


HINDUSTHAN COLLEGE OF ARTS AND SCIENCE (AUTONOMOUS)
COIMBATORE – 641 028
B.Sc., ANIMATION AND VFX
SCHEME OF EXAMINATIONS – CBCS PATTERN
(For the Students admitted from the Academic year 2018-2019 and onwards)

CODE NO.	SUBJECT	LECTURE HRS. / WEEK	EXAM DURATION HRS.	MAXIMUM MARKS			CREDIT POINTS
				IE	EE	TOTAL	
First Semester							
Part I							
16LAT01/ 16LAH01/ 16LAM01/ 16LAF01	Tamil – I/ Hindi – I/ Malayalam – I/ French – I	6	3	25	75	100	3
Part II							
16ENG01	English – I	6	3	25	75	100	3
Part III							
18AXU01	Art and Colour theory	4	3	25	75	100	4
18AXU02	Practical I - Space Form and Structure	4	3	40	60	100	3
18AXU03	Practical II - Animation Design	5	6	40	60	100	4
18AXU04	Allied Practical - Animation art and Drawing	5	6	40	60	100	4
Second Semester							
Part I							
16LAT02/ 16LAH02/ 16LAM02/ 16LAF02	Tamil – II / Hindi – II / Malayalam –II/ French –II	6	3	25	75	100	3
Part II							
16ENG02	English – II	6	3	25	75	100	3
Part III							
18AXU05	Animation Theory	5	3	25	75	100	5
18AXU06	Practical III - Cartooning and Comic Illustration	6	6	40	60	100	5
18AXU07	Practical IV - Digital Art	5	6	40	60	100	4
Part IV							
16GSU01	Value Education – Human Rights	2	-	100	-	100	2
Third Semester							
Part III							
18AXU08	Visual Story Telling	4	3	25	75	100	4
18AXU09	Practical V - Sound Design	5	6	40	60	100	4
18AXU10	Practical VI - 2D animation Traditional	10	6	40	60	100	6
18AXU11	Practical VII - Character Design Creation	5	6	40	60	100	4
18AXU12	Allied - Computers for animation	4	3	25	75	100	3

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	Part IV						
16GSU02	Environmental Studies	2	-	100	-	100	2
Fourth Semester							
	Part III						
18AXU13	Basic Photography and Lighting Techniques	6	3	25	75	100	6
18AXU14	Practical VIII - 3D Modeling	10	6	40	60	100	6
18AXU15	Practical IX - Visual Effects I	6	6	40	60	100	5
18AXU16	Practical X - Texturing and Lighting	6	6	40	60	100	5
	Part IV						
16GSU03	Skill Based : Internet Security	2	-	100	-	100	2
	Part V						
16GSU04	Extension Activity	-	-	100	-	100	2
Fifth Semester							
	Part III						
18AXU17	Film language and appreciation	5	3	25	75	100	5
18AXU18	Practical XI -3D Character Animation & Rigging	10	6	40	60	100	6
18AXU19	Practical XII - Anatomy Based Sculpturing	5	6	100	-	100	4
18AXU20	Practical XIII Visual Effects II	6	6	40	60	100	5
18AXU21	Elective Practical- I a. Foley Sound Design (OR) b. Miniature Modelling and set design (OR) c. Commercial Production	4	6	100	-	100	3
18AXU22	Industrial Training	-	-	100	-	100	2
	Part IV						
16GSU05	Non Major Elective	-	-	100	-	100	2
	Part V						
16GSU06	Law of Ethics	-	-	100	-	100	2
Sixth Semester							
	Part III						
18AXU23	Design Thinking and Culture	4	3	25	75	100	4
18AXU24	Practical XIV- Virtual Typography	6	6	40	60	100	5
18AXU25	Practical XV - Portfolio Design	5	6	100	-	100	4
18AXU26	Major Project – Animated Film	15	-	50	150	200	6
							140


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REGULATIONS

Components for Evaluation:

Internal Examination Marks (For Part III theory papers)

Components	Marks
Test –I & II (Best of Two)	10
Model Exam	10
Assignment	5
Total	25

QUESTION PAPER PATTERN FOR I.E TEST I and II (2 HOURS TEST)

MAXIMUM: 50 Marks

SECTION - A (20 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

Short answers 10

(10 x 2 = 20 marks)

SECTION - B (10 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

Either or Type

(2 x 5 = 10 marks)

SECTION - C (20 Marks)

Answer any **TWO** Questions out of **THREE** questions

ALL Questions Carry **EQUAL** Marks

(2 x 10 = 20 marks)

QUESTION PAPER PATTERN FOR IE Model Examination (3 HOURS TEST)

MAXIMUM: 75 Marks

SECTION - A (20 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

TWO questions from each unit

(10 x 2 = 20 marks)

SECTION - B (25 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

Either or Type.

