LEARNING OUTCOMES–BASED
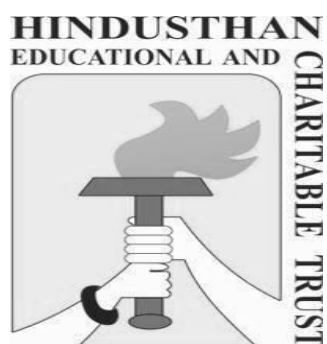# CURRICULUM FRAMEWORK (LOCF)

in the

**UNDERGRADUATE PROGRAMME
BACHELORS OF SCIENCE IN
ANIMATION AND VISUAL EFFECTS**

FOR THE STUDENTS ADMITTED FROM THE

ACADEMIC YEAR 2022 - 2023 AND ONWARDS

HINDUSTHAN
EDUCATIONAL AND CHARITABLE TRUST

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 Pipeline

PO6: Functions commendable 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 2022-2023 and Onwards)
UG PROGRAMME

Programme: BSc **Branch: ANIMATION AND VISUAL EFFECTS**

Part	Course Code	Course Type	Course Title	Credit points	Theory	Practical	Exam Duration (hours)	I.E.	E.E	Total
					Lecture Hours/Week			MAX. MARKS		
			Semester - I							
I	22LAT01/ 22LAH01/ 22LAM01/ 22LAF01	MIL	Tamil-I/ Hindi-I/ Malayalam – I/ French-I	4	6	-	3	50	50	100
II	22ENG01S	AECC	Effective Communication - I	4	6	-	3	50	50	100
III	22AXU01	DSC	CORE/ DSC-I Introduction to Animation	4	4	-	3	50	50	100
III	22AXU02	DSC	CORE/ DSC-II Art and Colour theory	3	3	-	3	50	50	100
III	22AXU03	DSC	CORE/ DSC-III Practical I - Animation Art and Drawing	2	-	3	6	50	50	100
III	22AXU04	DSC	CORE/ DSC-IV Practical II - Traditional Animation	2	-	4	6	50	50	100
III	22AXU05	GE	Allied-I /GE-I Practical III - Digital Art	2	-	3	6	50	50	100
IV	22AXUE01	AEE	Open Elective - I	2	3	-	3	100	-	100
IV	22GSU01	AECC	Environmental Studies	1	2	-	2	50	-	50
IV	22AXUV01	SEC	VAC-I/Life Skills-I @ / SEC-Communicative English	1*	2	-	2	50	-	50**
IV	-	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	26	10		550	350	900
			Semester - II							
I	22LAT02/ 22LAH02/ 22LAM02/ 22LAF02	MIL	Tamil-II/ Hindi-II/ Malayalam-II/ French-II	4	5	-	3	50	50	100
II	22ENG02S	AECC	Effective Communication - II	4	5	-	3	50	50	100

III	22AXU06	DSC	CORE / **DSC-V** Visual Storytelling	5	5	-	3	50	50	100
III	22AXU07	DSC	CORE / **DSC-VI** Computers for Animation	5	5	-	3	50	50	100
III	22AXU08	DSC	CORE / **DSC-VII** **Practical IV –Stop Motion Animation**	3	-	5	6	50	50	100
III	22AXU09	GE	Allied-II /**GE-II** **Practical V-** Interactive Animation	2	-	4	6	50	50	100
III	22AXU10 A 22AXU10 B	DSE	Electives / **DSE-I** **Practical VI** **Practical VI**	2	-	3	6	50	50	100
III	22AXU11	SEC	Internship / Institutional Training / **Mini-Project**	1	-	-	-	100	-	100
IV	22AXUV02	SEC	VAC-II/Life Skills-II @ / **SEC - Language**	1*	2	-	2	50	-	50**
IV	22AXUJ01	SEC	**Aptitude / Placement Training**	Grade*	2	-	2	50	-	50**
		Total		26	24	12		500	300	800
			Semester - III							
III	22AXU12	DSC	CORE / **DSC-VIII** Animation Film language and appreciation	5	5	-	3	50	50	100
III	22AXU13	DSC	CORE / **DSC-IX** **Practical VII -** Character Design and Comic illustration Creation	3	-	5	6	50	50	100
III	22AXU14	DSC	CORE/ **DSC-X** **Practical VIII** Anatomy Based Sculpturing	3	-	5	6	50	50	100
III	22AXU15	DSC	CORE / **DSC-XI** **Practical IX** - Introduction to 3D Modeling	3	-	5	6	50	50	100
III	22AXU16	GE	Allied-III /**GE-III** **Practical - X** Texturing and Lighting	3	-	5	6	50	50	100
III	22AXU17 A 22AXU17 B	DSE	Electives /**DSE-II** **Practical XI** **DSE-IIPRACTICAL XI**	2	-	3	6	50	50	100
IV	22AXUE02	AEE	Open Elective-II	2	3	-	3	100	-	100
IV	22GSU02	AECC	Human Rights	1	2	-	2	50	-	50

Part	Course Code	Category	Course Title	Credit	L	P	Exam Hrs	CIA	ESE	Total
IV	22AXUJ02	SEC	**Aptitude / Placement Training**	Grade*	2	-	2	50	-	50**
IV	22AXUJ03	SEC	**Online Course**	-	1	-	-	-	-	C/NC≠
			Total	22	13	23		500	300	800
			Semester - IV							
III	22AXU18	DSC	CORE / **DSC-XII** Basic Photography and Cinematography Techniques	6	6	-	3	50	50	100
III	22AXU19	DSC	CORE / **DSC- XIII** Writing for Screen	5	5	-	3	50	50	100
III	22AXU20	DSC	CORE / **DSC-XIV Practical XII** Advanced 3d Modelling	3	-	5	6	50	50	100
III	22AXU21	DSC	CORE / **DSC-XV Practical XIII** Character Animation	3	-	5	6	50	50	100
III	22AXU22	GE	Allied-IV /**GE-IV Practical XIV-** Rigging	3	-	5	6	50	50	100
III	22AXU23 A 22AXU23 B	DSE	Electives / **DSE-III Practical XV** **Practical XV**	2	-	3	6	50	50	100
III	22AXU24	SEC	Internship / Institutional Training / **Mini-Project**	1	-	-	-	100	-	100
IV	22AXUV03	ACC	VAC–III	1*	2	-	2	50	-	50**
IV	22AXUJ04	SEC	**Aptitude / Placement Training**	Grade*	2	-	2	50	-	50**
IV	22AXUJ05	SEC	**Online Course**	-	1	-	-	-	-	C/NC≠
IV	22GSU03	AECC	Internet Security	1	2	-	2	50	-	50
V	22GSU04	AECC	Extension Activities NSS/NCC/SPORTS/YRC/SIS/SA#	2	-	-	-	-	-	C/NC≠
			Total	26	18	18		550	300	750
			Semester - V							
III	22AXU25	DSC	CORE/ **DSC-XVI** Visual Effects Production	5	5	-	3	50	50	100
III	22AXU26	DSC	CORE / **DSC-XVII** -Editing Aesthetics	5	5	-	3	50	50	100
III	22AXU27	DSC	CORE/ **DSC-XVIII** -Sound Design	5	5	-	3	50	50	100
III	22AXU28	DSC	CORE/ **DSC-XIX Practical XVI -** Rotoscopy	3	-	5	6	50	50	100
III	22AXU29	DSC	CORE/ **DSC-XX**	2	-	3	6	50	50	100

