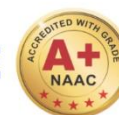




Dr. M.G.R.
EDUCATIONAL AND RESEARCH INSTITUTE
DEEMED TO BE UNIVERSITY



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 (Visual Effects & Editing)

(For Students Admitted From 2024 Onwards)

DEPARTMENT OF VISCOM & ANIMATION

DECLARATION

I- **JEEVALATHA .G-** Head of **Viscom & Animation Department-** hereby declare that this copy of the syllabus (**B.Sc Visual Effects & Editing- Full time (2022 Regulation)**) from Page no 1 to 133 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 knowledgeable 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: Demonstrate technical proficiency in industry-standard visual effects and editing software

PEO-2: Collaborate effectively with directors, producers, and other crew members to deliver visual effects and editing projects on time and to industry standards.

PEO-3: Analyze and solve technical problems, staying up-to-date with industry trends and technologies, and demonstrating adaptability and creativity in visual effects and editing workflows.

PROGRAMME SPECIFIC OUTCOMES

PSO 1: Create high-quality visual effects and edited content that demonstrates technical proficiency and artistic flair.

PSO 2: Apply industry-standard software and techniques to deliver visually stunning and narrative-driven content for various media platforms.

PSO3 : Collaborate effectively with clients, directors, and production teams to design, develop, and deliver visual effects and editing projects that meet industry standards and client expectations..

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-Medium- 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	HBAA23001	Fundamentals of Designs & 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
9	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	HBVE24L01	Project II – Show reel	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	HBVE24001	Digital Illustration	3	2	1/0	0/0	Ty
3	HBVE24002	2D Character Animation	4	3	0/1	0/0	Ty
4	HBVE24003	3DModeling Maya	4	4	0/0	0/0	Ty
PRACTICAL							
5	HBVE24L02	3D Modeling Maya Lab	2	0	0/0	4/0	Lb
6	HBVE24L03	2D Character Animation Lab	2	0	0/0	4/0	Lb
7	HBVE24L04	Project III - 2D Animated Short Film	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	HBVE24004	Visual Effects & Compositing	4	3	0/1	0/0	Ty
2	HBVE24005	Motion Tracking & Rotoscoping	4	3	0/1	0/0	Ty
PRACTICAL							
3	HBVE24L05	Visual Effects & Compositing Lab	2	0	0/0	4/0	Lb
4	HBVE24L06	Motion Tracking & Rotoscoping Lab	2	0	0/0	4/0	Lb
5	HBVE24L07	Project IV - Compositing	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	HBVE24006	Advanced Compositing & Visual Effects	4	4	0/0	0/0	Ty
2	HBVE24007	3D Tracking & Matchmoving	3	2	0/1	0/0	Ty
3	HBCC22002	Entrepreneurship Development	3	3	0/0	0/0	Ty
PRACTICAL							
4	HBVE24L08	Advanced Compositing & Visual Effects Lab	3	0	0/0	6/0	Lb
5	HBVE24L09	3D Tracking & MatchMoving Lab	3	0	0/0	6/0	Lb
6	HBAV22L10	Clay Modeling Lab	3	0	0/0	6/0	Lb
8	HBVE24L10	Project V - Matchmoving & Tracking	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	HBVE24008	Film Editing & DI	3	3	0/0	0/0	Ty
2	HBCC22ET1	Universal Human Values	3	3	0/0	0/0	ETP
PRACTICAL							
1	HBVE24LXX	Internship-Elective	5	0	0/0	10/0	Lb
2	HBVE24LXX	Portfolio-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.	HBVE24L11	Cinematic Editing
2.	HBVE24L12	Visual Effects

2. Portfolio-Elective

S.NO	Sub.Code	Title of the Subject
1.	HBVE24L13	Portfolio- Cinematic Editing
2.	HBVE24L14	Portfolio- Visual Effects

Note: Students should choose any one internship and portfolio

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	HBCH22OL1	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

TABLE-1:

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	35	49	38%	525
		Core Lab	7	14			210
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	1	3			45
		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			2070

TABLE-2:

B.Sc. Visual Effects & Editing is a New programme and has been introduced in 2024. The Revision/Modification in syllabus is not applicable.

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			Soft Skills-I		Anatomy Drawing - I	<ul style="list-style-type: none"> • Visualization Techniques and Image Editing • Brochure Design
Sem 2			Soft skill-II		Anatomy Drawing - II	<ul style="list-style-type: none"> • Audio & Video Lab • Show reel
Sem 3	Digital Illustration 3DModeling Maya				Story Boarding	<ul style="list-style-type: none"> • 2D Character Animation Lab • 2D Animated Short Film • 3D Modeling Maya Lab
Sem 4	Visual Effects & Compositing Motion Tracking & Rotoscoping	Foreign Language		Open Elective Lab		<ul style="list-style-type: none"> • Visual Effects & Compositing • Motion Tracking & Rotoscoping • Compositing
Sem 5	3D Tracking & Matchmoving Advanced Compositing & Visual Effects		Entrepreneurship Development			<ul style="list-style-type: none"> • Advanced Compositing & Visual Effects • 3D Tracking & Matchmoving Lab • Clay Modeling Lab
Sem 6	Film Editing & DI		Universal Human Values	Cinematic Editing, Visual effects		<ul style="list-style-type: none"> • Film Editing & DI • Cinematic Editing, Visual effects

SEMESTER I

Subject Code:	Subject Name:	C	L	T / S.Lr	P / R	T /L/ ETL						
HBTA22001	TAMIL PAPER - 1	3	3	0/0	0/0	Ty						
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			
			√									

TAMIL PAPER – I

HBTA22001

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 - வள்ளலார்இராமலிங்க அடிகள்

ஆ) புதுக்கவிதை

- 1.பாட்டாளிகளின்குரல் - பட்டுக்கோட்டை கலியாணசுந்தரம்
2. மகாத்மகாந்தியடிகள் - 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

அலகு - 3

அ) சிறுகதைகள்

1. தேங்காய்த்துண்டுகள் (மு.வரதராசனார்)
2. அறம் (மாலன்)
3. நாற்காலியும்நான்குதலைமுறைகளும் (திலகவதி)
4. அன்னையும்பிதாவும் (இராஜாஜி)
5. விடியுமா? (கு.ப.ராஜகோபாலன்)

ஆ) உரைநடை

1. மு.வ.என்னும்மந்திரம் (இரா.மோகன்)
2. தமிழிசைஇயக்கம் (க.வெள்ளைவாரணனார்)
3. மதுரைமாநகரம் (ரா.பி.சேதுப்பிள்ளை)

அலகு - 4

1. புதுக்கவிதை - தோற்றமும்வளர்ச்சியும்
2. உரைநடை - தோற்றமும்வளர்ச்சியும்
3. சிறுகதை - தோற்றமும்வளர்ச்சியும்

6 மணிநேரம்

அலகு - 5

அ) இலக்கணம்

1. வழக்கு
2. தொகாநிலைத்தொடர்
3. எழுத்துப்போலி
4. பதவியல்

ஆ) மொழிப்பயிற்சி

1. தன்வினை -பிறவினை
2. ஒருமைபன்மைமயக்கம்
3. பிறமொழிச்சொற்களைநீக்குதல்
4. விண்ணப்பம்எழுதுதல்

9 மணிநேரம்

Subject Code:	Subject Name: HINDI I		C	L	T / S.Lr	P/R	T/L/ ETL					
HBHI22001	Prerequisite : Knowledge of Hindi		3	3	0/0	0/0	Ty					
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"> To Understand the Hindi Literature, culture and the usage of language in the various streams To Build up the Confidence in conversing in Hindi language. 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	C	L	T / S.Lr	P/R	T/L/ ETL
HBHI22001	Prerequisite : Knowledge of Hindi	3	3	0/0	0/0	Ty
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
 SabhyataRahasya
 PersonalApplications
 LeaveLetters
 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 theEditor
 Opening anA/C
 Demi OfficialLetter
 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 Gadhya Mala Dr. Syed Rahamathulla, PoornimaPrakashan
 4/7, Begum III Street, Royapettah, Chennai .

