FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

Bachelor of Vocation (Animation)
(Semester I-VI)

(Under Credit Based Continuous Evaluation Grading System)

Session: 2023-24

The Heritage Institution

KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)

Bachelor of Vocation (Animation)
Session: 2023-24

Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L-T-P	Total	Marks				Examination Time (In Hours)
			L-T-P	Total	Total	Ext. L	P	CA	

Table header spans: **Bachelor of Vocation (Animation) Semester – I / Session: 2023-24**

COURSE CODE	COURSE TITLE	COURSE TYPE	L-T-P	Total	Total	Ext. L	P	CA	Examination Time (In Hours)
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi (Compulsory) / [1]Basic Punjabi/ [2]Punjab History and Culture	C	4-0-0	4	100	80	-	20	3
BVAL-1102	Communication Skills in English	C	4-0-0	4	100	80	-	20	3
BVAM-1113	Computer Fundamentals	S	1-0-1	2	50	25	15	10	3+3
BVAM-1114	Foundation Art	S	2-0-2	4	100	50	30	20	3+3
BVAM-1115	Principles of Animation	S	2-0-2	4	100	50	30	20	3+3
BVAP-1116	Creative Design-I	S	0-0-4	4	100	-	80	20	3
BVAP-1117	Experimental Animation	S	0-0-4	4	100	-	80	20	3
AECD-1161	[*]Drug Abuse: Problem, Management and Prevention **(Compulsory)**	AC	2-0-0	2	50	40	-	10	3
SECF-1492	[*]Foundation Course	AC	2-0-0	2	50	40	-	10	1
	Total			**30**					

Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course

1. Special paper on lieu of Punjabi (Compulsory)

2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab

* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

Bachelor of Vocation (Animation)
Session: 2023-24

Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-2421/ BVAL-2031/ BVAL-2431	Punjabi Compulsory) / [1]Basic Punjabi/ [2]Punjab History and Culture	C	4-0-0	4	100	80	-	20	3
BVAM-2102	Communication Skills in English	C	3-0-1	4	100	50	30	20	3+3
BVAM-2113	Scripting and Screenplay	C	1-0-1	2	50	25	15	10	3+3
BVAM-2114	2D Digital Animation	S	2-0-1	3	75	30	30	15	3+3
BVAP-2115	Introduction to 3D Modeling	S	0-0-3	3	75	-	60	15	3
BVAP-2116	Creative Design - II	S	0-0-4	4	100	-	80	20	3
BVAP -2117	3D Modeling (Set and Props)	S	0-0-4	4	100	-	80	20	3
BVAI-2118	Assignment and Viva (Application of Software Tools and Techniques)	S	0-0-4	4	100	-	80	20	3
SECM-2502	[*]Moral Education	AC	2-0-0	2	50	40	-	10	1
	Total			30					

QPs at exit level 1: Graphic Designer (MES/Q 0601)/Animator-2D (MES/Q 0701)
Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course
1. Special paper on lieu of Punjabi (Compulsory)
2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab
* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

Bachelor of Vocation (Animation)
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Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAM - 3111	Introduction to Photography	C	2-0-1	3	50	25	15	10	3+3
BVAM – 3112	Storyboarding	C	2-0-1	3	50	25	15	10	3+3
BVAM – 3113	Color Grading	C	2-0-2	4	75	30	30	15	3+3
BVAP- 3114	Introduction to Texturing and Shading in 3D	S	0-0-2	2	50	-	40	10	3
BVAP – 3115	Audio Editing	S	0-0-4	4	50	-	40	10	3
BVAP – 3116	Video Editing	S	0-0-4	4	50	-	40	10	3
BVAP – 3117	Motion Graphics	S	0-0-4	4	75	-	60	15	3
BVAP – 3118	3D Character Modeling	S	0-0-4	4	100	-	80	20	3
SECP- 3512	*Personality Development	AC	2-0-0	2	25	20	-	05	1
	Total			**30**					

Note: C – Compulsory
S – Skill Enhancement
AC-Audit Course
* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 4111	Maintaining Workplace Health and Safety	C	2-0-0	2	50	40	-	10	3
BVAM - 4112	Camera Techniques	C	1-0-1	2	50	25	15	10	3+3
BVAP - 4113	Digital Compositing	C	0-0-2	2	50	-	40	10	3+3
BVAP- 4114	Lighting and Rendering	S	0-0-4	4	75	-	60	15	3
BVAP - 4115	3D Architecture Modeling and Texturing	S	0-0-4	4	75	-	60	15	3
BVAP - 4116	3D Animation	S	0-0-4	4	100	-	80	20	3
BVAD - 4117	Minor Project	S	0-0-6	6	100	-	80	20	3
AECE- 4221	Environmental Studies (Compulsory)*	AC	3-0-1	4	100	60	20 (Project work)	20	3
SECS- 4522	Social Outreach*	AC	2-0-0	2	25	-	20	05	1
	Total			**30**					

QPs at exit level 2: Editor (MES/Q 1401)/ Modeller (MES/Q2501)
Note: C – Compulsory
S – Skill Enhancement
AC-Audit Course
* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

Bachelor of Vocation (Animation)
Session: 2023-24

Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-5111	Electronic Media	C	3-0-0	3	50	40	-	10	3
BVAM-5112	Career Management for Animation	C	2-0-1	3	50	25	15	10	3
BVAM–5113	Film Direction and Documentary	C	2-0-2	4	75	30	30	15	3+3
BVAP – 5114	Acting for Animation	S	0-0-3	3	50	-	40	10	3
BVAP – 5115	3D Architecture Lighting and Rendering	S	0-0-3	3	50	-	40	10	3
BVAP – 5116	Match moving Techniques	S	0-0-4	4	75	-	60	15	3
BVAP – 5117	3D Modeling for Gaming	S	0-0-4	4	75	-	60	15	3
BVAP – 5118	Digital Sculpting	S	0-0-4	4	75	-	60	15	3
SECI-5541	Innovation, Entrepreneurship and Creative Thinking*	AC	2-0-0	2	25	20	-	5	1
	Total			**30**					

* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

Bachelor of Vocation (Animation)
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Scheme and Curriculum of Examination of Three-year Degree Programme

COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 6111	Publicity Designing and Media Laws	C	4-0-0	4	50	40	-	10	3
BVAL - 6112	CG and VFX Technologies	C	4-0-0	4	50	40	-	10	3
BVAP-6113	Personality Enhancement	C	0-0-4	4	50	-	40	10	3
BVAI-6114	Industrial Training and Report	S	0-0-18	18	250	-	-	-	3
	Total			**30**					

QPs at exit level 3: VFX Editor (MES/Q3501)//Rendering Artist (MES/Q 3503)

Note: C – Compulsory
S – Skill Enhancement

Bachelor of Vocation (Animation) Semester I
Punjabi (Compulsory)
COURSE CODE-BVAL-1421

ਸਮਾਂ : 3 ਘੰਟੇ

Maximum Marks :100
Theory   : 80
CA   : 20

ਪਾਠਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ
ਯੂਨਿਟ-I

ਆਤਮ ਅਨਾਤਮ(ਕਵਿਤਾ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ) ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।

ਪ੍ਰੋ.ਪੂਰਨ ਸਿੰਘ,ਪ੍ਰੋ.ਮੋਹਨ ਸਿੰਘ,ਅੰਮ੍ਰਿਤਾ ਪ੍ਰੀਤਮ,ਜਗਤਾਰ,ਸੁਰਜੀਤ ਪਾਤਰ(ਕਵੀ ਪਾਠ ਕ੍ਰਮ ਦਾ ਹਿੱਸਾ ਹਨ)

(ਪ੍ਰਸੰਗ ਸਹਿਤ ਵਿਆਖਿਆ / ਸਾਰ)   16 ਅੰਕ

ਯੂਨਿਟ-II

ਗਿਆਨ ਮਾਲਾ(ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਿਹ),(ਸੰਪਾ.ਡਾ.ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ.ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ,ਅੰਮ੍ਰਿਤਸਰ।

ਲੇਖ : ਭਰੂਣ ਹੱਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ, ਵਾਤਾਵਰਣੀ ਪ੍ਰਦੂਸ਼ਣ ਅਤੇ ਮਨੁੱਖ, ਏਡਜ਼ : ਇਕ ਗੰਭੀਰ ਸੰਕਟ।

(ਸਾਰ,ਵਿਸ਼ਾ ਵਸਤੂ)   16 ਅੰਕ

ਯੂਨਿਟ-III

(ੳ) ਪੈਰ੍ਹਾ ਰਚਨਾ

(ਅ) ਪੈਰ੍ਹਾ ਪੜੁ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉਤਰ।   16 ਅੰਕ

ਯੂਨਿਟ-IV

(ੳ) ਪੰਜਾਬੀ ਧੁਨੀ ਵਿਉਂਤ : ਪਰਿਭਾਸ਼ਾ,ਉਚਾਰਨ ਅੰਗ

(ਅ) ਸਵਰ, ਵਿਅੰਜਨ

                                       16 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.   ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਸੈਕਸ਼ਨ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ A-D ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ I-IV ਵਿੱਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

2.   ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਸੈਕਸ਼ਨ ਵਿੱਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਕਰਨਾ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਸੈਕਸ਼ਨ ਵਿੱਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 16 ਅੰਕ ਹਨ।

4.   ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester I
BASIC PUNJABI
COURSE CODE-BVAL-1031

ਸਮਾਂ: 3 ਘੰਟੇ

Maximum Marks : 100
Theory : 80
CA : 20

ਪਾਠਕ੍ਰਮ

ਯੂਨਿਟ-**I**

ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਪੈਰ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ ਅਤੇ ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ ਅਤੇ ਮਾਤਰਾਵਾਂ
(ਮੁੱਢਲੀ ਜਾਣ ਪਛਾਣ) ਲਗਾਖ਼ਰ (ਬਿੰਦੀ, ਟਿੱਪੀ, ਅੱਧਕ) : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ ।

16 ਅੰਕ

ਯੂਨਿਟ-**II**

ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ : ਮੁੱਢਲੀ ਜਾਣ ਪਛਾਣ (ਸਾਧਾਰਨ ਸ਼ਬਦ, ਸੰਯੁਕਤ ਸ਼ਬਦ, ਮਿਸ਼ਰਤ ਸ਼ਬਦ,ਮੂਲ ਸ਼ਬਦ, ਅਗੇਤਰ ਅਤੇ ਪਿਛੇਤਰ)

16 ਅੰਕ

ਯੂਨਿਟ-**III**

ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ : ਬਾਜ਼ਾਰ, ਵਪਾਰ, ਰਿਸ਼ਤੇਨਾਤੇ, ਖੇਤੀ ਅਤੇ ਹੋਰ ਧੰਦਿਆਂ ਆਦਿ ਨਾਲ ਸੰਬੰਧਤ।

16 ਅੰਕ

ਯੂਨਿਟ-**IV**

ਹਫ਼ਤੇ ਦੇ ਸੱਤ ਦਿਨਾਂ ਦੇ ਨਾਂ, ਬਾਰ੍ਹਾਂ ਮਹੀਨਿਆਂ ਦੇ ਨਾਂ, ਰੁੱਤਾਂ ਦੇ ਨਾਂ, ਇੱਕ ਤੋਂ ਸੌ ਤੱਕ ਗਿਣਤੀ ਸ਼ਬਦਾਂ ਵਿਚ ।

16 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਸੈਕਸ਼ਨ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ **A-D** ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ **I-IV** ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਸੈਕਸ਼ਨ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।

3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 16 ਅੰਕ ਹਨ।

4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) (Semester-I)
Course Title: Punjab History and Culture (From Earliest Times to C. 320)
(Special paper in lieu of Punjabi Compulsory)
(For those students who are not domicile of Punjab)
Course Code: BVAL-1431

COURSE OUTCOMES:

After completing Semester-I and course on Punjab History and Culture students of History will be able to identify and have a complete grasp on the sources & writings of Ancient Indian History of Punjab

CO1: Identify and understand the sources and physical features of Punjab

CO 2: To study the earliest civilisation (Indus Valley Civilization) and original home of Aryans

CO 3: To examine the Social, Religious and Economic life during Early and Later Vedic Age

CO 4: To comprehend the Buddhist, Jain and Hindu faith and their relevance in the modern times

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester-I
Course Title: Punjab History and Culture (From Earliest Times to C. 320)
(Special paper in lieu of Punjabi Compulsory)
(For those students who are not domicile of Punjab)
Course Code: BVAL-1431

Examination Time: 3 Hours   Max. Marks: 100
Credits L-T-P: 4-0-0   Theory: 80
Contact Hours: 4 Hrs/Week   CA: 20

Instructions for the Paper Setter:
1. Question paper shall consist of four Units
2. Examiner shall set 8 questions in all by selecting Two Questions of equal marks from each Unit.
3. Candidates shall attempt 5 questions in 1000 words, by at least selecting One Question from each Unit and the 5th question may be attempted from any of the four Units.
4. Each question will carry 16 marks

   Unit-I
1. Physical features of the Punjab
2. Sources of the ancient history of Punjab
   Unit-II
3. Harappan Civilization: social, economic and religious life of the Indus Valley People.
4. The Indo-Aryans: Original home
   Unit-III
5. Social, Religious and Economic life during Early Vedic Age.
6. Social, Religious and Economic life during Later Vedic Age.
   UNIT-IV
7. Teachings of Buddhism
8. Teachings of Jainism

Suggested Readings

● B.N. Sharma, *Life in Northern India*, Delhi. 1966
● Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983.
● Chopra, P.N., Puri, B.N., & Das, M.N. (1974). *A Social, Cultural & Economic History*
● L. M Joshi (ed.), *History and Culture of the Punjab*, Art-I, Patiala, 1989 (3rd edition)
● L.M. Joshi and Fauja Singh (ed.), *History of Punjab*, Vol. I, Patiala 1977.
   of India, Vol. I, New Delhi: Macmillan India.

