FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

BACHELOR OF VOCATION- B.Voc.(Animation)
(Semester - I & II)

(Under Credit Based Continuous Evaluation Grading System)

Session: 2018-19

The Heritage Institution

KANYA MAHA VIDYALAYA JALANDHAR
(Autonomous)

BACHELOR OF VOCATION(B.VOC.) PROGRAMME

PROGRAMME OUTCOMES: Students opting for B.Voc. Programmes on course completion/exit points will be able to:

PO1: get better job opportunities and can make informed choices due to enhanced employability and skill-set owing to Industrial exposure through internships/ training in the specific work area of choice.

PO2: understand, develop and observe work practices and ethics required to sustain and grow professionally in the industry concerned.

PO3: communicate messages effectively within a team as well as to business clients/customers through written communication such as email, letters, reports, memos etc and verbal communication like a telephonic conversation or PowerPoint presentation to a group.

PO4: adapt to the work environment and are able to work on time-bound assignments/projects individually or within a team, for a company or as a freelancer.

PO5: apply knowledge acquired during the course to update w.r.t changing Industrial requirements and stay relevant to the job-at-hand.

Programme Specific Outcomes

PSO1.Understand the animated or live film making process different stages i.e. pre-production Production and Post Production**.**

PSO2.Will be able to Implement the use of storyboarding, Screenplay, Foundation Art, in essential pre-production process to develop a film concept.

PSO3. Demonstrate & Implement the knowledge of Principle of animation, graphic design, 2d animation, 3d modelling, texturing & Lighting, rigging & animation in Production process.

PSO4.Will be able to implement the use of audio editing, video editing, and VFX in final Post –production.

PSO5.Capable of Produce a portfolio of artwork that is research and development oriented, and that integrates the principles, techniques and skills acquired in the coursework. (Graphic design, 3d modelling, texturing & Lighting, rigging & animation, video editing & 3D architectural design)

PSO6.Gain real world project experience throughout their learning cycle, & Internships (Industry Exposure) that helps them to better understand the roles and processes in wide range of computer generated design and animation careers.

PSO7.Enhance career prospects based on skill areas and make them employable in different segments of Media and Entertainment industry.

BACHELOR OF VOCATION- B.Voc.(Animation)

COURSE CODE	COURSE NAME	COURSE TYPE	HOURS / WEEK	L - T – P		Marks				Examination Time (in Hours)
				L-T-P	Total	Total	Ext.		CA	
							L	P		
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi Compulsory / Basic Punjabi/ Punjab History & Culture	C	2	2-0-0	2	50	40	-	10	3(Theory)
BVAL-1102	Communication Skills in English	C	4	4-0-0	4	50	40	-	10	3(Theory)
BVAM-1113	Computer Fundamentals for Animation	C	2	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAM-1114	Foundation Art	S	3	2-0-1	3	50	25	15	10	3(Theory) 3(Practical)
BVAM-1115	Principles of Animation	S	4	2-0-2	4	50	25	15	10	3(Theory) 3(Practical)
BVAM-1116	Creative Design-I	S	4	2-0-2	4	75	40	20	15	3(Theory) 3(Practical)
BVAM-1117	Creative Design-II	S	4	2-0-2	4	75	40	20	15	3(Theory) 3(Practical)
BVAI-1118	In-campus Training	S	6 hours daily for 15 days	0-0-3	3	75	-	75	-	-
AECD-1161	Drug Abuse: Problem, Management & Prevention (**Compulsory Paper**)	C	2	2-0-0	2	50	40	-	10	3(Theory)
SECF-1492	Foundation Programme	C	2	2-0-0	2	25	20	-	05	1(Theory)
	Total				**30**	**550**				

Note:
C-Compulsory
S- Skill Enhancement

BACHELOR OF VOCATION- B.Voc.(Animation)