Subject Code:	Subject Name: FRENCH - I	C	L	T / S.Lr	P/R	T/L/ ETL
HBFR22001	Prerequisite : None	3	3	0/0	0/0	Ty

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 .write ones 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	Program Core	Program Elective	Open Elective	Practical/ Project	Internships/Technical Skills	Soft Skills
			√						

Subject Code:	Subject Name: FRENCH - I	C	L	T / S.Lr	P/R	T/L/ ETL
HBFR22001	Prerequisite : None	3	3	0/0	0/0	Ty
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 exercices, 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 exercices, 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 et 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 exercices, 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 exercices ,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 exercices, 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, Pari

Subject Code: HBEN22001	ENGLISH I (Common to all UG Courses under H&S)							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:	ENGLISH I (Common to all UG Courses under H&S)	L	T / S.Lr	P/R	C
HBEN22001	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 English Text 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		C	L	T/SLr	P/R	T/L/ETP					
HBAV23ID1	Prerequisite: None		3	2	0/1	0/0	Ty					
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												
<ul style="list-style-type: none"> ➤ Understand the fundamental elements of basic anatomical relationships relevant to the descriptive drawing of the human form. ➤ Apply the structural and tonal drawing skills to convey the complexity of the human form. ➤ Analyze the Muscular skeletal structure of the human body. ➤ Evaluate the drawing processes, creative outcomes and their own development. ➤ 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	Inter Disciplinary	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/ Project	Internships/ Technical Skills	Soft Skills			
		√										

Subject Code	Subject Name : ALLIED – I ANATOMY DRAWING-	C	L	T/SLr	P/R	T/ L/ ETP
HBAV23ID1	Prerequisite : None	3	2	0/1	0/0	Ty
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

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

UNIT II

9 Hrs

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

9 Hrs

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 defined shapes .

UNIT IV

9 Hrs

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 : FUNDEMENTALS OF DESIGN & ANIMATION			C	L	T/SLr	P/R	Ty/ Lb/ ETL	
HBAA23001	Prerequisite : None			3	2	0/1	0/0	Ty	
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAA23001	FUNDEMENTALS OF DESIGN & ANIMATION Prerequisite : None	3	2	0/1	0/0	Ty
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- 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 – Trends in Animation: Digital Realism and CGI Advancements- Augmented and Virtual Reality Animation- AI and Machine Learning in Animation. Design and Designers: Need & Roles.

UNIT IV

9 Hrs

Colour psychology – Colour theory - 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 - Color Management: Colors and Color Models in Computer Graphics.

UNIT V

9 Hrs

Designing Innovations: Memphis design - Kinetic Typography - Retro Revolution - Visible Borders -Engaging interactivity : Neo-brutalism Designs- Creative Scrolling Experiences - Handmade graphics.

Total No. of Hrs: 45

TEXT BOOK:

- 1.Graphic Design – Revised 5th Edition – Rune Petterson – Institute for Infology
- 2.Adobe Photoshop User Guide PDF Archive

Reference

- 1.Photoshop CC: Visual QuickStart Guide - Book by Elaine Weinmann and Peter Lourekas
2. The Fundamentals Of Animation-Paul wells and Samantha Moore

Subject Code :	Subject Name : ENVIRONMENTAL STUDIES		C	L	T/SLr	P/R	Ty/ Lb/ ETL					
HBCC22001	Prerequisite : None		<u>3</u>	3	0/0	0/0	Ty					
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 know 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			
CO2	2	1	1	1	2	1		2	2			
CO3	2	1	1	1	2	1		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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBCC22001	Prerequisite : None	<u>3</u>	3	0/0	0/0	Ty
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).
2. Benny Joseph, 'Environmental Science and Engineering', Tata McGrawHill,NewDelhi, (2006).

PRACTICAL

Subject Code	Subject Name : Visualization Techniques and Image Editing		C	L	T/SLr	P/R	Ty/ Lb/ ETP					
HBAV23ET1	Prerequisite : None		3	2	0/0	2/0	ETP					
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	C	L	T/SLr	P/R	Ty/ Lb/ ETP
HBAV23ET1	Prerequisite : None	3	2	0/0	2/0	ETP
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 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

9 Hrs

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

9 Hrs

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

UNIT V

9 Hrs

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 & Brianna Stuart,(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				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBAA23L01	Prerequisite : Designing Tool				4	0	0/0	8/0	Lb			
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 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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAA23L01	PROJECT I - BROCHURE DESIGN Prerequisite : Designing Tool	4	0	0/0	8/0	Lb
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 a(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				C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBCC22I02	Prerequisite : None				1	0	0/0	2/0	IE
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/T echnical Skills	Soft Skills
									√

Subject Code	Subject Name :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBCC22I02	SOFT SKILL - I Prerequisite : None	1	0	0/0	2/0	IE
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 PAPER - II	C	L	T / S.Lr	P / R	T /L/ ETL
	Prerequisite: Tamil I	3	3	0/0	0/0	TY

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

OBJECTIVES

- 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	P O 1	PO 2	PO 3	PO4	PO5	PO 6	PO 7	P O 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	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
			√						

இளநிலைமாணாக்கருக்கு
B.A/B.Sc/B.Com/B.B.A/B.C.A/B.PES

HBTA22002

முதலாம் ஆண்டு -இரண்டாம்பருவம்

கற்றல்நோக்கம்: 1.தமிழர்பண்பாட்டினை அறியச்செய்தல்

2. கடிதம்எழுதும் திறன்வளர்த்தல்

3.தமிழ்இலக்கியவரலாற்றினை அறிதல்

அலகு - 1 சங்கஇலக்கியம்9 மணிநேரம்

1. புறநானூறு -பா.எண் - 183-184-192

2. குறுந்தொகை - பா. எண் 2-40-167

3. நெடுநல்வாடை - 1 முதல் 44 வரிகள்வரை

4. கலித்தொகை -பா.எண் 102-133

அலகு - 2காப்பியம்

1. சிலப்பதிகாரம் - வழக்குஉரைகாதைமுழுவதும்

அலகு - 3நீதிஇலக்கியம்

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 (10பாடல்கள்)

3. ஆசாரக்கோவை - 20-23-25-76-96 (5 பாடல்கள்)

4. திரிகடுகம்- 7-12-27-31-38-(5 பாடல்கள்)

அலகு - 4தமிழ்இலக்கியவரலாறு

1. பக்திஇலக்கியம்

2. சிற்றிலக்கியம்

அலகு - 5இலக்கணம்

1. வல்லினம்மிகும்இடங்கள்

2. வல்லினம்மிகாஇடங்கள்

3. வினாவகைகள்

4. விடைவகைகள்

மொழிப்பயிற்சி

1. கடிதம்எழுதும்முறை

2. செய்வினை -செயப்பாட்டுவினை

3. மயங்கொலிப்பிழையெதிர்க்குக

Total No of Hours: 45

Subject Code	Subject Name : LANGUAGE HINDI-II	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBHI22002	Prerequisite : Knowledge in Hindi	3	3	0/0	0/0	Ty
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits			T/L/ETL : Theory / Lab / Embedded Theory and Lab			

OBJECTIVES

- 1.To Understand the Ancient Hindi plays and its aspects.
- 2.To understand the medieval stories and well known novels
- 3.To know the techniques in writing Annotation and Translation

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Introduce students to the real world situation with the help of Plays and stories written by various poets and writers.
CO2	Understand the Literature in broader areas than merely confined to the subject
CO3	Evaluate the concept of Hindi from past to present and to study the society closely through Literature.
CO4	Make the best use of Hindi language in various streams.
CO5	Helps in their Career acquiring knowledge in a language

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	3	3	3	3			
CO2	3	3	3	3	2	3	3	3	2			
CO3	3	3	2	3	3	3	3	3	2			
CO4	2	3	3	3	3	2	2	3	3			
CO5	3	3	3	3	3	2	2	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBHI22002	LANGUAGE HINDI-II					
	Prerequisite : Knowledge in Hindi	3	3	0/0	0/0	Ty
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits			T/L/ETL : Theory / Lab / Embedded Theory and Lab			

UNIT – I One Act Play – novel and translation of hindi language)

1. AuranzebkiAakhiriRaat
2. Mukthidhan
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT – II One Act Play – novel and translation of hindi language)

1. LaksmikaSwagat
2. Mithayeewala
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-III One Act Play – novel and translation of hindi language)

1. BasantRitukaNatak
2. SebAurDev
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-IV One Act Play – novel and translation of hindi language)

1. BahutBadaSawal
2. VivahkiTeenKathayen
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-V(Translation of Hindi Lanaguage to English language-paragraph- technical terms)

1. Translation Practice. (English to Hindi)**Total No of Hours: 45**

REFERENCE:

1. AathEkanki- Edited by Devendra Raj Ankur- Mahesh AnandVaaniPrakashan- 4695- 21- A Dariyagunj- New Delhi-110002
2. SwarnaManjari- Edited by Dr.Chitti Annapurna- Rajeshwari Publications21/3- Mothilal street- (opp.Ranganthan Street) T.Nagar- Chennai-600017.
3. PrayojanMulakHindi :Dr.SyedRahmathullah- PoornimaPrakashan-4/7- Begum III street- Royapettah- Chennai-14.
4. AnuvadAbhyas Part III Dakshin Hindi PracharSabha- T.Nagar -Chennai -17

Subject Code:	Subject Name: FRENCH - II	C	L	T / S.Lr	P/R	T/L/ ETL
HBFR22002	Prerequisite : None	3	3	0/0	0/0	Ty

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 .write ones 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 - II	C	L	T / S.Lr	P/R	T/L/ ETL
HBFR22002	Prerequisite : None	3	3	0/0	0/0	Ty
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

Compétences communicatives- phonologiques- linguistiques- grammaticales et culturelles

Se saluer- prendre congé- se présenter quelqu'un/quelque chose- Salutations- présentatifs- détails d'identité- professions- quartiers

Genres- nombres- articles- présentatifs- pluriels des noms- c'est/il est- pronoms toniques

Salutations française- comportement des salutations- les quartiers parisiens- le peintre Monet

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

9hrs

Compétences communicatives- phonologiques- linguistiques- grammaticales et culturelles

Dialogue de la vie d'étudiant- des liens familiaux- de l'appartenance- des habitudes ; poème- le son « eu » énonces a répéter- lecture guidée.