Bachelor of Vocation (Animation)
Session: 2023-24

BACHELOR OF VOCATION (ANIMATION) Semester I
COMMUNICATION SKILLS IN ENGLISH
(Theory)
Course Code: BVAL -1102
COURSE OUTCOMES

At the end of this course, the students will develop the following Skills:

CO 1: Reading skills that will facilitate them to become an efficient reader

CO 2: Through reading skills, the students will have an ability to have a comprehensive understanding of the ideas in the text and enhance their critical thinking

CO 3: Writing skills of students which will make them proficient enough to express ideas in clear and grammatically correct English

CO 4: The skill to use an appropriate style and format in writing letters (formal and informal) and resume, memo, notices, agenda, minutes

Bachelor of Vocation (Animation)
Session: 2023-24

BACHELOR OF VOCATION (ANIMATION) Semester I
COMMUNICATION SKILLS IN ENGLISH
(Theory)
Course Code: BVAL -1102
COURSE OUTCOMES

Examination Time: 3 Hrs

Total Marks: 100
Theory: 80
CA: 20

Instructions for the paper setter and distribution of marks:

The question paper will consist of four sections. The candidate will have to attempt five questions in all selecting one from each section and the fifth question from any of the four sections. Each question will carry 16 marks. Each question can be sub divided into two parts. **(16 x 5 = 80)**

Section-A: Two questions of theoretical nature will be set from Unit I.
Section-B: Two comprehension passages will be given to the students from Unit II.
Section-C: Two questions will be given from Unit III.
Section-D: Two questions will be set from Unit IV.

Unit I
Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for direct meanings.
Unit II
Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.
Activities:
• Comprehension questions in multiple choice format
• Short comprehension questions based on content and development of ideas
Unit III
Writing Skills: Guidelines for effective writing; writing styles for application, personal letter, official/ business letter.
Activities:
• Formatting personal and business letters.
• Organizing the details in a sequential order

Unit IV
Resume, memo, notices, agenda, minutes, Tips for effective blog writing
Activities:
• Converting a biographical note into a sequenced resume or vice-versa
• Ordering and sub-dividing the contents while making notes.
• Writing notices for circulation/boards
• Writing blogs
Recommended Books:

1) *Oxford Guide to Effective Writing and Speaking* by JohnSeely.
2) *Business Communication,* by Sinha, K.K. Galgotia Publishers, 2003.
3) *Business Communication* by Sethi, A and Adhikari, B., McGraw Hill Education2009.
4) *Communication Skills* by Raman, M. & S. Sharma, OUP, New Delhi, India (2011).

Bachelor of Vocation (Animation) Semester -I
Course Code: BVAM-1113/ BVNM-1126/ BVRM-1126 /BVTM-1125/BFDM-1126
Course Title: Computer Fundamentals Session: 2023-24

Course Outcomes:

On Completion of this course, the student will be able to:

CO1: To understand the basic functionality of various parts of computer and terminologies related to computers and peripherals

CO2: To work with Word documents and apply various formatting techniques, page setup, creation of tables and other functions required in day-to-day word processing tasks.

CO3: To be able to make presentations, adding graphics, charts, audio, video and applying various themes and transition effects required for making an effective PowerPoint presentation.

CO4: to understand internet terms like URL, browser, search engines, and using an email account.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester -I
Course Code: BVAM-1113
Course Title: Computer Fundamentals

L - T – P	Max. Marks: 50
1 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter – Eight questions of equal marks (5 marks each) to be set, two from each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT- I

INTRODUCTION TO COMPUTERS: Concept of Data and Information, Data Processing, Computer: Definition, Components of Computer System, and functions of each component, Classification of computers, Applications of Computers in various fields, Hardware and software, Basic Input and output devices, Memory - Primary & Secondary, commonly used secondary Storage devices.

UNIT- II

Word processing: Opening & saving files, editing word documents, converting files to different format and printing documents.
Formatting Documents:
Text Formatting- Font styles, Font selection- style, size, color etc, Type face- Bold, Italic, Underline, Case settings, Highlighting, Special symbols,
Paragraph Formatting: Alignments, Indents, Line Spacing, Margins, Bullets & Numbers
Page Setup: Setting margins, layout, and orientation.
Creation of table: Table settings, Borders, Alignments, Insertion, deletion, Merging, Splitting
Spelling & Grammer, Headers and Footers, Page numbering, Table of Contents and Mail Merge.

UNIT- III

Introduction to presentation – Opening new presentation, Different presentation templates, setting backgrounds, selecting presentation layouts.
Different power point views: Normal, Outline, Slide sorter, Notes and Reading view.
Creating a presentation Setting Presentation style, Selecting Slide layout, and adding content to the Presentation
Formatting a presentation - Adding style, Color, gradient fills, arranging objects, Adding Header & Footer, Slide Background.
Adding graphics and animation to the presentation- Inserting pictures, graphics, and videos into presentation, applying transition and animation.
Slide Show: Custom Slide show, Setup Slide show: use timing, rehearse timing and recording a presentation.

UNIT- IV

Internet: Definition, Uses of Internet-Definition of Web Addressing-URL, Web Browsers.
E-mail: Anatomy of E-mail, managing an e-mail account

Bachelor of Vocation (Animation)
Session: 2023-24

Note for the Practical Examiner:
a) Practical Exam is based on the syllabus covered in the subject.
b) The question paper will be set on the spot by the examiner.

Suggested Readings:
1. Sinha P.K., "Computer Fundamentals", BPB Publications
2. Norton Peter, "Introduction to Computers", McGraw Hill Education
3. Rajaraman V (Author), Adabala N, "Fundamentals of Computers", Prentice Hall India Learning Private Limited
4. Peter Weverka, "Microsoft Office 2016 All-In-One for Dummies", Wiley
5. Joan Lambert Curtis Frye," Microsoft Office 2016 Step by Step", Microsoft Press
6. Office Complete, BPB Publications

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester -I
COURSE CODE: BVAM-1114
FOUNDATION ART

L - T – P	Max. Marks: 100
2 – 0 – 2	Theory: 50, Practical:30
Time: 3 Hours	CA: 15

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I
BASICS: Visual and creative development of an Artist, Demonstration, and lectures on required skills for an artist, difference between seeing and observing visual elements of Art Form, Shape, Line, Color, Space, Texture.

DRAWING AND SKETCHING: Concept of drawing, free hand drawing exercises from object and nature to study proportion, volume and visual perspective, rapid sketching techniques, rapid sketching from live models, sketching from memory.

UNIT- II
VARIOUS MEDIUMS: Pencil Colors, Charcoal, Pen and Ink, Water Colors, Poster Colors, Oil Pastel Colors, other waste material such as and, stones, grass, hardboard, color papers & clay etc.

STILL LIFE: Study of different forms (basket, artificial fruits books, containers, bottles, round objects, drapery etc.), still life with line as well light and shade.,

UNIT- III
HUMAN DRAWING:
Introduction to human figure drawing –Drawings from Mannequin, quick Sketching of human figure Study of Ideal proportion of male and female figure with different ages, Focus on Head, Hand and Feet. Study of animal and birds with simple proportion.

PERSPECTIVE DRAWING:
Perspective Drawing, one point, two-point & Three Point perspective. Perspective as applied to objects, furniture, interior and exteriors of the buildings.
UNIT- IV
LIGHT & SHADE: The effects of lights on objects, the high light, middle tone and dark tone. Shading of geometrical shapes

COMPOSITION: Importance of composition in design, Basic rules of composition, Role of colors in composition, Rural and urban habitation, Poor and rich habitation.

Bachelor of Vocation (Animation)
Session: 2023-24

Practical exercises to be implemented:

- Outdoor and indoor study human in action
- Study light and shade using still life,
- Different poses of human, animal and birds
- Perspective Study (One Point, Two Point & Three Point)
- Create Character Design with personality

Note for the Practical Examiner:

a) Practical Exam is based on the syllabus covered in the subject.
b) The question paper will be set on the spot by the examiner.

Suggested Readings:

a) Bancroft Tom, "Creating Character with Personality", Watson-Guptill
b) Victor Perard, "Anatomy and Drawing", Dover Publications
c) Hart Christopher, "Modern Cartooning: Essential Techniques for Drawing Today's Popular Cartoons", Watson-Guptill

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester – I
COURSE CODE: BVAM-1115
PRINCIPLES OF ANIMATION

L - T – P	Max. Marks: 100
2 – 0 – 1	Theory: 50, Practical: 30
Time: 3 Hours	CA: 15

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I
Animation: Definition, Early examples of Animation, History of Animation: Stop Motion Photo Animation, Zoetrope, Thaumat rope, Cell and Paper Animation, early Disney's Cell Animation Processes
Types of Animation: Cell Animation, Stop Motion Animation, Computer Animation, 2-D Animation, 3-D Animation

UNIT- II
Skills for an Animation Artist: Visual and creative development of an Artist, importance of observation with minute details, efficiency to draw gestures, facial expressions, good listener, hard work and patience, creative and innovative. Introduction to animation production process

UNIT- III
Basic principles in animation: Key framing and in-betweens, Timing and spacing, Squash and Stretch, Anticipation, Straight-ahead and pose to pose, Follow-through and overlapping action,

UNIT- IV
Basic principles in animation: Slow in and slow out, Arcs, Secondary action, Exaggeration, Solid drawing, Staging, Appeal

Practical: Exercises to be implemented:
1.   Bouncing Ball Animation
2.   Pendulum Animation
3.   Flag Animation frame by frame
4.   Hammering a Nail

Note for the Practical Examiner:
   a) Practical Exam is based on the syllabus covered in the subject.
   b) The question paper will be set on the spot by the examiner.

Suggested Readings:
       Williams E. Richards, "The Animator's Survival Kit", Faber 3rdEdition.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - I
COURSE CODE: BVAP-1116
CREATIVE DESIGN- I

L - T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Exercises to be implemented (in Adobe Photoshop)

1. Change the background of images
2. Image Manipulation
3. Transform & Distort images
4. Color adjustment of those images (Photo Retouching), creating / restore old images
5. Convert a B&W image into color (Use variation)
6. Make digital painting (Use brush, pencil, smudge etc.).
7. Matte Painting-Composition.
8. Designing movie posters or music album posters
9. Create logos
10. Design leaflet, business card, letter head, Magazine cover and banners
11. Create Gif Animation
12. Graphics for Social media platforms

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:
UNIT- I
Graphic designing and its objective, difference between raster and vector graphics, importing art work
Photoshop: Introduction to Photoshop and its interface, navigation and all tools, working with basic selections, advanced selections, Working with Layers.

UNIT- II
Tools:-Rectangular Marquee Tool , Move Tool , Polygon Lasso Tool , Magic Wand Tool , Crop Tool, Spot Healing Brush Tool , Healing Brush Tool ,Content aware tool , Patch tool, Brush Tool , Clone Stamp Tool ,Eraser Tool , Gradient Tool (, Blur Tool , Smudge tool , Dodge Tool ,Burn tool , Path Selection Tool , Text Type Tool , Pen Tool ,Rectangle Tool ,Notes Tool , Red eye tool,

Bachelor of Vocation (Animation)
Session: 2023-24

UNIT- III

Photoshop: Refine edges,Grid and Guides, Adjustment Layers, Color Balance, Hue Saturation, Save Selection & Load selection.

Transformation tools (Distort, skew, perspective, warp), Vanishing point

Color Modes, Color Correction, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.)