ONE question from each unit with internal choice

(5 x 5 = 25 marks)

SECTION - C (30 Marks)

Answer any **THREE** Questions out of **FIVE** questions

ALL Questions Carry **EQUAL** Marks

ONE question from each unit

(3 x 10 = 30 marks)


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2 (a) Components for Practical I.E.

2(b) Components for Practical E.E.

Components	Marks	Components	Marks
Test –I	20	Completion of Experiments	50
Test – II	20	Record	5
Total	40	Viva	5
		Total	60

3. Institutional/ Industrial Training, Mini Project and Major Project Work

<u>Institutional / Industrial Training</u>		<u>Mini Project</u>	<u>Major Project Work</u>	
Components	Marks	Marks	Components	Marks
I.E			I. E	
Work Diary	25	-	a) Attendance 25 Marks	50
Report	50	50	b) Review/Work Diary* ¹ 25Marks	
Viva –voce Examination	25	50		
Total	100	100	E.E*²	
			a) Final Report 120 Marks	150
			b) Viva-voce 30 Marks	
			Total	200

*¹ Review is for Individual Project and Work Diary is for Group Projects (group consisting of minimum 3 and maximum 5)

*²Evaluation of report and conduct of viva voce will be done jointly by Internal and External Examiners

4. Components for Value Education (Part IV):

S.No.	Components	Marks
a)	Attendance 96% and above - 30 marks 91% to 95% - 25 marks 86% to 90% - 20 marks 76% to 85% - 10 marks	30 marks
b)	Participation in group activity	30 marks
c)	Assignment (2 x 10)	20 marks
d)	Test (1 hr for 20 marks) 2 out of three questions, 10 marks each	20 marks
	Total	100 marks


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On completion of the above components students will be remarked as follows:

Range of marks	Equivalent remarks
80 and above	Exemplary
70 – 79	Very good
60 – 69	Good
50 – 59	Fair
40 – 49	Satisfactory
Below 39	Not Satisfactory = Not completed

- The passing minimum for this paper is 40%
- In case, the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent semesters.

5. Guidelines for Environmental Studies(Part IV)

- The paper Environmental Studies is to be treated as 100% IE course which is offered in III Semester for II year UG students.
- The classes will be handled for two hours per week till the end of the Semester. At least one field trip should be arranged.
- Total Marks for the subject = 100

Components	Marks
Two Tests (2 x 30)	60
Field visit and report (10 + 10)	20
Two assignments (2 x 10)	20
Total	100

The question paper pattern is as follows:

Test I – 2 hours [3 out of 5 essay type questions] 3 x 10 = 30 Marks

Test II – 2 hours [3 out of 5 essay type questions] 3 x 10 = 30 Marks

Total 60 Marks

- The passing minimum for this paper is 40%
- In case, the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent semesters.


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6. Guidelines for Skill based subject - Internet Security (Part IV)

Components	Marks
Two Tests (2 x 40)	80
Two assignments (2 x 10)	20
Total	100

The question paper pattern is as follows:

- a) Test I – 2 hours [4 out of 7 essay type questions] 4 x 10 = 40Marks
- b) Test II – 2 hours [4 out of 7 essay type questions] 4 x 10 = 40 Marks

Total 80 Marks

- The passing minimum for this paper is 40%
- In case, the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent semesters

7. Guidelines for General Awareness(Part IV)

Components	Marks
Two Tests (2 x 50)	100

The question paper pattern is as follows:

- Test I – 2 hours [50 multiple choice questions] 50 x 1 = 50Marks
- Test II – 2 hours [50 multiple choice questions] 50 x 1 = 50 Marks

Total 100 Marks

- The passing minimum for this paper is 40%
- In case, the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent semesters

8. Guidelines for Law of Ethics(Part V)

Components	Marks
Two Tests (2 x 50)	100

The question paper pattern is as follows:

- c) Test I – 2 hours [5 out of 8 essay type questions] 5 x 10 = 50Marks
- d) Test II – 2 hours [5 out of 8 essay type questions] 5 x 10 = 50 Marks

Total 100 Marks

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- The passing minimum for this paper is 40%
- In case, the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent semesters

9. Guidelines for Extension Activity(Part V)

- Atleast two activities should be conducted within this semester (IV) consisting of two days each.
- The activities may be Educating Rural Children, Unemployed Graduates, Self Help Group etc. The marks may be awarded as follows

No of Activities	Marks
2 x 50(Each Activity for two days)	100

10.QUESTION PAPER PATTERN FOR EE (Part III Theory Papers)

(3 HOURS TEST)

MAXIMUM: 75 Marks

SECTION - A (20 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

(10 x 2 = 20 marks)

TWO questions from each unit

SECTION - B (25 Marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

(5 x 5 = 25 marks)

Either or Type.