COURSE CODE	COURSE NAME	COURSE TYPE	Hours/ week	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 / Basic Punjabi/ Punjab History & Culture	C	2	2-0-0	2	50	40	-	10	3(Theory)
BVAM-2102	Communication Skills in English	C	4	3-0-1	4	50	25	15	10	3(Theory) 3(Practical)
BVAM-2113	Scripting & Screenplay	C	2	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAM-2114	2D- Digital Animation: Flash	S	4	2-0-2	4	75	30	30	15	3(Theory) 3(Practical)
BVAL-2115	Introduction to 3D Maya	S	4	4-0-0	4	50	40	-	10	3(Theory)
BVAP-2116	Introduction to 3D Maya Modeling	S	6	0-0-3	3	75	-	60	15	3(Practical)
BVAD - 2117	Minor Project	S	8	0-0-4	4	50	-	40	10	3(Practical)
BVAI-2118	Internship	S	15 days of 6 hours each day	0-0-3	3	75	-	75	-	-
AECD-2161	Drug Abuse: Problem, Management & Prevention **(Compulsory Paper)**	C	2	2-0-0	2	50	40	-	10	3(Theory)
SECM-2502	Moral Education Programme	C	2	2-0-0	2	25	20	-	5	1(Theory)
	Total			**Total**	**30**	**550**				

Note: * Special paper in lieu of Punjabi (Compulsory)

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

C-Compulsory

S- Skill Enhancement

SEMESTER I
COURSE CODE: BVAL-1421
PUNJABI (COMPULSORY)

Course Outcomes:

➢ ਆਤਮ ਅਨਾਤਮ' ਪੁਸਤਕ ਦੇ ਕਵਿਤਾ ਭਾਗ ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਕਵਿਤਾ ਪ੍ਰਤੀ ਦਿਲਚਸਪੀ, ਸੂਝ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਤਾਂ ਕਿ ਉਹ ਆਧੁਨਿਕ ਦੌਰ ਵਿਚ ਚੱਲ ਰਹੀਆਂ ਕਾਵਿ ਧਾਰਾਵਾਂ ਅਤੇ ਕਵੀਆਂ ਬਾਰੇ ਗਿਆਨ ਹਾਸਿਲ ਕਰ ਸਕਣ। ਇਸ ਦਾ ਹੋਰ ਮਨੋਰਥ ਕਵਿਤਾ ਦੀ ਵਿਆਖਿਆ, ਵਿਸ਼ਲੇਸ਼ਣ ਤੇ ਮੁਲੰਕਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਤੋਂ ਜਾਣੂ ਕਰਾਉਣਾ ਵੀ ਹੈ ਤਾਂ ਕਿ ਉਹ ਸਮਕਾਲੀ ਸਮਾਜ ਦੀਆਂ ਸਮੱਸਿਆਵਾਂ ਨੂੰ ਸਮਝ ਸਕਣ ਅਤੇ ਆਲੋਚਨਾਤਮਕ ਦ੍ਰਿਸ਼ਟੀ ਬਣਾ ਸਕਣ।

➢ ਇਤਿਹਾਸਕ ਯਾਦਾਂ (ਇਤਿਹਾਸਕ ਲੇਖ ਸੰਗ੍ਰਿਹ) ਪੁਸਤਕ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੜ੍ਹਨ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਮੁੱਲਵਾਨ ਇਤਿਹਾਸ ਤੋਂ ਜਾਣੂ ਕਰਵਾਉਣਾ ਹੈ।

➢ ਪੈਰ੍ਹਾ ਰਚਨਾ ਅਤੇ ਪੈਰ੍ਹਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ ਦੇਣ ਦਾ ਮਨਰੋਥ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਬੁੱਧੀ ਨੂੰ ਤੀਖਣ ਕਰਦਿਆਂ ਉਨਾਂ ਦੀ ਲਿਖਣ ਪ੍ਰਤਿਭਾ ਨੂੰ ਉਜਾਗਰ ਕਰਨਾ ਹੈ।

➢ ਧੁਨੀ ਵਿਉਂਤ ਪੜ੍ਹਨ ਨਾਲ ਵਿਦਿਆਰਥੀ ਧੁਨੀਆਂ ਦੀ ਉਚਾਰਨ ਪ੍ਰਣਾਲੀ ਤੋਂ ਵਾਕਫ਼ ਹੋਣਗੇ।

➢ ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਦੀ ਅਮੀਰੀ ਦਾ ਅਤੇ ਬਾਰੀਕੀਆਂ ਨੂੰ ਸਮਝਣ ਲਈ ਵੱਖਰੇ ਵੱਖਰੇ ਸਿਧਾਂਤਾਂ ਦਾ ਵਿਕਾਸ ਕਰਨਾ ਹੈ।

SEMESTER I COURSE CODE: BVAL-1421

PUNJABI (COMPULSORY)