UNIT- IV

Masking: Quick Masks, Layer Mask, Layers & Layer Blending Modes.

Photoshop filters – Smart Filters, Filter Gallery,

GIF Animation and Timeline

Create images for the web: Exporting images from Photoshop

Suggested Readings:

1. Caplin Steve, "How to Cheat in Photoshop CC: The art of creating realistic photomontages", Focal Press
2. Danae Lisa, "Adobe Photoshop CC Bible", Wiley
3. Faulkner Andrew,"Adobe Photoshop CC Classroom in a Book", Pearson Education

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - I
COURSE CODE: BVAI-1117
EXPERIMENTAL ANIMATION

L – T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Instructions to the examiner:

The students will be working on a design assignment based on the subjects studied in the course.

The students need to submit the self-made assignment at the end of the semester. The marks will be awarded to the student based on quality, theme and creativity showcased in the assignment submitted.

Unit I

Storyboarding, Rules of making storyboard, Techniques of Storyboard. Principle of Staging and appeal. Understanding camera angles and shots for storyboarding. Creating original Characters.

Unit II

Animation, stop motion using (Video, Photograph, and Sketch, Objects, Cut-out), Paper Animation: Animation using paper shapes, Flip Book: Rules of making flip book, Techniques of flip book.

Unit III

Clay Modeling, Designing Character, Props using box and oil-based clay, Animation using Clay Characters and props

Unit IV

Set Creation, An Introduction to Experimental work using different medium like Stone, Grass, Sand, Hardboard, Pen and ink, Water Colors, Poster Color, Dry brush etc.

Suggested Readings:

1.   Specc, Marc, (June 1, 2000), Secrets of Clay Animation Revealed 3, Create Space Independent
      Publishing Platform; Updated edition.
2.   Robert Russet and Cecile Starr, (1976 (U.S.A), Experimental Animation: An Illustrated Anthology, Van Nostrand Reinhold Compare.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester-I

Drug Abuse: Problem, Management and Prevention
Course Code: AECD-1161

<u>Course Outcomes</u>

After completing the course, the students will be able to:

CO1. Learn how to include factual data about what substance abuse is; warning signs of addiction; information about how alcohol and specific drugs affect the mind and body;

CO 2. Learn how to be supportive during the detoxification and rehabilitation process.

CO3. Focus on substance abuse education- is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.

CO 4. Understand that substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such as alcohol and marijuana

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester-I

Drug Abuse: Problem, Management and Prevention
(COMPULSORY)
Course Code: AECD-1161

Time: 3 Hrs   **Max. Marks:50**
Theory: 40   **CA: 10**

Instructions for the Paper Setter:
Eight questions of equal marks (8 marks each) are to be set, two in each of the four Sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any Section.

UNIT-I
Meaning of Drug Abuse: Meaning, Nature, Types and Extent of Drug Abuse in India and Punjab.
Consequences of Drug Abuse for:
Individual: Education, Employment, Income.
Family: Violence.
Society: Crime, Social Disorganization

UNIT-II

Prevention of Drug abuse: **Role of family**: Parent child relationship, Family support, Supervision, Shaping values, Active Scrutiny.

School: Counselling, Teacher as role-model. Parent-teacher-Health Professional Coordination, Random testing on students

Media: Restraint on advertisements of drugs, advertisements on bad effects of drugs, Publicity and media, Campaigns against drug abuse, Educational and awareness program

UNIT-III
Management of Drug Abuse
Medical management: medication for treatment and to withdrawal effects.

UNIT-IV
Psychiatric Management: Counselling, Behavioural and Cognitive therapy.
Social Management: Family, Group therapy and Environmental Intervention.

Legislation: NDPs act, Statutory warnings, Policing of Borders, Checking Supply/Smuggling of Drugs, Strict enforcement of laws, Time bound trials

Suggested Readings:

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection.* Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug epidemic among Indian Youth*, New Delhi: Mittal Pub.
5. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
6. National Household Survey of Alcohol and Drug abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
7. Sain, Bhim 1991, *Drug Addiction Alcoholism,* Smoking obscenity New Delhi: Mittal Publications.
8. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab*: A Sociological Study. Amritsar: Guru Nanak Dev University.
9. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.
10. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation,*Cambridge University Press.

Bachelor of Vocation (Animation) Semester II
Punjabi (Compulsory)
COURSE CODE: BVAL-2421

COURSE OUTCOMES

CO1: 'ਆਤਮ ਅਨਾਤਮ' ਪੁਸਤਕ ਦੇ ਕਹਾਣੀ ਭਾਗ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਕਹਾਣੀ ਨੂੰ ਪੜ੍ਹਨ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਕਹਾਣੀ ਜਗਤ ਨਾਲ ਜੋੜਨਾ ਹੈ।

CO2: 'ਗਿਆਨ ਮਾਲਾ' ਪੁਸਤਕ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਬਾਰੇ ਗਿਆਨ ਪੈਦਾ ਕਰਨਾ ਹੈ ।

CO3: 'ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ' ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਦੀ ਅਮੀਰੀ ਦਾ ਅਤੇ ਬਾਰੀਕੀਆਂ ਨੂੰ ਸਮਝਣ ਲਈ ਵੱਖਰੇ -ਵੱਖਰੇ ਸਿਧਾਂਤਾਂ ਦਾ ਵਿਕਾਸ ਕਰਨਾ ਹੈ।

CO4: ਸੰਖੇਪ ਰਚਨਾ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਸਮੇਂ ਅਤੇ ਮਿਹਨਤ ਦੀ ਬੱਚਤ ਕਰਨ ਬਾਰੇ ਦੱਸਣਾ ਹੈ। ਮੁਹਾਵਰੇ / ਅਖਾਣ ਦੀ ਵਰਤੋਂ ਨਾਲ ਗੱਲਬਾਤ ਵਿਚ ਪਰਪੱਕਤਾ ਆਉਂਦੀ ਹੈ।ਇਹ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਗੱਲਬਾਤ ਵਿਚ ਨਿਖਾਰ ਲਿਆਉਣ ਦਾ ਕੰਮ ਕਰਨਗੇ।

Bachelor of Vocation (Animation) Semester II
Punjabi (Compulsory)
COURSE CODE: BVAL-2421

ਸਮਾਂ : 3 ਘੰਟੇ   **Maximum Marks :**
100

                                                                        Theory   : 80
                                                                        CA   : 20

ਪਾਠਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ
ਯੂਨਿਟ-**I**

ਆਤਮ ਅਨਾਤਮ (ਕਹਾਣੀ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ) ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।

ਪਠਾਣ ਦੀ ਧੀ,ਉਜਾੜ,ਮਾੜਾ ਬੰਦਾ,ਘੋਟਣਾ,ਦਲਦਲ(ਕਹਾਣੀਆਂ ਪਾਠਕ੍ਰਮ ਦਾ ਹਿੱਸਾ ਹਨ)

(ਸਾਰ, ਪਾਤਰ ਚਿਤਰਨ)   16 ਅੰਕ

ਯੂਨਿਟ-**II**

ਗਿਆਨ ਮਾਲਾ (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ)(ਸੰਪ.ਡਾ.ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ.ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ,ਅੰਮ੍ਰਿਤਸਰ, 2007

ਲੇਖ:ਸਾਹਿਤ ਤੇ ਲੋਕ ਸਾਹਿਤ, ਅੱਖਾਂ, ਕੰਪਿਊਟਰ ਅਤੇ ਇੰਟਰਨੈੱਟ।(ਪਾਠਕ੍ਰਮ ਦਾ ਹਿੱਸਾ ਹਨ)

(**ਵਿਸ਼ਾ-ਵਸਤੂ**, ਸਾਰ)   16 ਅੰਕ

ਯੂਨਿਟ-**III**

(ੳ) ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ : ਨਾਂਵ,ਪੜਨਾਂਵ,ਕਿਰਿਆ,ਵਿਸ਼ੇਸ਼ਣ

(ਅ) ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ: ਕਿਰਿਆ ਵਿਸ਼ੇਸ਼ਣ,ਸੰਬੰਧਕ,ਯੋਜਕ,ਵਿਸਮਿਕ   16 ਅੰਕ

ਯੂਨਿਟ-**IV**

(ੳ) ਸੰਖੇਪ ਰਚਨਾ

(ਅ) ਮੁਹਾਵਰੇ / ਅਖਾਣ   16 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.   ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਸੈਕਸ਼ਨ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ **A-D** ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ **I-IV** ਵਿੱਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

2.   ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਸੈਕਸ਼ਨ ਵਿੱਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਕਰਨਾ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਸੈਕਸ਼ਨ ਵਿੱਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 16 ਅੰਕ ਹਨ।

4.   ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

Bachelor of Vocation (Animation)Semester II
BASIC PUNJABI (In lieu of Compulsory Punjabi)
COURSE CODE-BVAL-2031

ਸਮਾਂ 3 ਘੰਟੇ

Maximum Marks : 100
Theory : 80
CA: 20

ਪਾਠਕ੍ਰਮ
ਯੂਨਿਟ-I

ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ (ਨਾਂਵ, ਪੜਨਾਂਵ, ਕਿਰਿਆ, ਵਿਸ਼ੇਸ਼ਣ, ਕਿਰਿਆ ਵਿਸ਼ੇਸ਼ਣ, ਸਬੰਧਕ, ਯੋਜਕ ਅਤੇ ਵਿਸਮਿਕ)

16 ਅੰਕ

ਯੂਨਿਟ-II

ਪੰਜਾਬੀ ਵਾਕ ਬਣਤਰ : ਮੁੱਢਲੀ ਜਾਣ ਪਛਾਣ

(ੳ) ਸਾਧਾਰਨ ਵਾਕ, ਸੰਯੁਕਤ ਵਾਕ ਅਤੇ ਮਿਸ਼ਰਤ ਵਾਕ (ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ)

(ਅ) ਬਿਆਨੀਆ ਵਾਕ, ਪ੍ਰਸ਼ਨ ਵਾਚਕ ਵਾਕ ਅਤੇ ਹੁਕਮੀ ਵਾਕ (ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ)

16 ਅੰਕ

ਯੂਨਿਟ-III

ਪੈਰ੍ਹਾ ਰਚਨਾ

ਅਖਾਣ (ਅਖਾਣਾਂ ਦੀ ਲਿਸਟ ਨਾਲ ਨੱਥੀ ਹੈ)   16 ਅੰਕ

ਯੂਨਿਟ-IV

ਚਿੱਠੀ ਪੱਤਰ (ਘਰੇਲੂ ਅਤੇ ਦਫ਼ਤਰੀ)

ਮੁਹਾਵਰੇ (ਮੁਹਾਵਰਿਆਂ ਦੀ ਲਿਸਟ ਨਾਲ ਨੱਥੀ ਹੈ)

16 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.   ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਸੈਕਸ਼ਨ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ A-D ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ I-IV ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

2.   ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਸੈਕਸ਼ਨ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਸੈਕਸ਼ਨ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 16 ਅੰਕ ਹਨ।

