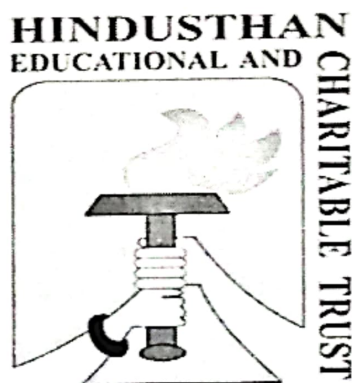


LEARNING OUTCOMES–BASED CURRICULUM FRAMEWORK (LOCF)

in the

UNDERGRADUATE PROGRAMME
BACHELORS OF ANIMATION AND VISUAL EFFECTS

FOR THE STUDENTS ADMITTED FROM THE
ACADEMIC YEAR 2021 - 2022 AND ONWARDS



HICAS

**HINDUSTHAN COLLEGE OF ARTS AND SCIENCE
(AUTONOMOUS)**

(Affiliated to Bharathiar University and Accredited by NAAC)
COIMBATORE-641028
TAMILNADU, INDIA.

Phone: 0422-4440555

Website: www.hindusthan.net/hicas/

PREAMBLE

The students of this program have been trained with un compromising standards of excellence. To face the technological challenges the department, provides the aspirants with wide spectrum of latest well equipped digital studios at par with the industry. The Studios are designed to achieve parallel growth in theatrical and practical skills keeping in mind the current enlargements. These facilities help our students to avoid capsule based learning and in turn encourages in depth analysis of courses.

Learning Outcome Based Curriculum Framework for Undergraduate education in Bachelor of Animation and Visual Effects.

VISION

To provide world class education to the students to face global challenges and to inculcate the latest trends in technological advancement. To cater the needs of the environmental and ethical values in the mind of students to become good citizens and entrepreneurs.

MISSION

The Mission is to pursue a philosophy of perceptual acquisition of knowledge. The important policy is to provide value-based education and to bring out the hidden potentials in students that equip them to approach life with optimism.

PROGRAMME EDUCATIONAL OBJECTIVES (PEO)

Under Graduates of Animation and Visual Effects programme will

PEO 1: Prepare the students and tune them with newer societal aspirations in order to meet out the standards of excellence.

PEO 2: Offer a space for proficiency in skill development of animation industry.

PEO 3 Engage in acquiring the profession and to acclimate rapid change in work environment

PEO 4 Altering the students to cater the needs of the entry level animation job markets.

PEO 5: Provide a platform to practice and reflect the professional ethics among the society.

PROGRAMME OUTCOME (PO)

- PO1 :** Comprised with adequate knowledge in various branches of the discipline.
- PO2:** Molded with an aptitude of analytical thinking, logical thinking and creativity.
- PO3:** Well prepared with profound knowledge based on societal concerns and responsibilities.
- PO4:** Transformed and enriched with contemporary animation production
- PO5:** Equipped to meet out the requirements of the animation industry
- PO6:** Functions commendably as an Animator.
- PO7:** Exploratory competency to enhance the ethical values of Animation.

PROGRAMME SPECIFIC OUTCOME (PSO)

- PSO1:** Will have adequate skills sets to work in Animation and Visual effects.
- PSO2:** Will gain industrial experience through workshops and internship programs
- PSO3:** Will be able to produce animation projects based on their career interest.
- PSO4:** Will have ample comprehension to set up their own firm based on specialization
- PSO5:** Will become an expert in visual effects creative production

HINDUSTHAN COLLEGE OF ARTS & SCIENCE (AUTONOMOUS),
COIMBATORE-641028

SCHEME OF EXAMINATIONS - CBCS & LOCF PATTERN
(For the Students admitted from the Academic year 2021-2022 and Onwards)

UG PROGRAMME

Programme: BSc

Branch: ANIMATION AND VISUAL EFFECTS

	Course Code	Course Type	Course Title	Credit points	Lecture Hours/ Week		Exam Duration (hours)	MAX. MARKS		
					Theory	Practical		I.E.	E.E	Total
			Semester - I							
	21LAT01/ 21LAH01/ 21LAM01/ 21LAF01	MIL	Tamil-I/ Hindi-I/ Malayalam - I/ French-I	4	6	-	3	30	70	100
I	21ENG01	AECC	English - I	4	6	-	3	30	70	100
II	21AXU01	DSC	CORE/ DSC-I Art and Colour theory	4	4	-	3	30	70	100
	21AXU02	DSC	CORE/ DSC-II Animation Design (Theory and Practical)	3	1		3	15	35	100
						2	3	15	35	
II	21AXU03	DSC	CORE/ DSC-III Practical I - Space Form and Structure	2	-	3	6	40	60	100
II	21AXU04	DSC	CORE/ DSC-IV Practical II - Animation Art and Drawing	2	-	4	6	40	60	100
II	21AXU05	GE	Allied-I / GE-I Practical III - Digital Art - Photoshop & Illustrator	2	-	3	6	40	60	100
IV	21AXUE01	AEE	Open Elective - I	2	3	-	3	100	-	100
IV	21GSU01	AECC	Environmental Studies	1	2	-	2	50	-	50
IV	21AXUV01	SEC	VAC-I/Life Skills-I @ / SEC- Communicative English	1*	2	-	2	50	-	50*
V	-	SEC	SDR- Student Development Report					Assessment will be in the Fifth Semester		
V	-	AECC	Extension Activities NSS/NCC/SPORTS/YRC/SIS/ SA					Assessment will be in the Fourth Semester		
			Total	24	36			440	460	850
			Semester - II							
I	21LAT02/ 21LAH02/ 21LAM02/ 21LAF02	MIL	Tamil-II/ Hindi-II/ Malayalam-II/ French-II	4	5	-	3	30	70	100
II	21ENG02	AECC	English - II	4	5	-	3	30	70	100
III	21AXU06	DSC	CORE / DSC-V Animation Theory	5	5	-	3	30	70	100
III	21AXU07	DSC	CORE / DSC-VI	5	3		3	15	35	100

		Computers for Animation (Theory and Practical)			2	3	15	35	
21AXU08	DSC	CORE / DSC-VII Practical IV - Cartooning and Comic Illustration	3	-	5	6	40	60	100
21AXU09	GE	Allied-II / GE-II Practical V- Rotoscopy - Mocha	2	-	4	6	40	60	100
21AXU10 A 21AXU10 B	DSE	Electives / DSE-I Practical VI	2	-	3	6	40	60	100
21AXUV02	SEC	VAC-II/Life Skills-II @ / SEC - Language	1*	2	-	2	50	-	50*
21AXUJ01	SEC	Aptitude / Placement Training	Grade*	2	-	2	50	-	50*
Total			25	36			340	460	700
Semester - III									
21AXU11	DSC	CORE / DSC-VIII Basic Photography and Lighting Techniques (Theory and Practical)	5	3		3	15	35	100
					2	3	15	35	
21AXU12	DSC	CORE / DSC-IX Practical VII - 2D Animation Traditional	3	-	5	6	40	60	100
21AXU13	DSC	CORE/ DSC-X Mini Project: Animation Production Study	3	-	5	6	100	-	100
21AXU14	DSC	CORE / DSC-XI Practical VIII - 3D Modeling	3	-	5	6	40	60	100
21AXU15	GE	Allied-III / GE-III Practical - IX Editing Techniques – Premiere & Audition	3	-	5	6	40	60	100
21AXU16 A 21AXU16 B	DSE	Electives / DSE-II Practical X	2	-	3	6	40	60	100
		PRACTICAL X							
21AXUE02	AEE	Open Elective-II	2	3	-	3	100	-	100
21GSU02	AECC	Human Rights	1	2	-	2	50	-	50
21AXUJ02	SEC	Aptitude / Placement Training	Grade*	2	-	2	50	-	50*
21AXUJ03	SEC	Online Course	-	1	-	-	-	-	C/N C*
Total			22	36			490	310	750
Semester - IV									
21AXU17	DSC	CORE / DSC-XII Visual Story Telling	6	6	-	3	30	70	100
21AXU18	DSC	CORE / DSC- XIII Practical XI - Character Design	3	-	5	6	40	60	100