L - T – P   Max. Marks: 50

2– 0 – 0   Theory: 40

ਸਮਾਂ : 3 ਘੰਟੇ   CA: 10

ਪਾਠ ਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ

ਯੂਨਿਟ I

➢ ਆਤਮ ਅਨਾਤਮ (ਕਵਿਤਾ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ) ਗੁਰੂ ਨਾਨਕ ਦੇਵ
➢ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
➢ (ਪ੍ਰਸੰ ਗ ਸਹਿਤ ਹਿਆਹਿਆ, ਸਾਰ)   08 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 :ਪਹੀਆ ਪ੍ਰਦੂਸ਼ਣ, ਭਰੂਣ ਹਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ, ਨਾਰੀ ਸ਼ਕਤੀ, ਵਾਤਾਵਰਣੀ ਪ੍ਰਦੂਸ਼ਣ ਅਤੇ ਮਨੁੱਖ, ਏਡਜ਼ : ਇਕ ਗੰਭੀਰ ਸੰਕਟ।

                                                                08 ਅੰਕ

ਯੂਨਿਟ III

(ੳ) ਪੈਰਾ ਰਚਨਾ

(ਅ) ਪੈਰਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉਤਰ।   08 ਅੰਕ

ਯੂਨਿਟ IV

(ੳ) ਪੰਜਾਬੀ ਧੁਨੀ ਵਿਉਂਤ : ਉਚਾਰਨ ਅੰਗ, ਉਚਾਰਨ ਸਥਾਨ ਤੇ ਵਿਧੀਆਂ, ਸਵਰ, ਵਿਅੰਜਨ, ਸੁਰਪ੍ਰਬੰਧ।

ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ : ਭਾਸ਼ਾ ਦਾ ਟਕਸਾਲੀ ਰੂਪ, ਭਾਸ਼ਾ ਅਤੇ ਉਪਭਾਸ਼ਾ ਦਾ ਅੰਤਰ, ਪੰਜਾਬੀ ਉਪਭਾਸ਼ਾਵਾਂ ਦੇ ਪਛਾਣ ਚਿੰਨ੍ਹ।   08 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.   ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਯੂਨਿਟ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ ੲ ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ ਜ਼ੜ੍ਹ ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗਾ ਹਰ

ਯੂਨਿਟ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

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

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

4.   ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅਗੋਂ ਵਧ ਤੋਂ ਵਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ

ਸਕਦਾ ਹੈ।

SEMESTER I

COURSE CODE: BVAL-1031

ਮੁੱਢਲੀ ਪੰਜਾਬੀ **-** Basic Punjabi

Course Outcomes:

➢ ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਨੂੰ ਸਿਖਾਉਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਵਿਚ ਪਾ ਕੇ ਇਕ ਹੋਰ ਭਾਸ਼ਾ ਸਿੱਖਣ ਦੇ ਮੌਕੇ ਪ੍ਰਦਾਨ ਕਰਨਾ ਹੈ।

➢ ਇਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਬਾਰੀਕਬੀਨੀ ਨਾਲ ਭਾਸ਼ਾ ਦਾ ਅਧਿਐਨ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

➢ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

➢ ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ਬਾਰੇ ਦੱਸਣਾ ਹੈ।

➢ ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦਾ ਸ਼ਬਦ ਘੇਰਾ ਵਿਸ਼ਾਲ ਕਰਨਾ ਹੈ।

➢ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਵਿਚ ਹਫ਼ਤੇ ਦੇ ਸਤ ਦਿਨਾਂ ਦੇ ਨਾਂ, ਬਾਰ੍ਹਾਂ ਮਹੀਨਿਆਂ ਦੇ ਨਾਂ, ਰੁੱਤਾਂ ਦੇ ਨਾਂ, ਇਕ ਤੋਂ ਸੌ ਤਕ ਗਿਣਤੀ ਸ਼ਬਦਾਂ ਵਿਚ ਸਿਖਾਉਣਾ ਹੈ।

SEMESTER I
COURSE CODE: BVAL-1031
ਮੁੱਢਲੀ ਪੰਜਾਬੀ **- Basic Punjabi**

L - T – P   **Max. Marks: 50**

2- 0 – 0   **Theory: 40**

ਸਮਾਂ : 3 ਘੰਟੇ   **CA: 10**

ਪਾਠ ਕ੍ਰਮ

ਯੂਨਿਟ- I

ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਪੈਰ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ ਅਤੇ ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ ਅਤੇ ਮਾਤਰਾਵਾਂ (ਮੁਢਲੀ ਜਾਣ ਪਛਾਣ) ਲਗਾਖ਼ਰ (ਬਿੰਦੀ, ਟਿਪੀ, ਅਧਕ) : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ ।