ONE question from each unit with internal choice

SECTION - C (30 Marks)

Answer any **THREE** Questions out of **FIVE** questions

ALL Questions Carry **EQUAL** Marks

(3 x 10 = 30 marks)

ONE question from each unit


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Code No.	Subject	Semester No.
18AXU01	Art and Colour theory	I
Objective	To Learn the elements of art and principals of art, To understand the colour theory for art production	
Outcome	Students will be able to apply the principles and elements of art in their production	
Unit No.	Topics	Hours
I	Elements of Art: Line – Shapes – Form – Colour – Value – Texture - Space	10
II	Principles of Art: Balance – Rhythm – Proportion – Dominance-Unity – Emphasis –Harmony – Variety – Repetition-Motion	10
III	Colour theory: Primary Hues – Secondary Hues- Tertiary/Intermediate Hues – Colour Value – Neutral Colours – Tint – Tone – Shade – Colour Intensity .	10
IV	Colour Schemes: Warm Colours – Cool Colours - Complementary Colours – Monochromatic Colours – Achromatic Colours – Analogues Colours – Colour Triads – Split Complementary - Arbitrary colour – Tonality – Earth tones	9
V	Medium and Tools: Pencil, Water colour, Tempera, Acrylic, Pastels & Charcoal, Oil Colours, Types of Surfaces, Art Materials.	9

Reference books:

1. John Hagan, "Basic painting and drawing principles and techniques from the Renaissance to the present" 2000
2. Simon Jenning "Art class – A complete guide to painting chronicle books" www.croniclebooks.com 1999
3. David Lewis "Pencil Drawing Techniques" Watson Guptill publications, New York, 1984
4. J.D.Harding "On Drawing Trees and Nature a classic Victorian manual", Dover publications, INC, Mineola, New York 2005


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Code No.	Subject	Semester No.
18AXU02	Practical – I Space Form and structure	I
Objective	The course emphasizes the relationship between form and space.	
Outcome	It will influence the students to work on the foreground and the background with the appropriate meaning	
	Topics	Hours
	1. Gestalt Principle 2. Proposition and perception 3. Perspectives 4. Meaning of foreground and background 5. Study of form and structure used in space 6. Swapping the view to change the meaning	48

Reference books:

1. Ed Ghertner, *Layout and Composition for Animation*, Focal Press. Elsevier Inc, 2010
2. Andy Rutledge – “Gestalt Principles of Perception: 1” <http://www.andyrutledge.com/gestalt-principles> 2008
3. Andy Rutledge – “Gestalt Principles of Perception: 2” <http://www.andyrutledge.com/gestalt-principles> 2008
4. Andy Rutledge – “Gestalt Principles of Perception: 3” <http://www.andyrutledge.com/gestalt-principles> 2009
5. Gwen White, “*PERSPECTIVE - A Guide for Artists, Architects and Designers*” 1989
6. Joseph D Amelio, “*Perspective Drawing Handbook*”, Dover Publication, Inc. New York, 1992



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Code No.	Subject	Semester No.
18AXU03	Practical II - Animation Design	I
Objective	To Learn the process of animation through the existing animation types	
Outcome	While creating the animation the learner will be able to apply the techniques of animation	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Zoetrope 2. Phenakistoscope 3. Praxinoscope 4. Flip book 5. Cinematograph 6. Stop Motion 7. Cell Animation 8. Cartoon Computer Animation 9. 3D Computer Animated Films 	60

Reference books:

1. Laura Moreno, "The Creation Process of 2D Animated Movies" 2014
2. Preston Blair, "Cartoon Animation"
3. Gavin Ambrose and Paul Harris "The Fundamentals of Creative Design"AVA Publishing SA 2003



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Code No.	Subject	Semester No.
18AXU04	Allied Practical - Animation Art and Drawing	I
Objective	To make the students understand the animation art and to develop the drawing skills for animation production. To provide the opportunity to come across the styles of animation drawing.	
Outcome	The learner will be able to create drawings for animation.	
	Topics	Hours
	1. Drawing Basics 2. Art tools and materials 3. Light and shadow 4. Perspective 5. Human anatomy 6. Live model Study 7. Birds and animals 8. Composition 9. Working with Colours 10. Landscape and Still-life	60

Reference books:

1. John Hagan, "Basic painting and drawing principles and techniques from the Renaissance to the present" 2000
2. David Lewis "Pencil Drawing Techniques" Watson Guptill publications, New York, 1984
3. J.D.Harding "On Drawing Trees and Nature a classic Victorian manual", Dover publications, INC, Mineola, New York 2005