II	21AXU19	DSC	Creation CORE / DSC-XIV Practical XII Texturing and Lighting	3	-	5	6	40	60	100
II	21AXU20	DSC	CORE / DSC-XV Introduction Visual Effects (Theory and Practical)	5	2	3	6	40	60	100
II	21AXU21	GE	Allied-IV / GE-IV Practical XII - Motion Graphics – After effects	3	-	5	6	40	60	100
II	21AXU22 A 21AXU22 B	DSE	Electives / DSE-III Practical XIV PRACTICAL XIV	3	-	3	6	40	60	100
IV	21AXU23	SEC	Internship / Institutional Training / Mini-Project (Summer Course-2)	1	-	-	-	100	-	100
IV	21AXUV03	ACC	VAC-III	1*	2	-	2	50	-	50* *
IV	21AXUJ04	SEC	Aptitude / Placement Training	Grade*	2	-	2	50	-	50* *
IV	21AXUJ05	SEC	Online Course	-	1	-	-	-	-	C/N C*
IV	21GSU03	AECC	Internet Security	1	2	-	2	50	-	50
V	21GSU04	AECC	Extension Activities NSS/NCC/SPORTS/YRC/NIS/ SA#	2	-	-	-	-	-	C/N C*
Total				27	36			480	370	750
Semester - V										
III	21AXU24	DSC	CORE/ DSC-XVI Film language and appreciation	5	5	-	3	30	70	100
III	21AXU25	DSC	CORE / DSC-XVII - Sound Design	5	2	3	3 3	15 15	35 35	100
II	21AXU26	DSC	CORE/ DSC-XVIII -3D Character Animation	5	2	3	3 3	15 15	35 35	100
II	21AXU27	DSC	CORE/ DSC-XIX Practical XV -3D & Rigging	3	-	5	6	40	60	100
II	21AXU28	DSC	CORE/ DSC-XX Practical XVI - Anatomy Based Sculpturing	2	-	3	6	40	60	100
III	21AXU29 A 21AXU29 B	DSE	Electives/ DSE-IV PRACTICAL XVII PRACTICAL – PRACTICAL XVII	2	-	4	6	40	60	100
IV	21AXUE03	AEE	Open Elective-III	2	3	-	3	100	-	100
IV	21GSI06	AECC	General Awareness	1	1	-	2	50	-	50

V	21GSU06	AECC	Law of Ethics	1	-	-	2	50	-	50
V	21AXUV04	ACC	VAC-IV	1*	2	-	2	50	-	50*
V	21AXUJ06	SEC	Aptitude / Placement Training	Grade*	2	-	2	50	-	50*
V	21AXUJ07	SEC	Online Course	-	1	-	-	-	-	C/N C*
V	21AXUJ08	SEC	SDR- Student Development Report	2*	-	-	-	-	-	-
Total				26	36			510	390	800
Semester - VI										
II	21AXU30	DSC	CORE/ DSC-XXI Design Thinking	6	3	3	3	15 15	35 35	100
II	21AXU31	DSC	CORE/ DSC-XXII - Virtual Typography	6	3	3	3	15 15	35 35	100
II	21AXU32	SEC	Major Project: Animation Production	6	-	Half sem project	-	50	150	200
V	21AXU32	SEC	Self-Study Course Portfolio Design	3*	-	-	3	100	-	100**
Total				18	12			210	290	400
				142 + (425
				9 Extra Credits						0
)						

- * denotes Extra credits which are not added with total credits.
- ** denotes Extra marks which are not added with total marks.
- VAC-Value Added Course (Extra Credit Courses)
- * Grades depends on the marks obtained

ABSTRACT FOR SCHEME OF EXAMINATION

(For the candidates admitted during the academic year 2021 - 2022 and onwards)

Part	Course	Papers	Credit	Total Credits	Marks	Total Mark
t I	Languages/ (MIL)	2	4	2 X 4 c 8	100	200
t II	English/AECC-I	2	4	2 X 4 c 8	100	200
t III	Core /DSC	22 4 3 4 4 5 2	2/3/4/5/6	3 X 6 c 18 7 X 5 c 35 1 X 4 c 4 8 X 3 c 24 3 X 2 c 6 87	100	2200
	Allied /GE	4	3/2	2 X 3 c 6 2 X 2 c 4 10	100	400
	Electives/DSE	4	3	3 X 2 c 6 1 X 3 c 3 9	100	400
	Project SEC	1	6	1 X 6 c 6	200	200
t IV	Open Electives /AEE	3	2	3 X 2 c 6	100	300
	EVS & Internet Security /HR/GA/LE AECC	5	1	5 X 1 5	50	250
	Job Oriented Course / Value Added Course	2	1*	2 - 1* 2*	50	100**
	Skill Based/ Placement/Aptitude SEC	4	Grade	4 X Grade	50	200**
	Online courses / SEC	3	Grade	Grade	-	-
	Life Skills / SEC	2	1	1 - 1* 2*	50	100**
	Self-Study Course /SEC	1	3	1 - 3* 3*	100	100**
	Internship/Institutional Training/Mini-Project (Summer Courses #)	1	1	1 - 1 1	100	100
	SDR- Student Development Report	2	2	1 - 2* 2*	-	-
t V	Extension Activities NSS / NCC/Sports/YRC / SIS / SA - AECC	2	2	1 - 2 2	-	-
	Total			142 + (9 Extra Credits)		4250 + (500**)

List of Open Elective Papers & VAC / JOC

Yoga for Human Excellence
Human Health & Hygiene
Indian Culture and Heritage
Indian Constitution and Political System
Consumer Awareness and Protection
Professional Ethics and Human Values
Human Rights, Women's Rights & Gender Equality
Disaster Management
Green Farming
Campus to Corporate
How to start a Business?
Research Methodology and IPR
General Studies for Competitive Examinations
IIT JAM Examination (for Science only)
CUCET Examination
Courses offered by the Departments to other Programmes

en
ctives


te: VAC / JOC courses can be added along with the above open electives

List of Elective Papers/ DSE
(Can choose any one of the paper as electives)

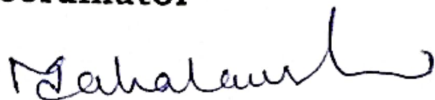
	Course Code	Title
Electives/ DSE-I	21AXU10 A	Practical VI: Foley Sound Design
	21AXU10 B	Practical VI : Miniature Modelling and set design
Electives/ DSE-II	21AXU16 A	Practical X: Virtual Typography
	21AXU16 B	PRACTICAL X: VFX Editing – Nuke Studio
Electives/ DSE-III	21AXU22 A	Practical XIV: Gesture Study
	21AXU22 B	PRACTICAL XIV : Environmental study
Electives/ DSE-IV	21AXU28 A	PRACTICAL XIX : Compositing Techniques - Nuke
	21AXU28 B	PRACTICAL XIX : Tracking – 3D Equalizer



Labus Coordinator



BOS-Chairman/Chairperson



Academic Council - Member Secretary



PRINCIPAL

PRINCIPAL

Hindusthan College of Arts and Science
Hindusthan Gardens, Behind Nava Indr
Coimbatore - 641 028.

Co-ordinator
Academic Audit Cell
Hindusthan College of Arts & Science,
Coimbatore-641 028.

Regulations

1. Internship / Institutional Training / **Mini-Project** is related to the discipline can be permitted to complete during the end of I and III semesters for minimum seven days each and permitted to submit a report.

Internship / Institutional Training	Not more than seven days
Mini project	Depends on the departments

2. Project work is considered as a special course involving application of knowledge in problem solving / analyzing /exploring a real-life situation. A Project work may be given in lieu of a discipline specific elective paper.
3. **Two core courses DSC- XVIII & DSC- XIX are the subjects which are to be related with NPTEL courses.**
4. **If the students who are all completed the NPTEL courses before semester -V, they can avail exemption from appearing exams of DSC- XVIII & DSC- XIX in Fast track scheme.**
5. NSS / NCC/Sports/YRC / SIS / SA is a mandatory as per New Education Policy and the students must attend the allocated hours within two years and will be evaluated during the end of second year and also certificate will be issued.
5. SDR – Student Development Report to be received by the department from the students till end of the fifth semester. (Evidences of Curriculum activities and Co-curriculum activities)
7. For online courses minimum of 2 certificates in any of the online platform is mandatory.

Extension Activities

NSS – National Service Scheme, as enrolled member with the College Unit.

NCC – National Credit Corps, as enrolled member with the College Unit.

SPORTS – Sports & Games Participation with College Team

YRC/RRC–Youth Red Cross / Red Ribbon Club, as enrolled member with the College Unit.