08ਅੰਕ

ਯੂਨਿਟ- II

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

08ਅੰਕ

ਯੂਨਿਟ- III

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

08 ਅੰਕ

ਯੂਨਿਟ- IV

ਹਫ਼ਤੇ ਦੇ ਸਤ ਦਿਨਾਂ ਦੇ ਨਾਂ, ਬਾਰਾਂ ਮਹੀਨਿਆਂ ਦੇ ਨਾਂ, ਰੁੱਤਾਂ ਦੇ ਨਾਂ, ਇਕ ਤੋਂ ਸੌ ਤਕ ਗਿਣਤੀ ਸ਼ਬਦਾਂ ਵਿਚ ।

08ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਯੂਨਿਟ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ ̈ ਾ ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ ਜ਼ਜ਼ਭ ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ। ਹਰ ਯੂਨਿਟ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

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

3.ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

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

SEMESTER I
COURSE CODE: BVAL-1431
Punjab History & Culture (1450-1716)
(Special paper in lieu of Punjabi Compulsory)

Course Outcomes:
After the completion of Sem-I (Under Credit Based Continuous Evaluation Grading System) a student will have a grasp on:

CO1.To enable them to have grasp on the physical features of Punjab, its flora & fauna, the composition of population, culture, society, religion and polity.

CO2.To make a comparison between the original philosophical & teachings of Sikh Gurus and their relevance in the present scenario.

CO3. To enable students of history to have deep insight into the origin of Sikhism, foundation of Khalsa, the conflict with Mughals and the rise of Banda Bahadur and the aftermath.

CO4. The paper has been designed specifically to have in dept peep into the past in order to have better understanding of present & apply corrective measures.

BACHELOR OF VOCATION- B.Voc.(Animation)

SEMESTER I
COURSE CODE: BVAL-1431
Punjab History & Culture (1450-1716)
(Special paper in lieu of Punjabi Compulsory)

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

Instructions for the Paper Setter:
Question paper shall consist of four Sections. Candidates shall attempt 5 questions in all, by at least selecting one Question from each unit and the 5th question may be attempted from any of the four sections. Each question carries 8 marks.

Section- A
1.   Land and the People.
2.   Bhakti Movement

Section- B
3.   Life and Teaching of Guru Nanak Dev.
4.   Contribution of Guru Angad Dev, Guru Arjun Dev, Guru Amar Das and Guru Ram Das.

Section- C
5.   Guru Hargobind.
6.   Martyrdom of Guru Teg Bahadur

Section- D
7.   Guru Gobind Singh and the Khalsa.
8.   Banda Singh Bahadur: Conquests and Execution.

Suggested Readings

Kirpal Singh(ed.), *History and Culture of the Punjab, Part-ii, Punjabi University,* Patiala. 1990.
Fauja Singh (ed.), *History of Punjab, Vol, III Punjabi University, Patiala, 1987.*
J.S. Grewal, *The Sikhs of the Punjab, Cup, Cambridge, 1991.*
Khushwant Singh, *A History of the Sikhs,* Vol. I, OUP, New Delhi, 1990

SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH

Course Outcomes:

After passing this course the student will develop the following Skills:

CO1: Reading skills that will facilitate them to become an efficient reader.
CO2: The ability to realise not only language productivity but also the pleasure of being able to articulate well.
CO3: The power to analyse, interpret and infer the ideas in the text.
CO4: The ability to have a comprehensive understanding of the ideas in the text and enhance their critical thinking.
CO5: Writing skills of students which will make them proficient enough to express ideas in a clear and grammatically correct English.
CO6: Ability to plan, organise and present ideas coherently on a given topic.
CO7: The skill to use an appropriate style and format in writing letters (formal and informal.)

SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH

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

Instructions for the paper setter and distribution of marks:

The question paper will consist of four sections and distribution of marks will be as under:

The question paper will be divided into four sections:

Section-A: The question of theoretical nature will be set from Section-A of the syllabus with internal choice and it will consist of 8 marks.

Section-B: Two comprehension passages will be given to the students based on the Section-B and the candidates will have to attempt one carrying 8 marks.

Section-C: Two questions will be given based on the topics given in the Section-C and the candidates will have to attempt one carrying 8 marks.