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Code No.	Subject	Semester No.
18AXU05	Animation Theory	II
Objective	To make the learner familiar with different theories and principles of animation	
Outcome	The learner will be familiar with the animation theories	
Unit No.	Topics	Hours
I	History Of Animation: Science of animation –persistence of vision, gestalt principles – desire of the brain to make sense-Early animation devices - flip book, zoetrope, cell animation etc.,	12
II	Principles of Animation: Squash and Stretch – Anticipation - Staging - Straight ahead action and pose to pose animation - Follow through and overlapping action - Slow-out and slow-in – Arcs - Secondary action - Timing - Exaggeration - Solid drawing - Appeal	12
III	Script And Story Board For Animation: Concept art – Character modelling – script for animation – story board for animation – Pre-visualisation. Sound In Animation: Importance of sound in animation – live and location sound capturing – Foley and sound design for animation	12
IV	Ethical and legal constraints in the film and animation industry: Ethical standards- Ethical issues with animation and film / privacy - Health and safety - Ownership in copyright property and trademarks - Ethics: Truth – Privacy – Trust. Restraints in the animation and film industry	12
V	Representation of gender in film and animation - Misrepresentation - Offensive Material - Libel law - Discrimination Legislation - Obscenity -Data Protection - Intellectual Property and Copyright – Censorship - Case study	12

Text books:

Angie Jones and Jamie Olif, "Thinking Animation", Thomson Course Technology PTR:
Stacy L. Hiquet

Reference Books:

1. "Norms of Journalistic Conduct", Press Council of India, Edition 2010
2. K.M. Shrivastava, Media Ethics - Veda to Gandhi & Beyond, Publication Division, Ministry of Information and Broadcasting, Government of India, Edition 2005
3. Paranjoy Guha Thakurta, "Media Ethics – Truth, Fairness, and Objectivity", Oxford University Press, Second Expanded Edition 2012
4. Jack Botts, The Language of News – A Journalists, Pocket Reference, Iowa State University Press/Ames


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Code No.	Subject	Semester No.
18AXU06	Practical III - Cartooning and Comic Illustration	II
Objective	To help the students to create cartoon and comics.	
Outcome	Student will able to create cartoon and comics of their own	
	Topics	Hours
	<p>BASICS OF CARTOON</p> <ol style="list-style-type: none"> 1. The head <ol style="list-style-type: none"> a. Head shapes b. Enlarging the upper jaw 2. Drawing "flat" characters <ol style="list-style-type: none"> a. Eyes b. Lips c. Facial expressions 3. Bodies proportions <ol style="list-style-type: none"> a. Body size b. The idealized cartoon figure c. Pose and emotion 4. Traditional vs. Retro <ol style="list-style-type: none"> a. The neck and shoulders b. Building the body section by section c. "molding" the torso d. The female torso <p>COMIC Illustration</p> <ol style="list-style-type: none"> 5. The tools 6. The form 7. Perspective 8. The figure 9. The figure and perspective 10. The action 11. The human head 12. Composition 13. Creating your own comic book. 	72

Reference books:

1. Stan Lee & John Buscema, "How to Draw Comics The Marvel Way", Published by Simon & Schuster, Inc. New York
2. Christopher Hart, "Cartoon Cool" Watson – Gupta Publication, New York - 2005
3. Preston Blair, "Cartoon Animation, Moovemedia's Books For Animation", 1994

Code No.	Subject	Semester No.
18AXU07	Practical IV - Digital Art	II
Objective	To impart the knowledge and techniques in creating an artistic work through digital medium. To make them understand the essentials of creative process.	
Outcome	Students will be competent to produce any kind of digital painting using software.	
	Topics	Hours
	1. Creating background 2. Creating a cartoon Character 3. Digital painting and Sketching concepts 4. Creating a wallpaper 5. Designing a film poster for animation film.	60

Reference books:

1. *Adrian Shaughnessy, "How to be a graphic designer without losing your soul" Laurence king Publishing 2005*
2. *John Hagan, "Basic painting and drawing principles and techniques from the Renaissance to the present" 2000*
3. *Simon Jenning "Art class – A complete guide to painting chronicle books" www.croniclebooks.com 1999*
4. *Lisa Danae Dayley, Adobe Photoshop CS6 bible, Wiley.*
5. *Ted alspach, Adobe illustrator CS 5 Bible, Willey*
6. *Gary David Bouton, CorelDRAW X7; The official guide, Corel Press*



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Code No.	Subject	Semester No.
18AXU08	Visual Story Telling	III
Objective	To impart the knowledge of visual story telling through Cinematography and Editing	
Outcome	The learner will be competent in applying the techniques and aesthetics of Cinematography and Editing in visual story telling	
Unit No.	Topics	Hours
I	Concept & developing the story – Script – Types of Script – Story board Techniques.	9
II	The Shot: Elements of shot – Mise en scene- Aspects of Mise en scene - setting, lighting, costume & make up, expression & movement – The space & Time.	10
III	The Shot: Cinematography – Camera framing, Photography aspects – composition – Duration of the shot.	10
IV	The Shot: Editing Techniques and aesthetics – The shot continuity – Graphic continuity – Rhythmic continuity – Spatial continuity – Temporal continuity. Types of editing – montage.	10
V	The Sound: Dialogues, Background score, Foley sounds, The sound perspective	9

Text Books:

David Bordwell & Kristin Thomson "FILM ART an introduction", McGraw Hill, New Delhi, Eighth edition.