Rotaract Club - Rotaract Club, as enrolled member with the College Unit.

SIS – Special Interest Subjects, as approved by the Academic Council

SA – Social Activity for not less than 50 hours with NGGO like Aram Foundation / Shanthi Social Service / Siruthuli / KulangalPathukappuAmaipu /Old age Home / Nature Foundation / etc.

SCHEME OF EVALUATION FOR UG COURSES (INTERNAL & EXTERNAL COMPONENTS) – Updated scheme of evaluation will be given by COE.

UG Courses- Scheme of Evaluation (Internal & External Components)

(For the students admitted during the academic year 2021-2022 and onwards)

1. Internal Marks for all UG

Components	Marks
Test I	5
Test II	5
Model Exam	10
Assignment	5
Attendance*	5
TOTAL	30

*Split-up of Attendance Marks

♣	75-79 - 1 marks
♣	80-84 - 2 marks
♣	85-89 - 3 marks
♣	90-94 - 4 marks
♣	95-100 - 5 marks

2. a) Components for Practical I.E.

Components	Marks
Test -I	20
Test - II	20
Total	40

b) Components for Practical E.E.

Components	Marks
Experiments	50
Record	5
Viva	5
Total	60

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

Institutional /Industrial Training (I.E)		Mini Project (I.E)	Major Project Work		
Component	Marks	Marks	Component	Marks	Total Marks
Work diary	25	-	I.E		
Report	50	50	a)Attendance	10	
Viva-voce	25	50	b)Review/Work diary*	30	40
Total	100	100	E.E** a) Final report	40	
			b)Viva-voce	20	60
			Total		100

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

**Evaluation 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 3 questions, 10 marks each	20 marks
	Total	100 marks

5. Guidelines for Environmental Studies (Part IV)

Components	Marks
Two Tests (each 2 hours) of 30 marks each [3 out of 5 descriptive questions 3 x 10 = 30 Marks]	60
Field visit and report (10 + 10) (At least one field trip should be arranged)	20
Two assignments (2 x 10)	20
Total	100

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

Components	Marks
Two Tests (each 2 hours) of 40 marks each [4 out of 7 descriptive type questions 4 x 10 = 40 Marks]	80
Two assignments (2 x 10)	20
Total	100

7. Guidelines for General Awareness (Part IV)

Components	Marks
Two Tests (each 2 hours) of 50 marks each [50 objective type questions 50 x 1 = 50 Marks]	100

8. Guidelines for Law of Ethics (Part V)

Components	Marks
Two Tests (each 2 hours) of 50 marks each [5 out of 8 descriptive type questions 5 x 10 = 50 Marks]	100

9. Guidelines for Extension Activity (Part V)

No of Activities	Marks
2 x 50 (Each Activity for two days) (Activities may be Educating Rural Children, Unemployed Graduates, Self Help Group etc)	100

10. Value Added Courses and Aptitude/Placement courses:

Components	Marks
Two Test (each 1 hour) of 25 marks each QP is objective pattern (25x1=25)	50
Total	50

Guidelines:

1. The passing minimum for these items should be 40%
2. If the candidate fails to secure 40% passing minimum, he / she may have to reappear for the same in the subsequent Semesters
3. Item No's:4,5,6,7,8,9, 10 are to be treated as 100% Internal papers.
4. For item No.10, Tests conducted through online modules (Google Form/any other)

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

• Part IV & V not included in total marks and CGPA calculation.

• I.E-Internal Exam

• E.E-External Exam

• JOC-Job Oriented Course

PASSING MINIMUM

• Passing Minimum for UG 40%

UG PATTERN
QUESTION PAPER PATTERN FOR CIA I and CIA II EXAM

Reg.No:-----

Q.P.CODE:

HINDUSTHAN COLLEGE OF ARTS AND SCIENCE (AUTONOMOUS)

----- DEGREE CIA-I/CIA-II EXAMINATIONS -----20---

(----- SEMESTER)

BRANCH: -----

SUBJECT NAME: -----

Time: Two Hours

Maximum:50 Marks

SECTION - A (6 x 1 = 6 Marks)

Answer ALL Questions

ALL Questions Carry EQUAL Marks

(Q.No: 1 to 6: Multiple choice/Fill up the blanks /True or False questions)

SECTION - B (4x 5 = 20 marks)

Answer ALL Questions

ALL Questions Carry EQUAL Marks

(Q.No: 7 to 10 Either Or type)

SECTION - C (2x12 = 24 marks)

Answer any TWO Questions out of THREE Questions

ALL Questions Carry EQUAL Marks

(Q.No: 11 to 13)

QUESTION PAPER PATTERN FOR MODEL/END SEMESTER EXAMINATION

Reg.No:-----

Q.P.CODE:

HINDUSTHAN COLLEGE OF ARTS AND SCIENCE (AUTONOMOUS)

----- DEGREE MODEL EXAMINATIONS -----20-----

(-----SEMESTER)

BRANCH : -----

SUBJECT NAME:-----

Duration: Three Hours

Maximum: 70 Marks

SECTION - A (10x1=10 Marks)

Answer ALL Questions

ALL Questions Carry EQUAL Marks

(Q.No 1 to 10 Multiple choice/Fill up the blanks /True or False questions)

(Two questions from each unit)

SECTION - B (5x6=30 Marks)

Answer ALL Question

ALL Questions Carry EQUAL Marks

(Q.No 11 to 15 Either or type)

(One question from each Unit)

SECTION- C (3x10=30 Marks)

Answer any THREE Questions out of FIVE Questions

ALL Questions carry EQUAL Marks

(Q.No 16 to 20) (One question from each Unit)

For UG (Question paper pattern) (Max. 70 marks)

Sec-A (10x1=10marks)	All Questions will be in K1 Level
Sec-B (5x6=30marks) Either or type	4 Questions will be in K1 Level, 3 Questions will be in K2, K3 each
Sec-C (3x10=40marks) Any 3 out of 5 questions	2 Questions will be in K2, 3 Questions will be in K3 & K4 level

For PG (Question paper pattern) (Max. 60 marks)

Sec-A (5x4=20marks) Either or type	4 Questions will be in K1 & K2 Level each, 2 Questions will be in K3 Level
Sec-B (3x10=30marks) Any 3 out of 5 questions	1 Questions will be in K3 Level 4 Questions will be in K4 & K5 Level
Sec-C (1X10=10marks) Compulsory question	1 Question will be in K5 Level

Course Code:	21ENG01	Course Title						Batch:	2021-2022
		Effective Communication-I						Semester:	I
Hrs/Week:	6	L	6	T	-	P	-	Credits:	4

COURSE OBJECTIVE

1. 1.To identify key elements and principles of Communication.
2. 2.To demonstrate understanding of the communication process.
3. 3.Ability to handle difficult situations.
4. 4.To construct productive approaches to communication.
5. 5.To develop skills in listening actively and empathetically to others.

COURSE OUTCOMES (CO)

S. No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Recognize the sounds of English words, the meanings of those words, and the different ways of putting words together to make meaningful sentences.	K1&K2
CO2	Apply different strategies for reading based on the purpose of the material being read.	K3
CO3	Understand writing skills through practice, including legibility, spelling, clarity, accuracy, and completeness.	K2
CO4	Recognize and understand the difference between factual and emotional communication and respond accordingly	K1&K2
CO5	Understand the nuances involved in acquiring the skills related to listening, team building, problem solving, assertiveness, emotional intelligence etc	K2

K1- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21ENG01	Effective Communication-I	Sem: I
Unit No.	Topics	Hours
I Detailed	General Grammar Functional Use – Word Formation – Vocabulary – Definitions – Abbreviations – Common Errors - Exercises.	15
II Detailed	Reading Skill Reading different types of texts for effect, clarity, and emphasis – reading for comprehension – reading – critically – reading to explain	16
III	Writing Skills Writing – messages – short notes – paragraphs – assignments – interpreting visual presentation (tables, graphs & charts).	14
IV	Speaking Skill Sample dialogues in classroom situations – dialogues for various situations – short speeches	15
V	Soft Skills Interpersonal Relationships – Intrapersonal relationships – empathy – body language	12

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment, Seminar, Discussion and Activity.

TEXT BOOKS

Text Book:

Effective Communication Vol-I, New Century Book House-2020.

