into UI & UX - creating file for mobile app.

UNIT V

12Hrs

Frame by frame animation – Changing Frame Rate – Key frames – Onion Skin –Understanding Motion tween – Creating Motion tween and adjusting properties -Motion Editor – Property Key frames – Color Effects & Filters – Editing Motion Tween path – Motion Tween Presets – Ease in and Ease out - Classic Tweening – Shape Tweening –Creating Motion paths - editing - Masks –Scenes- exporting video - file formats- synchronizing audio with animation exporting audio and Video.

Total No. of Hrs: 60

TEXT BOOK:

1. *Adobe Illustrator CS6 Digital Classroom -Jennifer Smith*

REFERENCE :

1. *Adobe Illustrator CS6: Classroom in a Book – Adobe Creative Team*

Practical

Subject Code	Subject Name : 3D MODELING LAB	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L04	Prerequisite : None	Lb	0	0/0	4/0	2

L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits
T/L/ETL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES

- To make the students to create 3d model as per human size measure.
- To make the students to experience 3d dimensional view & apply material and texture.
- To make the students create 3d animation render pipeline.
- To familiarize the rendering in 3d modelling and texture.
- To understand and 3d modelling experience and material uv maps.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Design interior modelling and exterior modelling in 3d modelling software
CO2	Model a human measurement in 3d Software
CO3	Create the material and lighting effects for created modelling
CO4	Place different types of lights including point light, spot light and sunlight
CO5	Render the modelling using materials and rendering.

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	3	3	1	2	2	1	3
CO2	3	2	3	3	1	3	3	2	3
CO3	3	3	3	3	1	2	2	2	3
CO4	3	2	3	3	1	2	3	2	3
CO5	3	3	3	2	1	2	2	1	3

COs/PSOs	PSO1	PSO2	PSO3
CO1	3	2	3
CO2	2	3	2
CO3	3	2	3
CO4	3	3	3
CO5	3	3	3

3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low

Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
							√		

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L04	3D MODELING LAB Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

3D MODELING LAB

1. Design a study room. For a school going kid.
2. Create a 3D Model foran classical Rolex wrist watch with details
3. Design a Exterior for 1Bhk house of your choice
4. Create a Trumpet Musical Instrument with details
5. Create a 3D product model of a (Button Phone)

REFERENCES:

1. Kelly L Murdock ,*Autodesk 3DS Max Bible*.
2. Ami Chopine (2011), *3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)*

Subject Code	Subject Name :			Ty/ Lb/ ETL	L	T/SLr	P/R	C				
HBAA22L03	Digital Design & 2D Animation Lab			Lb	0	0/0	4/0	2				
Prerequisite : Designing Techniques												
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ To make the student to understand on basics of logo designing techniques ➤ Makes them understand the designing tools and techniques ➤ To make students to understand about brochure design templates ➤ To make students to familiarize with latest techniques in brochure design ➤ To ensure students to know about brochure design techniques(To be changed) 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand the concepts and dimensions and its types.											
CO2	Identify the different tools for animation.											
CO3	Apply the principles of animation and layering.											
CO4	Analyze the text effects and apply it to the text.											
CO5	Create 2D animations with sound and videos.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	2	3	1	3	2	3			
CO2	3	3	3	2	2	1	3	2	3			
CO3	3	2	3	2	3	2	3	2	3			
CO4	3	3	3	2	3	2	3	2	3			
CO5	3	3	3	2	2	1	3	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	2			3			2					
CO3	3			2			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Digital Design & 2D Animation Lab					
HBAA22L03	Prerequisite : Designing Techniques	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Digital Design Lab

1. Create the following Brand Identities for public service Organization.

- a. Logo
- b. Letterhead
- c. Visiting card
- d. Dangler

2. Create a Flyer for an International Holiday packages.

3. Create a Billboard Design for a Confectionery Product.

2D Animation Lab

1. Create Background animation using key frames.

2. To Create animation using-

- motion tweening
- shapes tweening
- classic tweening
- Masking.

3. Create a file animation for a company.

4. To create human walk cycle and birds fly cycle.

5. Create a frame by frame animation for a synchronized eye lid movement.

Subject Code	Subject Name : PROJECT III- ANIMATION MOVIE				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA22L04	Prerequisite :Adobe Animate				Lb	0/0	0/0	8/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Students to learn the various methods and techniques of 2DAnimation. ➤ To enable students to create storyboard for 2d animation movie. ➤ To learn principles of animation for creating 2d animation. ➤ Students to learn audio and video sync for 2D animation movie. ➤ Students to learn to create 2D animation movies. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To understand the concepts of 2d animation.											
CO2	Compare the difference between the types of 2D animation.											
CO3	Apply colours to add seconds to animation.											
CO4	Evaluate the themes and check for voice synchronization.											
CO5	Create 2D animated movies											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	1	2	2	1	3			
CO2	3	2	3	3	1	3	3	2	3			
CO3	3	3	3	3	1	2	2	2	3			
CO4	3	2	3	3	1	2	3	2	3			
CO5	3	3	3	2	1	2	2	1	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	2			3			2					
CO3	3			2			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22L04	PROJECT III- ANIMATION MOVIE	Lb	0/0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

PROJECT:

2D ANIMATION

create a 2D animation movie or short animated story not exceeding 3 minutes- and the movie/story should have a proper theme and moral value or manage to the public.

- create a story board (pre - visualize)
- Title animation
- Colorful backgrounds (created)
- Newly designed characters
- Voice over
- Background music - (edit or record)
- A proper Theme
- End should have message to the audience
- Credits

SEMESTER-IV

Subject Code	Subject Name : DIGITAL COMPOSITING				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA22004	Prerequisite : None				Ty	3	0/1	0/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Students to learn about visual effects and compositing ➤ To enable students to create storyboard for Visual Effects. ➤ To learn principles of keying and masking ➤ Students to create motion tracking and color grading ➤ Students to learn to create vfx movies. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	students understands the basic tools and the interface											
CO2	Students analyses and manages the layers											
CO3	learns the chroma keying and coloring techniques											
CO4	learns to add special effects and controls (will change the words)											
CO5	Creates composited single and multiple outputs											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	3	1	2	2	1	3			
CO2	3	2	3	3	1	3	3	2	3			
CO3	3	3	3	3	1	2	2	2	3			
CO4	3	2	3	3	1	2	3	2	3			
CO5	3	3	3	2	1	2	2	1	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	2			3			2					
CO3	3			2			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22004	DIGITAL COMPOSITING					
	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

12Hrs

Introduction to Visual Effects –Interface - creating a project and importing footage - importing illustrator and Photoshop files- importing image sequence-creating a Composition- Tools Panel- Timeline Panel-Working with the Timeline: Adding Audio & Animating Position-Blending modes and layer styles.

UNIT – II

12Hrs

creating layers from footage- arranging and managing layers- applying effects to a layer- applying an animation pre-set- Creating Type of Shapes- Creating the Motion Graphics - Creating the Null Object – Creating the Solid Layer – Parenting Objects – Adding Motion blur- Rotoscoping.

UNIT – III

12Hrs

About Text layers- using text animationpre-set- Masks - creating mask- editing mask- adding a reflection- Basic Clone and Wire removal - Colour Keying – matte extraction using various keying techniques- keying techniques using key light- blending modes- tracking mattes – types of track mattes – applying track mattes- call out Title animation-Creating lower third Animation-working with particles.

UNIT – IV

12Hrs

Motion Stabilization – Track Point Fundamentals-Motion Tracking-Point Tracking-one point tracking-two point tracking-four point tracking-Motion Tracking -Motion Stabilization Basics- Motion Tracking- and Multipoint Motion Tracking Time Remapping Techniques – Time Remap – Time wrap Effect – Converting 2D layer into 3D – Converting a Layer to 3D – 3D layer controls – using 3D camera- text animation - particles- previewing.

UNIT – V

12Hrs

Intro of Compositing – Basic Compositing– Using the Color Correction- Hue Saturation- Curve & Levels- Broadcasting color- Channel Mixer – Adjustment Layers – Layer Styles – Camera Animation – Adding Lights – Nesting- Pre Composition – Effects Panel – Advanced Compositing – Create the Matte Painting – Using Render Passes – Add render Queue – Taking Multiple Outputs.

Total No of Hrs :60

TEXT BOOK:

1. [Adobe Creative Team](#)(Author) (2010)*AdobeAftereffects Classroom in a Book-Adobe Press*

REFERENCES:

2. After Effects Apprentice: Real-world Skills for the Aspiring Motion Graphics ...Book by Chris Meyer and Trish Meyer
3. Adobe After Effects CC Visual Effects and Compositing Studio Techniques
Book by Mark Christiansen

Subject Code	Subject Name : 3D ANIMATION-LIGHTING & TEXTURING				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA22005	Prerequisite : None				Ty	3	0/1	0/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Students will be knowledgeable on different lighting techniques in Maya ➤ Students will be able to do the realistic texturing ➤ Students gain in-depth knowledge on V-ray lights and materials ➤ Students could be able to do modeling using Blender software ➤ Students will be able to texture, lighting and rendering using Blender software 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students gain knowledge on 3D Maya lights											
CO2	Knowledge on V-ray material is provided											
CO3	Detailed knowledge on different kind of maps and texturing is taught to the students											
CO4	Introduction on 3d modeling using Blender and techniques is done											
CO5	Students learn detailed UV unwrapping and applying maps to the objects.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	1	2	2	3	3			
CO2	3	2	3	3	1	3	3	3	3			
CO3	3	3	3	3	1	2	2	3	3			
CO4	3	2	3	3	1	2	3	3	3			
CO5	3	3	3	2	1	2	2	3	2			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			2			3					
CO2	2			3			2					
CO3	3			2			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22005	3D ANIMATION-LIGHTING & TEXTURING	Ty	3	0/1	0/0	4
Prerequisite : None						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

V-ray Light – Omni Lights - spotlight - V-Ray Target Lights- Free Lights - v-ray Directional Light- Area Lights – Mental Ray – Skylight- Creating Max Basic Lights – Lights Parameters- shadow map parameters- ray traced shadows- advance dray traced- area shadows- advanced Effects- Positioning Lights- Creating Max light in exterior and Interior Environment – Lighting an Exterior Scene

UNIT II

12 Hrs

V-ray material- Material Editor Buttons- Reflections and Refractions -Shiness and Specular High Lights - Standard Materials- Dynamic Properties. Using Ray trace Materials- Using Matte/Shadow Materials- sunlight and sky dome - v-ray far and paint – Paint Controls – Ink Controls- V-Ray HDRI & environments

UNIT III

12 Hrs

V-ray Maps- Coordinates- time Configuration - v-ray Bitmap- Checker Map- Gradient Map- Gradient Ramp Map- 3D Maps- Cellular Map- Dent Map- Falloff Map- Marble Map- Noise Map- Particle map- Smoke Map- Splat Map- Stucco Map- Thin Wall Refraction Map- flat Mirror Map- Normal Mapping - UVW Mapping- Unwrapping Modifying Unwrap- Objects Mesh Flow.