Reference Books:

1. Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.
2. Michael Rabiger, "Directing - film techniques and aesthetics", Focal press, elsevier, 200 wheeler road, burlington, ma 01803, Third & Fourth edition.
3. Andrea Pejrolo, Creative sequencing techniques for music production, Focal Press, London, 2006
4. Zack Price, Beginners Guide to Computer Based Music Production, Cherry Lane Music Company, 2004



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Code No.	Subject	Semester No.
18AXU09	Practical V - Sound Design	III
Objective	To make the students understand the importance of sound in animation films. To impart the techniques of sound design in animation films.	
Outcome	The learner can able to analyse what is a good sound design and could produce an effective sound design for animation.	
	Topics	Hours
	1. Introduction to studio <ol style="list-style-type: none"> a. Acoustics b. Basic studio setup c. Equipment s 2. Recording process 3. Adding effects and techniques 4. Creating an audio track 5. Voice dubbing for an excising video file (ADR) 6. Recording an audio track for an animation clip	60

Reference Books:

1. Andrea Pejrolo, *Creative sequencing techniques for music production*, Focal Press, London, 2006
2. Zack Price, *Beginners Guide to Computer Based Music Production*, Cherry Lane Music Company, 2004
3. Francis Rumsey, Tim McCormick, *Sound & Recording Introduction*, Focal Press, London, 2006

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Code No.	Subject	Semester No.
18AXU10	Practical VI- 2D animation Traditional	III
Objective	To Impart the techniques of 2D animation production and to provide hands-on experience	
Outcome	The student will be able to create 2D animation of their own	
	Topics	Hours
	1. Character introduction 2. Developing the idea 3. Writing the script 4. The production plan 5. Research 6. Character designing 7. Composing 8. Concept art 9. Recording the dialogues 10. Animating 11. Inking and colouring 12. Sound design	120

Reference Books:

1. Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.
2. Andrea Pejrolo, "Creative sequencing techniques for music production", Focal Press, London, 2006
3. Film Art, David Boardwell & Kristen Thamson , 13th Edition, Focal Press
4. Francis Rumsey, Tim McCormick, Sound & Recording Introduction, Focal Press, London, 2006



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Code No.	Subject	Semester No.
18AXU11	Practical VII - Character Design Creation	III
Objective	To make the students understand the process of creating characters for animation	
Outcome	The learner will be able to develop a creative character	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Character concepts for a story 2. Archetypes <ol style="list-style-type: none"> a. The hero b. The shadow c. The fool d. The anima/animus e. The mentor f. The trickster 3. Characters involvement in the story <ol style="list-style-type: none"> a. Basic Statistics of a Character b. Distinguishing feature c. Social characteristics d. Attributes and attitudes e. Emotional characteristics f. Spiritual characteristics 4. Shapes and silhouette 5. Working with reference and aesthetics 6. Colouring 7. Character costume and props 8. Putting it all together 	60

Reference Books:

1. Bryan Tillman, "Creative character design", Focal Press, UK, 2011.
2. Gavin Ambrose and Paul Harris "The Fundamentals of Creative Design" AVA Publishing SA 2003
3. Andrew Loomis, "Figure Drawing for all its Worth" Titan Books 1943



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Code No.	Subject	Semester No.
18AXU12	Allied - Computers for animation	III
Objective	To impart the knowledge of hardware and software structure in a workstation that is being used for animation production.	
Outcome	Students will be technically sound for selecting appropriate configuration for their workstation.	
Unit No.	Topics	Hours
I	Basics of computers: Introduction to computer animation, Technical background for computer animation, Computers, Generation and History of computer. Computers used Field.	9
II	Hardware's of computers, Input output devices, RAM, ROM, Hard drives, Memory units, BIOS memory, Sata and power cable, Categories of Graphics Card, Technical concepts in hardware.	10
III	Application Software's of computers for animation, Presentation Software, Graphics Production software, 2D designing software, 3D software. System Software of computers for animation, OS, Platform difference, utility,	10
IV	Minor issues to rectify: ms configuration setup, Temporary files clean up, BIOS Beep codes, RAM Changing Hard disk upgrading, OS installation, System over heating, DLL file missing, Blue screen error.	10
V	New Technology computers, High-Speed processing computers, Main frame computers, wireless power transmission, Artificial Intelligence.	9

Text books:

1. K.I.JAMES, "COMPUTER HARDWARE Installation, Interfacing, Troubleshooting and Maintenance", PHI Learning private limited, Delhi.
2. Dr.Dolores wells "Course Technology, Bostan, Massachusetts, USA

Reference books:

Angela du preez, Vaughan van dyk, Adrian cook "Computer Hardware and Software" pearson education SA(pty) ltd 2008