REFERENCE BOOKS

Reference Books:

Radha Krishnan, Pillai G. K. Rajeevan and P. Baskaran Nair, Written English for you, Madras, Emerald Publishers, 1995.

The Humanities and Social Science Division, Anna University, English for Engineers and Technologies, Vol 1, Anna University, Chennai, 1999.

WEB RESOURCES

Web Link:

<https://en.wikipedia.org/wiki/listening>

<https://en.wikipedia.org/wiki/speaking>

<https://en.wikipedia.org/wiki/writing>

<https://en.wikipedia.org/wiki/fourskills>



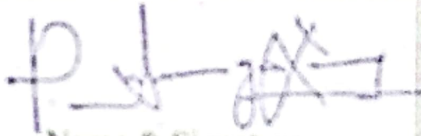
MAPPING WITH PROGRAM OUTCOMES

CO \ PO	PO1	PO2	PO3	PO4
CO1	S	M	S	S
CO2	S	S	S	M
CO3	M	S	M	S
CO4	M	S	S	S

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN (if deviation from common pattern)

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Dr. Priya Sharon Thomas Name & Signature of the Staff	 Dr. Priya Sharon Thomas Name & Signature	 Name & Signature

Dr. P. P. D. ...
 P. Q. R. ...
 ...

Dr. Priya Sharon Thomas
 P. Q. R. ...
 ...

Curriculum Development Cell
 Hindustan College of Arts & Science,
 Coimbatore-641 028.

Course Code:	21ENG02	Course Title						Batch:	2021-2022
		Effective Communication-II						Semester:	II
Hrs/Week:	6	L	6	T	-	P	-	Credits:	4

COURSE OBJECTIVE

1. To draft effective business correspondence with brevity and clarity.
2. To demonstrate effective oral and written communication skills in the professional context.
3. Able to work effectively in teams and demonstrate team-building capabilities.
4. To enhance vocabulary beyond that of the subject matter.
5. To strengthen intelligible pronunciation, stress and intonation patterns.

COURSE OUTCOMES (CO)

S. No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Understand basic skills in literary and linguistic communication and explication of literary practices and process with clarity.	K1&K2
CO2	Analyze their own ability to improve their own competence in using the language.	K4
CO3	Apply language for speaking with confidence in an intelligible and acceptable manner.	K3
CO4	Effectively communicate through the written word for a wide variety of purposes and audiences.	K3
CO5	Understand and appreciate the principle of politeness in relation to the speaker/listener	K2

K1- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21ENG02	Effective Communication-II	Sem: II
Unit No.	Topics	Hours
I	Essentials for Communication Communication: Definition, process and scope, types and barriers, effectiveness of communication – role.	15
II	Language Focus Vocabulary, tone, register, pronunciation, coherence, clarity, association of thoughts, language process and presentation.	16
III	Oral Communication Verbal-non-verbal Communication, personal appearance, posture, gesture, eye contact, dyadic communication, face to face, telephonic conversation, debates and group discussion	14
IV	Written Communication Formal report, technical proposals, book review, writing articles, letter correspondence, agenda and minutes, brochures, case study on communication.	15
V	Communication for Placement Prospects Principles of interviewers, mental blocks and exercises, creative process in communication, fluency, elaboration and through presentation, career planning and performance improvement.	12

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment, Seminar, Discussion and Activity.

TEXT BOOKS

Text Book:

Effective Communication Vol-II, New Century Book House-2020.

REFERENCE BOOKS

Reference Books:

Poe, Roy W. & Rosemary T. Freukling, 'Business Communication: As Caase Method Approaches, A.I.T.B.S. Delhi, 2006.

Krishman. Mohan and Meera Banerji, Developing Communication Skills, Macmillan India Ltd, new Delhi, 1998.

Alder, Ronald B, Communicating at Work: Principles and Practices for Business and the Professions, Random House, New York, 1989

WEB RESOURCES

Web Link:

<https://www.enotes.com/topics/how-much-land-does-man-need>

<https://www.poetryoutloud.org/poem/the-arrow-and-the-song/>

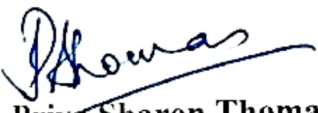
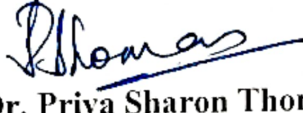
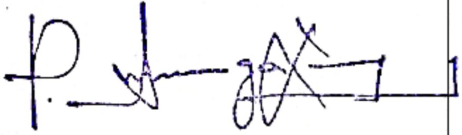
MAPPING WITH PROGRAM OUTCOMES

CO \ PO	PO	PO1	PO2	PO3	PO4
CO1		S	M	S	S
CO2		S	S	S	M
CO3		M	S	M	S
CO4		M	S	S	S

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN (if deviation from common pattern)

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Dr. Priya Sharon Thomas <small>Name & Signature of the Staff</small>	 Dr. Priya Sharon Thomas <small>Name & Signature</small> <small>Dr. PRIYA SHARON THOMAS, M.A., M.Phil., Ph.D., Professor & Head</small>	 <small>Name & Signature</small> <small>Co-ordinator</small>
<small>P.G. & Research Dept. of English Hindusthan College of Arts & Science Nava India, Coimbatore - 641 028.</small>	<small>P.G. & Research Dept. of English Hindusthan College of Arts & Science Nava India, Coimbatore - 641 028.</small>	<small>Curriculum Development Cell Hindusthan College of Arts & Science, Coimbatore-641 028.</small>

Course Code:	21AXU01	Course Title						Batch:	2021-2022 and Onwards
		Art and Colour Theory						Semester:	I
Hrs/Week:	4	L	3	T	1	P	-	Credits:	4

COURSE OBJECTIVE:

1. Remember the color theory for art production and software knowledge.
2. Understand the elements of art and principles of art.
3. Apply your color sense on color wheel to reproduce art work.
4. Explore colors and know the color as visual language and color correction process in visual editing packages.
5. Examine and identify the art materials.

COURSE OUTCOMES (CO): Students will be able to apply the principles and elements of art in their production.

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Students will know theoretical knowledge for using the software and acquire knowledge in color theory.	K1
CO2	Students will be able to understand apply the principles and elements of art in their production.	K1,K2
CO3	Experiment the aesthetic value in their projects and know the color as visual language.	K1,K2,K3
CO4	Explore and apply color correction process in visual editing packages.	K1,K2,K3
CO5	Analyzing tools effectively tools, Medium and knowledge in Illustration or designing manually in Production House.	K1,K2,K3,K4
K1- Remember, K2- Understand, K3- Apply, K4- Analyze		

SYLLABUS

21AXU01	Art and Color theory	Sem: I
Unit No.	Topics	Hours
I	Elements of Art: Line – Shapes – Form – Colour – Value – Texture – Space	9
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.	9
IV	Colour Schemes: Warm Colours – Cool Colours - Complementary Colours – Monochromatic Colours – Achromatic Colours – Analogues Colours – Colour Triads – Split Complementary - Arbitrary colour – Tonality – Earth tones	10
V	Medium and Tools: Pencil, Water colour, Tempera, Acrylic, Pastels & Charcoal, Oil Colours, Types of Surfaces, Art Materials.	10

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. J.D.Harding "On Drawing Trees and Nature a classic Victorian manual". Dover publications, INC, Mineola, New York 2002.
2. Betty Edwards Color by Betty Edwards: A Course in Mastering the Art of Mixing Colors, TarcherPerigee; Illustrated edition (September 23, 2004)

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"
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

WEB RESOURCES

<https://webflow.com/blog/creative-visual-arts-websites>



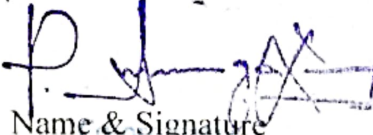
MAPPING WITH PROGRAM OUTCOMES

POCO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	M	S	M	S	S	S	S
CO2	S	S	S	M	M	S	M
CO3	S	M	S	S	S	S	M
CO4	S	S	S	S	M	S	M
CO5	M	S	M	S	S	S	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. A. Faruk Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature

Curriculum Development Cell
Hindusthan College of Arts & Science,
Coimbatore-641 028.