UNIT IV

12Hrs

Blender interface - 3D modeling history - Scene setup - Terminology - Methodology - Low-Poly modeling - Basic Blender tools - Basic Blender modifiers Importing and exporting FBX/OBJ files - Poly-count - Mirror modifiers - Bevels

UNIT V

12 Hrs

UV layout - UV mapping terminology - Export UV layout - Edit UV islands - Pinning - Smart UV mapping-Manual UV unwrap - Add new images to UV - Magic UV - Fix UV issues - Merge UV islands Textures - Albedo map - Specular map - Metallic map - Normal map - Alpha map

Total No. of Hrs: 60

TEXT BOOK:

1. Randi L. Derakhshani (2013)-*Autodesk 3DS Max 2022 Essentials (1st ed.)*- Autodesk Official Press
2. Blender 3D Basics Beginner's Guide: A Quick and Easy-to-use Guide to Create 3d Modelling and Animation Using Blender 2.7

REFERENCES:

1. TudorNita (2022)-*3D Modelling Tutorials for Beginners*.
2. Doug Kelly-*Character animation in depth*- Creative professionals press
3. Eadweard Muybridge-*The Human Figure in Motion*

PRACTICAL

Subject Code	Subject Name : DIGITAL COMPOSITING LAB		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
HBAA22L05	Prerequisite : After Effects		Lb	0	0/0	4/0	2					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ To make the students create rotoscope for characters ➤ To make the students understand About motion tracking ➤ To make the students Familiarize with motion graphics ➤ To create and understand matte removing techniques ➤ To make Create a title animation for a movie 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	students understands the basic tools and the interface											
CO2	Students analyses and manages the layers for motion graphics											
CO3	learns the chroma keying and roto scoping techniques											
CO4	learns to add special effects and title animation											
CO5	Creates composited single and multiple outputs											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	1	1	3	3	2	3			
CO2	3	2	3	3	1	2	3	2	3			
CO3	2	3	1	2	3	3	3	2	3			
CO4	3	3	3	3	3	3	3	2	2			
CO5	3	3	3	3	1	3	3	3	2			
COs/PSOs		COs/PSOs			PSO1			PSO2		PSO3		
CO1		3			3			3				
CO2		3			3			3				
CO3		2			3			3				
CO4		2			3			3				
CO5		1			3			3				
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22L05	DIGITAL COMPOSITING LAB					
	Prerequisite : After Effects	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Using roto- remove a character from a video .
2. Use 3D Tracking and Adda 3D object in a live footage.
3. Create Advertisement using motion Graphics.
4. Create a title animation for a movie.
5. Remove the green screenand add new background & match it to the footage .

REFERENCES:

1. After Effects Apprentice: Real world Skills for the Aspiring Motion Graphics ...Book
by Chris Meyer and Trish Meyer
2. Adobe After Effects CC Visual Effects and Compositing Studio Techniques
Book by Mark Christiansen

Subject Code	Subject Name : 3D ANIMATION-LIGHTING & TEXTURING - LAB				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA22L06	Prerequisite : None				Lb	0	0/0	4/0	2			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Students could able to learn Maya animation for inorganic objects. ➤ Students will be knowledged on camera animation along with lighting and texturing. ➤ Students gains in-depth knowledge on Maya simulations. ➤ Students learn about the keying process and rendering using V-ray. ➤ Students will be able to product branding using the detailed animation techniques 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Knowledge on Interior modeling, lighting and camera animation is provided to students											
CO2	Students learn detailed knowledge on 3D Exterior modeling along with camera animation											
CO3	Introduction on simple animation and rendering is provided to the students											
CO4	Students gains detailed knowledge on fonts and brand model creations											
CO5	Students gains knowledge on simulations with lighting, rendering and camera techniques.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	3	1	2	2	3	3			
CO2	3	2	3	3	1	3	3	3	3			
CO3	3	3	3	3	1	2	2	3	3			
CO4	3	2	3	3	1	2	3	3	3			
CO5	3	3	3	2	1	2	2	3	2			
Cos/PSOs	PSO1			PSO2			PSO3					
CO1	3			2			3					
CO2	2			3			2					
CO3	3			2			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22L06	3D ANIMATION- LIGHTING & TEXTURING LAB					
	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits						T/L/ETL :
Theory / Lab / Embedded Theory and Lab						

1. Create an interior design in V-ray with camera animation.
2. Create an exterior design in V-ray with camera animation .
3. create grass and animate with V-ray fur .
4. Create a 3D logo and animate it .
5. Create a title animation for Movie.
6. Create cloth falling on a table with V-ray.

REFERENCES:

1. TudorNita (2011)-*3D Modelling Tutorials for Beginners*.
2. Doug Kelly-*Character animation in depth*- Creative professionals press
3. Eadweard Muybridge-*The Human Figure in Motion*

Subject Code	Subject Name PROJECT IV- 3D WALKTHROUGH				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAA22L07	Prerequisite : 3d Tools				Lb	0	0/0	8/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> ➤ Ensures the student is confident in creating 3d walk though. ➤ To make the student to create 3d asset and properties. ➤ To make with camera animation and camera still model. ➤ To make the student do 3d v-ray rendering. ➤ To make the student rendering and animation for 3d walkthrough. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will identify the 3d walk through animation.											
CO2	Students will able to understand assets model.											
CO3	Students will apply the 3d rendering for animation.											
CO4	Students will be able to analyze the v-ray rendering and animation.											
CO5	Students will create sequence animation for 3d render.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	0	0	3	0	3	2	1			
CO2	3	2	0	0	1	0	3	2	1			
CO3	1	1	3	3	2	1	3	1	3			
CO4	1	2	3	3	2	1	3	3	3			
CO5	2	2	3	3	2	1	3	3	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			3S					
CO3	2			3			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAA22L07	PROJECT IV- 3D WALKTHROUGH	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Project

Create a Virtual 3D Model City with roads- street lights- shops- vehicles moving on the roads which are similar to Mount Road in Chennai city. Apply. Lightings texturing

SEMESTER-V

Subject Code HBAI25001	Subject Name : UI&UX Designing		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
Prerequisite :			Ty	4	0/0	0/0	4					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce the fundamental concepts of User Interface (UI) and User Experience (UX) design. To familiarize students with the design thinking process and user-centered design. To provide knowledge on UX design fundamentals. To train students in using professional design tools and techniques. To enable students to design and evaluate mobile UI/UX. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand the fundamental concepts of UI and UX, including design thinking and user-centered design approaches, and their role in product success.											
CO2	Apply the principles of information architecture to design effective user flows, task flows, wireframes, and low-fidelity prototypes using standard tools.											
CO3	Demonstrate proficiency in using interface design tools, including artboards, layers, components, grids, and prototyping techniques.											
CO4	Analyze and implement advanced UX techniques for Android and iOS platforms, including material design principles and UX metrics for evaluation.											
CO5	Design and evaluate mobile user interfaces through structured requirement gathering, iterative wireframing, UI design, prototyping, and usability testing.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	2				2	2			
CO2	3		3	2	2		3		2			
CO3	3			2			3		2			
CO4	3		3	3	3		3	2	2			
CO5	3	2	3	3	3	2	3	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	2			1			2			3		
CO2	1			2			2			3		
CO3	1			3			2			3		
CO4	1			3			2			3		
CO5	1			3			2			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				✓								

Subject Code HBAI25001	Subject Name : UI&UX Designing	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Ty	4	0/0	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

12Hrs

Introduction to UI & UX - Definition and difference between UI and UX - Importance and impact on product success - Design Thinking and User-centered Design - Design thinking process - User personas - empathy - mapping - Basic Principles of Design - Visual hierarchy - Balance - contrast - consistency - color theory - Design contrast and balance.

UNIT – II

12Hrs

User Experience Design Fundamentals - Information Architecture - Site map - user flows - task flows - Wireframing and Prototyping - Low - fidelity - Tools and techniques - Usability Principles - Heuristics for usability testing - Review real - world UX projects in mobile.

UNIT – III

12Hrs

Interface shapes - pen tool - Text tool - Art boards - Layers - Components - Plug in panel - Repeat grid - Guides - Grids - Masks - Shortcuts - Prototyping - Tools - interaction - Recording prototype - Sharing - working with files.