Part	Course Code	Category	Course Title							
			Practical XVII - Advanced Compositing Techniques & 3D Tracking							
III	22AXU30 A	DSE	Electives/**DSE-IV PRACTICAL XVIII**	2	-	4	6	50	50	100
	22AXU30 B		**DSE-IV – PRACTICAL XVIII**							
IV	22AXUE03	AEE	Open Elective-III	2	3	-	3	100	-	100
IV	22GSU05	AECC	General Awareness	1	1	-	2	50	-	50
IV	22GSU06	AECC	Law of Ethics	1	-	-	2	50	-	50
IV	22AXUV04	ACC	VAC–IV	1*	2	-	2	50	-	50**
IV	22AXUJ06	SEC	**Aptitude / Placement Training**	Grade*	2	-	2	50	-	50**
IV	22AXUJ07	SEC	**Online Course**	-	1	-	-	-	-	C/NC≠
IV	22AXUJ08	SEC	**SDR- Student Development Report**	2*	-	-	-	-	-	-
			Total	26	22	14		500	300	800
			Semester - VI							
III	22AXU31	DSE	Electives/**DSE-V**	4	6	-	3	50	50	100
III	22AXU32	DSE	Electives/**DSE-VI**	4	6	-	3	50	50	100
III	22AXU33	SEC	CORE/ **DSC-XXIII - Self-Study Course**	3	-	-	3	50	50	100
III	22AXU34	SEC	**Major Project:**	6	-	-	-	50	50	100
			Total	17	12			200	200	400
				141 + 6 Extra Credits	192					4450

- 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)
- Grade-Grades depends on the marks obtained
- $^{\neq}$ C-Completed/ NC- Not Completed

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

- Part IV& V not included in total marks and CGPA calculation.
- **I.E**-Internal Exam
- **E.E**-External Exam
- **J**-Job Oriented Course
- **E**-Open Elective Papers

PASSING MINIMUM
- Passing Minimum for UG 40% (Both Internal and External)

ABSTRACT FOR SCHEME OF EXAMINATION

(For the candidates admitted during the academic year 2022 - 2023 and onwards)
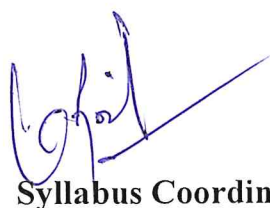
Part	Course	Papers	Credit	Total Credits	Marks	Total Marks
Part I	Languages/ (**MIL**)	2	4	**8**	100	**200**
Part II	English/**AECC-I**	2	4	**8**	100	**200**
Part III	Core /**DSC**	20	2/3/4/5/6	**75**	100	**2000**
	Allied /**GE**	4	3/2	**10**	100	**400**
	Electives/**DSE**	6	3	**16**	100	**600**
	Project **SEC**	1	6	**6**	200	**200**
	Self-Study Course /SEC	*1*	*3*	*3*	*100*	*100*
	Internship/Institutional Training/Mini-Project	*2*	*1*	*2*	*100*	*200*
Part IV	Open Electives /**AEE**	3	2	**6**	100	**300**
	EVS & Internet Security /HR/GA/LE **AECC**	4	1	5	50	**250**
	Job Oriented Course / Value Added Course	*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	2*	50	**100****
	SDR- Student Development Report	*2*	*2*	*2**	-	-
Part V	Extension Activities NSS / NCC/Sports/YRC / SIS / SA - **AECC**	2	2	2	-	-
	Total			**141 +** (6 Extra Credits)		**4450 +** (400**)

List of Open Elective Papers & VAC / JOC	
Open Electives	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

Note: 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**	22AXU10 A	**Practical VII:** Virtual Typography
	22AXU10 B	**Practical VII :** Miniature Modelling and set design
Electives/ **DSE-II**	22AXU17 A	**Practical XI:** Gesture Study
	22AXU17 B	**PRACTICAL XI:** Advanced texturing
Electives/ **DSE-III**	22AXU23 A	**Practical XV:** Motion Graphics and Keying
	22AXU23 B	**PRACTICAL XV :** Digital Sculpting
Electives/ **DSE-IV**	22AXU30 A	**PRACTICAL XIX :** Foley Sound Design
	22AXU30 B	**PRACTICAL XIX :** Digital Matte Paint
Electives/ **DSE-V**	22AXU31 A	Advertisement and Media
	22AXU31 B	Design Thinking
Electives/ **DSE-VI**	22AXU32 A	Web Based Technologies and Multimedia Applications
	22AXU32 B	Graphics and animation development

Syllabus Coordinator

BOS-Chairman/Chairperson

Academic Council – Member Secretary

PRINCIPAL

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 DSE- V& DSE- VI 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 DSE- V & DSE- VI 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.

6. 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.

UG - Scheme of Evaluation (Internal & External Components)

(For the students admitted during the academic year 2022-2023 and onwards)

1. Internal Marks for all UG

Components	Marks
Test I	10
Test II	10
Model Exam	10
Assignment	5
Attendance*	5
Internal Assessment components **	10
TOTAL	**50**

*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

** List of components for Internal Assessment (MCQ Compulsory)

S.No	Components
1	Multiple choice questions
2	Club activities
3	Assignment
4	Seminar

(Any two components from the above list with five marks each will be calculated .2x5=10 marks)

2. a) Components for Practical I.E.   b) Components for Practical E.E.

Components	Marks
Test –I	15
Test - II	15
Observation	10
Application*	10
Total	**50**

Components	Marks
Experiments/Exercise	40
Record	5
Viva	5
Total	**50**

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: a)Attendance	20	
Report	50	50	b)Review/Work		
Viva-voce	25	50	diary*	30	50
Total	**100**	**100**	E.E** :a) Evaluation	30	
			b)Viva-voce	20	50
			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. Guidelines for Internet Security/Human Rights/ Law of Ethics/ Environmental Studies (Part IV)

Components	Marks
Two Tests (each 2 hours) of 20 marks each [4 out of 7 descriptive type questions 4 x 5 = 20 Marks]	40
Two assignments (2 x 5)	10
Total	50

5. Guidelines for General Awareness (Part IV)

Components	Marks
Two Tests (each 2 hours) of 25 marks each [50 objective type questions 50 x 1/2 = 25 Marks]	50

6. Guidelines for open Elective (Part IV)

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

7. 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 and 7 are to be treated as 100% Internal papers.
4. For item No.7, Tests conducted through online modules (Google Form/any other)
5. Item No.2: * - Application should be from the relevant practical subject other than the Listed programmes. It must be enclosed in the practical record.