Course Code:	21AXU02	Course Title						Batch:	2021-2022 and Onwards
		Animation Design						Semester:	I
Hrs/Week:	3	L	-	T	1	P	2	Credits:	3

COURSE OBJECTIVE:

1. Recall the process of animation through the existing animation types
2. Understand the experience of different types of animation.
3. Compare early animation techniques with modern animation techniques.
4. Integrate various traditional animation methodologies.
5. Analyze the revolution of animation production pipeline.

COURSE OUTCOMES (CO): Students will be able to understand and apply different animation techniques

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Retain the knowledge they gain on animation types	K1
CO2	To recognize the traditional techniques of animation	K1,K2
CO3	Relate the technology in animation pipeline	K1,K2,K3
CO4	Implement the techniques in traditional animation	K1,K2,K3
CO5	Explore the skills needed to become an effective animator	K1.K2.K3,K4

KI- Remember, K2- Understand, K3- Apply, K4- Analyze

21AXU02	Animation Design	Sem: I
Unit No.	Topics	Hours
I	Early Animation devices The Heritage of animation- Origin of animation- early innovation in simulating movement-first approaches to animation-Foundations of the Animation industry-Animation as Modern Art-Disney's New Aesthetic – Style and the Fleischer Studio-Cave Paintings as a Communication Medium.	8
II	Cinematography What Is Cinematic? - A Question of Perception-Visual Subtext and Visual Metaphor -The Frame - Static Frame -Cinema as a Language. The Shots: Types of shots - Building Blocks of a Scene - Establishing the Geography - Character Shots - Invisible Technique. The Shooting Methods: The Master Scene Method - Coverage - Overlapping or Triple-Take Method - In-One - Freeform Method - Montage - Involving The Audience: POV	10
III	Animation Techniques –Traditional and 3D Traditional Cell animation overview-development in cell animation-2D animation overview, script,storyboard ,poses.layout - 2D Animation sopftwares-2D Animation Basics –straight ahead Animation-Slow in and slow out-Inbetween-Paths of Action-Dopesheet. 3D Animation overview-3D Animation production pipeline-pre-production, production and post production stages in animation-introduction to modelling, texturing, Rigging and Animation. Hardware and software's for 3D animation production.	10
Practical Topics	Practical	
	1. Zoetrope 2. Phenakistoscope 3. Praxinoscope 4. Flip book Animation 5. Staging an action 6. Stop Motion 7. Cell Animation 8. 2d animation using 3D software 9. 3D Computer Animated Films	10

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Blair, P. (2020). *Cartoon Animation with Preston Blair, Revised Edition!: Learn Techniques for Drawing and Animating Cartoon Characters*. Walter Foster.
2. Thomas, F., Johnston, O., & Thomas, F. (1995). *The illusion of life: Disney animation* (p. 28). New York: Hyperion.

REFERENCE BOOKS

1. Williams, R. (2012). *The animator's survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators*. Macmillan.
2. Moreno, L. (2014). The creation process of 2D animation movies. Retrieved from https://www.edubcn.cat/res_gene/treballs_recerca/2014-2015-02-4-TR_baixa.pdf.
3. Ambrose, G., & Harris, P. (2011). *The fundamentals of creative design*. A&C Black.
4. Blair, P. (2020). *Cartoon Animation with Preston Blair, Revised Edition: Learn Techniques for Drawing and Animating Cartoon Characters*. Walter Foster.
5. Blair, P. (2020). *Cartoon Animation with Preston Blair, Revised Edition: Learn Techniques for Drawing and Animating Cartoon Characters*. Walter Foster.

WEB RESOURCES

1. <https://www.gamedesigning.org/animation/books/>
2. https://www.asu.edu/cfa/wwwcourses/art/SOACore/time_interactIXb.html

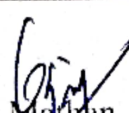
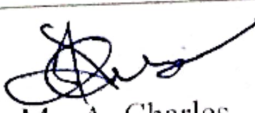
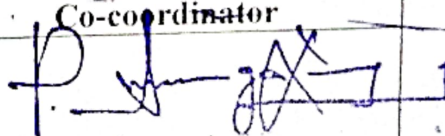
MAPPING WITH PROGRAM OUTCOMES

PO \ CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	S	-	S	S	S	S
CO2	S	S	-	S	S	S	S
CO3	S	S	-	S	S	S	S
CO4	S	S	-	S	S	S	S
CO5	S	S	-	S	S	S	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. Mathan Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature Curriculum Development Cell Hindusthan College of Arts & Science, Coimbatore-641 028.

Course Code:	21AXU03	Course Title						Batch:	2021-2022 and Onwards
		Practical I - Space Form and Structure						Semester:	I
Hrs/Week:	3	L	-	T	1	P	2	Credits:	2

COURSE OBJECTIVE:

1. Understand the relationship between forms and structure in the space.
2. Comprehend and enhance the creative process.
3. Study the space and objects in the environment.
4. Explore the conceptual design methodologies.
5. Apply the gestalt principles in the design.

COURSE OUTCOMES (CO): To understand and apply the living practices in their creation

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Comprehend the concept of form and structure in the space	K1,K2
CO2	Opportunity created to employ the figure and ground principles	K1,K2,K3
CO3	Explore how the space, form and structure work together in a visual.	K1,K2,K3,K4
CO4	Anlyse the process behind the representation of the visuals.	K1,K2,K3,K4
CO5	Relate Gestalt principles in their design.	K1,K2,K3

KI- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21AXU03	Practical I - Space Form and Structure	Sem: I
	Topics	Hours
Exercise	<ol style="list-style-type: none">1. Gestalt Principle2. Design Aesthetics3. Proposition and perception4. Perspectives5. Meaning of foreground and background6. Study of form and structure used in space7. Swapping the view to change the meaning	36

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Linda Theron , North-West University, South Africa, Claudia Mitchell, McGill University, Canada & University of KwaZulu-Natal, South Africa, Ann Smith, University of the Witwatersrand, South Africa & McGill University, Canada, & Jean Stuart , University of KwaZulu-Natal, South Africa, *Picturing Research Drawing as Visual Methodology*, Sense Publishers, P.O. Box 21858, 3001 AW Rotterdam, The Netherlands www.sensepublishers.com.
2. Knowles, J. G., & Cole, A. L. (2008). *Handbook of the arts in qualitative research: Perspectives, methodologies, examples, and issues*. Thousand Oaks, CA: Sage.

REFERENCE BOOKS

1. Prosser, J. (2010, March). *Visual ethics. Proceedings from Digital Futures Symposium: Participatory Archives in the Age of AIDS*, Howick, South Africa.
2. Paul Hockings, *Principles of Visual Anthropology*, Second edition, Mouton de Gruyter, Berlin, Newyork, 1995

WEB RESOURCES

1. Oliver, K. (2009). *Storyboards ... An unauthorized biography*. Retrieved from the Event Videographer's Resource website: <http://www.eventdv.net>.

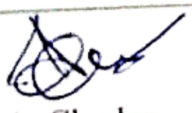
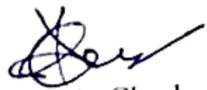
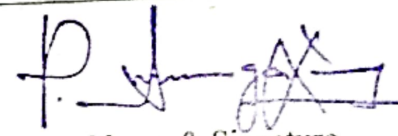
MAPPING WITH PROGRAM OUTCOMES

PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	S	S	-	M	S	S
CO2	S	M	M	M	S	S	S
CO3	M	M	S	S	S	M	S
CO4	L	S	S	-	S	S	S
CO5	M	M	S	-	S	S	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. A. Charles Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature

Co-ordinator
 Curriculum Development Cell
 Hindusthan College of Arts & Science,
 Coimbatore-641 028.

Course Code:	21AXU04	Course Title						Batch:	2021-2022 and Onwards
		Practical II - Animation Art and Drawing						Semester:	I
Hrs/Week:	4	L	-	T	1	P	3	Credits:	2

COURSE OBJECTIVE:

1. Understand the animation art and to develop the drawing skills for animation production.
2. Study the Foundation of understanding drawing basic and animation skills
3. Explore the knowledge of drawing and coloring and animating with working on it
4. Apply drawing and understanding the colors and composition on given material.
5. Achieving a good knowledge of Art and drawing skill and making them professional

COURSE OUTCOMES (CO): To Understand and Apply Art and Drawing for Animation and to provide the opportunity to come across the styles of animation drawing.