4.   ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

ਅਖਾਣ

ਉੱਦਮ ਅੱਗੇ ਲੱਛਮੀ ਪੱਖੇ ਅੱਗੇ ਪੌਣ ,ਉਹ ਦਿਨ ਡੁੱਬਾ ਜਦੋਂ ਘੋੜੀ ਚੜ੍ਹਿਆ ਕੁੱਬਾ ,ਉੱਚੀ ਦੁਕਾਨ ਫਿੱਕਾ ਪਕਵਾਨ ,ਉਲਟੀ ਵਾੜ ਖੇਤ ਨੂੰ ਖਾਏ ,ਉੱਚਾ ਲੰਮਾ ਗੱਭਰੂ ਪੱਲੇ ਠੀਕਰੀਆਂ ,ਅੱਖੀਂ ਵੇਖ ਕੇ ਮੱਖੀ ਨਹੀਂ ਨਿਗਲੀ ਜਾਂਦੀ ,ਅੰਦਰ ਹੋਵੇ ਸੱਚ ਤਾਂ ਕੋਠੇ ਚੜ੍ਹ ਕੇ ਨੱਚ ,ਆਪੇ ਮੈਂ ਰੱਜੀ ਪੁੱਜੀ ਆਪੇ ਮੇਰੇ ਬੱਚੇ ਜਿਊਣ ,ਆਪ ਕੁਚੱਜੀ ਵਿਹੜੇ ਨੂੰ ਦੋਸ਼ ,ਅੰਨ੍ਹਾ ਵੰਡੇ ਰਿਊੜੀਆਂ ਮੁੜ ਮੁੜ ਆਪਣਿਆਂ ਨੂੰ ,ਅਕਲ ਵੱਡੀ ਕੇ ਮੱਝ ,ਅੰਨ੍ਹਿਆਂ ਵਿੱਚ ਕਾਣਾ ਰਾਜਾ ,ਆਪਣੀ ਪੀੜ੍ਹੀ ਹੇਠ ਸੋਟਾ ਫੇਰਨਾ ,ਇਕ ਅਨਾਰ ਸੌ ਬਿਮਾਰ ,ਇਕ ਹੱਥ ਨਾਲ ਤਾੜੀ ਨਹੀਂ ਵੱਜਦੀ ,ਇੱਕ ਚੁੱਪ ਸੌ ਸੁੱਖ ਝੱਟ ਮੰਗਣੀ ਪੱਟ ਵਿਆਹ ,ਸਹਿਜ ਪੱਕੇ ਸੋ ਮੀਠਾ ਹੋਵੇ ,ਦਾਲ ਵਿੱਚ ਕਾਲਾ ਹੋਣਾ ,ਸੱਦੀ ਨਾ ਬੁਲਾਈ ਮੈਂ ਲਾੜੇ ਦੀ ਤਾਈਂ ,ਸਵੈ ਭਰੋਸਾ ਵੱਡਾ ਤੋਸਾ,ਸੌ ਦਿਨ ਚੋਰ ਦੇ ਇਕ ਦਿਨ ਸਾਧ ਦਾ ,ਸੱਪ ਦਾ ਬੱਚਾ ਸਪੋਲੀਆ ,ਸੱਪ ਮਰ ਜਾਵੇ ਲਾਠੀ ਵੀ ਨਾ ਟੁੱਟੇ ,ਸਾਈਆਂ ਕਿਤੇ ਵਧਾਈਆਂ ਕਿਤੇ ,ਹੰਕਾਰਿਆ ਸੋ ਮਾਰਿਆ ,ਹਾਥੀ ਲੰਘ ਗਿਆ ਪੂਛ ਰਹਿ ਗਈ ,ਕੁੱਛੜ ਕੁੜੀ ਸ਼ਹਿਰ ਢੰਡੇਰਾ ,ਕੋਲਿਆਂ ਦੀ ਦਲਾਲੀ ਵਿੱਚ ਮੂੰਹ ਕਾਲਾ ,ਕਰੇ ਕੋਈ ਭਰੇ ਕੋਈ ,ਖਵਾਜੇ ਦਾ ਗਵਾਹ ਡੱਡੂ ,ਖੇਤੀ ਖਸਮਾਂ ਸੇਤੀ ,ਖੂਹ ਪੁੱਟਦੇ ਨੂੰ ਖਾਤਾ ਤਿਆਰ ,ਘਰ ਦਾ ਭੇਤੀ ਲੰਕਾ ਢਾਹੇ ,ਘਰ ਦੀ ਕੁੱਕੜੀ ਦਾਲ ਬਰਾਬਰ ,ਚਿੰਤਾ ਚਿਖਾ ਬਰਾਬਰ , ਛੱਜ ਤਾਂ ਬੋਲੇ ਛਾਣਨੀ ਵੀ ਬੋਲੇ,ਛੋਟੀ ਮੂੰਹ ਵੱਡੀ ਗੱਲ ,ਜਾਂਦੇ ਚੋਰ ਦੀ ਲੰਗੋਟੀ ਹੀ ਸਹੀ ,ਜਿਸ ਦੀ ਕੋਠੀ ਦਾਣੇ ਉਹਦੇ ਕਮਲੇ ਵੀ ਸਿਆਣੇ ,ਜਿਹੜੇ ਗੱਜਦੇ ਨੇ ਉਹ ਵਰ੍ਹਦੇ ਨਹੀਂ , ਝੱਟ ਮੰਗਣੀ ਪੱਟ ਵਿਆਹ , ਰੱਸੀ ਸੜ ਗਈ ਵੱਟ ਨੂੰ ਗਿਆ

ਮੁਹਾਵਰੇ

ਉਸਤਾਦੀ ਕਰਨੀ, ਉਂਗਲ ਕਰਨੀ, ਉੱਲੂ ਬਣਾਉਣਾ ,ਉੱਚਾ ਸਾਹ ਨਾ ਕੱਢਣਾ, ਉੱਡਦੇ ਫਿਰਨਾ ,ਉੱਘ ਸੁੱਘ ਮਿਲਣੀ,ਅੱਖਾਂ ਵਿਚ ਰੜਕਣਾ ,ਅੱਗ ਲਾਉਣਾ ,ਆਵਾ ਊਤ ਜਾਣਾ ,ਅਸਮਾਨ ਨੂੰ ਟਾਕੀਆਂ ਲਾਉਣਾ, ਅੱਖਾਂ ਵਿੱਚ ਲਾਲੀ ਉਤਰਨੀ ,ਅਕਲ ਤੇ ਪਰਦਾ ਪੈਣਾ, ਈਨ ਮੰਨਣੀ, ਈਦ ਦਾ ਚੰਨ ਹੋਣਾ, ਇੱਟ ਨਾਲ ਇੱਟ ਖੜਕਾਉਣਾ,ਸਿਰ ਫਿਰਨਾ, ਸਿਰ ਤੇ ਚੜ੍ਹਨਾ ,ਸਬਰ ਦਾ ਘੁੱਟ ਭਰਨਾ, ਸਿਰ ਪੈਰ ਨਾ ਹੋਣਾ, ਹੱਥ ਧੋ ਕੇ ਪਿੱਛੇ ਪੈਣਾ, ਹੱਥੀਂ ਛਾਂਵਾਂ ਕਰਨੀਆਂ, ਹੱਡ ਭੰਨਣੇ, ਹੱਥ ਤੰਗ ਹੋਣਾ ,ਹੱਥ ਮਲਣਾ,ਹੱਥ ਪੈਰ ਮਾਰਨਾ,ਕੰਨੀ ਕਤਰਾਉਣਾ, ਕੰਨ ਤੇ ਜੂੰ ਨਾ ਸਰਕਣਾ, ਕੰਨ ਘੇਸਲ ਮਾਰਨੀ, ਖ਼ਾਨਾ ਖ਼ਰਾਬ ਹੋਣਾ, ਖਾਨਿਓ ਜਾਣਾ, ਗੁੱਡੀ ਚੜ੍ਹਨੀ, ਗਲ ਪੈਣਾ ,ਗੰਗਾ ਨਹਾਉਣਾ ,ਚੱਤੂ ਮੱਛੀ, ਚੰਦ ਚਾੜ੍ਹਨਾ, ਚਾਦਰ ਵੇਖ ਕੇ ਪੈਰ ਪਸਾਰਨਾ ,ਚਕਮਾ ਦੇਣਾ ,ਛੱਕੇ ਛੁਡਾਉਣਾ ,ਛਾਪਾ ਮਾਰਨਾ, ਛਿੱਲ ਲਾਉਣੀ ,ਛਿੱਕੇ ਟੰਗਣਾ

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation)Semester-II
Course Title: Punjab History and Culture (C. 320 to 1000 A.D.)
(Special paper in lieu of Punjabi Compulsory)
(For those students who are not domicile of Punjab)
Course Code: BVAL-2431

COURSE OUTCOMES:

After completing Semester II and course on Ancient History of Punjab students will be able to understand:

CO 1: The reasons and impact of Alexander's invasions and to comprehend various factors leading to rise and fall of empires and emergence of new dynasties and their administration specifically of Maurya rule in general and Ashok in particular

CO 2: art and architecture of Gupta period and the Indo-Greek style of architecture under Gandhara School

CO 3: To have an insight into the socio-cultural history under Harshvardhan and Punjab under the stated period

CO 4: To enable students to have thorough insight into the various forms/styles of Architecture and synthesis of Indo - Greek Art and Architecture in Punjab

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Course Title: Punjab History and Culture (C. 320 to 1000 A.D.)
(Special paper in lieu of Punjabi Compulsory)
(For those students who are not domicile of Punjab)
Course Code: BVAL-2431

Examination Time: 3 Hours   **Max. Marks: 100**
Credits L-T-P: 4-0-0   **Theory: 80**
Contact Hours: 4 Hrs/Week   **CA: 20**

Instructions for the Paper Setter:

1. Question paper shall consist of four Units
2. Examiner shall set 8 questions in all by selecting Two Questions of equal marks from each Unit.
3. Candidates shall attempt 5 questions in 1000 words, by at least selecting One Question from each Unit and the 5th question may be attempted from any of the four Units.
4. Each question will carry 8 marks

Unit-I

1. Alexander's Invasion's and Impact
2. Administration of Chandragupta Maurya and Ashoka.

Unit-II

3. The Kushans: Gandhar School of Art
4. Gupta Empire: Golden Period-Social and cultural life, Art and Architecture

Unit-III

5. The Punjab under the Harshvardhana --**Society and Religion during the time of Harshvardhana (Delete)**
6. Socio-cultural History of Punjab from 7th to 1000 A.D.

UNIT IV

7. Development of Languages and Education with Special reference to Taxila
8. Development to Art and Architecture

Suggested Readings

● B.N. Sharma: *Life in Northern India*, Delhi. 1966.
● Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983
● L. M Joshi (ed), *History and Culture of the Punjab*, Art-I, Punjabi University, Patiala, 1989 (3rd edition)
● L.M. Joshi and Fauja Singh (ed.), *History of Punjab*, Vol. I, Punjabi University, Patiala, 1977.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation)Semester-II
COMMUNICATION SKILLS IN ENGLISH
Course Code: BVAM-2102

COURSE OUTCOMES
At the end of this course, the students will develop the following skills:

CO 1: Enhancement of listening skills with the help of listening exercises based on conversation, news, and TV reports

CO 2: The ability of Note-Taking to be able to distinguish the main points from the supporting details and the irrelevant information from the relevant one

CO 3: Improvement of speaking skills enabling them to converse in a specific situation

CO 4: Acquisition of knowledge of phonetics which will help them in learning about correct pronunciation as well as effective speaking

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation)Semester-II
COMMUNICATION SKILLS IN ENGLISH
Course Code: BVAM-2102

Time: 3 hours (Theory)   **Max. Marks: 100**
3 hours (Practical)   **Theory: 50**
                                                                                Practical: 30
                                                                Continuous Assessment: 20

Instructions for the paper setter and distribution of marks:

The question paper will consist of four sections. The candidate will have to attempt five questions in all selecting one from each section and the fifth question from any of the four sections. Each question will carry 10 marks. Each question can be sub divided into two parts.   **(10 x 5 = 50)**

Section-A: Two questions of theoretical nature will be set from Unit I.
Section-B: Two questions will be given to the students from Unit II.
Section-C: Two questions will be given from Unit III.
Section-D: Two questions will be set from Unit IV

Unit I
Listening Skills: Barriers to listening; effective listening skills; feedback skills.
Activities: Listening exercises – Listening to conversation, News and TV reports

Unit II
Attending telephone calls; note taking and note making
Activities: Taking notes on a speech/lecture

Unit III
Speaking and Conversational Skills: Components of a meaningful and easy conversation, understanding the cue and making appropriate responses, forms of polite speech, asking and providing information on general topics

Activities: 1) Making conversation and taking turns
                       2) Oral description or explanation of a common object, situation or concept

Unit IV
The study of sounds of English, stress Situation based

Conversation in English Essentials of Spoken English

Activities: Giving Interviews

Recommended Books:

1. *Oxford Guide to Effective Writing and Speaking* by John Seely.
2. *Business Communication* by Sethi, A and Adhikari, B., McGraw Hill Education 2009.
3. *Communication Skills* by Raman, M. & S. Sharma, OUP, New Delhi, India (2011).
4. *A Course in Phonetics and Spoken English* by J. Sethi and P.V. Dhamija, Phi Learning.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation)Semester-II
COMMUNICATION SKILLS IN ENGLISH
Course Code: BVAM-2102
PRACTICAL / ORAL TESTING

Time: 3 hours   **Marks: 30**

Course Contents:
1. Oral Presentation with/without audio visual aids
2. Group Discussion
3. Listening to any recorded or live material and asking oral questions for listening comprehension

Questions:
1. Oral Presentation will be of 5 to 7 minutes duration. (Topic can be given in advance or it can be of student's own choice). Use of audio-visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to
20 minutes.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - II
COURSE CODE: BVAM-2113
SCRIPTING AND SCREENPLAY

L - T – P	Max. Marks: 50
1 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter –
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I
Understanding Script Writing, searching for writing, writing for radio and television, Writing for Commercial, Elements of good script writing.

UNIT- II
Structure of Script, Genres of Script, Formats for Script Writing, Script breakdown, Storyboard for shoot, Laws for writing, role of a writer, qualities and responsibilities of a writer

UNIT- III
Screenplay: Introduction, Script, Three Act Structure, Act One, Act Two, Act Three, Writing Synopsis (Treatment), Dialogue.