Section-D: One out of the two questions will have to be attempted by the candidates based on the topics given in Section-D of the syllabus. It will carry 8 marks.

Important Note:

The candidate will have to attempt five questions in all selecting one from each section of the question paper and the fifth question may be attempted from any of the four sections.

(8 x 5 = 40 marks)

The syllabus is divided in four sections as mentioned below:

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.
- Organising the details in a sequential order

Unit IV

Resume, memo, notices etc.; outline and revision.

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

Recommended Books:
1. *Oxford Guide to Effective Writing and Speaking* by John Seely.
2. *Business Communication,* by Sinha, K.K. Galgotia Publishers, 2003.
3. *Business Communication* by Sethi, A and Adhikari, B., McGraw Hill Education 2009.
4. *Communication Skills* by Raman, M. & S. Sharma, OUP, New Delhi, India (2011).
5. *English Grammar in Use: A Self Study Reference and Practice Book Intermediate Learners*
Book by Raymond Murphy, Cambridge University Press.

SEMESTER I

COURSE CODE: BVAM-1113

COMPUTER FUNDAMENTALS FOR ANIMATION

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, peripherals, graphics and supporting software.

CO2: To work with Word documents and apply various formatting techniques, page setup, creation of tables, tables of contents 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- B.Voc.(Animation)

SEMESTER I

COURSE CODE: BVAM-1113

COMPUTER FUNDAMENTALS FOR ANIMATION

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

INTRODUCTION TO COMPUTERS: Computer basics, Classification of computers, Hardware and software, Components of computer System, Operating system, Input and output devices, Motherboard, CPU, Memory, Storage devices.

GRAPHICS DEVICES AND SUPPORTING SOFTWARE: Graphic cards, Open GL, Hardware drivers.

UNIT- II

MICROSOFT WORD: 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 Space, Margins, Bullets & Numbers
Page Setup: Setting margins, layout and orientation.
Creation of table: Table settings, Borders, Alignments, Insertion, deletion, Merging, Splitting
Create Table of Contents: With index, page number, author name, date and time etc., Creating Master Documents, Web page.

UNIT- III

MS POWER POINT: Introduction to presentation – Opening new presentation, Different presentation templates, setting backgrounds, selecting presentation layouts.
Different power point views: Normal, Slide sorter, Slide show and Notes view.
Creating a presentation Setting Presentation style, Adding text to the Presentation
Formatting a presentation - Adding style, Color, gradient fills, arranging objects, Adding Header & Footer, Slide Background, Slide layout.

Adding graphics and animation to the presentation- Inserting pictures, movies, tables etc into presentation, Drawing Pictures using drawing tools.

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

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

SEMESTER I

COURSE CODE: BVAM-1114

FOUNDATION ART

Course Outcomes:

The objective of this course is to develop Visual and creative aspect of an Artist and teach required skills for an artist like proportion, perspective, anatomy study, light & shade, different sketching styles, different art mediums etc.
After passing this course the student will be able to:

CO1: Express their ideas both verbally and through drawings
CO2: Understand the use of proportion, volume, perspective, sketching from memory and 7 visual elements of art.
CO3: Apply light and shade and body proportion (anatomy) in drawings.
CO4: Capable to discuss the role of observation & Importance of composition with the professionals in the field.
CO5: Will able to design cartoon character, or a composition.

SEMESTER I

COURSE CODE: BVAM-1114

FOUNDATION ART

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

BASICS: Visual and creative development of an Artist-(05%) Demonstration and lectures on required skills for an artist, difference between seeing and observing.

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.,6 visual elements of Art Form, Shape, Line, Color, Space, Texture

UNIT- III

ANATOMY STUDY: Simple free-hand drawing from human figure to study proportion. Centre of gravity.

MEMORY DRAWING AND OUTDOOR SKETCHING: Exercises in drawing from memory to develop the sense of observation and the capacity to retain and recall images and their co-ordination Introduction to various aspects and techniques of drawing and sketching both indoor and outdoor

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, Introduction to human figure, Ideal proportion in parts of human body,

Composition of animals and birds, Composition of landscapes, Rural and urban habitation, Poor and rich habitation, Farms, roads, mountains, rivers, seas etc., Drawing compositions of various objects for animation, Making compositions of various landscapes for animation, Character Designing, Creation of Character with Personality, Perspective Drawing.