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Comprehend animation Art and to design and develop skills for animation.	K1,K2
CO2	Explore basic drawing and animation skills to create an Animation Production	K1,K2,K3
CO3	Analyze color and color psychology to produce Animation	K1,K2,K3,K4
CO4	Relate the composition techniques in animation Drawing	K1,K2,K3,K4
CO5	Accomplish Art and drawing skill and making them professional	K1,K2,K3

SYLLABUS

21AXU04	Practical II - Animation Art and Drawing	Sem: I
	Topics	Hours
Exercise	<ol style="list-style-type: none">1. Drawing Basics2. Art tools and materials3. Light and shadow4. Perspective5. Human anatomy6. Live model Study7. Birds and animals8. Composition9. Working with Colours10. Landscape and Still-life	48

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

Richard Williams, The Animators Survival Kit, Walt Disney.

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
4. Laura Moreno, "The Creation Process of 2D Animated Movies" 2014
5. Preston Blair, "Cartoon Animation"

WEB RESOURCES

<https://www.gamedesigning.org/animation/books/>

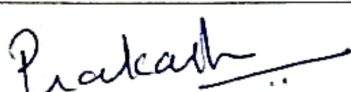
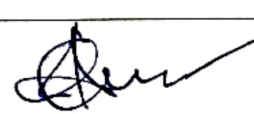
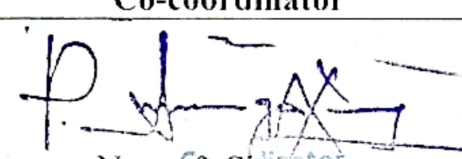
MAPPING WITH PROGRAM OUTCOMES

POCO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	M	S	M	S	S	M
CO2	S	L	M	S	M	S	M
CO3	S	M	S	S	S	M	S
CO4	M	S	M	S	M	S	M
CO5	M	M	S	S	S	M	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. Prakash Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature Curriculum Development Cell

Hindusthan College of Arts & Science,
Coimbatore-641 028.

Course Code:	21AXU05	Course Title					Batch:	2021-2022 and Onwards	
		Practical III - Digital Art - Photoshop & Illustrator					Semester:	I	
Hrs/Week:	3	L	-	T	1	P	2	Credits:	2

COURSE OBJECTIVE:

1. To enable the learners, acquire the required knowledge in Print & Digital design.
2. To enable the learners, understand the concepts of design, color theory & typography
3. To enable the learners, apply the tools and techniques, present ideas in a creative visual manner.
4. Letting learners analyze the creative process & developed techniques to communicate the design concepts.
5. To enable learners, evaluate the technical quality, visual aesthetics & projects of various sorts.

COURSE OUTCOMES (CO): To understand Art and Drawing Digitally with the help of softwares like Photoshop and illustrator.

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	The learner will familiarize the design elements and principles.	K1
CO2	The learner will recognize the importance of color and typography in the process of design solutions.	K1,K2
CO3	The learner will relate the visual strengths and weakness to promote design aesthetics with learnt tools.	K1,K2,K3
CO4	The learner will explore the design process with the intent to understand a designer's role in print and digital media.	K1,K2,K3,K4
CO5	The learner will assess how design enhances viewer comprehension and create effective print and digital	K1,K2,K3,K4

KI- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21AXU05	Practical III - Digital Art - Photoshop & Illustrator	Sem: I
	Topics	Hours
Exercise	<p>Introduction to Graphic design and Photoshop Selection tools and layers Layers and blending modes with layer styles Color Contact hours and colors Pen tools and vector shapes with logo creation Brushes and image restoration Color correction Typography and creating a film poster Clean plates for VFX Digital painting a product Masking Techniques Matte painting Filters 1 Filters 2 Animation (frame /time line). Creating a basic motion poster</p> <p>Practicals: Create a film poster (4hrs) Digital painting- Perfume bottle (8 hrs) Matte painting - Tsunami(6hrs) Restore a torn image - (3hrs)</p>	36
Exercise	<p>Introduction to Illustrator and GUI Working with tools, Text, Text Wrap Pen tool, Pathfinder Gradient, Mesh tool and Live paint Graph, Trace, Pattern, Blend Pencil, Brush, Symbol Grid, Guides, Wrap tools, Masking Effects and Filters Isometric illustration</p> <p>Practicals : Create vector character (4 hrs) Create a poster (4 hrs) Create an Illustration of a Burger (7 hrs) Create a stylized Typography (4 hrs)</p>	
Exercise	<ol style="list-style-type: none"> 1. Creating background 2. Creating a cartoon Character 3. Digital painting and Sketching concepts 4. Creating a wallpaper <p>Designing a film poster for animation film.</p>	

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

Non-Designer's Design Book / by Robin Williams (Author)/ ,The 4th Edition, Nov 19 ,2014

REFERENCE BOOKS

1. The Elements of Typographic Style: Publisher: Hartley & Marks | Author: Robert Bringhurst / 1992
2. Interaction of Color: Publisher: Yale University Press | Author: Josef Albers / 2nd July 2013
3. Adobe Photoshop CC Classroom in a Book eBook / Andrew, Faulkner
4. Photoshop for Photographers: Training for Photographers to Master Digital Photography and Photo Editing / John Slavio
5. Fundamentals OF DRAWING/ V. A. Mogilevtsev / 01 January 2012

WEB RESOURCES

1. <https://blog.hubspot.com/marketing/how-to-use-photoshop#:~:text=Open%20the%20image%20you'd,in%20as%20a%20new%20layer.>

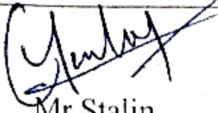
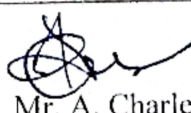

MAPPING WITH PROGRAM OUTCOMES

POCO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	S	S	M	S	M	S
CO2	M	S	M	S	S	S	M
CO3	S	S	M	S	S	M	S
CO4	S	M	S	M	S	S	S
CO5	S	S	M	M	S	S	M

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. Stalin Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature Co-ordinator

Curriculum Development Cell
Hindusthan College of Arts & Science,
Coimbatore-611 023.

Course Code:	21AXU06	Course Title						Batch:	2021-2022 and Onwards
		Animation Theory						Semester:	II
Hrs/Week:	5	L	4	T	I	P	-	Credits:	5

COURSE OBJECTIVE:

1. Remember the different theories and principles of animation.
2. Understand the history behind animation.
3. Apply to write and draw script and storyboard for animations
4. Apply the legal and ethical constraints in animation industries.
5. Analyze the gender in film and animation production.

COURSE OUTCOMES (CO): The Learner will be able to understand the fundamentals of animation theories.

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Retain the knowledge on animation theories	K1
CO2	To recognize the production techniques of animation	K1,K2
CO3	Relate the pre-production work in animation pipeline	K1,K2,K3
CO4	Implement the ethical issues with animation industries	K1,K2,K3
CO5	Explore the representation of gender in film and animation industry	K1,K2,K3,K4

K1- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21AXU06	Animation Theory	Sem: II
	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.,	10
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	14
III	Script and Storyboard for Animation: Concept art – Character modelling – Script for Animation – Storyboard for Animation – Pre-visualization. Sound in Animation: Importance of sound in animation – Live and Location sound capturing – Foley and sound design for animation	14
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	10

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Williams, R. (2012). *The animator's survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators*. Macmillan.
2. Blair, P. (2020). *Cartoon Animation with Preston Blair, Revised Edition!: Learn Techniques for Drawing and Animating Cartoon Characters*. Walter Foster.

REFERENCE BOOKS

1. Rodrigues, U. M. (2010). Print media in the era of globalization. *Indian media in a globalised world*, 52-68.
2. Shrivastava, K. M. (2005). *Media Ethics: Veda to Gandhi & Beyond*. Publications Division, Ministry of Information and Broadcasting, Government of India.
3. Thakurta, P. G. (2008). *Media ethics: truth, fairness, and objectivity*.
4. Botts, J. (1994). *The language of news: a journalist's pocket reference*. Iowa State Press.
5. Thomas, F., Johnston, O., & Thomas, F. (1995). *The illusion of life: Disney animation* (p. 28). New York: Hyperion.