UNIT- IV
Formatting Script for Animation, Basic Guidelines for Animation Screenplays, Casting, Voice Over

Practical: Exercises to be implemented
 1. Write a screenplay using 3-act structure
 2. Convert a screenplay into Storyboard (Traditional/Digital)

Note for the Practical Examiner:
  1. Practical Exam is based on the syllabus covered in the subject.
  2. The question paper will be set on the spot by the examiner.

Suggested Readings:
  1. Field Syd "Screenplay: The Foundations of Screenwriting", RHUS; Revised ed. edition
  2. Vinod Chopra Films "3 Idiots: The Original Screenplay", Om Books

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - II
COURSE CODE: BVAM-2114
2D DIGITAL ANIMATION

L - T – P	Max. Marks: 75
2 – 0 – 1	Theory: 30, Practical: 30
Time: 3 Hours	CA:15

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT- I
Working with the drawing & shape tools, Drawing Shapes, Drawing with Primitive Tools, merge drawing mode vs object drawing mode, modifying shapes, direct selection tool, sub selection tool, gradient & mixing colors, 3d transfrom
Working with symbols, characteristics of symbols, editing symbols, buttons, button states, button library.

UNIT- II
Importing & modifying graphics, bitmap graphics & basic shape modification, working with vector objects, import photoshop file into Animate CC, working with text, modifying text properties, breaking text apart, converting text into shapes.

UNIT- III
Basics of animation, Timeline, Layers, animating text with shape tween, frames and keyframe, frame by frame animation, onion skin, motion tween, creating motion tween along path, working with motion editor

UNIT- IV
Implementation of 12 Principles of Animation, produce in-between poses for animation, Export the movie

Practical: Exercises to be implemented

1. Create Basic Text animation
2. Incorporate Audio with text
3. Create a background for animation
4. Bouncing Ball animation
5. Flag animation
6. Butterfly animation using path
7. Incorporate audio with character facial animation
8. Create a Cartoon character
9. Character walk cycle

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

Adobe Creative Team, "Adobe Animate CC Classroom in a Book Book", Russell S. Chun Beginning Adobe Animate CC: Learn to Efficiently Create and Deploy Animated and Interactive Content

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - II
COURSE CODE: BVAP-2115
INTRODUCTION TO 3D MODELING

L - T – P	**Max. Marks: 75**
0 – 0 – 3	**Practical: 60**
Time: 3 Hours	**CA:15**

Practical Exercises to be implemented

1. Creating basic 3D objects
2. Creating 3d props using polygon modelling
3. Modelling 3d props and assets
4. Working with hyper shade to create materials
5. Apply basic materials and textures on 3d models

UNIT- I

Introduction to Maya**,** Understanding User Interface**,** understanding 3D Concept, setting up image planes and working in multiple viewports. Learning the difference between NURBS and Polygon modeling, using curves and Boolean techniques to create basic shapes.

UNIT- II

Polygon Modeling: Introduction to polygon modeling, Making hard surface objects and props like guitars, speakers, pen, watches and various house hold objects.

UNIT- III

Relationship editor and outliner, The channel box, Layer Editor, Attribute Editor, the connection editor, Duplicating objects duplicate with transform and duplicate special options,Pivot points, Grouping and Parenting, Working with Shelves, Using layers

UNIT- IV

Introduction to snapping (to grid, point, curves, and view planes), Helpline, command line, range slider, playback controls, preferences. Introduction to materials, Using hyper shade, Rendering a still, Rendering an image sequence

Suggested Readings:

1. Darakhshani Dariush, "Introduction to Autodesk Maya 2015". Autodesk
2. PalamarTodd, "Mastering Autodesk Maya 2016". Wiley

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester – II
COURSE CODE: BVAP-2116
CREATIVE DESIGN – II

L - T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Practical: CorelDraw (Exercises to be implemented)

1. Leaflet Design
2. Business card
3. Letter head
4. Magazine cover
5. Banner design
6. Book Cover Design

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:

UNIT- I

Getting Started with Corel Draw, Explore the Corel Draw Interface, Customize the Workspace.
Tools: -Pick tool - Select, position and transform objects.
Freehand pick tool - Select objects by using a freehand selection marquee. Position and transform objects.
Ellipse tool - Draw circles and ellipses by dragging in the drawing window.
Rectangle tool - Draw squares and rectangles by dragging in the drawing window.
Polygon tool - Draw polygons by dragging in the drawing window.
Star tool - Draw uniform, outlined stars.
Arrow Shapes tool - Draw arrows of various shapes and directions.
Banner Shapes tool - Draw ribbon objects and explosion shapes.
Callout Shapes tool - Draw labels and speech bubbles.

UNIT- II

Text tool - Add and edit paragraph and artistic text.
Drop Shadow tool - Apply shadows behind or below objects.
Extrude tool - Apply 3D effect to objects to create the illusion of depth.
Transparency tool - Partially reveal image areas underneath the object.
Uniform Fill - Choose a solid fill color for an object by using color palettes, color viewers, color harmonies, or color blends.

UNIT- III

Blend tool - Blend objects by creating a progression of intermediate objects and colors.

Shape tool - Edit a curve object or text character by manipulating nodes.

Free Transform tool - Rotate, skew, mirror, and scale objects.

Smear tool - Change the edge of an object by dragging along its outline.

Crop tool - Remove the areas outside a selection

Knife tool - Slice an object to split it into two SECP - IIarate objects

Eraser tool - Remove unwanted areas in a drawing.

Pen tool - Draw curves in segments, and preview each segment as you draw

UNIT- IV

Drawing: Set Up a Drawing Page, Draw Shapes, Draw Lines, Bezier, Curves, Shape Tool, Include Objects, Working with Fills, Pattern, differentiate between RGB and CMYK color and color settings.

Working with objects: Group and ungroup object, Masking Objects

Working with Text: Working with text tool, Point Text and Paragraph text, Add Text to Objects, Fit Text on a Path, Work with Paragraph Text, Wrap Paragraph text, Work with a Text Style, Insert Special Characters, Spell Check a Documents.

Create a Table, modify a Table, format a Table, and Apply Artistic Effects to Objects. Convert Bitmap Images to Vector Images, Work with Print Styles,

Interactive effect tool: Transparency, Extrude, Envelop, Blend, and Drop Shadow.

Suggested Readings:

1. Gary David Bouton, "CorelDRAW X7: The Official Guide", McGraw Hill Education
2. Kogent Learning Solutions Inc. "CorelDraw X7 in Simple Steps", Dreamtech Press

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - II
COURSE CODE: BVAP-2117
3D MODELING (SET AND PROPS)

L - T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA:20

Practical: Exercises to be implemented

1. Creating all types of Polygons like Cube, Sphere, Cylinder
2. Create Table Chair, Bed, and LED screen Using polygon
3. Create Flower pot and Guitar using NURBS
4. Creating 3d props and assets
5. Creating basic 3d set or environment
6. Rendering Model View using Default Render

Syllabus to be covered for the practical:

UNIT- I

Understanding of 3d models, low poly models and high poly models, model sheet and reference images, using reference images for 3d modeling, creating image plane for reference, Create, edit, or position an image plane.

UNIT- II

Duplicating objects duplicate with transform and duplicate special options, Pivot points, Grouping and Parenting

Introduction to snapping (to grid, point, curves and view planes)

Basic Introduction to Creating of Simple primitives, surface normal,

Polygon Modeling, Polygons (edge, vertex, face, vertex face, UVs), Combining, and splitting, Polygon selection (object mode, sub-object mode: edge, vertex, face, vertex face, UV, edge loop, edge ring, border edge), Create polygon primitives (create polygon primitives interactively from shelf & from create menu), Move, rotate, or scale polygon components,

UNIT- III

Modifying polygon meshes (chamfer, split poly, insert edge loop tool, merge vertex, detach component, extrude, multi-cut, bridge, append to poly, combine, extract, triangulate, quadrangulate, create polygon tool, sculpt geometry, smooth, mirror geometry, Converting poly and subdivision.

UNIT- IV

What are Nurbs, Components of Nurbs curves, degree of Nurbs curves, Bezier curves. insert knot, reverse curve direction.

Loft, Revolve Surface, Extruded Surface, Planar Surface, Beveled Surface, Boundary Surface – Combining Techniques– Modeling with Deformers – Editing NURBS Surfaces – Using NURBS Surfacing to Create Polygons – Converting NURBS to Polygons

Suggested Readings:
1. Darakhshani Dariush, "Introduction to Autodesk Maya 2015". Autodesk
2. Palamar Todd, "Mastering Autodesk Maya 2016". Wiley

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - II
COURSE CODE: BVAI-2118
Assignment and Viva (Application of Software Tools and Techniques)

L - T – P	Max. Marks: 100
0– 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Note: The students will be working on a design task based on the subjects studied in the course.

The students need to submit the self-made assignment at the end of the semester. The marks will be awarded to the student on the basis Viva-Voce and quality, theme and creativity showcased in the assignment.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAM - 3111
INTRODUCTION TO PHOTOGRAPHY

L - T – P	Max. Marks: 50
2 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Introduction to photography, meaning of Photography and its applications
Types of Photography: Product Photography, Nature Photography, Event Photography, Travel Photography, Sport photography

Unit II

Camera Lens and its Types,
Aperture, Shutter Speed, Depth of Field, Types of Still Camera

Unit III

Different types of camera angles and shots
Camera angles and shots: Low angle, High angle, Dutch tilt, Ariel shot, Close up shot, mid shot, long shot

Unit IV

Composition: Rule of Thirds, Golden Section, Head room, Frame within a frame, Symmetry Photography golden hours

Suggested readings:

1. Woods Nicole, "Photography: Complete Guide to Taking Stunning, Beautiful Digital Pictures". CreateSpace Independent Publishing Platform

2. Northrup Tony, "Tony Northrup's DSLR Book". Mason Press; 2nd edition

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAM-3112
STORYBOARDING

L - T – P	Max. Marks: 50
2 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter –
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Storyboard:
Introduction to Storyboard, different styles of storyboard, difference between storyboard and animatic, Advantages of Storyboard in Animation and Anatomy of a Storyboard

UNIT- II

Shot Types: Long Shot or Establishing Shot, Full Shot, Close-up, Medium shot, aerial shot, Extreme Close-up, Sequence, Scene, Shot, Camera Movements, Dialogue, Page Numbering, Flops

UNIT- III

Steps for a Great Storyboard, Medium and target audience, and how this may affect animation processes

Camera movements: -Pan, Tilt, Dolly/Track, Zoom in Zoom out, Whip Pan

UNIT- IV

Preparing Storyboards Using Digital Software: Animatics or Story Reel, Translate the script/story into a series of illustrated frames

Practical: Exercises to be implemented
 1. Convert a screenplay into Storyboard (Traditional/Digital)
 2. Application of various shots and Camera movements in Storyboard

Note for the Practical Examiner:
  1. Practical Exam is based on the syllabus covered in the subject.
  2. The question paper will be set on the spot by the examiner.

Suggested Readings:
   1. Hart John "The Art of Storyboard", Focal Press.
   2. Simon A Mark "Storyboards: Motion in Art", Focal Press.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAM-3113
COLOR GRADING

L - T – P	Max. Marks: 75
2 – 0 – 2	Theory: 30 Practical: 30
Time: 3 Hours	CA:15

Instructions for Paper Setter –
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I
Learning techniques to color grade a film. Understanding 2 tones color grading, 3 tone and black and white. Pushing values and contrast. Using hue and saturation to change mid tones, shadows and highlights of a video and change moods.

Unit II
Learning about various digital formats including raw formats. Exploring an overview of various color spaces and related topics

Unit III

uses of contrast and color scene to Scene color grading - Matching shots within a scene, and keeping a look cohesive and consistent throughout a scene or entire project
Color Theory - exploring how color imagery is perceived within a single image and across a series of images. Contrast effects, color harmony.

Unit IV
visualizing and talking about color, Color Balancing: Exploring concepts of naturalistic color renditions, color casts, and balanced images. Color Grading: understanding 2 tones and 3 tones used by cinematographers to create the look of a film.

Practical: Exercises to be implemented

1. Study different movie shots for understanding colours
2. Compiling shots of different movies to represent their moods
3. Color correcting raw footage
4. Color grading raw footage

Suggested Readings:

1. Color Grading 101: Getting Started Color Grading for Editors, Cinematographers, Directors, and Aspiring Colorists a book by Charles Haine.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAP- 3114
INTRODUCTION TO TEXTURING AND SHADING IN 3D

L - T – P	Max. Marks: 50
0 – 0 – 2	Practical: 40
Time: 3 Hours	CA: 10

Unit I

Introduction to texturing and shading, working with Shader - Blin, Phong and Lambert etc. Working with Shader Properties - Ambient, Diffuse, Specular, gloss, opacity.