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

SEMESTER I

COURSE CODE: BVAM-1115

PRINCIPLES OF ANIMATION

Course Outcomes:

In this course students get acquainted with the definition, meaning and types of Animation. The prime objective of the course is to help students to understand and apply principles that make animation more captivating by making it more realistic and life-like.

After passing this course the student will be able to:

CO1: Understand the different types of Animation ranging from Cell Animation, to Stop motion and now to present day CGI

CO2: gain and apply various skills a good animator must possess like observation of how things move, how humans express and emote.

CO3: understand the importance and application of various principles that make animation more life-like and realistic.

CO4: demonstrate the application of these principles for beginner level exercises like pendulum, bouncing ball etc.

SEMESTER I

COURSE CODE: BVAM-1115

PRINCIPLES OF ANIMATION

L - T – P	Max. Marks: 50
2 – 0 – 2	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

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 3rd Edition.

SEMESTER I

COURSE CODE: BVAM-1116

CREATIVE DESIGN- I

Course Outcomes:

The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:

CO1: Identify and discuss design principles as they apply to visual communication.

CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

CO3: Discuss graphic design processes and concepts with professionals in the field.

CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

SEMESTER I

COURSE CODE: BVAM-1116

CREATIVE DESIGN- I

L - T – P	Max. Marks: 75
2 – 0 – 2	Theory: 40, Practical: 20
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

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 (M), Move Tool (V), Polygon Lasso Tool (L), Magic Wand Tool (W), Crop Tool (C), Spot Healing Brush Tool (J), Healing Brush Tool (J),Content aware tool , Patch tool, Brush Tool (B), Clone Stamp Tool (S),Eraser Tool (E), Gradient Tool (G), Blur Tool (R), Smudge tool (R), Dodge Tool (O),Burn tool (O), Path Selection Tool (Text Type Tool (T), Pen Tool (P),Rectangle Tool (U),Notes Tool (N), Red eye tool,

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

Practical: Photoshop (Exercises to be implemented)

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

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

COURSE CODE: BVAM-1117

CREATIVE DESIGN – II

Course Outcomes:
The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:
CO1: Identify and discuss design principles as they apply to visual communication.
CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.
CO3: Discuss graphic design processes and concepts with professionals in the field.
CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

COURSE CODE: BVAM-1117

CREATIVE DESIGN – II

L - T – P	Max. Marks: 75
2 – 0 – 2	Theory: 40, Practical: 20
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

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.

Practical: CorelDraw (Exercises to be implemented)

1. Rangoli Design
2. Leaflet Design
3. Business card
4. Letter head
5. Magazine cover
6. Banner design
7. 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.

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

SEMESTER I

COURSE CODE: BVAI-1118

In-campus Training

Course Outcomes:

After completing this course, the student will be able to:
CO1: apply the tools and techniques learnt during the course.
CO2: learn graphic design processes and concepts with professionals in the field.
CO3: know professional way of working on projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

BACHELOR OF VOCATION- B.Voc.(Animation)

SEMESTER I

COURSE CODE: BVAI-1118

In-campus Training

L - T – P	Max. Marks: 75
0 – 0 – 3	
Time: 3 Hours	

Note: The students will be awarded marks on the basis of their performance during the training.

SEMESTER I
COURSE CODE: AECD-1161
Drug Abuse: Problem, Management & Prevention

Course outcomes:

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

CO2. How to be supportive during the detoxification and rehabilitation process.

CO3. Main focus of substance abuse education is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.

CO4.Substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such as alcohol and marijuana.

SEMESTER I
COURSE CODE: AECD-1161
Drug Abuse: Problem, Management & Prevention

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

Instructions for the Paper Setter

Eight questions of equal marks 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
1) **Meaning of Drug Abuse**: Meaning, Nature and Extent of Drug Abuse in India and Punjab.

UNIT-II
2) **Consequences of Drug Abuse for**:
Individual: Education, Employment, Income.
Family: Violence.
Society: Crime
Nation: Law and Order problem.

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

UNIT-IV
4) **Psychiatric Management**: Counselling, Behavioral and Cognitive therapy.
Social Management: Family, Group therapy and Environmental Intervention.

References:

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.