UNIT – IV

12Hrs

Advanced UX Techiques and Prototyping - Introduction to Android - mobiles UX design - Review - Introduction to material design - Understanding varios sections of a screen in Android and Apple mobiles - Reviewing the entire program - UX Metrics and Analytics - Mobile prototype.

UNIT – V

12Hrs

Mobile user Surface Design- Requirement gathering and user research - Wireframing - UI design -prototyping - Usability testing and iterations.

Total No of Hrs :60

REFERENCES:

1. **The Design of Everyday Things** by Don Norman
— A foundational book covering core principles of user-centered design and usability.
2. **About Face: The Essentials of Interaction Design** by Alan Cooper, Robert Reimann, and David Cronin
— A comprehensive guide to both UX and UI design practices, from basics to advanced concepts.

Subject Code HBAI25002	Subject Name : Web Designing		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
	Prerequisite :		Ty	3	0/0	0/0	3					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the fundamentals of web template design. To familiarize learners with website creation using Wix. To provide hands-on knowledge of Bootstrap framework. To teach students the basics of WordPress CMS. To enable students to perform advanced customization and deployment of WordPress sites. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand and apply the principles of web template design.											
CO2	Demonstrate the ability to build and manage responsive websites using the Wix platform.											
CO3	Develop responsive web pages using the Bootstrap framework with its components.											
CO4	Create and manage a functional WordPress website.											
CO5	Customize and deploy advanced WordPress sites with premium themes.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2	2			3		2			
CO2	3		2	2		1	3		2			
CO3	3		2	2		1	3		2			
CO4	3		2	2	2	1	3		2			
CO5	3		2	2	2	2	3	1	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	2			3			2			3		
CO2	1			3			3			3		
CO3	1			3			3			3		
CO4	1			3			3			3		
CO5	1			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				✓								

Subject Code HBAI25002	Subject Name : Web Designing	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Understanding Template Design -What is a web template? - Purpose and types - Components of a template (header, footer, navigation, content area, etc.) - Design principles: alignment, balance, contrast, consistency - Understanding layout types: fixed, fluid, responsive (concept only) - Types of website templates: Business, Portfolio, Blog, E-commerce. Wire framing & Layout Planning - Importance of wireframing in web design - Low-fidelity vs high-fidelity wireframes

UNIT II

9 Hrs

Introduction to Web Designing - Basics of Web Design -What is a website? - Types of websites (Static vs Dynamic) - Introduction to responsive design - Overview of Wix - Creating a Wix account - Exploring Wix Dashboard - Using Wix Editor (Drag-and-Drop Interface) - Adding Elements to Pages - Text, Images, Videos, Buttons - Menus and Navigation - Designing a Homepage and Inner Pages - Mobile Optimization in Wix - Publishing and Managing the Site

UNIT III

9 Hrs

Introduction to Bootstrap Framework - What is Bootstrap? Why use it? - Setting up Bootstrap (CDN and local) - Understanding Grid System - Responsive Design with Bootstrap - Common Bootstrap Components - Navbar, Cards, Carousel, Modals, Buttons - Bootstrap Utilities - Spacing, Colors, Flexbox, Typography -Customizing Bootstrap themes - Integrating forms with validation - Responsive Navigation Bar - Using Bootstrap Icons and Font Awesome - JavaScript Plugins in Bootstrap (e.g. Collapse, Scrollspy) - Embedding multimedia content

UNIT IV

9 Hrs

Introduction to WordPress - What is WordPress? (CMS Overview) - WordPress.com vs WordPress.org - Setting up a WordPress site (Installation via cPanel or Localhost) - WordPress Dashboard Overview - Themes and Customization - Creating Pages, Posts, and Menus - Plugins: What are they and how to use them?

UNIT V

9Hrs

Advanced WordPress Customization and Deployment - Installing and Customizing Premium Themes - Using Page Builders (Elementor or WPBakery) - Managing Users and Roles - Basics in WordPress - Backup and Security Best Practices -Migrating a WordPress Site - Integrating Forms, Galleries, and E-commerce (WooCommerce basics)

Total No of Hrs :45

REFERENCE

1. “HTML and CSS: Design and Build Websites” by Jon Duckett
— An easy-to-understand, visually rich introduction to HTML and CSS fundamentals.
2. “JavaScript and JQuery: Interactive Front-End Web Development” by Jon Duckett
— A clear and approachable guide to JavaScript and jQuery for adding interactivity.

Subject Code HBAI25003	Subject Name : HTML and Cascading Style Sheets			Ty/ Lb/ ETL	L	T/SLr	P/R	C				
Prerequisite :				Ty	3	0/0	0/0	3				
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the fundamentals of HTML and the structure of web pages using semantic and non-semantic elements. To develop skills in applying CSS styling techniques to enhance the appearance and layout of web content. To teach various CSS layout strategies, including positioning, floats, and flexbox for creating responsive web structures. To explore advanced CSS techniques such as CSS Grid, animations, media queries, and responsive design principles. To enable students to design and develop a fully responsive and styled website using HTML, CSS, and optionally a CSS framework like Bootstrap or Tailwind. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Create structured multi-page websites using HTML with semantic tags, forms, tables, and links.											
CO2	Apply CSS styling to format text, adjust colors, use the box model, and improve overall web aesthetics.											
CO3	Use CSS layout techniques including positioning, floats, and flexbox to design well-structured pages.											
CO4	Implement responsive design using CSS Grid, media queries, pseudo-classes, and animations.											
CO5	Build a complete responsive website using HTML, CSS, and optionally a CSS framework, integrating both design and layout best practices.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3		2	2		1	3		2			
CO2	3		2	2		1	3		2			
CO3	3		3	2		1	3		2			
CO4	3		3	3		1	3		2			
CO5	3	2	3	3	2	2	3	1	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	3			3			2			3		
CO3	2			3			2			3		
CO4	2			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				✓								

Subject Code HBAI25003	Subject Name : HTML and Cascading Style Sheets	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit I

9Hrs

Introduction to HTML- Overview of web and web browsers - Structure of an HTML document - Basic HTML tags: headings - paragraphs - lists - linkS - images - Semantic HTML: header - footer - nav - section - article -Forms and input elements - Creating tables - Build a simple multi-page website with basic content.

Unit II

9Hrs

Styling with CSS Basics -Introduction to CSS and how it works with HTML - CSS syntax, selectors, properties - Colors - fonts - text formatting -Box model: margin - border - padding -content - CSS units and values - Style the multi-page website created.

Unit III

9Hrs

Layout Techniques with CSS - CSS positioning: static - relative - absolute - fixed - Display properties - block - inline - inline-block - none - Float and clear - Flexbox fundamentals - Create layouts using floats and flexbox.

Unit IV

9Hrs

Advanced CSS and Responsive Design -CSS Grid layout - Responsive design principles - Media queries and breakpoints - CSS animations and transitions - Pseudo-classes and pseudo-elements - Build a responsive website using Grid and media queries.

Unit V

9Hrs

CSS Frameworks and Project Work -Introduction to CSS frameworks (Bootstrap/Tailwind CSS) -Using grid systems and components in frameworks -Customizing framework styles - Develop a fully responsive - styled website using HTML - CSS - optionally a CSS framework.

Total No of Hrs :45

REFERENCE

1. "HTML and CSS: Design and Build Websites" by Jon Duckett
— Clear, visual, and beginner-friendly guide covering all HTML & CSS fundamentals.
2. "CSS: The Definitive Guide" by Eric A. Meyer and Estelle Weyl
— Comprehensive and detailed resource on CSS concepts and techniques.

Subject Code: HBCC22002	Subject Name: ENTREPRENURSHIP DEVELOPMENT	T/L/ ETL	L	T / S.Lr	P/R	C
	Prerequisite : Basic knowledge in entrepreneurship development	Ty	3	0/0	0/0	3

L : Lecture- T : Tutorial-SLr : Supervised Learning- P: Project- R : Research- C : Credits- T/L/ETL :Theory / Lab / Embedded Theory and Lab

OBJECTIVES

- To enrich the students towards the knowledge of entrepreneurial skills and to make the students understand the approaches to attain the goals of the business.
- To recognize the value of problem solving- effective business management and entrepreneurial thinking to business development.
- To identify the key factors and be able to apply the key entrepreneurial process – command and control- calculated risk-taking and opportunity recognition to business development

COURSE OUTCOMES (Cos)

Students completing this course Will be able to

CO1	Provide information related to entrepreneurship
CO2	Make students state the importance of entrepreneurial development
CO3	State the importance of business idea generations
CO4	Gain knowledge on various EDP organized by Government Sectors
CO5	Provide them the nature of economic development and entrepreneurial growth.

Mapping of Course Outcome with Program Outcome (POs)

Sem VI	Coursecode:								
	ProgrammeOutcomes(Pos)								
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	2	3	2	3	3	3	3	2	3
CO2	3	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	3	3	3	2
CO4	2	3	2	3	3	3	3	2	3
CO5	3	3	3	3	2	3	2	3	3

Sem -VI Programme Specific Outcomes(PSOs)

Cos	PSO1	PSO2	PSO3
CO1	3	3	2
CO2	2	2	3
CO3	3	3	2
CO4	3	3	3
CO5	3	2	3

3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low

Category	Basic Sciences	Engg.Sciences	Humanities &social Science	Program Core	Program Elective	Open Elective	Practical/Project	Inter disciplinary
			✓					

Subject Code:	Subject Name:	T/L/ ETL	L	T / S.Lr	P/R	C
HBCC22002	ENTREPRENURSHIP DEVELOPMENT					
	Prerequisite : Basic knowledge in entrepreneurship development	Ty	3	0/0	0/0	3
L : Lecture- T : Tutorial-SLr : Supervised Learning- P: Project- R : Research- C : Credits- T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT I: Concept of Entrepreneurship 9 HRS
 Entrepreneurship - Meaning - Types - Qualities of an Entrepreneur - Classification of Entrepreneurs - Factors influencing Entrepreneurship - Functions of Entrepreneurs.