Unit II

Working with Maps Bump and Opacity, Reflection & Refraction. Creating custom shaders in Maya using the hyper shade.

Unit III

Introduction to UV mapping, Types of UV Mapping Automatic UV mapping, Planar UV mapping, Cylindrical UV mapping, Spherical UV mapping, User-defined UV mapping, Camera UV mapping, Transfer UVs between meshes, UV Texture editor overview UV sets: Create UV sets, Switch between UV sets, Duplicate, rename, or delete a UV set, assign a texture to a UV set, Copy UVs from one UV set to another.

Unit IV

Editing UV's in Texture editor: Select UVs, Display a subset of UVs, Display a texture behind the UVs, Delete UVs, Update a texture image after UV modification, Use the UV Texture Editor grid, Save an image of the UV layout, Modify UVs using the UV Lattice Tool, Modify UVs using the UV Smudge Tool, Separate & attach UV shells, Relax UV's, Unfold a UV mesh, Flip or rotate UV shells, Copy UVs,.

Suggested Readings:

1. Lanier Lee, "Advanced Maya Texturing and Lighting", Wiley
2. Birn Jeremy, "Digital Lighting and Rendering", New Riders; 2 edition

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAP- 3115
AUDIO EDITING

L - T – P	Max. Marks: 50
0– 0 – 4	Practical: 40
Time: 3 Hours	CA: 10

Practical: Exercises to be implemented

1. Study various audio files from advertisement and movies
2. Recording different audios
3. Recording audios in different file formats
4. Editing raw audio
5. Compiling final audio file for advertisement

Unit I
Introduction to Adobe Audition, Software Interface, setting up your project, Comparing the Waveform and Multi track editors, Basic components of the editors, working with audio in the Editor panel

Unit II
Recording Audio, Append audio files to another, import a file as raw data, insert an audio file into a multi-track session, supported import formats, Editing Audio: visually fading and changing amplitude, working with markers, converting sample types, frequency, and amplitude, Waveform editing enhancements.

Unit III
Sound Mixing, Mixing Pop Rock, Mixing Hip Hop, Mixing EDM, Foley, Reverb, Modify-Routing, Gain Structure, Automation, Master Harmonic Distortion, Metering, Mid & side, Referencing, editing dialogue, Fixing hum and broadband noise issues with processing. Audio file formats and encoding

Unit IV
Exporting Audio**,** EQ, Loudness Normalization &, Learn Compression, Panning, Level Balancing, Delay, EQ Types, Filters, Using Effects, Parameters, synchronizing sound effects (SFX). Exporting audio and video, format, rendering

Suggested Readings:

1. Film Sound: Theory and Practice - by Elisabeth Weis (Editor), John Belton (Editor)
2. Sound for Film and Television- Tomlinson Holman.
3. Audio Postproduction for Film and Video - Jay Rose

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAP-3116
VIDEO EDITING

L - T – P	Max. Marks: 50
0 – 0 – 4	Practical: 40
Time: 3 Hours	CA:10

Exercises to be implemented (Practical)
1. Synchronize text with audio
2. Create news ticker (lower third)
3. Mash up
4. Create a 1-minute trailer of movie
5. Create a one-minute short film

Syllabus to be covered for the practical:

Unit I
Introduction: What is Premiere Pro, Why and What for, Concept of Non-linear editing.
Digital video principles: Video formats, frame rates, aspect ratios and Video outputs
Introductory project: Workflow, Adding footage, Time code, Basic, Interface of premiere pro, All panels of premiere (tools, project, monitor, source, Timeline, audio meters, misc.)
Importing and organizing footage: Project, Sequence, Capturing, Importing, Sorting.

Unit II
Basic video editing: Rough editing, Layers, Ripple edit, Slip edit, Razor tool, moving edit, Navigating, understand all Tools on toolbox for editing clips.
Helpful editing techniques: Markers, replacing footage, exporting still, rearranging clips, Targeting, Disconnecting and Offline, Adjusting clip properties: Rubber band, Position, Anchor, Size, Playing with time: Speed, Rate, and Backwards

Unit III
Attributes of video: Pixels, Frame rates, HD
Creating moving elements: Layered, Animating and Fading.
Applying video transitions: Applying (various types), Effectively, Default.
Working with audio: Cutting music, Changing and fixing
Applying video effects: Flare, Lightning, Mirror, Making titles, credits and lower thirds
Various effects: adjust, blur, sharpen, channel, Distort, generate, image control, keying, noise, perspective, Stylize, time, transition, transform.

Unit IV
Basic compositing: Compositing, Green (keying)
Color correction: Color balance, color balance (HLS), three-way color corrector, brightness contrast, and Hue saturation Exporting video: Sequences, Media encoder, Formats

Suggested Readings:
1. Adobe "Adobe Premiere Pro CC Classroom in a Book", Pearson Education India

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAP-3117
MOTION GRAPHICS

L - T – P	**Max. Marks: 75**
0 – 0 – 4	**Practical: 60**
Time: 3 Hours	**CA:15**

Practical: Exercises to be implemented

1. Creating basic Shapes and Text animation
2. Creating typography video of 1 minute
3. Create 1 minute motion graphics advertisement
4. Create 1-minute live action + motion graphics advertisement

Syllabus to be covered for the practical:

UNIT- I

Working in Adobe after effects, effects like 3D, twitch, color boom, Distorted, particle etc., using the pre- composition and layers. Understanding Masking and overlaying multiple effects to create a dynamic looking effect.

UNIT- II

Creating Loops using coding, understanding timing, and spacing to create smooth transition effects. Creating custom transition effects and layer masks with color bleed effect.

UNIT- III

Creating Lyrical typography using alphabet wise animation in adobe after effects. Synchronizing timing and spacing and using the composition rules to create dynamic timing in animation. Understanding Keys and loops in after effects by coding. Using camera moves to further enhance the typography.

UNIT- IV

creating studio level product placement adverts. Composing 3D text in a footage to create cinematic typographical effect. Creating motion effects like the shock wave, synced with music. Making looped 3D pastel animated backgrounds.

Suggested Readings:

1. Design for Motion: Fundamentals and Techniques of Motion Design by Austin Shaw

2. Hands-On Motion Graphics with Adobe After Effects CC by Dodds David

3. The Graphic Language of Neville Brody Jon Wozencroft

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - III
COURSE CODE: BVAP- 3118
3D CHARACTER MODELING

L - T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA:20

Practical: Exercises to be implemented

1. Create biped character (Cartoon, realistic and semi realistic)
2. Create quadruped character

Syllabus to be covered for the practical:

UNIT- 1
Introduction to unit setup, model sheet for character modelling, Use of image plane in character modelling, blue prints and reference images, Anatomy study

UNIT- II
Basic Character modeling process, understanding of polygons, Tris and Quads, Instruction for character modeling (Poly count, T pose, Quad faces, loops)

UNIT- III
Understand the Cartoon, realistic and semi realistic character design, understanding the topology, low poly and high poly modeling

UNIT- IV
Creating clothes, hair and other character assets

Suggested Readings:
Todd Palamar, "Mastering Autodesk Maya 2016". Wiley
DarakhshaniDariush, "Introductionto Autodesk Maya 2015". Autodesk

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAL-4111
MAINTAINING WORKPLACE HEALTH AND SAFETY

L - T – P	Max. Marks: 50
2– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Importance of High Standards of Health and Safety at workplace

Identification of health and Safety hazards

Identification of people responsible for health and safety and mechanisms to reach out to them

Unit II

Ensuring the success of safety and health management system: monitoring, reporting various incidents and revision of plan.

Types of emergencies, Emergency plans, Evacuation and other emergency procedures in case of fire, flood, earthquake etc.

Unit III

Fire safety in the workplace, Different types of fire extinguishers, classification and usage

Medical assistance in case of health, symptoms and first aid for different medical conditions like cardiac failure, choking, unconsciousness etc.

Unit IV

Safety guidelines of System/equipment and machines, various safety symbols: meaning and importance.

Governmental norms and regulations regarding Health and Safety at workplace

A fire drill exercise

Suggested Readings:

1. Schneid D. Thomas, "Workplace Safety and Health: Assessing Current Practices and Promoting Change in the Profession (Occupational Safety & Health Guide Series)", CRC Press; 1 Edition
2. Gupta A.K, "Industrial Safety and Environment Paperback", Laxmi Publications; Second edition

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAM-4112
CAMERA TECHNIQUES

L - T – P	Max. Marks: 50
1– 0 –1	Theory: 25 Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Digital Photography: Introduction
Camera Techniques and its uses
Different types of Color profiles (Natural, Portrait, Landscape etc.)

Unit II

Creative white balance
Nature Photography with different angles
Using Marcos in an indoor and outdoor setting
Different types of image and video format

Unit III

Time lapse shots
Image editing and standard image formats
Advanced editing techniques in product photography
Lighting: Three point of lighting techniques, Types of lights used according to the shoot.

Unit IV

Travel Photography
Sport Photography
Crew: Handling the camera and its equipment, clapper board, use of monitor during shoot. Picture Composition.

Note for the Practical Examiner:
1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Woods Nicole, "Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures", CreateSpace Independent Publishing Platform

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAP-4113
DIGITAL COMPOSITING

L - T – P	Max. Marks: 50
0 – 0 – 2	Practical: 40
Time: 3 Hours	CA:10

Practical: Exercises to be implemented

1. Basic Compositing on footage
2. Working with chroma footage
3. Working with masking
4. Roto
5. Tracking footage
6. Compositing footage using tracking
7. Adding effects to the footage

Unit I
Adobe After Effects, Understanding User Interface, Understanding Project, Footage, Composition, Timeline.
Basic Animation Advanced Animation, Temporal Interpolation, Spatial Interpolation and Motion Paths, Motion Sketch and Smoothing.

Unit II
Layers & Compositing, Layers & Composition: Layers, **trimming** layers, Blending Modes and Adjustment Layers, Pre-Composing, Frame Rate, Time Stretch and Time Remapping, Masking, Parenting

Unit III
Text Animation, Text & Transitions: Animator, Advanced Text Effect, Pick Whip Expressions, Wiggle Expressions, Transitions.2.5D: Understanding 3D Space, animating in 3D Space, Lights, Camera, Using Effects and Stack order, Using Brainstorm, The Puppet

Unit IV
Effects, Effects and Rendering: Chroma & keying, Rotoscopy, Color Correction fundamentals, Blur and Sharpen Effects, Using Effects and Presets, Channels and other effects, Fundamental of Rendering, Output formats, Codec, Compression

Recommended Books / Suggested Readings:

1. Adobe Creative Team, Adobe Creative cloud: After Effects CC
2.   The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics, Publisher: Morgan Kaufmann.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAP-4114
LIGHTING AND RENDERING

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical: 60
Time: 3 Hours	CA:15

Practical Exercises to be implemented:

Lighting & rendering for the given scene
1. 3 Point lighting on a character
2. Lighting of an interior or exterior

Syllabus to be covered for the practical:

Unit I

Introduction to Lighting. Working with Maya Lights 1-Point, Direct, Spot, Working with Maya Lights 2-Ambient, Area and Volume, Three Point Lighting and Exterior Lighting, Cast shadows, decay rate, Previewing lighting and shadows
Lighting: Light and Shadow in real world – indirect vs global illumination – default lighting- direct light sources –reflection & refraction of light. Setup light source –spot, area or directional light

Unit II

Create, group & modify light in scene with light editor: create and group lights – snap lights to object. Adjust lighting: turn default light on or off – adjust light source attributes – control area lights – control spot lights – glows, halos, and lens flares – shadow catching – remove shadows.

Unit III

Image based lighting, Physical sun & sky, exposure photographic lens

Hardware, software, Using Arnold Render, Camera setup: create and use camera – camera – locking current camera – focus and blur – panning and zooming. Quality, render speed diagnostics – tessellation and approximation: rendering methods – Using different render passes render outputs: color and depth channels – file formats – output location – aspect ratio - render passes

Unit IV

Rendering: Working with cameras, Software & Hardware rendering. Execute Different render passes using Arnold.