QUESTION PAPER PATTERN FOR CIA I and CIA II EXAM

Reg.No:------------------   Q.P.CODE:

HINDUSTHAN COLLEGE OF ARTS & 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 6 = 24 marks)

Answer **ALL** Questions

ALL Questions Carry **EQUAL** Marks

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

SECTION - C (2x10 = 20 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 & 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** Questions

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)

Blue Print of Question Paper for all UG Programmes

(For the academic year 2021-22, 2022-23)

<u>**FOR CIA I, CIA II - QUESTION PATTERN**</u>   **Max. Marks: 50**

Sec	Question No	Type	No of Question	Questions to be answered	Mark per question	K-level
A	1 to 6	MCQ/ True or False/ Fill up	6	6	1 (6x1=6)	All Questions will be K1
B	7 to 10	Either or Type (a or b)	8	4	6 (4x6=24)	4 Questions will be in K2 4 Questions will be in K3
C	11 to 13	Open choice	3	2	10 (2x10=20)	1 Question will be in K3 2 Question will be in K4

<u>**FOR MODEL/ESE - QUESTION PATTERN**</u>   **Max. Marks:70**

Sec	Question No	Type	No of Question	Questions to be answered	Mark per question	K-level
A	1 to 10	MCQ/ True or False/ Fill up	10	10	1 (10x1=10)	All Questions will be K1
B	11 to 15	Either or Type (a or b)	10	5	6 (5x6=30)	6 Questions will be in K2 4 Questions will be in K3
C	16 to 20	Open choice	5	3	10 (3x10=30)	2 Question will be in K3 3 Question will be in K4

(For the academic year 2020-21)

<u>**FOR CIA I, CIA II - QUESTION PATTERN**</u>   **Max. Marks:50**

Sec	Question No	Type	No of Question	Questions to be answered	Mark per question	K-level
A	1 to 6	MCQ/ True or False/ Fill up	6	6	1 (6x1=6)	All Questions will be K1
B	7 to 10	Either or Type (a or b)	8	4	5 (4x5=20)	4 Questions will be in K2 4 Questions will be in K3
C	11 to 13	Either or Type (a or b)	6	3	8 (3x8=24)	3 Question will be in K3 3 Question will be in K4

<u>**FOR MODEL/ESE - QUESTION PATTERN**</u>   **Max. Marks:70**

Sec	Question No	Type	No of Question	Questions to be answered	Mark per question	K-level
A	1 to 10	MCQ/ True or False/ Fill up	10	10	1 (10x1=10)	All Questions will be K1
B	11 to 15	Either or Type (a or b)	10	5	4 (5x4=20)	6 Questions will be in K2 4 Questions will be in K3
C	16 to 20	Either or Type (a or b)	10	5	8 (5x8=40)	5 Question will be in K3 5 Question will be in K4

Blue Print of Question Paper

Distribution of section-wise marks with K levels for UG 2021-22, 2022-23

CIA							
Sec.	K1	K2	K3	K4	Total questions	Questions to be answered	Total marks
A -MCQ/T or F / Fill up	6				6	6	6x1=6
B - Either or type		4	4		8	4	4x6=24
C - Open choice			1	2	3	2	2x10=20
Total Marks	6	24	34	20			84
% of marks without choice	7.14	28.57	40.48	23.81			100

Model Exam							
Sec.	K1	K2	K3	K4	Total questions	Questions to be answered	Total marks
A- MCQ/T or F/ Fill up	10				10	10	10x1=10
B - Either or type		6	4		10	5	5x6=30
C - Open choice			2	3	5	3	3x10=30
Total Marks	10	36	44	30			120
% of marks without choice	8.33	30	36.67	25			100

Distribution of section-wise marks with K levels for UG (2020-21)

CIA							
Sec.	K1	K2	K3	K4	Total questions	Questions to be answered	Total marks
A MCQ/T or F/ Fill up	6				6	6	6x1=6
B - Either or type		4	4		8	4	4x5=20
C – Either or type			3	3	6	3	3x8=24
Total Marks	6	20	54	24			104
% of marks without choice	5.77	19.23	51.92	23.08			100

Model Exam							
Sec.	K1	K2	K3	K4	Total questions	Questions to be answered	Total marks
A MCQ/True or False/ Fill up	10				10	10	10x1=10
B - Either or type		6	4		10	5	5x4=20
C – Either or type			5	5	10	5	5x8=40
Total Marks	10	24	56	40			130
% of marks without choice	7.69	18.46	43.08	30.77			100

UG Programme Regulations for the academic year 2022-2023

1. Internal marks components for the candidates admitted from the academic year 2022-2023 and onwards is as follows.

   For Theory courses

Components	Marks
Test I	10
Test II	10
Model Exam	10
Assignment	5
Attendance	5
Internal Assessment components	10
TOTAL	50

   For Practical courses

Components	Marks
Test –I	15
Test – II	15
Observation/Exercise	10
Application*	10
TOTAL	50

2. The pattern of the question paper for External Examination will be maximum of 70 marks for theory courses, the marks obtained will be converted into 50 as per the scheme.

3. Passing minimum for all UG programme is 40% in Internal and 40 % in External and the composition of total 40 marks out of 100 marks.

4. Internship / Institutional Training / Mini-Project is related to the discipline. The students can be permitted to complete the Internship / Institutional Training / Mini-Project before the end of First year (end of II semester) and before the end of the second year (end of IV semester) and submit a report.

Internship / Institutional Training	Duration: Not more than seven days
Mini project	During the course of study for not more than seven days.

5. 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. Distribution of marks for major project for all UG programme will be 50:50 pattern for both Internal and External in total of 100/200 marks.

6. Two tests for fully internal subjects should be conducted during CIA-I and CIA –II by the department.

7. Retest for the failure candidates in CIA I or CIA II or Part IV or Part V or Extra credit courses should be conducted during the model examination after getting approval from the COE office. The candidates who are not able to complete the minimum pass mark in internal components even getting chance of reappearance, will be treated as arrear candidates.

8. For the Theory cum Practical blended courses, 50:50 Internal and External pattern will be followed for theory examination and Fully internal pattern will be followed for Practical examination. For theory part, External examination will be conducted as regular pattern (max of 70 marks) and it will be converted into 25 marks.

Course	Internal Marks		External marks		Total marks (Max. marks 50)	
	Min.	Max.	Min.	Max.	Min.	Max.
Theory	10	25	10	25	20	50
Practical	20	50		-	20	50

For Practical components for Theory cum Practical courses (Fully Internal)

Components	Marks
Test I	10
Test II	10
Experiment/Excercise	20
Record	5
Viva	5
Total	50

The Internal mark 50 will be converted into 25.