WEB RESOURCES

1. <https://www.blopanimation.com/animation-books>

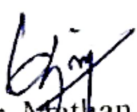
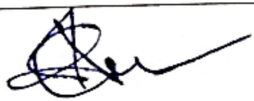
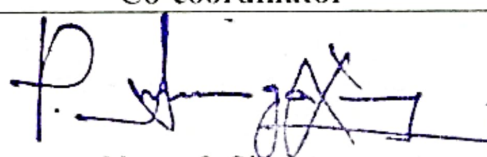
MAPPING WITH PROGRAM OUTCOMES

POCO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	S	S	S	S	S	S
CO2	S	M	M	S	S	S	S
CO3	S	S	M	S	S	S	S
CO4	S	M	S	S	S	S	S
CO5	S	S	S	S	S	S	S

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr. Mathan Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature

Co-ordinator
Curriculum Development Cell
Hindusthan College of Arts & Sciences
Coimbatore-641 028.

Course Code:	21AXU07	Course Title					Batch:	2021-2022 and Onwards	
Hrs/Week:	5	L	3	T	-	P	2	Semester:	II
		Computers for Animation						Credits:	5

COURSE OBJECTIVE:

1. To impart the knowledge of hardware and software structure in a workstation that is being used for animation production.
2. Students will be technically sound for selecting appropriate configuration for their workstation.
3. To the basic elements and functions of visual communication.
4. Difference between various types of Operating System.
5. Difference between various types of Hardware.

COURSE OUTCOMES (CO): To know the basics of Hardware and Software that is used in Animation Industry.

S.No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Understand the concept of Hardware and Software in Work Station	K1,K2
CO2	Remember the history and Generation of Computer	K1
CO3	Understand the Internal Hardware parts of Central Processing Unit	K1,K2
CO4	Apply the Basic knowledge of 2D software's in their production	K1,K2,K3
CO5	Analyze the correct configuration for their workstation	K1.K2.K3,K4

K1- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21AXU07

Computers for Animation

	Topics	Sem
Units	Theory	Hours
I	Basics of computers: Introduction to computer animation, Technical background for computer animation, Computers, Generation and History of computer. Computers used Field.	12
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.	12
III	Hardware for Designer Profession, Hardware for Animator, Hardware for editor and Visual Effects creator, additional hardware: Pen-Tab, 3D printer, laptop desktop comparison.	12
Exercise	Practical	
	<ol style="list-style-type: none"> 1. Introduction to animation software's 2. 2D designing software <ol style="list-style-type: none"> a. Photoshop b. InDesign c. Illustrator d. Corel draw 3. 2D Animation software <ol style="list-style-type: none"> a. Toon boom harmony b. Animate c. Moho d. TV Paint e. Character Animator 	24

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

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

REFERENCE BOOKS

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

WEB RESOURCES

- <https://www.sciencedaily.com>
- <https://www.cgdirector.com/best-computer-for-animation/>
- <https://www.get-itsolutions.com/best-computer-for-animation-laptop-and-desktop-selection/>

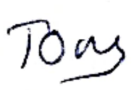
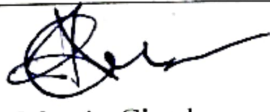
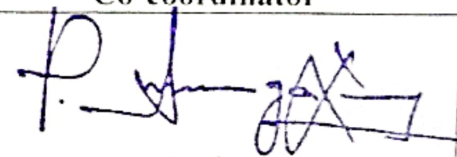
MAPPING WITH PROGRAM OUTCOMES

CO	PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1		S	M	S	S	S	S	S
CO2		M	M	S	S	S	M	S
CO3		S	M	S	S	S	S	S
CO4		M	S	S	S	S	M	S
CO5		M	S	S	S	S	S	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Shows common pattern of Internal and External assessment. suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 D. Tony Arpudharaj Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature

Co-ordinator
 Curriculum Development Cell
 Hindusthan College of Arts & Science,
 Coimbatore-641 028.

Course Code:	21AXU08	Course Title						Batch:	2021-2024
		Practical IV - Cartooning and Comic Illustration						Semester:	II
Hrs/Week:	5	L	-	T	1	P	4	Credits:	3

COURSE OBJECTIVE

1. Understand to create cartoons to help the students to create comics
2. Compare different types of cartoons.
3. Integrate different types of Comic Illustrations.
4. Analyze Traditional & Retro modes of Cartoon and Illustration
5. Incorporate comic Illustration including Figure, Perspective and composition

COURSE OUTCOMES (CO): Students will be able to create cartoon and comics of their own.

No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Recognize different types of cartoons.	K1,K2
CO2	Relate different types of comic illustrations.	K1
CO3	Implement the techniques of traditional verses retro	K1,K2,K3
CO4	Explore Traditional and Retro modes of Cartoons and Illustrations	K1,K2,K3,K4
CO5	Consolidate comic Illustration including Figure, Perspective and composition	K1,K2,K3,K4

AXU08	Practical IV - Cartooning and Comic Illustration	Sem: II
	Topics	Hours
Exercise	<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. 	60

Teaching methods: Activity, PowerPoint Projection through LCD. Assignment, Discussion.

TEXT BOOKS

1. Ivan Brunetti, *Cartooning: Philosophy and Practice*, NY Times and The New Yorker
2. Tom Richmond, *The Mad Art of Caricature!*, Guptil Publication, New York
3. Chris Hart, *Modern Cartooning*, Guptil Publication

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* – Guptil Publication, New York - 2005
3. Preston Blair, *"Cartoon Animation, Moovemedi's Books For Animation"*, 1994

WEB RESOURCES

1. <https://medium.com>

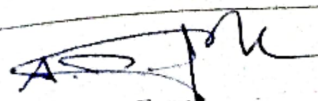
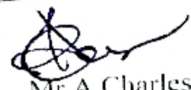

MAPPING WITH PROGRAM OUTCOMES

CO	PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
		S	M	S	S	S	M	S
CO1		S	M	S	S	S	S	S
CO2		S	S	S	S	S	S	M
CO3		S	S	M	S	S	S	S
CO4		M	S	S	S	S	S	S
CO5		M	S	S	S	S	S	S

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

<p>Course Designed by</p>  <p>Mr. Faruk Name & Signature of the Staff</p>	<p>Verified by HOD</p>  <p>Mr. A. Charles Name & Signature</p>	<p>Approved by CDC Co-coordinator</p>  <p>Name & Signature Co-coordinator</p> <p>Curriculum Development Cell Hindusthan College of Arts & Science, Coimbatore-641 028.</p>
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Course Code:	21AXU09	Course Title						Batch:	2021-2022 and Onwards
Hrs/Week:	4	L	-	T	1	P	3	Semester:	II
		Practical V- Rotoscopy - Mocha						Credits:	2

COURSE OBJECTIVE:

1. To enable the learners, acquire the required knowledge in Tracking and match moving.
2. To enable the learners, understand the concepts of 3D camera solver and rotoscoping workflow.
3. To enable the learners study footages and apply best tracking data.
4. Letting learners analyze the footages and create mattes and masks
5. To enable learners, evaluate the technical quality, visual aesthetics & projects of various sorts.

COURSE OUTCOMES (CO): Will enable the student to work in the visual effects software.

No	COURSE OUTCOME	BLOOMS LEVEL
CO1	The learner will familiarize the concepts of tracking and match move.	K1
CO2	The learner will recognize the importance of 3d camera solver and rotoscoping workflow.	K1.K2
CO3	The learner will relate the rotoscoping, stabilizing and planar tracking techniques.	K1.K2
CO4	The learner will explore the VFX process with tracking, masking, object removal, stabilization, and stereoscopic workflow.	K1.K2.K3.K4
CO5	The learner will assess how to enhance the shot and use it in Production.	K1.K2.K3.K4

KI- Remember, K2- Understand, K3- Apply, K4- Analyze

EXU09	Practical V- Rotoscopy - Mocha	Sem: II
	Topics	Hours
Exercise	<ol style="list-style-type: none"> 1. Introduction to Planar tracking & Mocha Interface 2. Tracking & stabilize technique 3. Rotoscopy workflow 4. Rotoscopy for stereoscopy-1 5. Rotoscopy for stereoscopy-2 6. Export shape and tracking data into Aftereffects, Fusion and Nuke 	48

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Visual Effects and Compositing/ Jon Gress (author) / 22 October 2014
2. The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers. / Eran Dinur (author) / 31 May 2017

REFERENCE BOOKS

1. Advanced Visual Effects Compositing: Techniques for Working with Problematic Footage/
Authored by Lee Lanier/ 31 January 2017
2. The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures:/ **Jeffrey A. Okun**, Susan Zwerman / 17 July 2020
3. Masters of FX: Behind the Scenes with Geniuses of Visual and Special Effects/ by Ian Failes/ 19 Feb 2016