SEMESTER-II
COURSE CODE: BVAL-2421
PUNJABI COMPULSORY

Course Outcomes

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।

➢ ਇਤਿਹਾਸਕ ਯਾਦਾਂ (ਇਤਿਹਾਸਕ ਲੇਖ ਸੰਗ੍ਰਹਿ) ਪੁਸਤਕ   ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੜ੍ਹਨ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਮੁੱਲਵਾਨ ਇਤਿਹਾਸ ਤੋਂ ਜਾਣੂ ਕਰਵਾਉਣਾ ਹੈ।

➢ ਸੰਖੇਪ ਰਚਨਾ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਸਮੇਂ ਅਤੇ ਮਿਹਨਤ ਦੀ ਬੱਚਤ ਕਰਨ ਬਾਰੇ ਦੱਸਣਾ ਹੈ।

➢ ਪੈਰ੍ਹਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉਤਰ ਦੇਣ ਦਾ ਮਨਰੋਥ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਬੁੱਧੀ ਨੂੰ ਤੀਖਣ ਕਰਦਿਆਂ   ਉਨਾਂ ਦੀ ਲਿਖਣ ਪ੍ਰਤਿਭਾ ਨੂੰ ਉਜਾਗਰ ਕਰਨਾ ਹੈ।

➢ ਸ਼ਬਦ ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ ਪੜ੍ਹਨ ਨਾਲ ਵਿਦਿਆਰਥੀ ਇਸਦੇ ਮੁੱਢਲੇ ਸੰਕਲਪਾਂ ਨੂੰ ਆਧਾਰ ਬਣਾ ਕੇ ਇਹਨਾਂ ਸੰਕਲਪਾਂ ਤੋਂ ਜਾਣੂ ਹੋਣਗੇ ।

➢ 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।

➢ ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰਿਆਂ ਦੀ ਵਰਤੋਂ ਨਾਲ ਗੱਲਬਾਤ ਵਿਚ ਪਰਪੱਕਤਾ ਆਉਂਦੀ ਹੈ।ਇਹ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਗੱਲਬਾਤ ਵਿਚ ਨਿਖਾਰ ਲਿਆਉਣ ਦਾ ਕੰਮ ਕਰਨਗੇ।

SEMESTER II
COURSE CODE: BVAL-2421
PUNJABI COMPULSORY

L - T – P	**Max. Marks: 50**
2 – 0 – 0	**Theory: 40**
ਸਮਾਂ : 3 ਘੰਟੇ	**CA: 10**

ਪਾਠ ਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ

ਯੂਨਿਟ- I

ਆਤਮ ਅਨਾਤਮ (ਕਹਾਣੀ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।(ਹਿਸ੍ਸਾ:ਸਤੁ, ਪ੍ਹਾਤਰ ਹਿਤਰਨ)   08 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, ਅਚੇਤਨ ਦਾ ਗੁਣ ਤੇ ਸੁਭਾਅ, ਕੰਪਿਊਟਰ ਅਤੇ ਇੰਟਰਨੈਟ, ਮਨੁੱਖੀ ਅਧਿਕਾਰ।   08 ਅੰਕ

ਯੂਨਿਟ- III

(ੳ) ਸ਼ਬਦ ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ : ਪਰਿਭਾਸ਼ਾ, ਮੁਢਲੇ ਸੰਕਲਪ

(ਅ)ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ   08 ਅੰਕ

ਯੂਨਿਟ- IV

(ੳ) ਸੰਖੇਪ ਰਚਨਾ

(ਅ) ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ   08 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਯੂਨਿਟ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ ੲ੍ਹ ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ ਜ੍ਜਤ ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗ ਹਰ ਯੂਨਿਟ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਯੂਨਿਟ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਯੂਨਿਟ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।

3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

4. ਪੇਪਰ ਸੌਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅਗੋਂ ਵਧ ਤੋਂ ਵਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

SEMESTER II
COURSE CODE: BVAL-2031
ਮੁੱਢਲੀ ਪੰਜਾਬੀ

Course outcomes:

➢ ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਨੂੰ ਸਿਖਾਉਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਵਿਚ ਪਾ ਕੇ ਇਕ ਹੋਰ ਭਾਸ਼ਾ ਸਿੱਖਣ ਦੇ ਮੌਕੇ ਪ੍ਰਦਾਨ ਕਰਨਾ ਹੈ।

➢ ਇਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਬਾਰੀਕਬੀਨੀ ਨਾਲ ਭਾਸ਼ਾ ਦਾ ਅਧਿਐਨ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

➢ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

➢ 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।

➢ ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦਾ ਸ਼ਬਦ ਘੇਰਾ ਵਿਸ਼ਾਲ ਕਰਨਾ ਹੈ।