9. For the candidates admitted under the Fast Track System (FTS) must register their names to their concerned department heads and get approval from the COE office at the beginning of the III semester.

10. Students who are not willing to select the Project/Research work in Semester VI, can chose the theory papers offered by their departments as per the prescribed theory pattern.

11. Self Study will be a Core Paper of the department for which the examination pattern will be as like part III courses is followed.

12. NSS / NCC/Sports/YRC / SIS / SA is mandatory for all students as per New Education Policy and the students must attend the allocated hours within two years and complete the programme. They will be evaluated during the end of second year (Fourth Semester) and also a certificate will be issued.

13. SDR – Student Development Report to be received by the department from the students till end of the fifth semester. (Evidences of Curricular activities and Co-curricular activities)

14. For online courses minimum of 2 certificates in any of the online platform is mandatory.

15. Open elective courses:
    Departments can offer list of subjects which teaches moral ethics to the young community for the better future. The topics relevant to Indian ethics, Culture, Women rights, Yoga, Green farming, Indian constitution etc., as an open elective courses. These courses can be offered by the department or other department as inter department courses. Marks earned for this courses will not be included for CGPA calculations.

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 /Kulangal Pathukappu Amaipu /Old age Home / Nature Foundation / etc.

Regulations of Fast Track System (FTS)

- From the academic year 2021-22, our college is offering Fast Track System (FTS) for all UG and PG programmes. In this system, we are offering two courses under the course type of Discipline Specific Elective (DSE) in the sixth semester for all UG programmes and fourth semester for all PG programmes, which are equivalent and related with **National Programme on Technology Enhanced Learning/Study Webs of Active–Learning for Young Aspiring Minds (NPTEL/SWAYAM)** courses.

- The students have the option of taking two subjects of the sixth semester of their programme through NPTEL/SWAYAM portal from the list given by NPTEL and can complete the online course before fifth semester and submit the received original certificates to the COE office for getting approval. If the student completes these courses before the beginning of the sixth semester (UG)/fourth semester (PG), the candidate can be considered and exempted to write the examination from the assigned DSE courses in the sixth semester/fourth semester. They should complete only the self study course and project work during the VI/IV semester as assigned in the scheme. The candidate who completes the online courses and submits the successful course completion credentials, the credit transfer will be considered as per our Scheme of Examination for qualifying the degree. **The minimum duration of the registered online course must be 12 weeks.** Course duration of less than 12 weeks will not be considered.

- For all PG programmes, the candidates who were admitted during the academic year 2021-2022 under the Fast track system, for the self study course, the internal mark component will be as follows. For others regular internal pattern follows.

TEST	Max. Marks	Mode
CIA I	50 (50x1=50)	Online objective type
Model Exam.	50 (50x1=50)	Online objective type

  Out of these two tests, the total marks will be converted into 40 marks as Internal.

- For all UG programmes, the candidates who were admitted during the academic year 2021-2022 under the Fast track system, for the self study course, the internal mark component will be as follows. For others regular internal pattern follows.

TEST	Max. Marks	Mode
CIA I	50 (50x1=50)	Online objective type
CIA II	50 (50x1=50)	Online objective type
Model Exam.	50 (50x1=50)	Online objective type

  Out of three tests, the total mark will be converted into 30 marks as Internal.

- For the students admitted in Fast Track System, must enroll their names to the concerned department heads and get approval from the COE office at the beginning of III semester for all UG Programmes and at the beginning of II semester for all PG programmes.

- The students who cleared and got certified for online courses under the fast track system, the grade obtained will be converted into average marks of range. The received certificates must be submitted to the COE office for approval of the Controller and the Principal. The FTS courses will be treated as fully external.

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
I	DSC	22AXU01	CORE/ DSC-I Introduction to Animation	4	4	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	
	Skill Development	✔

Course Objectives

- Recall the process of animation through the existing animation types
- Understand the principles which is followed to create any kind of animation.
- Explore the animation production pipeline process such as pre-production and production
- Explore the post production process and the techniques which involved in visual effects
- Classify different technologies used to create animation movie in recent trends.

Unit	Course Contents	Hours	K Level
I	Introduction to Animation: History of 3D animation –Exploring 3D Industry, 3D Production pipeline –3D Preproduction, 3D Production, 3D Postproduction	8	Upto K4
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	10	Upto K4
III	Understanding the aspects of Animation: Building Good Story- Story Arc, Character, Goal, Story Telling Principles, Modeling-Polygon, NURBS, Modeling Workflow , Texturing- UV's, Shaders, Texture Maps, Rigging- Skeleten System, Forward Kinematics, Inverse Kinematics,Constrains	10	Upto K4
IV	Understanding Visual Effects: Creating Visual Effects- Particles, Hair and Fur, Fluids, Basic Lighting workflow, Basic Rendering Methods	10	Upto K4
V	Industry Trends: Using Motion Capture – Marker System, Markerless System, Creating Stereoscopic 3D, Real time Rendering, Real time Animation – Working in virtual Studios	10	Upto K4

Note: The Questions should be asked in the ratio of 100% for theory

Book for Study:

1. *Andy Beane, "3D Animation Essentials", JOHN wiley&Sons,Inc*
2. *Frank Thomas and Ollie Johnston, "The Illustion of Life – Disney Animation"*

Books for Reference

1. Thomas, F., Johnston, O., & Thomas, F. (1995). *The illusion of life: Disney animation* (p. 28). New York: Hyperion.
2. Blair, P. (2020). *Cartoon Animation with Preston Blair, Revised Edition!: Learn Techniques for Drawing and Animating Cartoon Characters*. Walter Foster.
3. 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.
4. Moreno, L. (2014). The creation process of 2D animation movies. *Retirieved from https://www. edubcn. cat/rcs_gene/treballs_recerca/2014-2015-02-4-TR_baixa. pdf.*
5. Ambrose, G., & Harris, P. (2011). *The fundamentals of creative design*. A&C Black.

Web Resources

1. https://www.gamedesigning.org/animation/books/
2. https://www.asu.edu/cfa/wwwcourses/art/SOACore/time_interactIXb.html
3. https://www.youtube.com/watch?v=ru0tQRJ4qKs
4. https://www.youtube.com/watch?v=G_TyMFNIznQ

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Students will be able to understand and apply animation production pipeline and the process behind the industry.