WEB RESOURCES

<https://nofilmschool.com/beginners-guide-rotoscoping>

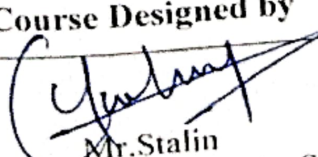
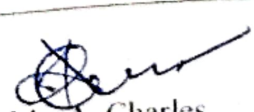
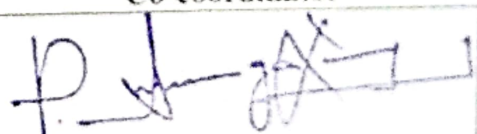
MAPPING WITH PROGRAM OUTCOMES

CO	PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1		S	S	S	M	S	M	S
CO2		M	S	M	S	S	S	M
CO3		S	S	M	S	S	M	S
CO4		S	M	S	M	S	S	S
CO5		S	S	M	M	S	S	M

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by  Mr. Stalin Name & Signature of the Staff	Verified by HOD  Mr. A. Charles Name & Signature	Approved by CDC Co-coordinator  Name & Signature Co-coordinator
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Curriculum Development Cell
Hindusthan College of Arts & Science,
Coimbatore-641 025.

Course Code:	21AXU10 A	Course Title						Batch:	2021-2022 and Onwards
		Practical VI: Foley Sound Design						Semester:	II
Hrs/Week:	3	L	-	T	1	P	2	Credits:	2

COURSE OBJECTIVE:

1. To enrich the audio quality and help them to reproduce the live sound available in the environment .
2. To provide an opportunity to explore and create Foley sound effects.
3. To develop the practical exposures of students.
4. To understand the contemporary functions of media industry.
5. To work with aesthetic and ethical values in sound industry.

COURSE OUTCOMES (CO): Student will be able to produce good quality of sound effects for animation

No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Understand the concepts of sound design and Foley design	K1,K2
CO2	Explore the equipment's that is used in Foley Sound Studio	K1,K2,K3,K4
CO3	Will Learn to create the special effects sounds in Studio	K1,K2
CO4	Understand the concepts of sound in Movie Industry	K1,K2
CO5	Study the properties of equipment's used for recording sound effects	K1,K2,K3,K4

K1- Remember, K2- Understand, K3- Apply, K4- Analyze

Practical VI: Foley Sound Design

Sem: II

Topics

Hours

1. Foley sound recording equipment's and its specification
2. Producing Foley sound with Concept
3. Mixing and Mastering
4. Ambience sounds
 - 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

36

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Bob McCarthy, "Sound Systems Design and Optimization, Modern Techniques and Tools for Sound System Design and Alignment", Focal Press (2007).
2. Deena Kaye, James LeBrecht, "Sound and Music for the Theatre", Third Edition-The Art & Technique of Design (2009).

REFERENCE BOOKS

1. Tony Gibbs, "The Fundamentals of Sonic Arts and Sound Design", Ava Publishing (2007).
2. Pierre Hansch, Christian Rentschler, "Emotion @Web Emotionale Websitesdurch Bewegtbild und Sound-Design", Springer, Verlag Berlin Heidelberg (2012).
3. Stoltz Design, "1,000 Music Graphics A compilation of packaging, posters, and other sound solutions", Rockport Publishers (2008).

WEB RESOURCES

1. <https://www.audioshapers.com/blog/what-is-sound-design.html>
2. <https://www.studiobinder.com/blog/what-is-sound-design-for-film/>

MAPPING WITH PROGRAM OUTCOMES

CO	PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1		M	S	S	S	S	S	M
CO2		S	S	M	S	S	S	S
CO3		S	S	S	S	S	S	M
CO4		S	S	S	S	M	M	S
CO5		M	S	M	S	S	S	S

S-Strong, M- Medium, L – Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

<p style="text-align: center;">Course Designed by</p> <div style="text-align: center;">  M. Augustin Andronicus Name & Signature of the Staff </div>	<p style="text-align: center;">Verified by HOD</p> <div style="text-align: center;">  Mr. A. Charles Name & Signature </div>	<p style="text-align: center;">Approved by CDC Co-coordinator</p> <div style="text-align: center;">  Name & Signature Curriculum Development Cell </div>
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Hindusthan College of Arts & Science,
Coimbatore-641 028.

Course Code:	21AXU10 B	Course Title						Batch:	2021-2022 and Onwards
		Practical VI: Miniature Modelling and Set Design						Semester:	II
Hrs/Week:	3	L	-	T	1	P	2	Credits:	2

COURSE OBJECTIVE:

1. To impart the knowledge for set Designing to Students
2. To make the students sound in Minatare Modelling
3. To impart knowledge on the set designing aspects of a film production.
4. To learn the work flow of Art department.
5. To acquire necessary skills and knowledge in the field of scenic design.

COURSE OUTCOMES (CO): Students will be able work in Set Designing team in Animation movie

No	COURSE OUTCOME	BLOOMS LEVEL
CO1	Comprehend to work in Miniature Modelling	K1,K2
CO2	Comprehend the pre-production process in animation industry.	K1,K2
CO3	Apply to work in Set Designing for an animation movie.	K1,K2,K3
CO4	Explore to use the different medium of animation Movies	K1,K2,K3,K4
CO5	Understand to acquire exposure on the selected field.	K1,K2

KI- Remember, K2- Understand, K3- Apply, K4- Analyze

SYLLABUS

21AXU16 B	Practical VI : Miniature Modelling and Set design	Sem: II
	Topics	Hours
	<ol style="list-style-type: none">1. Miniatures2. Foreground Miniature3. Cut-outs4. A Variation on Miniatures5. Forced Perspective6. Mobile Miniatures7. Interior Sets8. Exterior Sets9. Mechanical Effects10. Specialty Props and Animatronics	36

Teaching methods: Lecturing, PowerPoint Projection through LCD, Assignment and Discussion

TEXT BOOKS

1. Michael Rizzo., "The Art Direction Handbook for Film", Focal Press, Amsterdam.
2. Scenic Design and Lighting Techniques A Basic Guide for Theatre, By Rob Napoli, Chuck Gloman.

REFERENCE BOOKS

1. Daniel Puiboube "The Art of Making Miniature Models" Arco Publishing Company
2. John Jackman., "Lighting for Digital Video and Television", CMP Books, San Francisco, CA
3. A. J. Mitchell, "Visual effects for Film and Television", Focal Press, Amsterdam.
4. Joseph R. Dominic, The dynamics of Mass Communication-Tata McGraw-Hill 10th Edn 2010

WEB RESOURCES

1. https://books.google.co.in/books/about/The_Art_Direction_Handbook_for_Film.html?id=lv05yGXskQOC&printsec=frontcover&source=kp_read_button&newbks=1&newbks_redir=1&redir_esc=y
2. https://books.google.co.in/books/about/Lighting_for_Digital_Video_Television.html?id=SW5Rj6uXORYC&printsec=frontcover&source=kp_read_button&newbks=1&newbks_redir=1&redir_esc=y

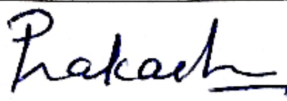
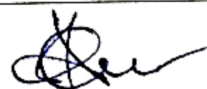
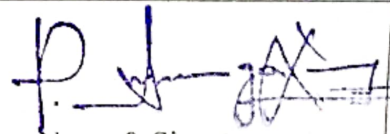
MAPPING WITH PROGRAM OUTCOMES

POCO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	S	S	M	S	M	S	S
CO2	M	S	S	M	S	S	M
CO3	M	M	S	M	M	M	M
CO4	S	S	S	M	S	M	S
CO5	S	S	S	M	S	M	S

S-Strong, M- Medium, L - Low

ASSESSMENT PATTERN

Follows common pattern of Internal and External assessment, suggested in the Regulations.

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
 Mr.K.P.Prakash Name & Signature of the Staff	 Mr. A. Charles Name & Signature	 Name & Signature

HEAD OF THE DEPARTMENT
 Department of Visual Communication
 Hindusthan College of Arts and Science
 Coimbatore - 641 028

Co-ordinator
 Curriculum Development Cell
 Hindusthan College of Arts & Science,
 Coimbatore-641 028