UNIT II: Entrepreneurial Development Agencies. 9 HRS
 Commercial Banks - District Industries Centre - National Small Industries Corporation
 Small Industries Development Organisation - Small Industries Service Institute. All India Financial Institutions. SIPCOT and its objectives. MSME Sector and its coverage Objectives of Ministry of MSME. Role and Functions of MICRO Small and Medium Enterprises - Development Organisation (MSME - DO) - Objectives of SIDCO - Functions of Tamil Nadu SIDCO - IRBI and its Role. NABARD and its role in the Rural Development of India - Introduction to Micro Units Development Refinance Agency (MUDRA)

UNIT III: Project Management 9 HRS
 Business idea generation techniques - Identification of Business opportunities – Feasibility study - Marketing- Finance- Technology & Legal Formalities - Preparation of Project Report- Tools of Appraisal.

UNIT IV - Entrepreneurial Development Programmes 9 HRS
 Entrepreneurial Development Programmes (EDP) - Role- relevance and achievements – Role of Government in organizing EDPs- Critical evaluation

UNIT V - Economic Development and Entrepreneurial growth 9 HRS
 Role of Entrepreneur in Economic growth - Strategic approaches in the changing Economic scenario for small scale Entrepreneurs - Networking- Niche play- Geographic Concentration- Franchising / Dealership - Development of Women Entrepreneurship. Self-help groups and empowerment of Women in India - Financing SHG and their role in Micro-financing. Financial inclusion and its penetration in India- Challenges and Government role in Financial inclusion – Pradhan Mantri Jan-Dhan Yojana - Six Pillars of Its Mission objectives

Total No. of Hrs: 45

Books for Study :

1. Saravanavel- P. Entrepreneurial Development- Principles- Policies and Programmes- EssPee Kay Publishing House - 1997- Chennai.
2. Tulsian- P.C & Vishal Pandey- Business Organization and Management- Pearson Education India- 2002- Delhi.

Books for Reference :

1. Janakiram- B- and Rizwana- M- Entrepreneurship Development- Text and Cases- ExcelBooks India- 2011- Delhi.
2. Arun Mittal & Gupta- S.L - Entrepreneurship Development- International Book House Pvt. Ltd- 2011- Mumbai.
3. Anil Kumar- S- Poornima- S- Abraham- K- Jayashree- K - Entrepreneurship Development- Newage International (P) Ltd- 2012- Delhi
4. Gupta C B and Srinivasan NP- Entrepreneurial Development- Sul

PRACTICAL

Subject Code HBAI25L01	Subject Name : UI & UX Designing Lab		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
Prerequisite :			Lb	0	0/0	4/0	2					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the process of conducting user research and developing user personas. To teach students how to plan website or app structure through site maps and user flow diagrams. To guide students in translating concepts into low-fidelity wireframes for multiple screens or pages. To provide hands-on experience in designing high-fidelity, interactive prototypes using tools like Figma or Adobe XD. To encourage user-centered thinking and iterative design through the full UI/UX workflow from research to prototyping. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Conduct effective user research and construct detailed user personas based on gathered or assumed data.											
CO2	Design structured site maps and user flow diagrams that reflect logical navigation and user behavior.											
CO3	Develop clear and functional low-fidelity wireframes for at least three user interface screens/pages.											
CO4	Create high-fidelity prototypes with interactive elements using industry-standard tools like Figma or Adobe XD.											
CO5	Apply end-to-end UI/UX design skills to conceptualize, plan, and prototype user-friendly digital products.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	2	3	1	3	2	2			
CO2	3		3	3	2	1	3		2			
CO3	3		2	3		1	3		2			
CO4	3		2	3		1	3		2			
CO5	3	2	3	3	3	2	3	2	3			
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	2			3			2			3		
CO3	3			3			3			3		
CO4	3			2			3			3		
CO5	2			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L01	Subject Name : UI & UX Designing Lab	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Conduct user research and create two user personas based on real or assumed data.
2. Design a site map and user flow diagram for your chosen app or website idea.
3. Create low-fidelity wireframes for at least three screens/pages.
4. Develop a high-fidelity prototype using Figma or Adobe XD with interactive links.

Subject Code HBAI25L02	Subject Name : Web Designing Lab		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
Prerequisite :			Lb	0	0/0	4/0	2					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to website creation using drag-and-drop platforms like Wix for business and portfolio purposes. To teach students responsive web design principles using the Bootstrap framework for multi-page layouts and landing pages. To provide hands-on experience in developing static and dynamic websites using Bootstrap and WordPress. To guide students in building and customizing WordPress-based sites for various content types such as blogs and portfolios. To enable students to plan, develop, and publish a complete, responsive website with structured content and navigation. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Create and customize a functional website using Wix for business or portfolio purposes.											
CO2	Design and develop a responsive, multi-page layout using the Bootstrap framework.											
CO3	Apply Bootstrap components and utilities to build modern, responsive landing or product pages.											
CO4	Build and manage a basic blog or portfolio site using WordPress CMS.											
CO5	Plan, develop, and publish a fully functional WordPress site with structured pages and basic navigation.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	2	2		1	3		2			
CO2	3		2	2		1	3		2			
CO3	3		2	2		1	3		2			
CO4	3		2	2	2	1	3		2			
CO5	3	2	3	2	2	2	3	1	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			3			3		
CO2	3			3			2			3		
CO3	3			3			2			3		
CO4	3			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L02	Subject Name : Web Designing Lab	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a basic portfolio or business site using Wix.
2. Design a responsive multi-page website layout using Bootstrap.
3. Create a responsive landing page or product page using Bootstrap.
4. Build a basic blog or portfolio site using WordPress.
5. Build and publish a fully functional WordPress website with at least 5 pages.

REFERENCES:

1. Gary Oliverio-*Maya Character Modelling*
2. Todd Palamar-*Mastering Autodesk Maya 2017*-Sybex Publications

Subject Code HBAI25L03	Subject Name : HTML and Cascading Style Sheets Lab				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
	Prerequisite :				Lb	0	0/0	4/0	2			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the process of building a structured multi-page website using HTML. To teach students how to enhance the visual presentation of a website using CSS styling. To provide hands-on experience with CSS layout techniques for organizing content effectively. To develop responsive design skills to ensure the website functions across different device sizes. To enable students to apply best practices in front-end web development through project-based learning. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Design and build a basic multi-page website using HTML elements											
CO2	Apply CSS properties to improve typography, color schemes, spacing, and overall aesthetics.											
CO3	Use CSS layout techniques such as flexbox and positioning to align and structure content effectively.											
CO4	Implement responsive design using media queries to ensure usability across mobile, tablet, and desktop devices.											
CO5	Demonstrate the ability to integrate HTML and CSS to produce a polished, user-friendly website.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	2	2	1	2	3	1	3			
CO2	3	2	2	2	1	2	3	1	3			
CO3	3	2	3	2	1	2	3	1	3			
CO4	3	2	3	2	1	2	3	1	3			
CO5	3	2	2	2	1	2	3	1	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	3			3			2			3		
CO3	2			3			2			3		
CO4	2			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L03	Subject Name : HTML and Cascading Style Sheets Lab	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Build a simple website (3–4 pages) based on a topic of your choice.
2. Apply CSS to improve the look and feel of your website.
3. Use CSS layout techniques to align and organize page sections.
4. Redesign your site to work on all devices (mobile, tablet, desktop).

Subject Code HBAI25L04	Subject Name : Project V - Web Site Creation		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
Prerequisite :			Lb	0	0/0	8/0	4					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to building web pages using HTML and CSS with a focus on semantic structure and design. To teach the use of Bootstrap framework for creating responsive web layouts and themes. To provide experience in setting up and designing interactive WordPress pages. To familiarize students with domain setup, form validation, and interactive components in WordPress. To encourage the development of professional and functional web pages that follow current industry standards. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Design and develop a responsive webpage using HTML, CSS, and Bootstrap.											
CO2	Apply Bootstrap classes and components to build a mobile-friendly layout.											
CO3	Create a live WordPress page hosted on a domain with structured content and design.											
CO4	Implement interactive features in WordPress such as menus, buttons, plugins, and embedded content.											
CO5	Validate user input through forms and ensure user-friendly interactions within the WordPress environment.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3		2	2		1	3		2			
CO2	3		2	2		1	3		2			
CO3	3	2	2	2	2	1	3		2			
CO4	3		2	2	2	1	3		2			
CO5	3		2	2	2	2	3	1	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	2			3			2			3		
CO3	2			3			3			3		
CO4	2			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L04	Subject Name : Project V - Web Site Creation	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a webpage using HTML and CSS, responsive theme using Bootstrap.
2. Create a word press page with proper domain with interactive features and validate forms.