Activities to be given

1. Students will able to present the 12 principles of animation
2. Students will able to present 3D Production Pipeline

Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	know the industry and the types of animation.	Upto K4
CLO 2	Apply the principles for their animation production.	Upto K4
CLO 3	Explore the areas available in production process.	Upto K4
CLO 4	Understand the various techniques of visual effects .	Upto K4
CLO 5	Know the different technologies and trends used in animation industry.	Upto K4
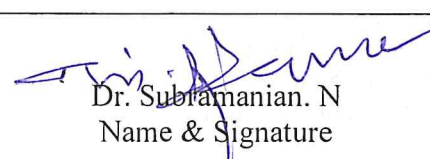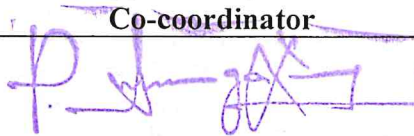
Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	2	3	2	3
CLO 2	3	3	2	2	3	2	3
CLO 3	3	3	2	2	3	2	3
CLO 4	3	3	2	2	3	2	3
CLO 5	3	3	2	2	3	2	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Leve

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. R.Mathan Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
I	DSC	22AXU02	CORE/ DSC-II Art and Colour Theory	3	3	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	
	Skill Development	✔

Course Objectives

- Remember the colour theory for art production and software knowledge.
- Understand the elements of art and principles of art.
- Apply your colour sense on colour wheel to reproduce art work.
- Explore colours and know the colour as visual language and colour correction process in visual editing packages.
- Examine and identify the art materials for creating all forms.

Unit	Course Contents	Hours	K Level
I	**Elements of Art**: Line – Shapes – Form – Colour – Value – Texture – Space	7	Upto K4
II	**Principles of Art**: Balance – Rhythm – Proportion – Dominance-Unity – Emphasis – Harmony – Variety – Repetition-Motion	7	Upto K4
III	**Colour theory**: Primary Hues – Secondary Hues-Tertiary/Intermediate Hues – Colour Value – Neutral Colours – Tint – Tone – Shade – Colour Intensity.	7	Upto K4
IV	**Colour Schemes**: Warm Colours – Cool Colours - Complementary Colours – Monochromatic Colours – Achromatic Colours – Analogues Colours – Colour Triads – Split Complementary - Arbitrary colour – Tonality – Earth tones	7	Upto K4
V	**Medium and Tools**: Pencil, Water colour, Acrylic, Pastels & Charcoal, Oil Colours, Types of Surfaces, Art Materials.	8	Upto K4

Note: The Questions should be asked in the ratio of 100% for theory

Book for Study

1. *J.D.Harding "On Drawing Trees and Nature a classic Victorian manual", Dover publications, INC, Mineola, New York 2002.*

Books for Reference

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*
5. *Betty Edwards Color by Betty Edwards: A Course in Mastering the Art of Mixing Colors, TarcherPerigee; Illustrated edition (September 23, 2004)*

Web Resources

1. https://www.artistsnetwork.com/art-techniques/composition/15-elements-and-principles-of-art/
2. https://www.interaction-design.org/literature/topics/color-theory?gclid=Cj0KCQjwkruVBhCHARIsACVIiOzSPRPFrghr2pVDp513tg8QMyyFOQWIRqF2RB1A1XzMeE4OquVdKj0aAjnwEALw_wcB
3. https://webflow.com/blog/creative-visual-arts-websites
4. https://www.g2.com/articles/color-schemes
5. https://arttherapyresources.com.au/art-mediums/

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Students will be able to apply the principles and elements of art in their production.

Activities to be given

1. Prepare the students to get the basic idea about the art material and the color medium.
2. Assignment on art medium understanding and gain the knowledge about the art medium.
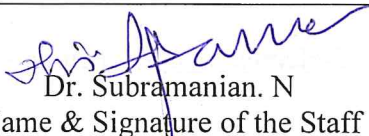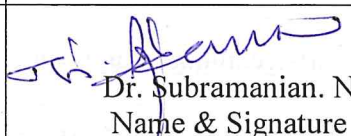
Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Acquire the knowledge in color theory.	Upto K4
CLO 2	Apply the principles and elements of art.	Upto K4
CLO 3	Enhance the colorsense and Colorcorrection process.	Upto K4
CLO 4	Experiment the aesthetic value and know the color as visual language.	Upto K4
CLO 5	Apply the tools, Medium and knowledge in Illustration.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	2	3	2	3	3	3	3
CLO 2	2	3	2	3	3	3	3
CLO 3	2	3	2	3	3	3	3
CLO 4	2	3	2	3	3	3	3
CLO 5	2	3	2	3	3	3	3

3 – Advance Application 2 – Intermediate Level 1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Dr. Subramanian. N Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
I	DSC	22AXU03	CORE/ DSC-III Practical I Animation Art and Drawing	2	3	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives

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

Unit	Course Contents	Hours	K Level
I	1. Drawing Basics -Line, Shapes, Space, Form, Scale 2. Light and shadow – Volume, Light Ratio 3. Perspective – One Point, Two Point, Three Point 4. Human Proportions - Scaling, Anatomy 5. Birds and animals - Scaling, Anatomy 6. Elements of Composition 7. Working with Colours 8. Landscape and Still-life	36	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

Book for Study

1. *Richard Williams, The Animators Survival Kit, Walt Disney.*

Books for Reference

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

1. http://www.msdjordjevicart.com/photo-i/light-shadow
2. https://www.youtube.com/watch?v=6T_-DiAzYBc
3. https://www.youtube.com/watch?v=wAOldLWIDSM
4. https://www.youtube.com/watch?v=uJ4AOpHAMgM
5. https://www.youtube.com/watch?v=CGLIQvNk3zY

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : To Understand and Apply Art and Drawing for Animation

Activities to be given
1. Prepare the students to familiar the basic strokes and shapes for animation
2. Assignment on creating their landscape and still life by applying composition and colours.
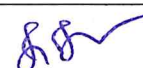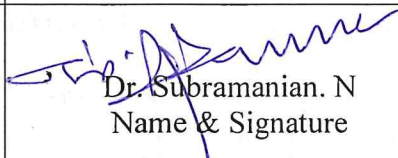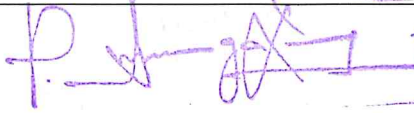
Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Draw all kind of drawing required to develop the skills for animation.	Upto K4
CLO 2	Explore the basic drawing and animation skills to create an Animation.	Upto K4
CLO 3	Applythe drawing skill with colour psychologyto produce Animation	Upto K4
CLO 4	Relate the composition techniques and apply colors in animation Drawing	Upto K4
CLO 5	Achieve the professional knowledge in Art and drawing skill.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	2	3	3	3
CLO 2	3	3	2	2	3	3	3
CLO 3	3	3	2	2	3	3	3
CLO 4	3	3	2	2	3	3	3
CLO 5	3	3	2	2	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. J. Jesen Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
I	DSC	22AXU04	CORE/ DSC-IV Practical II Traditional Animation	2	4	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives
- Remember the techniques of 2D animation production pipeline
- Understand the principles of animation and methods.
- Apply the techniques using light board and convert to digital form.
- Apply pose to pose principle and animating it.
- Learner will able to animate for their own story.

Unit	Course Contents	Hours	K Level
	1. Sketching for Animation 2. Model Sheets – Profile of a Character 3. Character creation 4. Principles of Animation using Lightbox 5. Ball Bounce Animation using Lightbox 6. Walk cycle using Lightbox	48	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

Book for Study
1. Richard Williams "The Animator's Survival Kit"2001
2. Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.