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Code No.	Subject	Semester No.
18AXU13	Basic Photography and Lighting Techniques	IV
Objective	To make the learner familiar with the fundamentals of photography and different lighting techniques to improve the photography skills into next level	
Outcome	The students will be able to take photography and understand the lighting techniques of photography.	
UNIT	Topics	Hours
I	The light Formation of image – wave length – colours – shadows – light surface – light intensity and distance. Lighting principles: Lighting quality – Lighting direction – Lighting colour. Characteristics of light – lighting equipment - lighting accessories – practical problems in lighting.	12
II	The lens Photography lenses, types of lenses – wide angle – normal - telephoto – macro – close up lens kit – special lenses – extensions. Lens properties: Photographic lens mechanism and structure – aperture – f numbers - depth of focus - depth of field – change of focal length.	12
III	Basics of photography Need of Photography, Photography process – the still camera – types of still cameras - view finder cameras – view cameras – reflex cameras – function of a SLR camera – cross section – film cameras vs digital cameras.	12
IV	Exposure Techniques Working with Aperture, Shutter and ISO.	12
V	Advanced Photography Overview of digital still cameras- capturing techniques exposure techniques – metering – storing devices. Future of photography.	12

Text Book:

Michael Langford., “Basic Photography”, Focal Press, Royal College of art London.

Reference Books:

1. David Praker., “Basic Photography – Lighting “ AVA Publishing SA, Switzerland.
2. David Praker., “Basic Photography – Exposure “ AVA Publishing SA, Switzerland.
3. Fil Hunter, Steven Biver, Paul Fuqa., “ Light Science & Magic”, Focal Press, London.


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Code No.	Subject	Semester No.
18AXU14	Practical VIII - 3D Modeling	IV
Objective	The core of this practical is to explore the Modelling techniques. The learner will work on the aspects of Modelling using 3D animation software.	
Outcome	Students will be able to create any kind of model for animation.	
	Topics	Hours
	1. Understanding the Interface <ul style="list-style-type: none"> a) Workspace b) Menu c) Timeline d) Attributes e) library 2. Primitive Modelling 3. Polygon Modelling <ul style="list-style-type: none"> a) Vertex b) Edge c) Surface 4. Lines and Nurbs 5. Modelling interior props 6. Basics of Rendering 7. BG Creation	120

Reference:

1. Andy Beane., "3D animation essentials", John wiley & sons, Inc., Indianapolis, Indiana
2. Kelly L Murdock "3Ds Max Bible", Wiley Publishing 2010


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Code No.	Subject	Semester No.
18AXU15	Practical IX - Visual Effects I	IV
Objective	To impart the techniques of visual effects, where students would be able to think and create a fantasy world by manipulating the real life situation with the help of visual effects software.	
Outcome	The students will be capable of creating visual effects for animation and films.	
	Topics	Hours
	1. Creating a sequence for motion graphics using the following <ol style="list-style-type: none"> a) Kinematic typography b) Logo Animation c) Expressions 2. Working with After effect <ol style="list-style-type: none"> a) Interface introduction b) Use of layers c) Use of masks d) Using render queue e) Compositing f) Using blend Modes 3. Producing SFX sequence with nuke <ol style="list-style-type: none"> a) User Interface Basics and reading images into NUKE b) Playing back Videos and changing project settings c) Merging and Basic Track Creation d) Roto-scoping e) Colour Correction f) Roto Paint g) The use of Key frames 	72

Text book:

1. Ron Ganbar "Nuke 101: Professional Compositing and Visual Effects" Peachpit Press; 2 edition (7 March 2014)

Reference book


1. Ron Brinkmann "The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics" Morgan Kaufmann; 2 edition (24 May 2008)


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Code No.	Subject	Semester No.
18AXU16	Practical X - Texturing and Lighting	IV
Objective	The core of this practical is to explore the texturing and lighting techniques. The learner will work on the aspects of texturing and lighting using 3D animation software.	
Outcome	Students will be able to apply texturing and lighting for any model.	
	Topics	Hours
	1. UV's Mapping 2. Shaders a) Colour b) Ambient c) Transparency d) Reflection e) Refraction f) Bump 3. Bitmap file textures 4. Light Types and attributes a) Spotlight b) Omni/point lights c) Directional Lights 5. Light techniques a) Three point lighting b) Two point lighting c) One point lighting d) Natural Lighting	72

Text Book:

1. Andy Beane., "3D animation essentials", John wiley & sons, Inc., Indianpolis, Indiana
2. Kelly L Murdock "3Ds Max Bible", Wiley Publishing 2010