SEMESTER VI

Subject Code :	Subject Name UNIVERSAL HUMAN VALUES	Ty/Lb/ETL	L	T/SLr	P/R	C
HBCC22ET1	Prerequisite : None	ETP	2	0/0	2/0	3

L : Lecture T :Tutorial SLr : Supervised Learning P :Project R : Research C: Credits
T/L/ETL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES :

- Describe meaning, purpose, and relevance of universal human values.
- Understand the importance of values in individual, social, career, and national life.
- Learn from lives of great and successful people who followed and practiced human values and achieved self-actualization.
- Understand and practice professional ethics with the goal for the universal wellness

COURSE OUTCOMES (Cos) :

Students completing the course were able to

CO1	Become conscious practitioners of values
CO2	Realize their potential as human beings and conduct themselves properly in the ways of the world.
CO3	Develop integral life skills with values
CO4	Inculcate and practice them consciously to be good human beings.
CO5	Practice professional ethics with the goal for the universal wellness

Mapping of Course Outcomes with Program Outcomes (POs)

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	2	2	1	2	1	3	3
CO2	3	2	3	2	1	2	1	3	3
CO3	3	2	3	2	1	2	1	3	3
CO4	3	2	3	2	1	2	1	3	3
CO5	3	2	2	2	1	2	1	3	3
Category	Basic Sciences	Engg Sciences	Humanities & Social Sciences	Program core	Program Electives	Open Electives	Practical / Project	Internships / Technical Skills	Soft Skills
			✓						

Subject Code :	Subject Name UNIVERSAL HUMAN VALUES	Ty/Lb/ETL	L	T/SLr	P/R	C
HBCC22ET1	Prerequisite : None	ETP	2	0/0	2/0	3
L : Lecture T :Tutorial SLr : Supervised Learning P :Project R : Research C: Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit 1

Love and Compassion:

9HRS

Love and its forms: love for self, parents, family, friend, spouse, community, nation, humanity, nature and other beings—living and non-living. Love and compassion and inter-relatedness, Individuals who are remembered in history for love and compassion and what will learners gain if they practice love and compassion

Related activities: Sharing learner's individual and/or group experience(s), community outreach program to manifest love and compassion toward people and nature, Simulated Situations, Case studies

UNIT 2:

9HRS

Truth and Righteousness: Universal truth, truth as value (artha), truth as fact (satya), veracity, sincerity, honesty among others. Understanding righteousness, Righteousness and dharma, righteousness and propriety, Individuals who are remembered in history for practicing truth and righteousness and what will learners gain if they practice Truth and Righteousness

Sharing learner's individual and/or group experience(s), exercises on ease with truth can be recalled consistently, Simulated Situations, Case studies

Unit 3:

9HRS

Non-Violence and Peace; pre-requisites for non-violence- Love, compassion, empathy, and sympathy, Ahimsa as non-violence and non-killing, the impact of practicing non-violence-Peace, harmony and balance, Individuals and organizations that are known for their commitment to non- violence and peace, and what will learners gain if they practice non-violence and work towards peace

Sharing learner's individual and/or group experience(s), Simulated Situations, Case studies

Unit 4:

9HRS

Renunciation (Sacrifice) Tyaga: Renunciation and sacrifice, developing a balance between enjoyment and sacrifice, Bhoga(enjoyment) with tyagabhava and tyaga (Sacrifice) with bhogabhava is the root of all human and literary values, enjoying life and freedom with responsibility and What will learners learn/gain if they practice renunciation and sacrifice

Social outreach programs for sharing and caring experience, expressing gratitude, Sharing learner's individual and/or group experience(s), Simulated Situations , Case studies

Unit 5:

9HRS

Professional Ethics: Understanding Acceptance of human values and Ethical Human Conduct, Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order, Developing Competence in professional ethics and practicing it, to utilize the professional competence for augmenting universal human order and create people friendly eco-friendly identify the scope and characteristics of people friendly and eco-friendly systems for the wellness of the universe as a whole.

Exercises to propagate people friendly eco-friendly activities both creative and functional, Brain storming, Sharing learner's individual and/or group experience(s), Simulated Situations , Case studies

TOTAL NO OF HOURS :45

References

:

Human Values and Professional Ethics by R R Gaur, R Sangal, G P Bagaria, Excel Books, New Delhi, 2010

The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi

Basham, A.L. 1954. The Wonder That Was India. London: Picador Press.

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Ghosh, Sri Aurobindo. 1998. The Foundations of Indian Culture. Pondicherry: Sri Aurobindo Ashram.

Joshi, Kireet. 1997. Education for Character Development. Delhi: Dharam Hinduja Centre of Indic Studies.

Milton, Rokeach. 1973. The Nature of Human Values. New York: The Free Press.

Mookerji, Radha K. 1989. Ancient Indian Education. Delhi: Motilal Banarasidass

Saraswati, Swami Satyananda .2008. Asana Pranayama Mudra Bandha. Munger, India: Bihar School of Yoga.

PRACTICAL

Subject Code HBAI25ET1	Subject Name : AI Prompt Generator		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
Prerequisite :			ETP	2	0/0	4/0	3					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce the fundamentals of Artificial Intelligence. To develop an understanding of effective prompt structuring, optimization techniques. To provide hands-on experience using AI design tools like Relume.io for sitemap creation. To explore various platforms and tools for prompt generation. To apply prompt engineering techniques in real-world domains. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Demonstrate a foundational understanding of AI, NLP, and how prompts influence AI model outputs.											
CO2	Apply various prompt engineering strategies such as step-by-step prompting, context-based prompting, and optimization methods for specific AI tasks.											
CO3	Utilize Relume.io and similar tools to convert sitemaps into wireframes and design systems for web projects.											
CO4	Explore and experiment with AI prompt platforms and no-code tools to build and automate prompt workflows.											
CO5	Design and present a final project using prompt engineering for a real-world application while addressing ethical concerns.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3		2	2			3		2			
CO2	3		3	2	2		3		2			
CO3	3	2	2	2	2	1	3		2			
CO4	3	2	3	2	2	1	3		2			
CO5	3	3	3	2	3	2	3	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	2			3			2			3		
CO2	1			3			2			3		
CO3	1			3			3			3		
CO4	1			3			3			3		
CO5	2			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			✓									

Subject Code HBAI25ET1	Subject Name : AI Prompt Generator	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	ETP	2	0/0	4/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Introduction to AI and Prompt Engineering - Basics of Artificial Intelligence and NLP - What is AI? Overview of language models (like GPT) - How AI understands prompts - Introduction to Prompt Engineering - What is a prompt? Importance in AI interaction - Types of prompts: instructions -questions -commands -Principles of Effective Prompt Writing - Clarity - specificity- context setting - Hands-on Exercises: Writing simple prompts and analyzing outputs

UNIT II

9 Hrs

Prompt Techniques and Strategies - Prompt Structuring - Using step-by-step instructions - Chain-of-thought prompting - Prompt Optimization - Avoiding ambiguity and bias - Handling token limits and controlling output length - Conditional and Contextual Prompts - Using context to improve AI responses - Hands-on: Designing prompts for different AI tasks (summarization, translation, Q&A)

UNIT III

9 Hrs

Introduction to Relume.io - working on sitemap - wireframes - style guide - sitemap prompt - sitemap to wireframes - figma library - web flow library.

- Create a Sitemap creation
- Create a Wireframing
- Style guide development
- UI design using Figma
- Exporting to Webflow

UNIT IV

9 Hrs

Tools and platforms for prompt generation including AI platforms like OpenAI Playground, Hugging Face, AI APIs, prompt templates, libraries, repositories, and prompt tuning tools with Relume.

- Create prompt templates with: Role Task, Tone ,Output ,format.
- Modify an existing prompt
- Relume Prompt Application : Enter a prompt in Relume - Create a website sitemap for a creative agency, Generate sitemap, Modify prompt and regenerate,

UNIT V

9 Hrs

Real-world applications of AI prompting across domains such as content creation, customer support, education, and marketing, with hands-on problem solving using prompt engineering. Ethics and limitations of prompt engineering including bias, fairness, and responsible AI practices in real-world implementations.

- Design prompts to generate blog articles, social media posts, and ad copy
- Create a prompt for a chatbot to answer a customer complaint.
- Write a prompt to create a product advertisement.

Total No Of Hours :45

REFERENCE

1. **Reynolds, L. & McDonell, K. (2021).** *Prompt Programming for Large Language Models: Beyond the Few-*
2. *OpenAI Cookbook – Prompt Engineering Guide*

Subject Code	Subject Name INTERNSHIP-UI & UX		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
HBAI25L05	Prerequisite : Nuke		Lb	0	0/0	10/0	5					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the principles of mobile interface design and user experience best practices. To develop the ability to design intuitive and engaging user flows for mobile applications. To provide hands-on experience in creating interfaces for mobile games with a focus on interactivity and usability. To teach students how to design user-centric e-commerce interfaces for mobile devices. To enhance practical skills in applying design tools and techniques to create real-world mobile app prototypes. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Apply UI & UX principles to create a user-friendly mobile app interface with an intuitive layout.											
CO2	Design the interface and user flow of a simple mobile game, focusing on visual clarity and navigation.											
CO3	Create a functional e-commerce mobile app interface that allows browsing, selecting, and purchasing products.											
CO4	Develop wireframes and prototypes for mobile apps using user-centered design approaches.											
CO5	Demonstrate the ability to conceptualize and present complete mobile app interfaces with smooth user interaction and design consistency.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	3	2	3	3	3	2	3	3	2
CO2	3	3	3	2	3	2	2	1	2	3	3	3
CO3	3	3	3	2	1	3	3	3	2	3	3	3
CO4	3	2	2	2	2	3	2	2	3	3	2	2
CO5	3	2	1	2	2	1	1	2	3	3	2	1
COs/PSOs	PSO1			PSO2			PSO3		PSO4			
CO1	3			2			2					
CO2	3			0			1					
CO3	3			1			1					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
								√				

Subject Code	Subject Name	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAI25L05	INTERNSHIP-UI & UX					
	Prerequisite : Nuke	Lb	0	0/0	10/0	5
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students will go for internship, hands on training and experience from UI & UX development works and gain practical knowledge.

2. Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code	Subject Name INTERNSHIP- WEB DESIGNING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAI25L06	Prerequisite : Nuke	Lb	0	0/0	10/0	5

L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits
T/L/ETL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES

- To guide students in selecting and planning a website topic aligned with real-world needs or interests.
- To develop skills in building multi-page websites using HTML5 semantic elements and structured content.
- To teach the use of CSS3 for visual design, layout structuring, and consistent site aesthetics.
- To introduce wireframing and layout planning techniques to visualize and organize content effectively.
- To enable students to implement responsive design practices using media queries or frameworks for cross-device compatibility.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Select a relevant topic and structure a website with a minimum of 4–5 interlinked pages.
CO2	Use semantic HTML5 tags and CSS3 properties to build accessible and well-styled website content.
CO3	Create wireframes and layout plans to guide the website's visual structure and flow.
CO4	Apply responsive design techniques such as media queries or frameworks to ensure optimal viewing on various devices.
CO5	Demonstrate effective use of external fonts, consistent navigation, color schemes, and media elements for a cohesive user experience.

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	3	2	3	3	3	2	3	3	2
CO2	3	3	3	2	3	2	2	1	2	3	3	3
CO3	3	3	3	2	1	3	3	3	2	3	3	3
CO4	3	2	2	2	2	3	2	2	3	3	2	2
CO5	3	2	1	2	2	1	1	2	3	3	2	1
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			2					
CO2	3			0			1					
CO3	3			1			1					
CO4	3			2			2					
CO5	3			2			2					

3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low

Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
								√	

Subject Code	Subject Name	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAI25L06	INTERNSHIP- WEB DESIGNING					
	Prerequisite : Nuke	Lb	0	0/0	10/0	5
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students will go for internship, hands on training and experience in creative web site design & development works and gain practical knowledge from industries.

2. Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code	Subject Name	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAI25L07	INTERNSHIP- Advanced 3D Modeling	Lb	0	0/0	10/0	5						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to basic techniques of 3D modeling using Maya, focusing on inorganic objects like vehicles and mechanical parts. To develop skills in organic 3D modeling by creating realistic representations of human organs. To teach students how to apply appropriate topology and modeling techniques for both hard-surface and organic forms. To provide knowledge and hands-on experience in texturing and lighting within Maya for realistic rendering. To encourage the creation of clean, detailed 3D assets suitable for use in animation, games, or simulations. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Model realistic inorganic assets such as a camera, sport bike, and Formula 1 car using Maya tools.											
CO2	Create accurate and detailed 3D models of human organs including the heart, kidney, liver, and lungs.											
CO3	Apply proper modeling techniques for both hard-surface and organic objects, ensuring anatomical or mechanical accuracy.											
CO4	Implement texture mapping and apply appropriate lighting setups in Maya to enhance visual realism.											
CO5	Develop a portfolio-ready set of 3D models demonstrating proficiency in organic and inorganic modeling, texturing, and lighting.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	3	2	3	3	3	2	3	3	2
CO2	3	3	3	2	3	2	2	1	2	3	3	3
CO3	3	3	3	2	1	3	3	3	2	3	3	3
CO4	3	2	2	2	2	3	2	2	3	3	2	2
CO5	3	2	1	2	2	1	1	2	3	3	2	1
Cos/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			2					
CO2	3			0			1					
CO3	3			1			1					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAI25L07	INTERNSHIP- Advanced 3D Modeling	Lb	0	0/0	10/0	5
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students will go for internship, hands on training and experience in 3D Model development works and gain practical knowledge from industries.
2. Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code HBAI25L08	Subject Name : Portfolio Development-UI & UX		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
		Lb	0	0/0	24/0	12						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to the principles of mobile interface design and user experience best practices. To develop the ability to design intuitive and engaging user flows for mobile applications. To provide hands-on experience in creating interfaces for mobile games with a focus on interactivity and usability. To teach students how to design user-centric e-commerce interfaces for mobile devices. To enhance practical skills in applying design tools and techniques to create real-world mobile app prototypes. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Apply UI & UX principles to create a user-friendly mobile app interface with an intuitive layout.											
CO2	Design the interface and user flow of a simple mobile game, focusing on visual clarity and navigation.											
CO3	Create a functional e-commerce mobile app interface that allows browsing, selecting, and purchasing products.											
CO4	Develop wireframes and prototypes for mobile apps using user-centered design approaches.											
CO5	Demonstrate the ability to conceptualize and present complete mobile app interfaces with smooth user interaction and design consistency.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	3	2	1	3	2	1	3			
CO2	3	3	2	2	2	2	2	2	3			
CO3	3	3	3	3	3	3	3	3	2			
CO4	3	3	3	3	2	3	3	2	1			
CO5	3	3	3	3	3	3	3	3	2			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	3			3			2			3		
CO3	2			3			3			3		
CO4	3			3			2			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L08	Subject Name : Portfolio Development-UI & UX	Ty/ Lb/ ETL	L	T/SLr	P/R	C
		Lb	0	0/0	24/0	12
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a user-friendly mobile app interface using UI & UX principles
2. Design the interface and user flow for a simple mobile game (puzzle, adventure, quiz, etc.)
3. Build a E-Commerce mobile app interface that allows users to browse, select, and buy products

Subject Code HBAI25L09	Subject Name : Portfolio Development -Web Designing				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
	Prerequisite :				Lb	0	0/0	24/0	12			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To guide students in selecting and planning a website topic aligned with real-world needs or interests. To develop skills in building multi-page websites using HTML5 semantic elements and structured content. To teach the use of CSS3 for visual design, layout structuring, and consistent site aesthetics. To introduce wireframing and layout planning techniques to visualize and organize content effectively. To enable students to implement responsive design practices using media queries or frameworks for cross-device compatibility. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Select a relevant topic and structure a website with a minimum of 4–5 interlinked pages.											
CO2	Use semantic HTML5 tags and CSS3 properties to build accessible and well-styled website content.											
CO3	Create wireframes and layout plans to guide the website’s visual structure and flow.											
CO4	Apply responsive design techniques such as media queries or frameworks to ensure optimal viewing on various devices.											
CO5	Demonstrate effective use of external fonts, consistent navigation, color schemes, and media elements for a cohesive user experience.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	1	2	3	1	1	2	2			
CO2	3	2	2	1	2	1	1	3	1			
CO3	2	3	2	2	1	1	1	3	3			
CO4	3	2	3	2	2	1	1	2	3			
CO5	2	3	2	3	3	1	1	1	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	3			3			2			3		
CO3	2			3			2			3		
CO4	2			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L09	Subject Name : Portfolio Development -Web Designing	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite :	Lb	0	0/0	24/0	12
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Choose a Topic for Your Website:
2. Create a Website with Minimum 4–5 Pages
3. Use **HTML5** semantic tags and apply **CSS3** for design and layout
 - Wireframe and layout sketch (digital or paper)
 - Final website files (HTML, CSS, images)
 - Implement **Responsive Design** (Media Queries or Frameworks)
 - Ensure consistent **navigation** on all pages
 - Use **external fonts**, images, and color schemes effectively

Subject Code HBAI25L10	Subject Name : Portfolio Development- Advanced 3D Modeling,		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
			LB	0	0/0	24/0	12					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none"> To introduce students to basic techniques of 3D modeling using Maya, focusing on inorganic objects like vehicles and mechanical parts. To develop skills in organic 3D modeling by creating realistic representations of human organs. To teach students how to apply appropriate topology and modeling techniques for both hard-surface and organic forms. To provide knowledge and hands-on experience in texturing and lighting within Maya for realistic rendering. To encourage the creation of clean, detailed 3D assets suitable for use in animation, games, or simulations. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Model realistic inorganic assets such as a camera, sport bike, and Formula 1 car using Maya tools.											
CO2	Create accurate and detailed 3D models of human organs including the heart, kidney, liver, and lungs.											
CO3	Apply proper modeling techniques for both hard-surface and organic objects, ensuring anatomical or mechanical accuracy.											
CO4	Implement texture mapping and apply appropriate lighting setups in Maya to enhance visual realism.											
CO5	Develop a portfolio-ready set of 3D models demonstrating proficiency in organic and inorganic modeling, texturing, and lighting.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	3	2	3	1	2	3	3			
CO2	3	3	2	3	3	2	2	3	3			
CO3	3	3	3	3	3	1	3	2	2			
CO4	2	3	2	3	3	1	1	3	2			
CO5	3	3	3	3	3	2	3	3	1			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2			3		
CO2	3			3			2			3		
CO3	3			3			2			3		
CO4	2			3			3			3		
CO5	3			3			3			3		
3/2/1 Indicates Strength Of Correlation- 3 – High- 2- Medium- 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							✓					

Subject Code HBAI25L10	Subject Name : Portfolio Development- Advanced 3D Modeling,	Ty/ Lb/ ETL	L	T/SLr	P/R	C
		LB	0	0/0	24/0	12
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Organic 3D Modeling Interns assets.

- Camera modeling
- Bike model (SpootBike)
- FI Car model

2. Organic 3D Modeling Human Organs.

- Heart
- Kidney
- Liver
- Lungs

3. Apply Texture and Lighting in maya.

FOREIGN LANGUAGE SYLLABUS

SubjectCode	SubjectName: FRENCH		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I01	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
To understand the main idea and some detailed aspects of complex and unfamiliar texts. Know emerging awareness of aesthetic properties of language and literary style. Recognize the role of cultural knowledge in understanding written texts.												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Learn to write numbers, alphabets, regular and irregular verbs											
CO2	Practice preposition and articles.											
CO3	Comprehend model verbs and speak in future											
CO4	Familiarize colours, places and create phrases											
CO5	Master conjugation and speaking the language											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1 Indicates Strength Of Correlation, 3–High, 2-Medium, 1- Low												
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

SubjectCode	SubjectName: FRENCH	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I01	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT I **6 Periods**

Les Salutations, Les Nombres (1-20), Les alphabets, Les Pronoms Sujets, Les Langues, Les Nationalités, Les Verbes : Parler, être, avoir,

UNIT II **6 Periods**

Les Nombres (21-100), L'heure, Les Pays, Les propositions des pays, Les articles définis, Les articles indéfinis, Les Verbes : s'appeler, Aimer et habiter.