Suggested Readings:

Todd Palamar, "Mastering Autodesk Maya 2016". Wiley
Darakhshani Dariush, "Introductionto Autodesk Maya 2015". Autodesk

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAP-4115
3D ARCHITECTURE MODELING AND TEXTURING

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical:60
Time: 3 Hours	CA:15

Practical: Exercises to be implemented

1. **Modeling basic objects**
2. **Polygon modelling**
3. **Creating architecture model**
4. **Applying materials and textures**

Syllabus to be covered for practical:

Unit I

Understanding User Interface of Autodesk 3ds MAX, Standard Primitives, Extended Primitives, Customizing the Units, Basic Models using Parametric Deformers, AEC Extended objects, Advanced Set modeling- Buildings, Foliage-Exterior- Landscaping, 3D Boolean, Compound Objects, 2D Boolean.

Unit II

Modeling in 3Ds max, Understanding the Modifier Stack, Modeling with polygons and subdivision surfaces, Freeform sculpting, Modeling game assets to understand and grasp the basic concepts of modeling in 3DS Max. Linking objects in hierarchies.

Unit III

Architectural Modeling, Understanding the workflow of Architecture models, Interior Modeling, Exterior Modeling, Techniques used in Architectural modeling. Creating Game ready assets of fantasy and buildings and architecture.

Unit IV

Texturing and shading in 3Dsmax, Introduction to Texturing & Shading, building materials, texturing with bitmaps and procedurals, rendering a sequence.

Recommended Books / Suggested Readings:
1. Murdock, Kelly, 3D Studio Max Bible, Pub. - Wiley.
2. Daniele Todd, Poly-Modeling with 3ds MAX, Pub.- Focal Press
3. Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition by Pradeep Mamgain

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAP-4116
3D ANIMATION

L - T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Practical: Exercises to be implemented

1. Maya Timeline, Manual key & Auto Key
2. Animation Graph editor
3. Play blast
4. Create a Walk cycle
5. Animating a character using Blocking Techniques
6. Creating an interaction between two characters
7. Creating a Character poses using blend shapes
8. Creating Anatomy of expression for facial Animation

Unit I
Animation Introduction, learning how to plan an animation using thumbnail sketches. Animating a cartoony pantomime shot with body mechanics acting utilizing the 12 principles of animation. Starting with poses, adding in-betweens and then breakdowns, then stretching the keyframes to setup the timing. Using the graph editor to polish the shot.

Unit II
Rigging, Understanding Skeleton Joints & Joint chain, Parent child Relationship, Understanding Joints and hierarchies & Concept of Skeleton. IK handle tool, IK Solvers & IK Spline.

Unit III
Intro to IK/FK, Arm & leg setup. Using constraints to setup up vehicle rigs and a character rig using blendshapes. Human IK and FK setup.

Unit IV
Dialogue animation, Focusing on facial animation to create a dialogue shot, a small dialogue first. Learning about human behavior, observing eyebrow movements, eye tracking and mouth poses, motion trails and graph editor. Learning about body language.

Suggested Readings:

1. Williams E. Richards, "The Animator's Survival Kit", Faber 3 edition.
2. Cartoon Character Animation with Maya: Mastering the Art of Exaggerated Animation (Required Reading Range)
3. Rodriguez David, "Animation Methods", CreateSpace Independent Publishing Platform

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - IV
COURSE CODE: BVAD-4117
MINOR PROJECT

L - T – P	**Max. Marks: 100**
0– 0 – 6	**Practical: 80**
Time: 3 Hours	**CA:20**

During Semester-IV, the students need to submit an animation project prepared using techniques and tools taught during the course (Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Flash, Adobe Premiere, Autodesk Maya and Adobe After effects).

Following points should be taken care of while working on project:

1. Students can choose themselves the subject matter and scenes
2. A project can be done jointly by maximum of two students
3. Minimum of 750 frames
4. Use at least two different software
5. Effective use of cameras, focus on viewers' attention
6. Project report showcasing the stages of the project

Bachelor of Vocation (Animation) Semester-IV
Environmental Studies
Course Code: AECE-4221

COURSE OUTCOMES:

CO1) Understand the concept and need of environmental education.

CO2) Understand the role of an individual in conservation of natural resources.

CO3) Learn about role of major Eco system and their conservation.

CO4) Develop desirable attitude, value, and respect for protection of Biodiversity.

CO5) Learn about the control measure of pollution and solid waste management.

CO6) Understand the role of different agencies in the protection of environment.

CO7) Knowledge regarding welfare programmes and Human rights.

CO8) Knowledge about the applied value of environmental studies.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester-IV
Environmental Studies (Compulsory paper)
Course Code: AECE-4221 (Theory)

Time: 3 Hrs   Max. Marks: 100

Credit: 4-0-0   Theory: 60   Project report: 20   CA: 20

Instructions for the Paper Setter

The question paper should carry 60 marks.
The structure of the question paper being:
Part-A, Short answer pattern – 20 marks
Attempt any five questions out of seven. Each question carries 4 marks. Answer to each question should not exceed 2 pages
Part-B, Essay type with inbuilt choice – 40 marks
Attempt any five questions out of eight. Each question carries 8 marks. Answer to each question should not exceed 5 pages.

Unit 1 The multidisciplinary nature of environmental studies

Definition, scope, and importance, Need for public awareness

Unit 2

Natural Resources: Renewable and non-renewable resources:
    Natural resources and associated problems.
(a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
(b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits, and problems.
(c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
(d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.
(e) Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, case studies.
(f) Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification.
    • Role of an individual in conservation of natural resources.
    • Equitable use of resources for sustainable lifestyles.

Unit 3 Ecosystems

    • Concept of an ecosystem
    • Structure and function of an ecosystem
    • Producers, consumers, and decomposers
    • Energy flow in the ecosystem
    • Ecological succession
    • Food chains, food webs and ecological pyramids
    • Introduction, types, characteristic features, structure and function of the following ecosystem: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, ocean estuaries)

Unit 4 Biodiversity and its conservation

- Introduction – Definition: genetic, species and ecosystem diversity
- Biogeographical classification of India
- Value of biodiversity: consumptive use, productive use, social, ethical aesthetic and option values
- Biodiversity at global, national and local levels
- India as a mega-diversity nation
- Hot-spots of biodiversity
- Threats to biodiversity: habitat loss, poaching of wildlife, man wildlife conflicts
- Endangered and endemic species of India
- Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity

Unit 5 Environmental Pollution

 Definition
- Causes, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear pollution
- Solid waste management: Causes, effects and control measures of urban and industrial wastes.
- Role of an individual in prevention of pollution
- Pollution case studies
- Disaster management: floods, earthquake, cyclone and landslides

Unit 6 Social Issues and the Environment

- From unsustainable to sustainable development
- Urban problems and related to energy
- Water conservation, rain water harvesting, watershed management
- Resettlement and rehabilitation of people; its problems and concerns. Case studies.
- Environmental ethics: Issues and possible solutions
- Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
- Wasteland reclamation
- Consumerism and waste products
- Environmental Protection Act, 1986
- Air (Prevention and Control of Pollution) Act, 1981
- Water (Prevention and control of Pollution) Act, 1974
- Wildlife Protection Act
- Forest Conservation Act
  Issues involved in enforcement of environmental legislation Public awareness

Unit 7 Human Population and the Environment

- Population growth, variation among nations
- Population explosion – Family Welfare Programmes
- Environment and human health
- Human Rights
- Value Education
- HIV / AIDS
- Women and Child Welfare

- Role of Information Technology in Environment and Human Health
- Case Studies

Unit 8 Field Work

- Visit to a local area to document environmental assets river/forest/grassland/hill/mountain
- Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
- Study of common plants, insects, birds
- Study of simple ecosystems-pond, river, hill slopes, etc

References:

1. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
2. Down to Earth, Centre for Science and Environment, New Delhi.
3. Heywood, V.H. & Waston, R.T. 1995. Global Biodiversity Assessment, Cambridge House, Delhi.
4. Joseph, K. & Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
5. Kaushik, A. & Kaushik, C.P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
6. Rajagopalan, R. 2011. Environmental Studies from Crisis to Cure. Oxford University Press, New Delhi.
7. Sharma, J. P., Sharma. N.K. & Yadav, N.S. 2005. Comprehensive Environmental Studies, Laxmi Publications, New Delhi. 8. Sharma, P. D. 2009. Ecology and Environment, Rastogi Publications, Meerut.
8. State of India's Environment 2018 by Centre for Sciences and Environment, New Delhi
9. Subramanian, V. 2002. A Text Book in Environmental Sciences, Narosa Publishing House, New Delhi

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
COURSE CODE: BVAP- 5111
ELECTRONIC MEDIA

L - T – P	Max. Marks: 50
3– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four units. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit - I
1. Evolution and growth of Electronic Media (Radio, TV)
2. Characteristics of various Electronic Media (Radio, TV)
3. Radio vs. TV
4. Print vs. Electronic Media

Unit - II
5. Effect of Electronic Media on Culture and Society
6. Broadcasting Writing Technique and Style
7. Script Formats
8. Editing

Unit - III
9. Principles of Video Production
10. Basic TV Production Techniques
11. Production Team
12. Camera Crew

Unit - IV
13. Types of Cameras
14. Budgeting
15. Channel Analysis, Media Appreciation – Film review
16. Distribution of Films
17. Introduction to Editing Software – Adobe Premiere, After Effects, Sound Forge.

Suggested Readings:
1. Electronic Media: An Introduction, "Lynne S. Gross (Author)", McGraw-Hill
2. India's communication revolution, "Arvind Singhal, Evertt M. Rogers", Sage India

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
COURSE CODE: BVAM– 5112
CAREER MANAGEMENT FOR ANIMATION

L - T – P	Max. Marks: 50
2– 0 –1	Theory: 25 Practical:15
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four sections. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

UNIT- I

Career opportunities in Animation:
Exploring different opportunities in Animation, A list of local, national, and international studios Existing studios and Industries which require animation

UNIT- II

Formal Communication: Etiquettes of Public speaking, Business meetings, Telephonic communication, Email etiquettes.
Informal Communication: Introduction, expressing gratitude, expressing regret, Apologize, Resolving conflicts.
Presentation Skills: Preparing presentation, making presentation meaningful and engaging, making effective use of the visual aid, interacting with audiences, dealing with queries from the audiences.

UNIT- III

Creative use of Animation: Prepare a Digital resume, prepare a Motion graphic resume
Preparing for Interviews: Key factors for being successful in an interview, body language, confidence, subject expertise

UNIT- IV

Awareness of various platform for enhancing skills and professional growth
Creating Account on websites like animation express, bloggers.com, freelance.com, upwork.com for project work
Lifecycle of the project to be developed as a freelancer
Creating and maintaining account on professional networks like LinkedIn for career growth opportunities
Practical Submission: Digital Reel Resume
Suggested Readings:

1. Chaturvedi PD, Chaturvedi Mukesh," Business Communication: Skills, Concepts, and Applications", Pearson Education India
2. Robin Ryan, "60 Seconds and You're Hired! Revised Edition", Penguin Books
3. Joan van Emden, Lucinda Becker, "Presentation Skills for Students", Palgrave
4. David Barron, "Resume: The Definitive Guide on Writing a Professional Resume to Land You Your Dream Job", CreateSpace Independent Publishing Platform
5. Angela Rose (Author), "Linkedin in 30 Minutes (2nd Edition): How to Create a Rock-Solid Linkedin Profile and Build Connections That Matter", I30 Media Corporation; 2nd edition

Bachelor of Vocation (Animation) Semester – V
COURSE CODE: BVAM - 5113
FILM DIRECTION AND DOCUMENTARY

L - T – P	Max. Marks: 75
2– 0 – 2	Theory: 30 Practical: 30
Time: 3 Hours	CA: 15

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four units. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit- I

Introduction, history, and future: The Director's Role, A brief And Function History of Documentary; Aesthetics and authorship: Authorship Challenges and Opportunities, Reconstruction, and docudrama, Documentary Theory, Project: Critical writing

Unit - II

Identity and authorship: Project: Recognizing your Creative Identity, Developing Your Story Idea; Screen craft: Screen Grammar, Project: screen craft Analysis, Projects; Basic Production

Unit- III

Production: Camera Equipment and Shooting Procedure, Lighting, Location Sound and Postproduction: Designing a Structure, Editing, Using Music and Working with a Composer, Fine Cut to Sound Mix

Unit-IV

Shots, 180-Degree Rule, 30-Degree Rule, Screen Direction, Film-Time, Compression; Organizing Actions in a Dramatic Scene; Staging: Patterns of Dramatic Movement, Changing the Stage within a Scene, Staging as Part of a Film's Design, Working with a Location Floor Plan; Camera: The Camera as Narrator, Objective Camera, Subjective Camera, Shot Lists, Storyboards and Setups

Suggested Readings:

1. Documentary Storytelling: Creative Nonfiction on Screen, "Sheila Curran Bernard", Focal Press
2. Making Documentary Films and Reality Videos: A Practical Guide to Planning, Filming, and Editing Documentaries of Real Events, "Barry Hampe", Holt Paperbacks
3. Video production, "VasukiBelavadi", Oxford University Press India;
4. Television production handbook, "Herbert Zettl", Cengage Learning

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester – V
COURSE CODE: BVAP – 5114
ACTING FOR ANIMATION

L - T – P	Max. Marks: 75
0– 0 – 3	Practical: 40
Time: 3 Hours	CA: 10

Note for practical examiner: Paper will be set on the spot by practical examiner.