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Code No.	Subject	Semester No.
18AXU17	Film language and appreciation	V
Objective	Students will learn about the history of modern cinema including cinematic history, -Students will identify the cinematic conventions used by directors in the creation of a film including but not limited to camera angles, shot types, editing techniques, and misé – en- scene.	
Outcome	The learner will be able to appreciate and analyse animation films	
Unit No.	Topics	Hours
I	Understanding Film Language: The Elements of Film Making.	12
II	Appreciating A Film as a Work of Art: The Principles of the Art of the Film, The Importance of Film Aesthetics.	12
III	Critical Assimilation Of Film Content : Environments – Situations - Courses of Action - The Characters - Tendency of the Film and its ideas - Critical Viewing - Freedom from Illusions - Liberation.	12
IV	Methods and techniques of film education - Instruction and demonstration - Discussion - Making films - Analysing films - Miscellaneous activities.	12
V	Media Literacy: Critically Analysing Film and Animation.	12

Reference books:

1. J.M.L.Peters, "Teaching About the Film", UNESCO, 1961.
2. Alex Clayton and Andrew Klevan "The Language and Style of Film Criticism", Published by Routledge, 2011.
3. Pudovkin, *Film Techniques and Film Acting*, Vision Press Limited, London.
4. Michael Rabiger, *Directing - film techniques and aesthetics*, Focal press, Elsevier, 200 Wheeler road, Burlington, MA 01803, Third & Fourth edition.



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Code No.	Subject	Semester No.
18AXU18	Practical XI -3D Character Animation& Rigging	V
Objective	To channelize the students creativity and techniques in 3D character Modelling and Animation To impart the skills of rigging on the real time poses of Character in animation	
Outcome	The learner will be competent of animating 3D character model and will be able to apply rigging techniques	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Basic animation Techniques 2. Creating a ball bouncing animation 3. Rigging one legged character and animating 4. Rigging two legged character and animating 5. Rigging multi legged character and animating 6. Creating facial expressions 7. Creating head movements 	120

Reference books:

1. Kris Larson "How to Become an Animator" AnimationMentor.com 2009
2. Andy Beane., "3D animation essentials", John wiley & sons, Inc., Indianapolis, Indiana
3. Kelly L Murdock "3Ds Max Bible", Wiley Publishing 2010



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Code No.	Subject	Semester No.
18AXU19	Practical XII - Anatomy Based Sculpturing	V
Objective	To make the students study the anatomy of human figures, animals and birds through Clay Modelling	
Outcome	The understanding of anatomy will help the student to apply the structure and forms of human figures, animals and birds in Character Modelling	
	Topics	Hours
	1. Clay Modelling <ul style="list-style-type: none"> a. Basic Shapes b. Relief Sculpture 2. Study of Human Face <ul style="list-style-type: none"> a) Eye b) Nose c) Lips d) Ears 3. Forms of Animals and Birds	60

Reference books:

1. Howard Simon. "How to draw the figure" – Bridgeman Publication.
2. Andrew Loomis, "Figure Drawing for all its Worth" Titan Books 1943



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Code No.	Subject	Semester No.
18AXU20	Practical XIII Visual Effects II	V
Objective	To help the learner to involve in the integration of live action and computer generated imagery to create realistic environment.	
Outcome	The students will be capable of creating advance visual effects for animation and film.	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Creating a Scene using the following techniques: <ol style="list-style-type: none"> a) Repairing and Enhancing video b) Green Screen Work flow c) Commercial editing Techniques d) Colour grading and Colour correction. 2. Producing a Match Moving Video with following techniques <ol style="list-style-type: none"> a) Compositing pipeline b) Object tracking c) Camera Tracking d) Destructive composition techniques 3. Creating a Scene using compositing techniques <ol style="list-style-type: none"> a) Working with image sequences b) Pass compositing c) Pre-compositions d) Tracking images e) Matting and Garbage masking f) Use of Lens flare g) Roto - scopy h) Use of heat distortion i) Colour correction j) Rendering 	72

Text book:

Ron Ganbar "Nuke 101: Professional Compositing and Visual Effects" Peachpit Press; 2 edition (7 March 2014)

Reference book

1. Ron Brinkmann "The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics" Morgan Kaufmann; 2 edition (24 May 2008)
2. Jon Gress "[digital] Visual Effects and Compositing" New Riders; 1 edition (20 October 2014)



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Code No.	Subject	Semester No.
18AXU21	Elective Practical- I – (a) Foley Sound Design	V
Objective	It helps the students to enrich the audio quality and help them to reproduce the live sound available in the environment which will be used as sound effects in an animation film. To provide an opportunity to explore and create Foley sound effects.	
Outcome	Student will be able to produce good quality of sound effects for animation film	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Foley sound recording equipment's and its specification 2. Producing Foley sound with Concept 3. Mixing and Mastering 4. Ambience sounds <ol style="list-style-type: none"> a) Forest b) Animals Foot steps c) Water flowing d) Birds flying sound e) Rain sound 5. Creating a Sound track for an Animation Film 	48

Code No.	Subject	Semester No.
18AXU21	Elective Practical- I – (b) Miniature Modelling and Set Design	V
	Topics	Hours
	<ol style="list-style-type: none"> 1. Miniatures 2. Hanging Foreground Miniature 3. Foreground Miniature 4. Cut-outs 5. A Variation on Miniatures 6. Forced Perspective 7. Mobile Miniatures 8. Interior Sets 9. Exterior Sets 10. Mechanical Effects 11. Specialty Props and Animatronics 	