S'exprimer de la fréquence- des habitudes- articles- present de l'indicatif- verbes a la terminaison – er- adjectifs possessifs et qualificatifs- locutions avec « avoir »

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 exercises- oral assignments and oral test-20 duration less than 2 minutes (10 oral exercise -6 audio reading compositions& 4 tests).

UNIT III

9hrs

Compétences communicatives- phonologiques- linguistiques- grammaticales et culturelles

Parler des voyages- identifier les vêtements- caractériser de personnes- faire des exclamations- s'informer sur la vie d'étudiant français.

Poème- le « son i »- décrire des personnes- prononcer le nom des pays et des nationalités- appréciation/exclamation

Transport et voyages- les pays- nationalités- la mode- la partie du corps -Adjectifs de nationalités et genres- adjectifs réguliers/irréguliers- prépositions de lieux- verbes aller- venir et verbes a la terminaison –ir

L'aéroport de Roissy- a la douane- les vêtements- a mode a paris- quelques professions- le sport et la sante ; a Joconde- la BD-

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

9hrs

Compétences communicatives- phonologiques- linguistiques- grammaticales et culturelles

Communication au restaurant- des recettes- le gout et les préférences identifier le type des restaurants.

Poème- le son « o » énonces simples- des sons nasaux- exercices de répétition

Les repas français recette activités et sportives

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

9hrs

Compétences communicatives- phonologiques- linguistiques- grammaticales et culturelles

Planifier des vacances- parler des concours- du sport- du temps qu'il fait- s'exprimer au comparatif
Poème le son « yu »- répétition d'énonces- lire de noms de quelques villes
Activités de vacances- mots de localisation- plan de Paris- le climat et l'écologie- un concours international- les saisons
Adjectifs de couleur- nombres ordinaux- quelques verbes irréguliers-
3 temps autour du présent « de » et « a » et des verbes. Différentes formes du négatif- « il fait » le comparatif le superlatif absolu
Auberges de jeunesse- vacance- plan de Paris arrondissements quelques monuments parisiens- tourisme fluvial français

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 exercices -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 de eleve A1 by Nathalie Hirsch sprung- Tony Tricot- Claude Le Ninan
4. **Latitudes-1** by Régine Mérieux & Yves l'oiseau- Didier 2017
5. **Alter Ego 1** - Catherine Dolez- Sylvie Pons : (2014) Hachette- Paris

HBEN22002	LANGUAGE II - ENGLISH II (Common to all UG Courses under H&S)	C	L	T/ S.Lr	P/R	Ty/Lb/ ETP
	Total contact hours – 45	3	3	0/0	0/0	Ty
	Prerequisite – English Language					
	T/L/:Theory/LabL:LectureT:TutorialP:Practical/ProjectR:ResearchC:Credits					

Course Objectives

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

Course Outcomes (COs)

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

Program Specific Outcomes (PSOs)

- Demonstrating mastery of the components of English language and literature.
- Explaining through literature in English- diverse historical cultural and social ethics
- Applying literary critical perspectives to generate original analysis of literature in English
- 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	PSO1	PSO2	PSO3	PSO4
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		
	√												

Course Code	LANGUAGE-II : ENGLISH II	Ty/Lb/ ETP	L	T/ S.Lr	P/R	C
HBEN22002	(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

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

Unit I:

9 Hours

1. All the World's a Stage – William Shakespeare
2. Speech of Barack Obama
3. The Verger- Somerset Maugham

Unit II:

9 Hours

1. Spider and the Fly - Mary Howitt
2. "They thought that a bullet would silence us, but they failed". - Malala Yousafzai
3. Refund – Fritz Karinthy

Unit III:

9 Hours

1. Night of the Scorpion-Nissim Ezekiel
2. On Running after one's hat- G.K.Chesterton
3. The Last Leaf – O. Henry

Unit IV:

9 Hours

1. Polonius Advice to Laertes-William Shakespeare
2. 'We Must Continue to Dream Big': An open letter from Serena Williams
3. The Necklace - Guy de Maupassant

Unit V:**9 Hours**

1. Functional English: Letter Writing (Formal, Informal, Email)
2. Resume
3. Précis
4. Reading Comprehension
Developing the hints

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

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

Prescribed Text:

- ‘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. Richards with J. Hull & S.Proctor, Interchange, Level 3, Cambridge University Press, 2021.
- Mark Hancock, English Pronunciation in Use, CUP, 2016.
- M. Chandrasena Rajeswaran &R. Pushkala, Communication Lab Work book 2022.
- M. Chandrasena Rajeswaran, R. Pushkala & S. Bhuvaneshwari Pinnacle: A Skills Integrated Text,2022
- Dutt, K, Rajeevan, G & Prakash, , *A Course on Communication Skills*, 1st edn,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				C	L	T/SLR	P/R	TY/LB/ETL			
HBAA23ID1	PREREQUISITE : BASIC DRAWING				3	2	0/1	0/0	TY			
L:LECTURE T:TUTORIALS LR: 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 OUT COME 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			PSO4		
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	Inter Disciplinary	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/ Project	Internships/ Technical Skills	Soft Skills			
		√										

SUBJECT CODE	SUBJECT NAME : ALLIED-II ANATOMY DRAWING-II	C	L	T/SLR	P/R	TY/ LB/ ETL
HBAA23ID1	PREREQUISITE : BASIC DRAWING	3	2	0/1	0/0	TY
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

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

9 Hrs

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

9 Hrs

Child Anatomy – Face study of child - Parts of Child's 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

9 Hrs

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

UNIT V

9 Hrs

Computer Animation – Computer Animation Process – Traditional Animation Process – Animation Production Stages – Thumbnail 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				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBAV23002	Prerequisite : None				4	3	0/1	0/0	Ty			
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAV23002	AUDIO & VIDEO EDITING Prerequisite : None	4	3	0/1	0/0	Ty
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 - 60Hours

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:

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

PRACTICAL

Subject Code	Subject Name : AUDIO & VIDEO-LAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBAV23L02	Prerequisite : None				2	0	0/0	2/2	Lb			
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 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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAV23L02	AUDIO & VIDEO-LAB Prerequisite : None	2	0	0/0	2/2	Lb
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.

TOTAL HOUR : 30 HRS

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 -SHOW REEL				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L01	Prerequisite : None				4	0	0/0	8/0	Lb			
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	PO10	PO11	PO12
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L01	PROJECT II –SHOW REEL Prerequisite : None	4	0	0/0	8/0	Lb
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

B.Sc.	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)					L	T	P	C
	Total contact hours – 15					0	0/0	2/0	1
HBCC22103	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									
Category	Basic Sciences	Engg. Science	Program core	Program Elective	Professional Core	Professional Elective	Open Elective	Practical Project/ Seminar/ Internship	Soft Skills (H)
									√

B.Sc.	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
HBCC22103	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: 30hrs

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		C	L	T/SLr	P/R	Ty/ Lb/ ETL					
HBAV22ID3	Prerequisite: None		3	3	0/0	0/0	Ty					
L:LectureT:TutorialSLr:SupervisedLearningP:ProjectR:ResearchC: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 previsualize the who descript and create sequence and help The student to create a product delivery on time. 												
COURSEOUTCOMES(Cos)												
Students completing this course were able to												
CO1	Demonstrate how to construct story boards as a brief form of storytelling											
CO2	Demonstrate how to create the mechanics of story boarding											
CO3	Demonstrate knowledge of camera angles and terminology conducive to story board and Filmmaking..											
CO4	Demonstrate knowledge of story board narrative.											
CO5	demonstrateaknowledgeofproductionwritingasitrelatesto3Danimation											
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	Inter Disciplinary	Humanities &social Science	Program Core	Program Elective	Open Elective	Practical/ Project	Internships/ Technical Skills	Soft Skills			
		√										

Subject Code	Subject Name : ALLIED-III STORY BOARDING	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAV22ID3	Prerequisite : None	3	3	0/0	0/0	Ty
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 Character poses .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 : DIGITAL ILLUSTRATION			C	L	T/SLr	P/R	Ty/ Lb/ ETL	
HBVE24001	Prerequisite : None			3	2	1/0	0/0	Ty	
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24001	DIGITAL ILLUSTRATION Prerequisite : None	3	2	1/0	0/0	Ty
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

About vector graphics – Workspace- Understanding the Vector workspace – Panels and menus – Tools – selection tools – Painting & shape tools – Type tools – Sampling tool – Viewing Tools – Control Panel – Grids & Guidelines in vector graphic Software .