Books for Reference
1. Andrea Pejrolo, "Creative sequencing techniques for music production", Focal Press, London, 2006
2. Film Art, David Boardwell& Kristen Thamson , 13th Edition, Focal Press
3. Francis Rumsey, Tim Mccormick, Sound& Recording Introduction, Focal Press, London, 2006
4. Harold whitaker "Timing for animation" 1981
5. Wayne Gilbert " Simplified Drawing for Planning Animation" 1999

Web Resources

1. https://www.youtube.com/watch?v=uDqjIdI4bF4&t=1s
2. https://www.youtube.com/watch?v=M2ORkIrHUbg

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Students can able to learn to do the animation with the help of traditional technique.

Activities to be given

1. Basic 2D Animation techniques are applied using Lightbox.
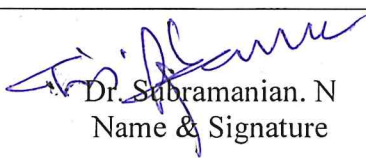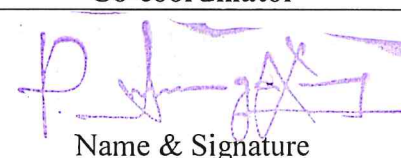2. Individual submission of a 2D Animation production with duration of minimum one minute using Lightbox.

Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Create their Production with industry standard.	Upto K4
CLO 2	Apply the 12 principles of animation to enhance the output.	Upto K4
CLO 3	Create animation with the traditional method and digitalizing it.	Upto K4
CLO 4	Apply the character design, Staging and Animate the characters.	Upto K4
CLO 5	Apply the visual aesthetics of the story and the technical quality.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	PO 1	Programme Outcomes (with Graduate Attributes)					
		PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	3	3	3	3
CLO 2	3	3	2	3	3	3	3
CLO 3	3	3	2	3	3	3	3
CLO 4	3	3	2	3	3	3	3
CLO 5	3	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. J. Jesen Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
I	GE	22AXU05	Allied-I /GE-I Practical III Digital Art	2	3	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

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

Unit	Course Contents	Hours	K Level
	1. Introduction to Graphic design 2. Selection tools and layers 3. Blending modes with layer styles 4. Pen tools and vector shapes 5. Brushes and image restoration 6. Colour correction 7. Typography 8. Masking Techniques 9. Creating seamless textures	36	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

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

Books for Reference
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://edu.gcfglobal.org/en/photoshopbasics/getting-to-know-the-photoshop-interface/1/
2. https://www.techtarget.com/whatis/definition/Photoshop
3. https://www.youtube.com/watch?v=IyR_uYsRdPs

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : understand Art and Drawing Digitally with the help of software's

Activities to be given
1. Assignment on creating poster design used in print and broadcasting media.
2. Assignments on creating a seamless textures for their production work.
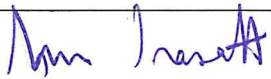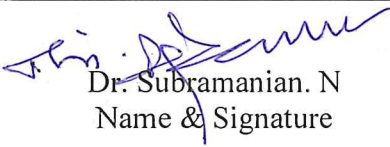
Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Design the elements and design principles for printing.	Upto K4
CLO 2	Recognize the importance of colour and typography in the process of design solutions.	Upto K4
CLO 3	Relate the visual strengths and aesthetics with the learnt tools.	Upto K4
CLO 4	Understand a designer's role in print and digital media.	Upto K4
CLO 5	Enhances the design and the quality of visual aesthetics.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	2	3	2	3	3	3	3
CLO 2	2	3	2	3	3	3	3
CLO 3	2	3	2	3	3	3	3
CLO 4	2	3	2	3	3	3	3
CLO 5	2	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. Arun Prasath. K Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	DSC	22AXU06	CORE / DSC-V Visual Story Telling	5	5	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives
- The Student will demonstrate basic level of understanding and application of story board.
- Student will create stories for live action and animation movies.
- Student will Editing live film and action film with techniques and aesthetics.
- Students will Apply the editing types and continuity of the movie.
- Student will demonstrate a high level of creativity and techniques when creating the Dialogues, BG score and Foley Sound.

Unit	Course Contents	Hours	K Level
I	Concept & developing – An Idea – Story- Script – Types of Script – Story board Techniques-Character Development - Character Performance-Acting- Properties.	12	Upto K4
II	The Shot: Elements of shot – Mise en scene- Aspects of Mise en scene – setting, lighting, costume & make up, expression & movement – The space & Time.	12	Upto K4
III	The Shot: Cinematography – Camera framing, Photography aspects – composition – Duration of the shot- Cinematic depth -Strong Composition – Visual Clarity	12	Upto K4
IV	The Shot: Editing Techniques and aesthetics – The shot continuity – Graphic continuity – Rhythmic continuity – Spatial continuity – Temporal continuity. Types of editing – montage.	12	Upto K4
V	The Sound: Dialogues, Background score, Foley sounds, The sound perspective. Animatics -working with Sound - compositing in After effects.	12	Upto K4

Note: The Questions should be asked in the ratio of 100% for theory

Book for Study
1. *David Bordwell & Kristin Thomson "FILM ART an introduction" , McGraw Hill, New Delhi, Eighth edition*

Books for Reference
1. *Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.*
2. *Michael rabiger, "Directing – film techniques and aesthetics", Focal press, 14urlingt, 200 wheeler road, 14urlington, 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*
5. *Tony Gibbs, " The Fundamentals of Sonic Arts and Sound Design", Ava Publishing*

Web Resources
1. https://www.youtube.com/watch?v=4X5xvlTZpcY
2. https://www.youtube.com/watch?v=OsACk2R1o4w

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : The Learner will be competent in applying the techniques and aesthetics of Cinematography and Editing in visual story telling.

Activities to be given

1. Prepare the students to get an idea about storytelling, Screenplay and dialogue.
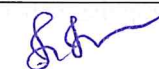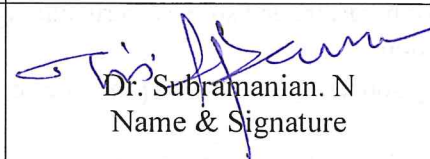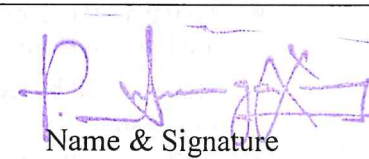
Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K – Level
CLO 1	Understand the concept of shots, scene, screenplay and Dialogues.	Upto K4
CLO 2	Create the story board for live action and animation movies.	Upto K4
CLO 3	Understand the Framing in camera, composition and durations of shot.	Upto K4
CLO 4	Edit their footage withediting techniques and aesthetics.	Upto K4
CLO 5	Create all kind of sound required for their production.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (Pos)

CLOs	PO 1	Programme Outcomes (with Graduate Attributes)					
		PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	3	3	3	3
CLO 2	3	3	2	3	3	3	3
CLO 3	3	3	2	3	3	3	3
CLO 4	3	3	2	3	3	3	3
CLO 5	3	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. J.Jesen Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	DSC	22AXU07	CORE / DSC-VI Computers for Animation	5	5	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	
	Skill Development	✔

Course Objectives

- To impart the knowledge of hardware and software structure in a workstation that is being used for animation production.
- Students will be technically sound for selecting appropriate configuration for their workstation.
- Students willUnderstand the basic elements and functions of visual effects .
- Student will analyse the various types of Motion Capture System.
- Difference between various types of Hardware used in VR & AR.