Practical Submissions: -

Animation with dialogue & expressions (minimum 500 frames) Using Adobe Flash or Maya

Syllabus to be covered for practical:

UNIT - I
Essential of Acting Concepts: ACTING - Basic Performance skills, physical preparation
VOICE, SPEECH & MUSIC - Exercises that focus on breathing, humming, pitch, volume and singing

UNIT- II
IMPROVISATION & ACTING - Through improvisation, both silent and word-oriented, learning to see, hear, believe, react, observe and concentrate.
Facial expressions & Lip synchronization: How to use Character's body, voice and imagination.

UNIT- III
How to be aware of Character's body, facial expressions and to concentrate on its rhythm, enter space and loosen their limbs
Acquiring acting skills through sessions focused on an understanding of the self.
Mimicking & Voice Modulation

UNIT- IV
Directing Animation: Developing a Story for Animation, Scripting & Storyboarding
Fundamentals of Cinematography – Camera Angles, Lighting & creating mood, Shots, Screenplay

Suggested Readings:
1. Acting for Animators – Ed Hooks Publisher: Heinemann Drama; Revised edition
2. The artist's complete guide to facial expressions – Gary Gaigin Publisher: Watson-Guptill

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
COURSE CODE: BVAP - 5115
3D ARCHITECTURE LIGHTING AND RENDERING

L - T – P	Max. Marks: 50
0 – 0 – 3	Practical: 40
Time: 3 Hours	CA: 10

Practical: Exercises to be implemented

1. **Creating basic lighting**
2. **Creating 3-Point lighting**
3. **Working with Arnold lights**
4. **Working with V-Ray lights**

Unit I

Autodesk 3ds Max Design Lighting Overview, Choosing a Lighting Strategy. Fundamentals of Standard Lighting, Types of Standard Lights, Shadow Types, Photometric Light Objects, Exposure Control, Daylight Lighting, Soft Shadows and Ambient Occlusion.

Unit II

Lighting and Rendering using Arnold, Scene Preparation for Arnold, Fundamentals of Arnold, rendering with Arnold, Arnold Interior Rendering, Controlling Arnold Quality, physically based lighting, working with materials, Interactive rendering, Light path expression.

Unit III

Rendering Engines, Iterative Rendering, Camera Parameters, Background Images, The Print Size Wizard, Selected Rendering Options, and Rendering Presets.

Unit IV

Using V-Ray for realistic Rendering of all CG assets. Using Colored lights to create dynamic fantasy renders. Using isometric rendering technique to create miniature architectural models.

Recommended Books / Suggested Readings:

1. Autodesk 3ds Max 2021: A Detailed Guide to Arnold Renderer, 3rd Edition by Pradeep Mamgain
2. Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization by by Markus Kuhlo (Author), Enrico Eggert.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
COURSE CODE: BVAP - 5116
MATCH MOVING TECHNIQUES

L - T – P	Max. Marks: 75
0– 0 – 4	Practical: 60
Time: 3 Hours	CA: 15

Practical: Exercises to be implemented

1. **Understanding match moving process**
2. **Shooting raw footage**
3. **Tracking (2D & 3D)**
4. **Composing footage**

Unit I

Understanding Motion Control Rig, Understanding Matchamation and Matchmoving, Footage Preprocessing: Understanding Stabilization, Understanding, Distortion, Understanding Shutter fix

Unit II

Tracking, Using Geometry, 2d Tracking, 3d Tracking, OBJ and FBX to track an objector camera, non-conventional tracking, tracking non rigid objects and deformations, Camera and object Solution:

Unit III

Scene setup, Scene scale, Scene orientation, Exporting Solution: Exporting data for 3d Packages, Exporting data for Compositing Packages.

Unit IV

Importing and Exporting data into compositing software, Compositing live action and CG.

Suggested Readings:

1. Dobbert, Tim, The Invisible Art of Camera Tracking, John Wiley & Sons; 2nd Edition
2. The Art and Technique of Match moving: Solutions for the VFX Artist (2017) by Erica Hornung

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
3D MODELING FOR GAMING
COURSE CODE: BVAP – 5117

L - T – P	**Max. Marks: 75**
0– 0 – 4	**Practical: 60**
Time: 3 Hours	**CA: 15**

Practical Exercises to be implemented:
1. Creating modeling reference
2. Creating 3d models for game
3. Create 3d model and asset for game
4. Create gaming environment

Unit I

Introduction to Modeling, creating a surface using reference planes, dividing a surface, using model lines to create a basic structure, Testing the structure, Developing the structural pattern family.

Unit II

Creating site elements, generating conceptual architecture, 2D & 3D Sites, RPC, Vegetation, and Background. Analyzing digital design, Patterns, Extraction, Displacing, Merging and editing the displaced mesh, Creating Spline surface.

Unit III

Creating gaming scenes, Use of low poly modeling techniques to create gaming environment, placement of objects in the scene,

Unit IV

Low poly models vs High poly models, Import export the 3d objetcs in the scene, working with less detailed 3d models.

Suggested Readings:

1. Mooney, Thomas, (31 October 2012), 3DS Max Speed Modeling for 3D Artists, Packet Publishing Limited.
2. 3ds Max for Engineers & Architects by C.S. Changeriya
3. Modeling the Environment - Techniques and Tools for the 3D Illustration of Dynamic Landscape (English, Paperback, Cantrell B)

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - V
COURSE CODE: BVAP - 5118
DIGITAL SCULPTING

L - T – P	Max. Marks:75
0– 0 – 4	Practical:60
Time: 3 Hours	CA: 15

Practical Exercises to be implemented:
1. working with basic sculpting
2. creating basic 3d sculpt model
3. creating dynamesh
4. creating model from zphere

Unit II
Introduction to zbrush: Introduction to user Interface, Customizing ZBrush interface, Understanding Edit mode, Different 3D primitives, Edge Control.

Unit II
3D brush basics: Brush adjustments, Strokes, alpha, Masking..

Unit III
Working with shadow box: Entering Shadow Box Mode, Modify, Resolution, Using references in working plane

Unit IV

Introduction to dynamesh, usage of zmodeler: Inserting additive and negative meshes, Intersecting Meshes, Adding shell. Actions and Targets, Edge Selector Widget, Working with Polygroups, Replay the Action, Masking, Actions, Targets

Recommended Books / Suggested Readings:

1. Spencer, Scott, (4 February 2011), ZBrush Character Creation: Advanced Digital Sculpting, Sybex; 2nd Edition edition.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - VI
COURSE CODE: BVAL – 6111
PUBLICITY DESIGNING AND MEDIA LAWS

L - T – P	Max. Marks: 50
4– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four sections. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

UNIT- I
Different media used for publicity:
Digital media: Internet Websites, social media, online advertisements etc.
Print media: Newspapers, Magazines, Hoardings, posters etc.

UNIT- II
Media laws: Media and its uses in legal context, Copyright act: Current Laws for copyright, legal consequences of breaching copyright, Contempt of court – Civil and Criminal contempt, Plagiarism, Defamation.

Copy rights in India: Legal definition, Types of copyrights, Infringement, and consequences
Cyber Law: IT Act of 2000; Amendment of IT Act in 2008; Measures against digital piracy; social media and OTT self-regulation

UNIT- III
Ethical Issues in Indian Media, Media Bias, Censorship, Privacy issues, Violence, Hate speech, Fake news and post-truth, Trial by media, Women and Children in media, Pressures on Media Freedom (Political, Commercial, Legal)
Role of press and/or media councils, Press Council of India and its broad guidelines for the press, codes for radio, television, advertising, and public relations.

UNIT- IV
Introduction to media ethics in the digital world, Dignity, Transparency, Privacy, Freedom of Expression, Cancel Culture and Freedom of Speech, Power of Social media platforms like Facebook and Twitter, Using Data and images.

Suggested Readings:
1. Truth, Lies and Advertising: The Art of Account Planning by John Steel, Publisher - Wiley.
2. Bare Acts of Indian Copyright Act, Contempt of Court Act.
3. Development of Media and Media Law – Mittika Singal Bhushan, Aadi Publications, 2014
 4. Media Law and Ethics – M. Neelamalar, Prentice Hall India Learning Private Limited, 2009

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - VI
COURSE CODE: BVAL– 6112
CG AND VFX TECHNOLOGIES

L - T – P	Max. Marks: 50
4– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four sections. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit I

CG: Understanding the term CG. Origin of CG and early films that used CG elements. Understanding the elements involved in the making of older 3D film integration techniques (Jurassic Park, Indiana jones, Star Wars). CG in Videogames.

Unit II

CG Production: Understand the production pipeline of CG elements. How characters are created from concept to the final look used in the film. Creating assets like props or virtual sets to create a believable environment. Understanding the use of CG in animated films vs live action films. Motion Capture animation, game animation loops, importance of creating loops in video-games

Unit III

VFX: Understanding the term VFX. Origin of VFX – Charlie Chaplin, Edwin S. Porter, George Melies. Understanding the elements involved in the making of older 3D film integration techniques (Jurassic Park, Indiana jones, Star Wars).

Unit IV

VFX Production: When to use the green screen and blue screen. Light filters, cinematic look, special effects make up. Motion capture, chroma screens, savage. Making of mirror scenes, shooting action shots and car chase scenes in films like fast and furious & speed. Set building and art direction, costume design, make up art. Various camera gimbals and robots that help in maintaining and creating the same shot over and over again. Techniques used in hyper lapse & infinity zoom through video Editing.

Suggested Readings:

1. Computer Graphics from Scratch: A Programmer's Introduction to 3D by Gabriel Gambetta

2. Masters of FX: Behind the Scenes with Geniuses of Visual and Special Effects a Book by Ian Failes

Bachelor of Vocation (Animation) Semester - VI
COURSE CODE: BVAP– 6113
PERSONALITY ENHANCEMENT

L - T – P	Max. Marks: 50
0– 0 – 4	Practical: 40
Time: 3 Hours	CA: 10

Instructions for the Examiner
Evaluation will be done by the external examiner. The examination will be conducted by internal examiner/examiners depending upon options offered. The students shall be required to maintain a file containing various documents related to the subject which will be verified by the external examiner.

Corporate Etiquette
- Making a Great First Impression
- Greetings, Introductions, The Art of Small Talk and Conversations
- Polishing Business Manners: Handshake, gifts, visiting cards, humour, office behaviour etc.
- Mastering Cross Cultural Etiquette to deal with Diversity
- Dining Etiquette
- Understanding the Art of Entertaining: Playing a Gracious Host
- Interview Skills
- Social Behaviour & Etiquette

Personality Development
- Self-Esteem & Confidence Building
- Power Dressing: Wardrobe Etiquette
- Grooming for Success
- Body Language, Poise, and Eye Contact
- Pronunciation, Voice Modulation, and Diction
- Assertive Behaviour
- Leadership Qualities
- Handling difficult situations with grace, style, and professionalism

Note: The course would involve interactive sessions, individual and group exercises, role plays, situation-handling, and experience-sharing. Selected video films will complement these.

Bachelor of Vocation (Animation)
Session: 2023-24

Bachelor of Vocation (Animation) Semester - VI
COURSE CODE: BVAI– 6114
INDUSTRIAL TRAINING AND REPORT

L - T – P	Max. Marks: 250
0– 0 – 18	
Time: 3 Hours	

Following points should be taken care of during training:

1. The students must attend industrial training for the duration of minimum 3 months in any of the following fields: -
   a) Designing
   b) Video Editing
   c) VFX
   d) 2D Animation
   e) 3D Animation
2. The duration of the assignment/task should be minimum 1500 frames.
3. The evaluation criteria primarily focus on:
   a) Effective use of camera and various software tools
   b) The assignment (i.e. animated movie/sequence) undertaken must convey the message successfully for which it is undertaken.
   c) Report
   d) Viva Voce
4. The report must include:
   a) Title and abstract overview of the work done during training.
   b) Brief introduction to the company and specific area of training being carried out.
   c) Requirements:
      Hardware and environment needed
      Various Software/Tools used
   d) Plan: The subject matter/script/scenes as required for the assignment.
   e) Implementation: Script Writing, Design, Recording, Audio/Video Editing etc.
5. The final submission includes the following: -
   a) Training Certificate
   b) Report
   c) Work files and Final Render