Unit II

9 Hrs

Create a new document – working different game panel size- options in dialog box – artboard panel – Preview mode – Outline mode – Aligning & distributing objects – save – save a copy – Export to game – Import to game panel .

Unit III

9 Hrs

Mode of color – 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 in vector Graphic , Working with symbol Shapes

Unit IV

9 Hrs

Path finder – Shape modes Working different shapes – grouping the objects – aligning the objects – about layers – working objects – merging layers – Text Tools – types of Text tools- Paragraph Panel – Text Panel - Character Panel – Text Wrapping – Image tracking .

Unit V

9 Hrs

Working with game compound – Icon compound with vector graphic – Game Infra in vector single color – game icon

Total No. of Hrs: 45

TEXT BOOK:

1. *Adobe Illustrator CS6 Digital Classroom -Jennifer Smith*
2. *The Complete Guide to Digital Illustration- steve caplin*

REFERENCE :

1. *Adobe Illustrator CS6: Classroom in a Book – Adobe Creative Team*
2. *The Language of New Media by Lev Manovich*

Subject Code	Subject Name : 2D Character Animation			C	L	T/SLr	P/R	Ty/ Lb/ ETL	
HBVE24002	Prerequisite : None			4	3	0/1	0/0	Ty	
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24002	2D Character Animation Prerequisite : None	4	3	0/1	0/0	Ty
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 Adobe Animate CC - Workspace Overview -Get Acquainted with Timeline, Stage and Panels Working with the Library panel - Using the Tools panel - Modifying the content and Stage - Understanding strokes and fills - Creating shapes - Using variable-width strokes - Know When to Use the Various Document Types ligning and distributing objects- Using gradient fills- Creating and editing text - Creating curves

UNIT II

12 Hrs

Importing Adobe Illustrator Files - Importing Adobe Photo-shop Files - Editing and Managing Symbol Changing the Size and Position of Instances - Changing the Color Effect of an Instance ,Review the Various Benefits of using Symbols - Know the Differences Between Movie-clip,Buttons& Graphic Symbols - Create, Edit & Manage Symbols - Make Instant Changes Across A File with Symbols Design a Button Symbol for Interactivity

UNIT III

12 Hrs

About Animation - Understanding the Project File - Animating Position - Animating Transparency Animating Filters - Animating Transformations - Changing the Path of the Motion - Swapping Tween Targets Creating Nested Animations - Frame-by-Frame Animation - Animating Camera Moves - Testing Your Movie Editing Property Curves - Copying and Pasting Curves - Animating Color - Creating and Using Masks Easing a Shape Tween

UNIT IV

12 Hrs

Understanding the Project File - Using Sounds - Understanding Video - Using Adobe Media Encoder CC Playback of External Video in Your Project - Working with Video and Transparency - Embedding Video Find out which Video & Audio Files are Supported - Configure the Video Playback Experience

UNIT V

12 Hrs

Understanding Publishing - Publishing for Flash Player - Publishing for HTML5 - Exporting to HTML5 Inserting JavaScript - Publishing a Desktop Application - Optimize the Publish Settings For The Output Preview & Test the Performance

Text book

Total Hours :60

1. Animated Performance: Bringing Imaginary Animal, Human, and Fantasy Characters to Life" by Nancy Beiman
2. "2D Animation: Principles and Practice" by John Halas and Matthew Carter

Reference

1. Beginning Adobe Animate CC: Learn to Efficiently Create TOM GREEN, Joseph Labrecque
2. Adobe Animate CC Classroom in a Book Russell Chun

Subject Code	Subject Name : 3D MODELING MAYA		C	L	T/SLr	P/R	Ty/ Lb/ ETL					
HBVE24003	Prerequisite : Interest in 3d model creation		4	4	0/0	0/0	Ty					
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 advanced object and human modelling. ➤ To make the student to create polygon modelling and surface modelling. ➤ Familiarize the animation using camera movement and manual. ➤ To make the student do 12 principle of animation. ➤ To make the student to do character animation using 12 principle 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Identify the advanced modelling by its tools											
CO2	Understand the advanced transformation of adjustments tools											
CO3	Apply the Boolean Concepts for creating innovative objects											
CO4	Analyze the timing and ease in /ease out for animation											
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	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			2					
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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24003	3D MODELING MAYA					
	Prerequisite : Interest in 3d model creation	4	4	0/0	0/0	Ty
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 - Beginning with User Interface- Customizing the Menu - Modeling menu- Methods of Modeling – Polygon Modeling- surface modeling – subdivision surfaces modeling- Poly Primitive -Modeling using Objects – Polygon Basics- Poly Editing Tools.

UNIT – II

12 Hrs

Transformation Tools- Move Tool- Rotate Tool- Scale Tool - Creation of simple 3D models from Primitives - Co-ordinate System- Object Pivot & Function- - Keyboard short cuts . Duplicate – Duplicate Special- Copies – Instance Copies- Grouping-Combining & Extracting Objects- Parent & unparent

UNIT – III

12 Hrs

Working with surface model- Bevel and Revolve -- Extrude- Working with Curves Booleans & Functions – Boolean union- Booleans difference- Boolean intersection- Slice- Hole Punch - Cutout- Split Edges. Introduction to Object components & functions - Modifying object components- working with uv maps

UNIT – IV

12 Hrs

Animation in Maya – Maya Dynamics - Physical Animation Camera & Types- - Turn Table & Camera - path animation –Lights & Types in Maya -Arnold Light

UNIT – V

12 Hrs

UV Texturing : Normal Mapping - UV unwrapping – Viewport Basics – Shelf and Properties – Basic material settings – Mask : Smart mask – Effects & Filters – Projection tool & Stencil – Adding different kind of materials – Exporting 3D model–Lights & Types in Maya - Arnold Rendering.

Total No of Hrs :60

TEXT BOOK:

- 1.Mastering Autodesk Maya : Autodesk Official Press
- 2.Autodesk Maya - An Introduction to 3D Modeling

REFERENCES:

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

PRACTICAL

Subject Code	Subject Name 3D MODELING MAYA LAB				c	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L02	Prerequisite : Maya				2	0	0/0	2/2	Lb			
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 advanced object and human modeling. ➤ to make the student to create polygon modeling and surface modeling ➤ Familiarize the animation using camera movement and manual ➤ to make the student do 12 principle of animation ➤ to make the student to do character animation using 12 principle 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will identify the advanced modeling by its tools											
CO2	Students will able to understand the advanced transformation of adjustments tools											
CO3	Students will apply the Boolean Concepts for creating innovative objects											
CO4	Students will be able to analyze the timing and ease in /ease out for animation											
CO5	Students will 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	PO10	PO11	PO12
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs		PSO1			PSO2			PSO3		PSO4		
CO1		3			3			2				
CO2		3			3			3				
CO3		3			2			3				
CO4		2			3			3				
CO5		2			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	c	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L02	3D MODELING MAYA LAB Prerequisite : Maya	2	0	0/0	2/2	Lb
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 chair and Table model (with textures) and (respective UV)
2. Create a classical exterior south Indian House model
3. Create a musical Instrument model
4. Create a 3D cartoon Character

Total No. of Hrs: 30

REFERENCES:

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

Subject Code	Subject Name 2D CHARACTER ANIMATION LAB		c	L	T/SLr	P/R	Ty/ Lb/ ETL					
HBVE24L03	Prerequisite : Maya		2	0	0/0	2/2	Lb					
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 advanced object and human modeling. ➤ to make the student to create polygon modeling and surface modeling ➤ Familiarize the animation using camera movement and manual ➤ to make the student do 12 principles of animation ➤ to make the student to do character animation using 12 principles 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will identify the advanced modeling by its tools											
CO2	Students will able to understand the advanced transformation of adjustments tools											
CO3	Students will apply the Boolean Concepts for creating innovative objects											
CO4	Students will be able to analyze the timing and ease in /ease out for animation											
CO5	Students will 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	PO10	PO11	PO12
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			3			2					
CO2	3			3			3					
CO3	3			2			3					
CO4	2			3			3					
CO5	2			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	c	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L03	2D CHARACTER ANIMATION LAB Prerequisite : Maya	2	0	0/0	2/2	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Character Animation: Walk Cycle or Bounce

Topic: Create a Walk Cycle or Bouncing Character

2. Lip Sync Animation

Topic: Animate Character Speaking

3. 2D Physics Simulation

Topic: Animate a Physics-based Object (Bouncing Ball, Pendulum)

4. Storytelling with Animation

Topic: Create a Short Animated Story

Total Hours : 30

Subject Code	Subject Name: PROJECT III- 2D ANIMATED SHORT FILM				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L04	Prerequisite : Adobe Animate				4	0/0	0/0	8/0	Lb			
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 2D Animation. ➤ 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: PROJECT III- 2D ANIMATED SHORT FILM	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L04	Prerequisite: Adobe Animate	4	0/0	0/0	8/0	Lb
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 short story modeling using 2 to 3 characters (characters can be animals/ humans/ birds/ etc) along with word with voice over and narration (Sub titles) Animated movie should be for a duration of 2 min and it can be upto 4 min.