Code No.	Subject	Semester No.
18AXU21	Elective Practical- I – (c) Commercial Production	V
	Topics	Hours
	<ol style="list-style-type: none"> 1. Concept & story board 2. Applying Commercial Formats 3. Production process 4. Pre score & post scoring 5. Post production 6. Adding Motion Graphics 	

Code No.	Subject	Semester No.
16AXU22	INDUSTRIAL TRAINING	V
Objective	To provide the students an opportunity to be part of an existing Animation Production Firm.	
<p>Students should undergo training at the end of the fourth semester for duration of minimum 15 days in an Animation Production Firm.</p> <p>The following submission by the students before the commencement of fifth semester examination.</p> <ul style="list-style-type: none"> a. Work diary b. Project report 		


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Code No.	Subject	Semester No.
18AXU23	Design Thinking and Culture	VI
Objective	The course teaches the process of thinking for a production	
Outcome	The students will be able to apply the thinking process, effectively in their production	
Unit No.	Topics	Hours
I	Types and styles of thinking – creative thinking – design strategies – gestalt principles. Vision and Visualisation -Visual Culture- Social Conditions and Effects of Visual Objects- Critical Visual Methodology-Visual Production : Technological, Compositional and Social aspects of visuals.	10
II	Visual language and culture – World culture, society and ethics, Understanding Popular Culture and Sub culture – Abstract thinking, Linear and lateral thinking – Holistic visual thinking.	10
III	Visual media – Principles – Image and Imagination - Perspectives of visual images – Visual perception – Communication design, Graphic design and informational designs – Visual persuasion in various fields.	10
IV	Introduction semiotics – Analysis - Aspects of signs and symbols – Sign and meanings – Description of signs, – Denotations and connotations – Paradigmatic and syntagmatic aspects of signs – Codes and its concepts – reference systems – Audience interpretations.	9
V	Visual perspectives and its special features: photography, motion picture, television, computer graphics, new media, World Wide Web.	9

Text Book:

White, Alexander W., *The Elements of Graphic Design*

Reference Books:

1. Bryan Lawson., " *How Designers Think – The Design process Demystified*", Architectural press, London.
2. Eco, Umberto. *Fundamentals of Semiotics*
3. Jeffrey Anshel, *Visual Ergonomics – Hand Book*, Taylor & Francis Group
4. Nick Lacy, *Images and Representation*, Macmillan, London 1998.
5. John Fiske, *Understanding Popular Culture*, Unwin Hyman, London 1989.


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Code No.	Subject	Semester No.
18AXU24	Practical XIV- Virtual Typography	VI
Objective	This Course will help the students The basics of typography and the application in animation	
Outcome	Students will be able to explore visual effects for typography	
	Topics	Hours
	<ol style="list-style-type: none"> 1. Typography Basics & Anatomy 2. Typography information and Communication 3. Virtual Typography <ol style="list-style-type: none"> a. Process of reading b. Eye Movement c. Prospective interpretation of text d. Time Consciousness 4. The Transition & Effects 	72

Reference books:

1. Matthias Hillner "Basics Typography - Virtual Typography", AVA Publishing, 2009
2. Martin Solomon, The Art of Typography – An introduction to Typo.icon.ography, Art direction Book Company, New York, 1994.



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Code No.	Subject	Semester No.
18AXU25	Practical XV - Portfolio Design	VI
Objective	To help the student to create their own portfolio	
Outcome	The students will compile their works in to a beautiful and presentable portfolio.	
	Topics	Hours
	<p>Every individual have to create their own portfolio based on the following</p> <p>3. Design Brief</p> <p>a. Identification of a design problem</p> <p>b. Research, positioning the design project</p> <p>c. Requirement analysis</p> <p>d. Finalisation of the brief</p> <p>4. Creative Processes</p> <p>a. Preparation and observation</p> <p>b. Explorations and ideation</p> <p>c. Analysis and selection</p> <p>5. Planning and Execution</p> <p>a. Concept generation</p> <p>b. Assets creation and collection</p> <p>c. Visual design</p>	60

Reference books:

1. Elivio Bonollo, "Product Design A course in first principles", Published in Australia by Elivio Bonollo (lb.publications@gmail.com) 2010.



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Code No.	Subject	Semester No.
18AXU26	Major Project – Animated Film	VI
Objective	This course help the student to prove themselves as an animator	
Outcome	Students will produce an animation film applying the possible techniques and aesthetics of Animation	
	Topics	Hours
	<p>Students should produce any one of the following:</p> <ol style="list-style-type: none"> 1. 2D Animated Film – Flash OR 2. 3D Animated Film OR 3. Experimental Animation Film 	180



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