UNIT III **6 Periods**

Les verbes: Aller, Venir, Les Articles Contractés, La Négation, Les Adjectifs Démonstratifs, Futur Proche, Model Verbs, Adjectifs Possessifs.

UNIT IV **6 Periods**

Les articles partitifs, Les Verbes : Faire, Jouer. La Famille, Les Couleurs, Les lieux dans la ville,

UNIT V **6 Periods**

Les Verbes: Lire, Écrire, Regarder, Voir, Écouter, Entendre

Total periods: 30

TEXTBOOKS:

1. Écho A1, J. Girardet & J. Pecheur, CLE International, 2nd Edition
2. Saison A1, Jean Giraudoux, Goyal publisher, 1st Edition

REFERENCE BOOKS:

1. Alter Ego A1, Veronique MKizirian & Annie Berthet, Hachette, 1st Edition
2. Cosmopolite A1, Nathalie Hirschsprung & Tony Tricot, Goyal Publisher 1st edition

HBFL22I01 FRENCH-Details in English for contents of each unit

Unit-I

Introduction to French words through the greetings and simple vocabulary like numbers, languages, nationalities are taught. Concept of conjugation of regular and irregular verbs.

Unit-II

More focus on grammatical elements like prepositions and articles. Various scenarios inclusive of the parts of speech learnt are to be discussed and practiced. Complete vocabulary for numbers and therefore practices how to say time.

Unit-III

Comprehension of demonstrative and possessive adjectives and the concept of model verbs is introduced. Simple understanding of 'Futur proche' which enables the student to speak in future tense. Building negative sentences with different verbs.

Unit-IV

Learning vocabulary in most common categories like colours, places etc. and picking up on creating French phrases of right construct. Focus primarily on speaking and writing.

Unit-V

Learning essential verbs of regular actions in French that are more frequent in our daily life and thus mastering conjugations and speaking from the top of our heads. More familiarity towards language is therefore attained.

Total periods:30

TEXTBOOKS:

1. Écho A1, J. Girardet & J. Pecheur, CLE International, 2nd Edition
2. Saison A1, Jean Giraudoux, Goyal publisher, 1st Edition

REFERENCE BOOKS:

1. Alter Ego A1, Veronique MKizirian & Annie Berthet, Hachette, 1st Edition
2. Cosmopolite A1, Nathalie Hirschsprung & Tony Tricot, Goyal Publisher 1st edition

SubjectCode	SubjectName: GERMAN		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22102	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
Tounderstandthemainideaandsomedetailedaspectsofcomplexandunfamiliartexts. Know emerging awareness of aesthetic properties of language and literary style. Recognizetheroleofculturalknowledge inunderstandingwrittentexts.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	Learntowritenumbers,alphabets, regularand irregularverbs											
CO2	Practiceprepositionandarticles.											
CO3	Comprehendmodelverbs andspeak infuture											
CO4	Familiarizecolours, placesandcreatephrases											
CO5	Masterconjugationandspeaking the language											
MappingofCourseOutcomewithProgramOutcome(POs)												
Cos/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1IndicatesStrengthOf Correlation,3–High,2-Medium,1- Low												
Category	Basic Sciences	Engg.Science	Humanities& socialScience	Program Core	Program Elective	OpenElective	Practical/ Project	Internships/ Technical Skills	SoftSkills			
			√									

SubjectCode	SubjectName: GERMAN	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I02	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I 6 Periods

Das Alphabet, Die Zahlen von ein -hundert, Begrüßung, Verabschiedung, Sich Vortstellen, W – Fragen. Grammatik :- W- Frage, Aussagesatz, Verban und Personnelpronomen

UNIT-II 6 Periods

Genders in Deutsch,,Die Personelpronomen, Definite/Indefinite / Negative Articles, Jemanden kennenlernen, Landkarte. Grammatik – bestimmter Artikel : der, die, das, Nomen: Singular und Plural, aussagesatz, negationartikel

UNIT-III 5 Periods

Possessivpronomen, Verbkonjugation, Ja/Nein Fragen, Satzstruktur Grammatik: Regelmäßige, Unregelmäßige, hilfswerben- Sein/haben, Unbestimmer Artikel

UNIT-IV 5 Periods

Wie spät ist es, Tageszeiten, Die, Wochentage, Die Monate, das Wetter, Die Himmelsrichtungen, Die familie, Klassenzimmer – Substantive, Countries and Languages, Negation, Like /Dislike. Grammatik: Akkusative, Verbenmit accusative, wörterorden und lernen, artikelindativ, Präpositionmit +Dativ

UNIT-V 5 Periods

Nominativ, Dativ, Accusative, Einkaufen, Im Flugzeug, Im Kaufhaus, Jobsuche. Grammatik : Personalpronomen im Akkusativ mich, dich, modelverban müssen, können, wollen

Total periods: 30

TEXTBOOKS & REFERENCE BOOKS:

1. Schritte International, Daniela Niebisch, Fraz Sppeht, Angela Pude
2. Netzwerk A1, Stefanie Dengler, Paul Rusch, Helen Schmitz, Tanja Sieber

Unit-I

Alphabet-Numbersfrom1to100-GreetingsandGoodbye- Self Introduction
Wquestions -Grammar

Unit-II

Genders in German - Personal Pronoun (For Conjugation) - Definite/Indefinite /
Negative Articles - Ask about others -(MAP and Possition of Land) – Grammar

Unit-III

Possessive Pronoun- Verb Conjugation- Yes /No Question - Sentence making in
German – Grammar

Unit-IV

what time is it ?, Times of the day - The Week days and Months) - The Weather,
Directions - The Family - Substantive ,Countries and Languages - Class Room –
SubstantiveCountries and its Languages -Negation , Like /Dislike – Grammar

Unit-V

Accusative-Shopping-InFlight-Indepartmentalstore-Jobsearch Grammar

Totalperiods:30

TEXTBOOKS&REFERENCE BOOKS:

1. SchritteInternational,DanielaNiebisch,FrazSppeeht,AngelaPude
2. NetzwerkA1, StefanieDengler,PaulRusch,Helen Schmitz,TanjaSieber

SubjectCode	SubjectName: JAPANESE		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22103	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
Tounderstandthemainideaandsomedetailedaspectsofcomplexandunfamiliartexts. Know emerging awareness of aesthetic properties of language and literary style. Recognizetheroleofculturalknowledge inunderstandingwrittentexts.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	LearntowriteRoumajiscript,Abletoselfintroducethemselves,Willhaveknowledge of Hiragana and also able to speak about their Family membres. Count up to 100.											
CO2	Able to count up tp 10,000, Will have knowledge of Katakana Alphabets, Will be able identify the body parts. Able to understand pronouns.											
CO3	Analyze Varied particles and also the existential verbs. Will be able to count using the concept of Counters.											
CO4	WillgetknowledgeofthetwodifferenttypesofadjectivesbothIendingandNaending adjectives and frame different sentences with these two.											
CO5	Mastertheconjugationof24formsoftheverbs.											
MappingofCourseOutcomewithProgramOutcome(POs)												
Cos/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1IndicatesStrengthOf Correlation,3–High,2-Medium,1- Low												
Category	Basic Sciences	Engg.Science	Humanities& socialScience	Program Core	ProgramElective	Open Elective	Practical/Project	Internships/Techn ical Skills	SoftSkills			
			√									

SubjectCode	SubjectName: JAPANESE	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I03	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I **5 Periods**
Introduction,Roumaji,Hiragana,SelfIntroduction,Familyrelations,Numbers(1-100)

UNIT-II **5 Periods**
Numbers(101-1000),Numbers (1001-10,000),Katakana,Body parts,and Pronouns

UNIT-III **8 Periods**
Introductiontoparticles (wa,mo,ka,desu, ni,ga,de), Imasu,Arimasu,Couters

UNIT-IV **5 Periods**
Adjectivei-ending, andNa Ending

UNIT-V **7 Periods**
Verbs(24forms)

Totalperiods:30

TEXTBOOKS:

1. Genki, Eri Bnno, Yoka Ikeda, Yutaka Ohno, Chikkao Shinogawa, Kyoko Tokoshiki, The Japanese Publishing Company

REFERENCEBOOKS:

1. MinnaNoNihongo, 3ACorporation, Goyal Publication

Subject Code	SubjectName: ARABIC		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I04	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
To learn, speak, write and do basic conversation in Arabic Language												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Learn alphabets, vowels and gender											
CO2	Ask questions, numbers and counting											
CO3	Converse in a public place in Arabic											
CO4	Identify and speak about food, weather etc											
CO5	Analyze verbs, tenses, singular and plural											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1 Indicates Strength Of Correlation, 3-High, 2-Medium, 1- Low												
Category	Basic Sciences	Engg. Science	Humanities & Social Science	Program Core	Program Elective	Open Elective	Practical/ Project	Internships/ Technical Skills	Soft Skills			
			√									

Subject Code	SubjectName: ARABIC	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I04	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I

6 periods

Alphabets–Greetings–questionwords–meetingpeoplefirsttime–introduction– introducing family members