SEMESTER- IV

Subject Code	Subject Name : VISUAL EFFECTS AND COMPOSITING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24004	Prerequisite : None				4	3	0/1	0/0	Ty			
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	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: VISUAL EFFECTS AND COMPOSITING	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24004	Prerequisite: None	4	3	0/1	0/0	Ty
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 Visual Effects –Interface - creating a project and importing footage - importing illustrator and Photoshop files, importing image sequence, Creating a Composition, Composition settings, Tools Panel, Timeline Panel.

UNIT II

12 Hrs

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 – Using the Shy and Solo – Adding Motion blur

UNIT III

12 Hrs

About Text layers, using text animate pre-set, Masks – about mask, creating mask with a pen tool, editing a mask, feathering the edges of a mask, replacing, adding a reflection, Basic Clone and Wire removal - Colour Keying – keying techniques using key light, blending modes, tracking mattes – types of track mattes – applying track mattes..

UNIT IV

12 Hrs

Motion Stabilization – Track Point Fundamentals-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.

UNIT V

12 Hrs

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 –Matte Painting — 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: MOTION TRACKING & ROTOSKOPING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24005	Prerequisite: None				4	3	0/1	0/0	Ty			
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 understand 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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24005	MOTION TRACKING & ROTOSKOPING	4	3	0/1	0/0	Ty
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

Describe Rotoscoping–User Interface of Silhouette –steps to create a project– steps to create a session – Timeline - working with various shapes and keyframes.

UNIT II

12 Hrs

B-spline, X-Spline, Bézier or Freehand shapes - Stereo rotoscoping workflow and tools - open or closed shapes Move, scale, rotate, shear, and corner-pin shapes and groups of shapes - workflow in VFX industry.

UNIT III

12 Hrs

Combine multiple shapes and layers— State the uses of Motion Tracking- Point Tracking – One Point Tracking- Two Point Tracking-various types of tracking - Tracker Components - Planar Tracking -- workflow of Planar Tracking.

UNIT IV

12 Hrs

workflow of Planar Tracking -Planar Trackers Setup - Perform Mocha Tracking -Tracker Direction - Apply Inverse Kinematics concepts to rotoscope - filters during the tracking process -Work with Power Matte Node .

UNIT V

12 Hrs

Hair roto - Group Tracking - Part Tracking - Capturing Motion Blur while Rotoscoping -Shutter Angle - Motion Samples - exporting and importing the tracked details Rotoscoping .

Total: 60 Hrs

Text book

- 1.Rotoscoping: Techniques and Tools for the Aspiring Artist" by Benjamin Bratt
2. "The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound" by Francis Glebas

Reference:

1. Nuke 101: Professional Compositing and Visual Effects" by Ron Ganbar
2. Match moving: The Invisible Art of Camera Tracking" by Tim Dobbert

Practical

Subject Code	Subject Name : VISUAL EFFECTS AND COMPOSITING - LAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L05	Prerequisite : None				2	0	0/0	2/2	Lb			
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	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:	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L05	VISUAL EFFECTS AND COMPOSITING - LAB					
	Prerequisite: None	2	0	0/0	2/2	Lb
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 Title Animation for a Movie.
2. Logo reveal Animation using Particles.
3. Create a Motion Poster For any Movie poster.
4. Create a Callout Title with Motion Tracking .

Total: 30 Hrs

Subject Code	Subject Name : MOTION TRACKING & ROTOSCOPING - LAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L06	Prerequisite : None				2	0	0/0	2/2	Lb			
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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L06	MOTION TRACKING & ROTOSCOPING - LAB	2	0	0/0	2/2	Lb
Prerequisite : None L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. INORGANIC ROTO- Extract the Object from the Footage using Rotoscopy and Change the Background.
2. ORGANIC ROTO-Extract the Character from the Footage using Character Rotoscopy and Change the Background.

Total: 30 Hrs

Subject Code	Subject Name : PROJECT IV- COMPOSITING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L07	Prerequisite : None				4	0	0/0	8/0	Lb			
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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L07	PROJECT IV- COMPOSITING					
	Prerequisite : None	4	0	0/0	8/0	Lb
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 Vfx Compositing Video which includes Rotoscoping, Roto-paint ,2D Tracking, Chroma Keying, Matte painting, Color Correction, Match move, CG Models and Final Comp .

SEMESTER-V

Subject Code	Subject Name : ADVANCED COMPOSITING & VISUAL EFFECTS				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24006	Prerequisite : None				4	4	0/0	0/0	Ty			
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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24006	ADVANCED COMPOSITING & VISUAL EFFECTS					
	Prerequisite : None	4	4	0/0	0/0	Ty
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

Intro of Compositing - Introduction to Nuke - Nuke Interface - Properties Panel –Viewers – – Importing the Footage using Read Node - Adding Nodes – Selecting Node – Renaming the Node – Editing Node – Creating the Constant Node -Basic Connecting Node .

UNIT II

12 Hrs

Footages Retime Node – Reformat, Changing Footage size – Transform node – Merging Node - Introduction to Roto – Using the Ellipse, Rectangle, and cusped rectangle, Bezier and B-Spline - Basic Roto and Object Roto – Character Roto – Basic Paint – Roto paint node, Using the brush tool, Eraser tool, Clone Tool , Reveal Tool ,Wire Removal.

UNIT III

12 Hrs

Intro of Tracking – Difference of 2D and 3D Tracking – Adding Tracker Node – Point Tracking Using the Transform Match move and Stabilizing – Planer Tracker – Camera Tracking – Add the Feature – 3D Tracking – Analyzing – Solving – Exporting Scene & Scene + and Camera – Read geo node – Add OBJ For mate file – and Export the FBX format to 3D Software

UNIT IV

12 Hrs

Intro of Keying – Difference of Blue matte and Green Matte – Keying Tool and Technique – Basic Keying Primatte Keyer, Primatte node, Initialize Section, Primatte Viewers tool, Adjust Highlights, Hybrid Matte, Fine Tuning, Spill process Section – Ulitimattekeyer, Sampling, Screen Correct, Matte, Spill Control, Color and Film Controls – IBK Gizmo – IBK Color –Advance Multi Keyer Keylight, Screen Gain, Tuning, Mattes, Inside and Outside mask, Color Replacement

UNIT V

12 Hrs

Advanced Compositing – 3D Projection – Camera Mapping – Matte Painting Introduction to Channels, Creating Channels and Layers, Add Channels, Channel Merge, Copy, Shuffle, Shuffle Copy – – Multi Passes, Separate Passes and EXR Passes - Color Correction, Grade Node, Hue Shift, Color Correct - Tracking a dense point cloud – Smart Vector – Merge Matte – Particle, Emitting particles, Creating the Crowed – Write Node.

Total No. of Hrs: 60

Text Book

1. Compositing Visual Effects: Essentials for the Aspiring Artist" by Steve Wright.
2. The Visual Effects Arsenal: VFX Solutions for the Independent Filmmaker" by Bill Byrne

Reference

1. Elemental Magic: The Art of Special Effects Animation" by Joseph Gilland
2. Adobe After Effects Classroom in a Book" by Adobe Creative Team.

Subject Code	Subject Name : 3D TRACKING AND MATCH MOVING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24007	Prerequisite : None				3	2	0/1	0/0	Ty			
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	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: 3D TRACKING AND MATCH MOVING	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24007	Prerequisite: None	3	2	0/1	0/0	Ty
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

Interface-Tracker node Explain how to use Viewers Tools–position the Anchors–create Automatic and Key frame Tracking– apply Track data– to connect to Planar Tracker node - How to track a plane.