Unit	Course Contents	Hours	K Level
I	Hardware of computers, Input output devices, Memory units, BIOS memory, Sata and power cable, Categories of Graphics Card, Technical concepts in hardware.	12	Upto K4
II	Pen-Tab, 3D printer, HMD Devices, Marker and Marker less Motion Capture Devices, Green Matte, Stereoscopic 3D, Buzz Words for animation	12	Upto K4
III	Working on set VFX, Common types, Front and Rear Projection, Green screen and Blue screen, On set Data Acquisition, On-set 3D Scanning system, Lighting data	12	Upto K4
IV	Types of Motion Capture, Pre-capture Planning, Preparation for capture, calibration, capture session, Cleaning & Editing Data, Cleaning Marker Data, Applying marker data.	12	Upto K4
V	Exploring VR, Exploring AR, Consuming Content in VR, Consuming Content in AR	12	Upto K4

Note: The Questions should be asked in the ratio of 100% theory

Book for Study

1. *K.I.JAMES, "COMPUTER HARDWARE Installation, Interfacing, Troubleshooting and Maintenance", PHI Learning private limited, Delhi.*

Books for Reference

1. *Midori Kitagawa, Brian Windsor "Mocap for Artists – Workflow and techniques for motion capture" Focal Press.*
2. *Paul Mealy " Virtual & Augmented Reality for Dummies" A Wiley Brand*
3. *Mc Trivedi "Computer Graphics and Animation" Jaico Publishing House*
4. *Scott Mueller's "Upgrading and Repairing PC's"22nd Edition*
5. *Lynn Pocock, Judson Rosebush "The Computer Animator's Technical Handbook" Calvello Books*

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/

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : To know the basics of Hardware and Software that is used in Animation Industry.

Activities to be given

1. Prepare the students to get an idea about the Computer hardware's and software's.
2. Assignments to build their own Personal computer for their graphical requirements .

Course Learning Outcomes

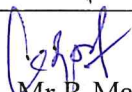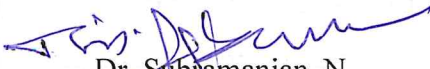| CLOs	On Completion of the Course, the students should be able to	K – Level
CLO 1	Understand the concept of Hardware and Software which is required for their production.	Upto K4
CLO 2	Know the recent technology and their hardware system.	Upto K4
CLO 3	Understand the working process in visual effects industries.	Upto K4
CLO 4	Understand the working process of motion capture systems.	Upto K4
CLO 5	Apply the production work in Game engine and getting the output.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (Pos)

CLOs		Programme Outcomes (with Graduate Attributes)					
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	2	2	3	3	3	3
CLO 2	3	2	2	3	3	3	3
CLO 3	3	2	2	3	3	3	3
CLO 4	3	2	2	3	3	3	3
CLO 5	3	2	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr.R.Mathan Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	DSC	22AXU08	CORE / DSC-VII Practical IV Stop Motion Animation	3	5	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	
	Skill Development	✔

Course Objectives

- Remember the techniques of 2D animation production pipeline
- Understand the principles of animation and methods.
- Learner will able to create a storyboard for their own story
- Apply the techniques of creating armature for the character
- Apply pose to pose principle and animating it.

Unit	Course Contents	Hours	K Level
	1. Concept & developing – An Idea – Story- Script 2. Story board 3. Character Development 4. Creating Armature 5. Creating sets and props 6. Voice Track 7. Character Performance		Upto K4

Note: The Questions should be asked in the 100% Practical

Book for Study
1. *Susannah Shaw "Stop Motion – Craft Skill for Model Animation", Secound Edition Focal press.*

Books for Reference
1. *Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.*
2. *Michael rabiger, "Directing – film techniques and aesthetics", Focal press, 19urlingt, 200 wheeler road, 19urlington, ma 01803, Third & Fourth edition.*
3. *Pudovkin, "Film Techniques and Film Acting", Vision Press Limited, London.*
4. *Francis Rumsey, Tim Mccormick, Sound& Recording Introduction, Focal Press, London, 2006*

5. *Wayne Gilbert " Simplified Drawing for Planning Animation" 1999*

Web Resources
1. https://www.youtube.com/watch?v=8UqjYcWTYGc
2. https://www.youtube.com/watch?v=_ppedXZHhE0
3. https://www.youtube.com/watch?v=uDqjIdI4bF4&t=11s

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course Students can able to learn to do the stop motion animation with the help of frame by frame Photos .

Activities to be given
1. Creating armature for their character
2. Creating 1 minute video of stop motion animation
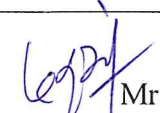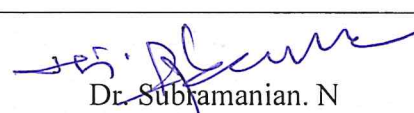
Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K – Level
CLO 1	Understand the concept of Production plan, pre and post production.	Upto K2
CLO 2	Apply the principles and methods in animation to enhance their work.	Upto K2
CLO 3	Analyzeand to create storyboard for the story	Upto K4
CLO 4	Create the BGproperties, asset, character model.	Upto K4
CLO 5	Create animation with the set created.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (Pos)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	3	3	3	3
CLO 2	3	3	2	3	3	3	3
CLO 3	3	3	2	3	3	3	3
CLO 4	3	3	2	3	3	3	3
CLO 5	3	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr.R.Mathan Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	GE	22AXU09	Allied-II /**GE-II Practical -V** Interactive Animation	2	4	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives
- Students will able to apply the design principles to create animation production
- Understand and apply the 12 principles of animation based on the story requirement
- Assess and criticize the recent animation techniques and to the past trends.
- Demonstrate the basic art skills to 2d animation skills
- Creating traditional animation with the help of computer generated animation.

Unit	Course Contents	Hours	K Level
	1. Creating a Flip Book Animation. 2. Creating frame by frame animation for any concept 3. Create a simple with shape ,classic and Motion tweening 4. Creating stretch and squash for ball animation 5. Drawing the cycle sheet and key frame a human walk cycle 6. Creating mouth shapes for each letter movement of the lip 7. Creating a scene with background music and dialogues	**48**	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

Book for Study

1. *Frank Thomas and Odie Johnson, The Illusion of Life: Disney Animation, Disney Editions; Rev Sub edition, 2014*

Books for Reference

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, Moovemedia's Books For Animation", 1994*

Web Resources
1. https://www.youtube.com/watch?v=2qIyiMfycvs
2. https://www.youtube.com/watch?v=LCZpeS3l_zg

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Learning and experiencing the arts of storytelling, animation and cinematography while making 2D animation movies.