Grammar–Presentsimple,longandshortvowels, masculineandfeminine distinctions

UNIT-II

6 periods

Asking questions -describing city, capital cities, towns countries – numbers and counting – how many – how much – buying and selling

Grammar–negationtopresentform–moonletters–genitivecase–spellingrulesfor Hamza, Idafa

UNIT-III

6 periods

Eatinganddrinking–talkingaboutethnicfoodsandffavourite cuisines–communicative phrases at public places – questions with what

Grammar–Groupwords–pasttense –pluralandjointcases

UNIT-IV

6 periods

Describingweather–tripsandadventures-camping–schooltrips Grammar – future tense, verbs in plural

UNIT-V

6 periods

Timeandeverydayroutine–makingcomparison–daysofweek–comparingpastand present

Grammar–Negative statements–pronouns- superlatives

Totalperiods:30

TEXTBOOKS&REFERENCE BOOKS:

1. TheEssentialsArabic.,Rafiel ImadFaynan.,ArabicEditionPublisher
2. GatewaytoArabic,Imran.H.Alawiye,Paperbackpublisher

Subject Code	SubjectName: CHINESE		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I05	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L: Lecture,T:Tutorial,SLr:SupervisedLearning,P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
ThisisabeginninglevelcourseinChineseMandarin,includingintroductionofphoneticsanddaily expressions. It is aimed at students with no prior knowledge of Chinese.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereable to												
CO1	Basicunderstandingof Chinese Mandarin											
CO2	Doconversationsofdailylivingsuchas greetings											
CO3	Acquaintexchangepersonalinformation, makinganinquiryontime,etc											
CO4	Acquirelistening,speaking, andreadingskillsinChinese Mandarin.											
CO5	Usethelanguageinreallifescenariosandforeverydayconversationalcommunications.											
MappingofCourseOutcomewithProgramOutcome(POs)												
Cos/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1Indicates StrengthOfCorrelation, 3-High, 2-Medium,1-Low												
Category	Basic Sciences	Engg.Science	Humanities & SocialScience	Program Core	Program Elective	OpenElective	Practical/ Project	Internships/ Technical Skills	SoftSkills			
			√									

SubjectCode	SubjectName: CHINESE	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I05	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I 6 periods

IntroductionofChineselanguageInitialsandfinals, readinitials:b,p,m,f,d,t,n,l,g, k,h Be able to read finals: a, o, e, i, u, ü, ai, ei, ao, ou, an, en, ang, new words combined with tones greet people using: How do you do?

UNIT-II 6 periods

Initials: j, q, x, z, c, s, zhi, chi, shi, r finals: eng, ong, ia, iao, ie, -iu, ian, in, iang, ing, iong, er new words combined with tones greet people using: How are you?

UNIT-III 6 periods

Finals:ua,uo,uai,ui,uau,uen,un,uang,ueng,üe,üan,ün

Newwordscombinedwithtonesocountnumberscountdate,monthandyeargreetpeople using: Are you busy with your work?

UNIT-IV 6 periods

Newwordsquestionswith “吗” questionswithinterrogativepronounsadjectivalpredicate acquaintance using: May I know your name?

UNIT-V 6 periods

Sentenceswithaverbalpredicateattributivegenitiveusethe “是” sentenceacquaintance using: Let me introduce..

Totalperiods:30

TEXTBOOKS&REFERENCE BOOKS:

1. Thefirst100ChineseCharacters, LaurenceMathews, TuttlePublishers
2. LearningMandarin Chinese,Version2,YiRen,Tuttle Publishers

Subject Code	SubjectName: RUSSIAN		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22106	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
ThisisabeginninglevelcourseinChineseMandarin,includingintroductionofphoneticsand daily expressions. It is aimed at students with no prior knowledge of Chinese.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	AcquaintPhonetics–Alphabetsandsounds											
CO2	Usedifferenttypesofnounsandself introduce.											
CO3	Identifygeneralvocabularyandgreet inthelanguage											
CO4	Identifyandapplysoundswithdifferentstemsandwordconstruction											
CO5	Constructandspeaksentencesinthe language											
MappingofCourseOutcomewithProgramOutcome(POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1IndicatesStrengthOf Correlation,3–High,2-Medium,1- Low												
Category	Basic Sciences	Engg.Science	Humanities & SocialScience	Program Core	ProgramElective	Open Elective	Practical/Project	Internships/ TechnicalSkills	SoftSkills			
			√									

SubjectCode	SubjectName: RUSSIAN	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I06	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I

6 periods

Phonetics: Alphabets and Sounds, Voice and vowels, Voice and Voiceless – Consonants - Self Intro, Self Name in Russian Language

UNIT-II

6 periods

Ethoconstruction, SthoEtho, KmoEtho-Animates and Inanimate nouns

UNIT-III

6 periods

General Vocabulary, Answering the objects with Etho on interrogatives SthoEtho and Kmotho? -Greetings of the Day on various timings

UNIT-IV

6 periods

Alphabets , sounds with Hard stems - Gender of Nouns, Demonstrative Pronouns using vocabulary and simple word constructions - General words on regular us: Excuse me, May I Come in, Excuse me, Thank you and see you again

UNIT-V

6 periods

Revision of Vocabulary, New Words, Greetings and other Day today usage of sentences

Total periods:30

TEXTBOOKS&REFERENCE BOOKS:

1. Russian for beginners, Gateway Guides, Kindle Edition
2. Learn to speak & Write Russian, Vasuda Bhaskar, Chatter Singh Publishers.

SubjectCode	SubjectName: SPANISH		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22107	Prerequisite:Nil		IE	1	0/0	1/0	1					
C:Credits,L:Lecture,T:Tutorial,SLr:SupervisedLearning, P:Problem/Practical R:Research,Ty/Lb/ETL/IE:Theory/Lab/EmbeddedTheoryandLab/InternalEvaluation												
OBJECTIVES												
Tounderstandthemainideaandsomedetailedaspectsofcomplexandunfamiliartexts. Know emerging awareness of aesthetic properties of language and literary style. Recognizetheroleofculturalknowledge inunderstandingwrittentexts.												
COURSEOUTCOMES(Cos)												
Studentscompletingthiscourse wereableto												
CO1	Learntowritenumbers,alphabets, regularand irregularverbs											
CO2	Practiceprepositionand articles.											
CO3	Comprehendmodelverbs andspeak infuture											
CO4	Familiarizecolours,placesand createphrases											
CO5	Masterconjugationand speakingthe language											
MappingofCourseOutcomewithProgramOutcome(POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		2
CO2										3		2
CO3										3		2
CO4										3		2
CO5										3		2
3/2/1IndicatesStrengthOf Correlation,3–High,2-Medium,1- Low												
Category	Basic Sciences	Engg.Science	Humanities&SocialScience	Program Core	ProgramElective	Open Elective	Practical/Project	Internships/TechnicalSkills	SoftSkills			
			√									

SubjectCode	SubjectName: SPANISH	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I07	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I **5 periods**

Los Saludos y Despedidas, Los Alfabetos, Los Numeros (1-20), Sonidos y Letras: H, C/Qa, G/J, B/V, C/Z, R, R/rr, Ch, G/Gu, Ll, N, Aficiones.

UNIT-II **5 periods**

Los Numeros(21-100), Pronombres Personales: Yo, Tu, El, Eyya, Nosotros, Vosotros, Ustedes, Usted. Ser verbos: Soy, Eres, Es, Somos, Sois, Son. Nacionalidad, Profesiones.

UNIT-III **5 periods**

Singular y Plural, Conversion de Singular a Plural. Masculino y Femenino, conversion de masculino a femenino. Tener verbos: Tengo, Tienes, Tiene, Tenemos, Teneis, Tienen. Llevar verbos.

UNIT-IV **10 periods**

Vocabulario de Colores, Casa, Bebidas, Ciudad, Clima, Colegio, Comida, Medios, Saludos, Verduras. Articulos definidos, Articulos indefinidos.

UNIT-V **5 periods**

Estar verbos: Estoy, Estas, Esta, Estamos, Estais, Estan. Reflexive verbos: Me, Te, Se, Nos, Os, Se. Cuantificadores, Preguntar y Responder.

Total periods:30

TEXTBOOK:

1. Aulainternacional1, Jaimecorpas&EvaGarcia, diffusion, Nueva edicion

REFERENCEBOOK:

1. GrammaticadeusoA1-B2, LuisAragones, RamonPalencia, smeLe, Nuevaedicion

UNIT-I

Introduction of Spanish words through the greetings, goodbyes, hobbies. Simple vocabulary like numbers (1 – 20) and alphabets. Pronunciation of H, C/Qa, G/J, B/V, C/Z, R, R/rr, Ch, G/Gu, Ll, N are taught.

UNIT-II

Focusing on grammatical elements like subject pronouns and irregular verbs. Complete vocabulary for numbers, Nationality and professions. Therefore, practice how to say time, phone number, Nationality and profession.

UNIT-III

Singular and plural forms of noun and conversion from singular to plural. Identifying the nouns as masculine or feminine. Conversion of nouns from masculine to feminine. Focusing on Tener and Llevar verbs.

UNIT-IV

Learning vocabulary in most common categories like colours, Houses, Drinks, City, Climate, Foods. Learning both definite and indefinite articles. More focusing on reading, writing and speaking.

UNIT-V

More focusing on grammatical elements like Estar verbs and Reflexive verbs usually used in everyday life, Quantification like much , more .More familiarity towards language istherefore attained.

Total periods:30

TEXTBOOK:

1. Aulainternacional1,Jaimecorpas&EvaGarcia,diffusion,Nueva edicion

REFERENCEBOOK:

1. GrammaticadeusoA1-B2, LuisAragones,RamonPalencia, smeLe, Nuevaedicion