UNIT II

9 Hrs

Using controls to alter Tracking Results- add images to planar surface- what is Camera tracking - how to connect to Camera Tracker node - Mask elements

UNIT III

9 Hrs

Set Camera Parameters– set up Sequence Tracks- Explain how to track still frames – Describe the Track data- view disconnected frames - various types of tracking - troubleshoot glitches with pre-track and post track checks -- identify the steps to add several User Tracks.

UNIT IV

9 Hrs

Functions and benefits of various User Tracking techniques- create 3D survey points in a scene- identify the steps to view solve data - Process of reviewing Auto Tracks curves- identify the methods used to preview Match moving quality-use Curve Thresholds to delete tracks.

UNIT V

9 Hrs

identify the steps to set the ground plane and axes Techniques of manually transforming a scene - how to identify the steps to create a camera node - workflow of creating 3D scenes, point clouds, and 3D cards - concept and workflow of lens distortion - identify the steps to distort your CG elements
- remove the lens distortion -- how to match CG elements.

Total No. of Hrs: 45

Text Book

1. Match moving: The Invisible Art of Camera Tracking" by Tim Dobbert
2. 3D Motion Tracking for VFX: A Practical Guide to Integration in Post" by Peter Feghali

Reference

1. The Art and Science of Digital Compositing" by Ron Brinkmann
2. Adobe After Effects Classroom in a Book" by Adobe Creative Team.

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

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	Coursecode:								
VI	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.Science	Humanities &social Science	Program Core	Program Elective	Open Elective	Practical/ Project	Inter disciplinary
			✓					

Subject Code:	Subject Name:	C	L	T / S.Lr	P/R	T/L/ ETL
HBCC22002	ENTREPRENURSHIP DEVELOPMENT	3	3	0/0	0/0	Ty
	Prerequisite : Basic knowledge in entrepreneurship development					
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 Organization - 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 Organization (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	Subject Name: ADVANCED COMPOSITING & VISUAL EFFECTS LAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L08	Prerequisite: None				3	0	0/0	6/0	Lb			
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 understand 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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L08	ADVANCED COMPOSITING & VISUAL EFFECTS LAB					
	Prerequisite :None	3	0	0/0	6/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Superimpose necessary content with a different backdrop using Rotoscoping.
2. Remove a Character or any unwanted Object form the Video using Roto Paint.
3. Compose a Video which includes 2D planar Tracking and Chroma Keying.
4. Create a VFX compositing Shot with CG model and multi-channel compositing.

TOTAL HOURS :45 Hrs

Subject Code	Subject Name : 3D TRACKING AND MATCH MOVINGLAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L09	Prerequisite : Maya				3	0	0/0	6/0	Lb			
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	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 :	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L09	3D TRACKING AND MATCH MOVING LAB Prerequisite : Maya	3	0	0/0	6/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Place a CG model into the Footage using 3D Camera Tracking.
2. Replace any Object in the Scene using 3D Camera and Object Tracking.
3. Replace Screen using 3D card using 3D camera Tracking.
4. Create a 3D scene and point cloud using Camera Tracking.

Total : 45 Hrs

Subject Code	Subject Name CLAY MODELING LAB				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBAV22L10	Prerequisite : None				3	0	0/0	6/0	Lb			
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 clay modeling. ➤ Make them to create basic forms and shapes with clay ➤ Makes them to work with water colors to create backdrop ➤ Makes them to create stop motion animation ➤ Student will learn the concept of clay modeling and stop motion animation 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO-1: Recall the Clay Model with complete details												
CO-2: Understand the basic forms and shapes with clay												
CO-3: Applied a Backdrop in water color												
CO-4: Made to analyze a movie using Stop Motion Animation Technique												
CO-5: Create a clay model and video project.												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			3			2					
CO2	3			3			3					
CO3	3			2			3					
CO4	2			3			3					
CO5	2			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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBAV22L10	CLAY MODELING LAB					
	Prerequisite : None	3	0	0/0	6/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits						
T/L/ETL : Theory / Lab / Embedded Theory and Lab						

- Create a 3D characters in Clay Model with complete details
- Create backdrop with different materials like fabric, cardboard, charts, coirs, painting and any crafts
- Animate 2 characters for a sequence on the backdrop created using the water color
- Create a movie using Stop Motion Animation Technique
- Record / Create necessary background score for the animation movie
- Create a STOP MOTION animation film using necessary video editing using editing tools and publish the same along with poster

Total No. of Hrs needed to Complete the Lab: 45

REFERENCE BOOKS:

- An essential guide to getting started in the art of sculpting clay- by Jeanie Hirsch
- A Manual Of Clay-modelling Yesterday's Classics, Hermione Unwin

Subject Code	Subject Name PROJECT V - MATCHMOVING &TRACKING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L10	Prerequisite : Maya				4	0	0/0	8/0	Lb			
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 clay modeling. ➤ Make them to create basic forms and shapes with clay ➤ Makes them to work with water colors to create backdrop ➤ Makes them to create stop motion animation ➤ Student will learn the concept of clay modeling and stop motion animation 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO-1: Recall the Clay Model with complete details												
CO-2: Understand the basic forms and shapes with clay												
CO-3: Applied a Backdrop in water color												
CO-4: Made to analyze a movie using Stop Motion Animation Technique												
CO-5: Create a clay model and video project.												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			3			2					
CO2	3			3			3					
CO3	3			2			3					
CO4	2			3			3					
CO5	2			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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L10	PROJECT V - MATCHMOVING & TRACKING					
	Prerequisite : Maya	4	0	0/0	8/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Place a CG model into the Footage using 3D Camera Tracking and Replace any Object in the Scene using 3D Object Tracking.

SEMESTER – VI

Subject Code	Subject Name FILM EDITING & DI				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24008	Prerequisite : Davinci				3	3	0/0	0/0	Ty			
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 clay modeling. ➤ Make them to create basic forms and shapes with clay ➤ Makes them to work with water colors to create backdrop ➤ Makes them to create stop motion animation ➤ Student will learn the concept of clay modeling and stop motion animation 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO-1: Recall the Clay Model with complete details												
CO-2: Understand the basic forms and shapes with clay												
CO-3: Applied a Backdrop in water color												
CO-4: Made to analyze a movie using Stop Motion Animation Technique												
CO-5: Create a clay model and video project.												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			3			2					
CO2	3			3			3					
CO3	3			2			3					
CO4	2			3			3					
CO5	2			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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24008	FILM EDITING & DI Prerequisite ; Davinci	3	3	0/0	0/0	Ty
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 Film Editing—understanding of the Blackmagic DaVinci Resolve interface and workspace –Effectively import – organize, and manage media assets within DaVinci Resolve - Organizing Media with Bins.

UNIT II

9 Hrs

Fundamental editing techniques - trimming, cutting, and adding transitions - advanced editing techniques - Creating a Rough Sequence - Add Transitions in the Cut Page-Add Titles - working with timecodes - markers and speed ramps.

UNIT III

9 Hrs

basic color correction and grading - color tools – Color Workspace - Color Wheels -Vectorscope - Histogram -RGB Mixer -- Blur & Sharpen - Keyer Options - The Sizing Tool - Copying Grade from One Clip to Another Clip.

UNIT IV

9 Hrs

Edit and mix audio clips - balancing audio levels -adding sound effects and music - Adding Background Music - Applying Video Transitions and Effects -Interface of the Deliver Workspace - Render Settings and Rendering the Video.

UNIT V

9 Hrs

Create basic compositing shots - apply green screen effects - Export projects in various formats - custom codecs and presets - Prepare projects for online delivery and distribution - Custom render- Quality settings - Render queue - Advanced video settings

Total No. of Hrs: 45

Text Book

1. Digital Visual Effects in Cinema: The Seduction of Reality" by Stephen Prince
2. 3D Motion Tracking for VFX: A Practical Guide to Integration in Post" by Peter Feghali

Reference

1. Technique of Film and Video Editing: History, Theory, and Practice
2. Adobe After Effects Classroom in a Book" by Adobe Creative Team.

Subject Code :	Subject Name UNIVERSAL HUMAN VALUES		C	L	T/ SLr	P/R	Ty/Lb /ETL		
Hbcc22ET1	Prerequisite : None		3	2	0/0	2/0	Ty		
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"> ➤ 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						
CO2	3	0	1						
CO3	3	1	1						
CO4	3	2	2						
CO5	3	2	2						
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	C	L	T/ SLr	P/R	Ty/L b/ET L
HBCC22ET1	UNIVERSAL HUMAN VALUES					
	Prerequisite : None	3	2	0/0	2/0	Ty
L : Lecture T : Tutorial SLr : Supervised Learning P : Project R : Research C: Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit 1

9 Hrs

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:

9 Hrs

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:

9 Hrs

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 peaceSharing learner's individual and/or group experience(s)- Simulated Situations- Case studies

Unit 4:

9 Hrs

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:

9 Hrs

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: 60

References and Suggested Readings:

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.