Activities to be given
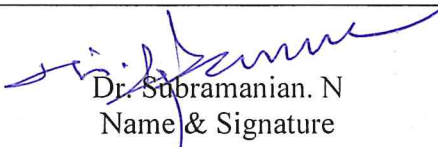1. Creating a flipbook animation
2. Create a one minute animated sequence.

Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Comprehend in animation Art and design with software skills.	Upto K4
CLO 2	Apply the principles to create Animation Production.	Upto K4
CLO 3	Convert the traditional animation method into software.	Upto K4
CLO 4	Upgrade their development from art to Animation.	Upto K4
CLO 5	Create the story using the software to produce final output.	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	2	3	2	3	3	3	3
CLO 2	2	3	2	3	3	3	3
CLO 3	2	3	2	3	3	3	3
CLO 4	2	3	2	3	3	3	3
CLO 5	2	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr.R.Mathan Name & Signature of the Staff	Dr.Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	DSE	22AXU10A	Electives / **DSE-I Practical VI** Virtual Typography	2	3	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives
- To help the students with the basics of typography and its application in animation.
- To Study more on Title Design or Creation and its methods and styles.
- Understanding the story in order to create typography or a title design that conveys the overall essence or thoughts of the movie.
- To create Graphical or storytelling title design
- To apply the effects to enhance the scene creation

Unit	Course Contents	Hours	K Level

	1. Typography Basics & Anatomy
	2. Typography information and Communication
	3. Virtual Typography
	    a. Process of reading
	    b. Eye Movement
	    c. Prospective interpretation of the text
	    d. Time Consciousness
	4. The Transition & Effects
		36	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

Book for Study
1. *The Elements of Typographic Style: Version 4.0: 20th Anniversary Edition- Hartley Marks Publishers - Author - Bringhurst, Robert*

Books for Reference(five 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.*
3. *Thinking with type: A Critical Guide for Designers, Writers, Editors, & Students-Lupton, Ellen (Author) - PRINCETON ARCHITECTURAL PRESS (Publisher)*
4. *William Skeen "Early Typography" Alpha Edition*

Web Resources
1. *https://www.ico-d.org/connect/features/post/339.php*
2. *https://www.creativebloq.com/typography/examples-kinetic-typography-11121304*

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Students will be able to explore the typography technique and apply it in visual effects.

Activities to be given
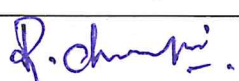1. Creating their own movie poster.
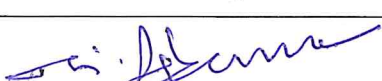2. Creating the movie introduction.

Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Analyse a font or Typography and its application.	Upto K4
CLO 2	Understanding the concept of the story in a simple title Design.	Upto K4
CLO 3	Apply a highly developed graphical title design for Animation or action movies.	Upto K4
CLO 4	Remember to Create a title animation using 3D effects.	Upto K4
CLO 5	Analyse and apply the right effects for enhancing the scene	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	2	3	2	3	3	2	3
CLO 2	2	3	2	3	3	2	3
CLO 3	2	3	2	3	3	2	3
CLO 4	2	3	2	3	3	2	3
CLO 5	2	3	2	3	3	2	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. R.Chakkarapani Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature

DEPARTMENT OF Animation and VFX				CLASS: I B.Sc.,				
Sem	Course Type	Course Code	Course Title	Credits	Contact Hours / Week	CIA	Ext	Total
II	DSE	22AXU10 B	Electives / **DSE-I Practical VI** Miniature Modelling and Set Design	2	3	50	50	100

Nature of Course		
Knowledge and Skill Oriented	Employability Oriented	✔
	Entrepreneurship Oriented	✔
	Skill Development	✔

Course Objectives
- Students able to visualize their ideas and convert to 3D form.
- Students can able to create asset for their production.
- Students will create Miniature for animation and vfx production.
- To learn the Lighting techniques and apply it in production.
- Understand the story and creating interior and exterior set.

Unit	Course Contents	Hours	K Level
	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	**36**	Upto K4

Note: The Questions should be asked in the ratio of 100% Practical

Book for Study

1. *Michael Rizzo., "The Art Direction Handbook for Film", Focal Press, Amsterdam.*

Books for Reference

1. *Daniel Puiboube "The Art of Making Miniature Models" Arco Publishing Company.*

4. *Scenic Design and Lighting Techniques A Basic Guide for Theatre, By Rob Napoli, Chuck Gloman.*
5. *Laura Moreno, "The Creation Process of 2D Animated Movies" 2014*

Web Resources
1. https://www.liveabout.com/scenic-design-create-scale-model-2638615
2. https://www.fabbaloo.com/blog/2019/4/30/book-of-the-week-model-making-for-set-designers

Pedagogy : Chalk & Talk, Exercise, Assignments & PPTs.

Rationale for Nature of the Course : Students will be able to work in the Set Designing team in Animation movie Industry

Activities to be given
1. Students will create assets model.
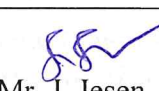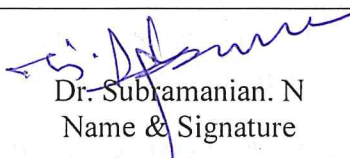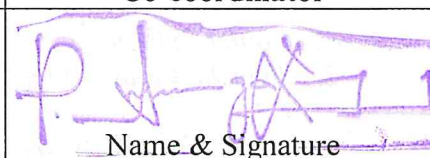2. The learner will create a small set for their production.

Course Learning Outcomes

CLOs	On Completion of the Course, the students should be able to	K - Level
CLO 1	Create their idea and convert their ideas into 3D.	Upto K4
CLO 2	Apply the techniques to create assets for their production .	Upto K4
CLO 3	Analyze the organizational structure of the Art department in animation industry.	Upto K4
CLO 4	Apply these lighting techniques during their production	Upto K4
CLO 5	Explore and create the interior and exterior set for their story	Upto K4

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs)

CLOs	Programme Outcomes (with Graduate Attributes)						
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7
CLO 1	3	3	2	3	3	3	3
CLO 2	3	3	2	3	3	3	3
CLO 3	3	3	2	3	3	3	3
CLO 4	3	3	2	3	3	3	3
CLO 5	3	3	2	3	3	3	3

3 – Advance Application   2 – Intermediate Level   1 – Basic Level

Course Designed by	Verified by HOD	Approved by CDC Co-coordinator
Mr. J. Jesen Name & Signature of the Staff	Dr. Subramanian. N Name & Signature	Name & Signature