Basu- D.D. 2015. Workbook on the Constitution of India- Paperback Edition. Nagpur: Lexisnexis.

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.

Subject Code	Subject Name				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L11	INTERNSHIP- CINEMATIC EDITING				5	0	0/0	10/0	Lb			
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 learn node-based compositing. ➤ To make the student learn Rotoscoping Techniques. ➤ To make the student understand about tracking and compositing. ➤ To make the student understand Keying with Chroma Keyer. ➤ Makes them understand multi-Channel Compositing. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To make the students get knowledge about working in node-based software.											
CO2	Students to learn Roto scoping Technique and trace over motion picture footage.											
CO3	To make the students get knowledge on working with 2D and 3D tracking and compositing											
CO4	Students learn to extract matte form the given video using various keying techniques											
CO5	To make the students get knowledge on working with multi-Channel compositing.											
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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
	INTERNSHIP- CINEMATIC EDITING					
HBVE24L11	Prerequisite : Nuke	5	0	0/0	10/0	Lb
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 to internship to hands on training and experience from editing and postproduction 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	C	L	T/SLr	P/R	Ty/ Lb/ ETL						
HBVE24L12	INTERNSHIP- VISUAL EFFECTS Prerequisite : Nuke	5	0	0/0	10/0	Lb						
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 learn node-based compositing. ➤ To make the student learn Rotoscoping Techniques. ➤ To make the student understand about tracking and compositing. ➤ To make the student understand Keying with Chroma Keyer. ➤ Makes them understand multi-Channel Compositing. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To make the students get knowledge about working in node-based software.											
CO2	Students to learn Roto scoping Technique and trace over motion picture footage.											
CO3	To make the students get knowledge on working with 2D and 3D tracking and compositing											
CO4	Students learn to extract matte form the given video using various keying techniques											
CO5	To make the students get knowledge on working with multi-Channel compositing.											
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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
HBVE24L12	INTERNSHIP- VISUAL EFFECTS					
	Prerequisite : Nuke	5	0	0/0	10/0	Lb
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 to internship to hands on training and experience from visual effects postproduction 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 PORTFOLIO – CINEMATIC EDITING				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L13	Prerequisite : : After Effects, Nuke, Premiere Pro				12	0	0/0	24/0	Lb			
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 learn node-based compositing. ➤ To make the student learn Rotoscoping Techniques. ➤ To make the student understand about tracking and compositing. ➤ To make the student understand Keying with Chroma Keyer. ➤ Makes them understand multi-Channel Compositing. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To make the students get knowledge about working in node-based software.											
CO2	Students to learn Roto scoping Technique and trace over motion picture footage.											
CO3	To make the students get knowledge on working with 2D and 3D tracking and compositing											
CO4	Students learn to extract matte form the given video using various keying techniques											
CO5	To make the students get knowledge on working with multi-Channel compositing.											
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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
	PORTFOLIO – CINEMATIC EDITING					
HBVE24L13	Prerequisite : : After Effects, Nuke, Premiere Pro	12	0	0/0	24/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

PORTFOLIO – CINEMATIC EDITING

1.Create your portfolio on Video Editing for a newly recorded Footage or Existing footage.

Portfolio should include the following

- Should include Color Correction and Color Grading
- Footage should include Transitions, Effects, audio Editing and Chroma Keying Composition.

Subject Code	Subject Name PORTFOLIO - VISUAL EFFECTS				C	L	T/SLr	P/R	Ty/ Lb/ ETL			
HBVE24L14	Prerequisite : After Effects, Nuke				12	0	0/0	24/0	Lb			
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 learn node-based compositing. ➤ To make the student learn Rotoscoping Techniques. ➤ To make the student understand about tracking and compositing. ➤ To make the student understand Keying with Chroma Keyer. ➤ Makes them understand multi-Channel Compositing. 												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To make the students get knowledge about working in node-based software.											
CO2	Students to learn Roto scoping Technique and trace over motion picture footage.											
CO3	To make the students get knowledge on working with 2D and 3D tracking and compositing											
CO4	Students learn to extract matte form the given video using various keying techniques											
CO5	To make the students get knowledge on working with multi-Channel compositing.											
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	C	L	T/SLr	P/R	Ty/ Lb/ ETL
	PORTFOLIO - VISUAL EFFECTS					
HBVE24L14	Prerequisite : After Effects, Nuke	12	0	0/0	24/0	Lb
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

PORTFOLIO - VISUAL EFFECTS

1. Create your portfolio on Visual Effects for a newly recorded footage with detail CONCEPT and STORY BOARD.

Portfolio should include the following

- Should include Rotoscoping, Roto paint ,2D Tracking and Chroma Keying.
- Place a CG model in a Footage using 3D camera tracking and Create a VFX compositing Shot using Multi channel compositing.

FOREIGN LANGUAGE

Subject Code	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.Knowemergingawarenessofaesthetic propertiesoflanguageandliterarystyle. Recognizetheroleofculturalknowledgeinunderstandingwritten texts.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	Learn to write numbers,alphabets, regularand irregularverbs											
CO2	Practice preposition and articles.											
CO3	Comprehend model verbs andspeak infuture											
CO4	Familiarizecolours,placesand createphrases											
CO5	Masterconjugationandspeakingthe 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	BasicSciences	Engg.Science	Humanities &socialScien ce	ProgramCore	ProgramElective	OpenElective	Practical/Project	Internships/Techni calSkills	SoftSkills			
			√									

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

6Periods

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

UNIT II

6Periods

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

6Periods

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

UNIT IV

6Periods

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

UNIT V

6Periods

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
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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					
HBFL22I02	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.Knowemergingawarenessofaesthetic propertiesoflanguageandliterarystyle. Recognizetheroleofculturalknowledgeinunderstandingwritten texts.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	Learntowritenumbers,alphabets, regularand irregularverbs											
CO2	Practiceprepositionandarticles.											
CO3	Comprehendmodelverbs andspeak infuture											
CO4	Familiarizecolours, placesandcreatephrases											
CO5	Masterconjugationandspeakingthelanguage											
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	BasicSciences	Engg.Science	Humanities &socialScience	ProgramCore	Program Elective	OpenElective	Practical/ Project	Internships/ TechnicalSkills	SoftSkills			
			√									

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

UNIT-I

6Periods

Das Alphabet, DieZahlen von ein -hundert, Begrüßung, Verabschiedung ,SichVortstellen ,W-Fragen.Grammatik :-W-Frage,Aussagesatz,Verbanund Personnelpronomen

UNIT-II

6Periods

GendersinDeutsch,,DiePersonelpronomen,Definite/Indefinite/NegativeArticles,Jemandenken nenlernen,Landkarte. Grammatik – bestimmterArtikel :der,die , das , Nomen:Singular und Plural,aussagesatz, negationartikel

UNIT-III

5Periods

Possessivpronomen, Verbkonjugation,Ja/NeinFragen,SatzstrukturGrammatik:Regelmäßige,U nregelmäßige,hilfsverben- Sein/haben, UnbestimmerArtikel

UNIT-IV

5Periods

Wiespätistes,Tageszeiten,Die,Wochentage,DieMonate,dasWetter,DieHimmelsrichtungen,Die familie, Klassenzimmer – Substantive ,Countries and Languages,Negation , Like /Dislike. Grammatik: Akkusative, Verbenmit accusative, wörterorden undlernen,artikelimdativ,Präpositionmit +Dativ

UNIT-V

5Periods

Nominativ,Dativ,Accusative,Einkaufen,ImFlugzueg,Imkaufhaus,Jobsuche.Grammatik :PersonalpronomenimAkkusativmich,dich,modelverbanmüssen,können,wol len

Totalperiods:30

TEXTBOOKS&REFERENCEBOOKS:

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

Unit-I

Alphabet-Numbersfrom 1to100-GreetingsandGoodbye-SelfIntroduction
Wquestions-Grammar

Unit-II

Genders in German - Personal Pronoun (For Conjugation) - Definite/Indefinite
/Negative Articles-Askaboutothers -(MAP andPossition ofLand) – Grammar

Unit-III

Possessive Pronoun-VerbConjugation-Yes/NoQuestion -SentencemakinginGerman–
Grammar

Unit-IV

what time is it ?, Times of the day - The Week days and Months) - The
Weather,Directions-TheFamily-Substantive,CountriesandLanguages-ClassRoom–
SubstantiveCountriesanditsLanguages -Negation, Like /Dislike–Grammar

Unit-V

Accusative - Shopping - In Flight - In departmental store - Job
searchGrammar

Totalperiods:30

TEXTBOOKS&REFERENCEBOOKS:

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

SubjectCode	SubjectName : JAPANESE		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I03	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.Knowemergingawarenessofaesthetic propertiesoflanguageandliterarystyle. Recognizetheroleofculturalknowledgeinunderstandingwritten texts.												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	Learn towriteRoumajiscript,Abletoselfintroducethemselves,WillhaveknowledgeofHiragana and alsoableto speakabouttheirFamilymembres.Countupto100.											
CO2	Abletountuptp10,000,WillhaveknowledgeofKatakanaAlphabets,Willbeableidentifythedy ody parts. Ableto understandpronouns.											
CO3	AnalyzeVariedparticlesandalsotheexistentialverbs.WillbeabletountusingtheconceptofC ounters.											
CO4	Willgetknowledge ofthetwodifferenttypesofadjectivesbothIendingandNaendingadjectivesandframedifferen tsentences with thesetwo.											
CO5	Mastertheconjugationof 24formsoftheverbs.											
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	BasicSciences	Engg.Science	Humanities &socialScien ce	ProgramCore	ProgramElective	OpenElective	Practical/Project	Internships/Techn icalSkills	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**5Periods**

Introduction,Roumaji,Hiragana,SelfIntroduction,Familyrelations,Numbers(1-100)

UNIT-II**5Periods**

Numbers(101-1000), Numbers (1001-10,000),Katakana,Body parts,and Pronouns

UNIT-III**8Periods**

Introductiontoparticles (wa,mo,ka,desu, ni,ga,de), Imasu,Arimasu, Couters

UNIT-IV**5Periods**

Adjectivei-ending,andNaEnding

UNIT-V**7Periods**

Verbs (24forms)

Totalperiods:30**TEXTBOOKS:**

1. Genki,EriBnno,Yokalkeda,YutakaOhno,ChikkaoShinogawa,KyokoTokoshiki,TheJapanesePublishingCompany

REFERENCEBOOKS:

1. MinnaNoNihongo,3ACorporation, Goyal Publication

SubjectCode	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												
Tolearn, speak,writeanddobasicconversationinArabicLanguage												
COURSEOUTCOMES(Cos) Studentscompletingthiscourse wereableto												
CO1	Learnalphabets, vowelsand gender											
CO2	Askquestions,numerbsandcounting											
CO3	Converse inapublicplace inArabic											
CO4	Identify andspeakaboutfood,weather etc											
CO5	Analyzeverbs, tenses,singularandplural											
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	BasicSciences	Engg.Science	Humanities &SocialScience	ProgramCore	Program Elective	OpenElective	Practical/ Project	Internships/ TechnicalSkills	SoftSkills			
			✓									

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

UNIT-I

6periods

Alphabets–Greetings–questionwords–meetingpeoplefirsttime–introduction–
introducingfamily members

Grammar–Presentsimple,longandshortvowels,masculineandfeminine distinctions

UNIT-II

6periods

Askingquestions-describingcity,capitalcities,townscountries–numbersandcounting–howmany –
howmuch– buying andselling

Grammar–negationtopresentform–moonletters–genitivecase–spellingrulesforHamza,Idafa

UNIT-III

6periods

Eatinganddrinking–talkingaboutethnicfoodsandffavouritecuisines–communicativephrasesat
publicplaces– questions withwhat

Grammar–Groupwords–pasttense –pluralandjointcases

UNIT-IV

6periods

Describing weather – trips and adventures -camping – school

tripsGrammar – futuretense, verbsin plural

UNIT-V

6periods

Timeandeverydayroutine–makingcomparison–daysofweek–comparingpastandpresent

Grammar–Negativestatements–pronouns-superlatives

Totalperiods:30

TEXTBOOKS&REFERENCEBOOKS:

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

SubjectCode	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												
This is a beginning level course in Chinese Mandarin, including introduction of phonetics and daily expressions. It is aimed at students with no prior knowledge of Chinese.												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Basic understanding of Chinese Mandarin											
CO2	Do conversations of daily living such as greetings											
CO3	Acquaint exchange personal information, making an inquiry on time, etc											
CO4	Acquire listening, speaking, and reading skills in Chinese Mandarin.											
CO5	Use the language in real life scenarios and for every day conversational communications.											
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 : CHINESE	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I05	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I

6periods

Introduction of Chinese language Initials and finals, read initials: 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

6periods

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

6periods

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

New words combined with tones o count numbers count date, month and year
greet people using: Are you busy with your work?

UNIT-IV

6periods

New words questions with “吗” questions with interrogative pronouns adjectival
predicate acquaintance using: May I know your name?

UNIT-V

6periods

Sentences with verbal predicate attributive genitive use the “是” sentence acquaintance using: Let me introduce..

Total periods:30

TEXTBOOKS&REFERENCEBOOKS:

1. The first 100 Chinese Characters, Laurence Mathews, Tuttle Publishers
2. Learning Mandarin Chinese, Version 2, Yi Ren, Tuttle Publishers

SubjectCode	SubjectName: RUSSIAN		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I06	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												
This is a beginning level course in Chinese Mandarin, including introduction of phonetics and daily expressions. It is aimed at students with no prior knowledge of Chinese.												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Acquaint Phonetics–Alphabets and sounds											
CO2	Use different types of nouns and self introduce.											
CO3	Identify general vocabulary and greet in the language											
CO4	Identify and apply sounds with different stems and word construction											
CO5	Construct and speak sentences in 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 : RUSSIAN	Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C
HBFL22I06	Prerequisite:Nil	IE	1	0/0	1/0	1

UNIT-I

6periods

Phonetics: AlphabetsandSounds, Voice andvowels, Voiceand Voiceless– Consonants - SelfIntro, SelfNamein Russian Language

UNIT-II

6periods

Ethoconstruction,ShthoEtho,KmoEtho-Animates andInanimate nouns

UNIT-III

6periods

GeneralVocabulary,AnsweringtheobjectswithEthooninterrogativesShthoEthoandKmotho?- Greetingsofthe Day on various timings

UNIT-IV

6periods

Alphabets , sounds with Hard stems - Gender of Nouns, Demonstrative Pronouns usingvocabulary and simple word constructions - General words on regular us: Excuse me, May IComein,Excuseme, Thankyouandseeyouagain

UNIT-V

6periods

RevisionofVocabulary, New Words,Greetings andotherDay todayusageof sentences

Totalperiods:30

TEXTBOOKS&REFERENCEBOOKS:

1. Russianforbeginners,Gateway Guides,KindleEdition
2. Learntospeak&WriteRussian,VasudaBhaskar, ChatterSingh Publishers.

SubjectCode	SubjectName : SPANISH		Ty/ Lb/ ETL/IE	L	T/SLr	P/R	C					
HBFL22I07	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.Knowemergingawarenessofaesthetic propertiesoflanguageandliterarystyle. Recognizetheroleofculturalknowledgeinunderstandingwritten texts.												
COURSEOUTCOMES(Cos)												
Studentscompletingthiscourse wereableto												
CO1	Learntowritenumbers,alphabets, regularand irregularverbs											
CO2	Practiceprepositionandarticles.											
CO3	Comprehendmodelverbs andspeak infuture											
CO4	Familiarizecolours,placesand createphrases											
CO5	Masterconjugationandspeakingthe 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	BasicSciences	Engg.Science	Humanities&SocialScience	ProgramCore	ProgramElective	OpenElective	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

5periods

LosSaludosyDespedidas,LosAlfabetos,LosNumeros(1-20),SonidosyLetras:H,C/Qa,G/J,B/V, C/Z,R,R/rr,Ch,G/Gu, LI,N,Aficiones.

UNIT-II

5periods

LosNumeros(21-100),PronombresPersonales:Yo,Tu,El,Eyya,Nosotros,Vosotros,Ustedes,Usted.Serverbos:Soy, Eres,Es,Somos,Sois,Son.Nacionalidad,Profesiones.

UNIT-III

5periods

Singulary Plural,Conversion deSingular aPlural. MasculinoyFeminino, conversion demasculinoafeminino.Tenerverbos:Tengo,Tienes,Tiene,Tenemos,Teneis,Tienen.Llevarverbo s.

UNIT-IV

10periods

Vocabulario de Colores, Casa, Bebidas, Ciudad, Clima, Colegio, Comida, Medios, Saludos,Verduras.Articulosdefinidos, Articulosindefinidos.

UNIT-V

5periods

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

Totalperiods:30

TEXTBOOK:

1.Aulainternacional1,Jaimecorpas&Eva Garcia,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, Nare 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 every day life, Quantification like much, more. More familiarity towards language is therefore attained.

Total periods:30

TEXTBOOK:

1. Aulainternacional1, Jaimecorpas&Eva Garcia, diffusion, Nueva edicion

REFERENCEBOOK:

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