➢ ਵਿਦਿਆਰਥੀ ਵਾਕ ਦੀ ਪਰਿਭਾਸ਼ਾ ਅਤੇ ਇਸਦੀ ਬਣਤਰ ਤੋਂ ਜਾਣੂ ਹੋਣਗੇ ਅਤੇ ਭਾਸ਼ਾ ਤੇ ਪਕੜ ਮਜ਼ਬੂਤ ਹੋਵੇਗੀ।

➢ ਪੈਰ੍ਹਾ ਰਚਨਾ ਦਾ ਮਨਰੋਥ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਬੁੱਧੀ ਨੂੰ ਤੀਖਣ ਕਰਦਿਆਂ ਉਨਾਂ ਦੀ ਲਿਖਣ ਪ੍ਰਤਿਭਾ ਨੂੰ ਉਜਾਗਰ ਕਰਨਾ ਹੈ।

➢ ਸੰਖੇਪ ਰਚਨਾ ਕਰਨ ਨਾਲ ਵਿਦਿਆਰਥੀ ਆਪਣੀ ਗੱਲ ਨੂੰ ਸੰਖੇਪ ਵਿਚ ਕਹਿਣ ਦੀ ਜਾਚ ਸਿੱਖਣਗੇ ਅਤੇ ਇਹ ਦਿਮਾਗੀ ਕਸਰਤ ਵਿਚ ਸਹਾਈ ਹੋਵੇਗੀ।

➢ ਘਰੇਲੂ ਅਤੇ ਦਫ਼ਤਰੀ ਚਿੱਠੀ ਪੱਤਰ ਲਿਖਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਇਸ ਕਲਾ ਵਿਚ ਨਿਪੁੰਨ ਕਰਨਾ ਹੈ।

➢ ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰਿਆਂ ਦੀ ਵਰਤੋਂ ਨਾਲ ਗੱਲਬਾਤ ਵਿਚ ਪਰਪੱਕਤਾ ਆਉਂਦੀ ਹੈ।ਇਹ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਗੱਲਬਾਤ ਵਿਚ ਨਿਖਾਰ ਲਿਆਉਣ ਦਾ ਕੰਮ ਕਰਨਗੇ।

SEMESTER II
COURSE CODE: BVAL-2031
ਮੁੱਢਲੀ ਪੰਜਾਬੀ

L - T – P	**Max. Marks: 50**
2 – 0 – 0	**Theory: 40**
ਸਮਾਂ : 3 ਘੰਟੇ	**CA: 10**

ਪਾਠ ਕ੍ਰਮ

ਯੂਨਿਟ- I

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

08 ਅੰਕ

ਯੂਨਿਟ-II

ਪੰਜਾਬੀ ਵਾਕ ਬਣਤਰ : ਮੁਢਲੀ ਜਾਣ ਛਾਣ

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

(ਅ) ਬਿਆਨੀਆ ਵਾਕ, ਪ੍ਰਸ਼ਨਵਾਚਕ ਵਾਕ ਅਤੇ ਹੁਕਮੀ ਵਾਕ (ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ)

08 ਅੰਕ

ਯੂਨਿਟ- III

ਪੈਰ੍ਹਾ ਰਚਨਾ

ਸੰਖੇਪ ਰਚਨਾ

08 ਅੰਕ

ਯੂਨਿਟ- IV

ਚਿੱਠੀ ਪਤਰ (ਘਰੇਲੂ ਅਤੇ ਦਫਤਰੀ)

ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰੇ

08 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਯੂਨਿਟ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ ੲ ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ ੲਜਡ਼   ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਹਰ ਯੂਨਿਟ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
3. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਯੂਨਿਟ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਯੂਨਿਟ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
4. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।
5. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅਗੋਂ ਵਧ ਤੋਂ ਵਧ ਚਾਰ ਉਪ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

SEMESTER II

COURSE CODE: BVAL-2431

Punjab History & Culture (1717-1947)
(Special paper in lieu of Punjabi Compulsory)

This course aims to enhance students' knowledge and understanding of Maharaja Ranjit Singh's period and to challenge preconceptions about that period with fresh perspectives on the people and their contacts with the British.

On successful completion of the course, students will have developed the capacity to:

CO1. Critically discuss major social, political, economic, and cultural structures, events, and themes shaping the administration of Punjab under British period
CO2. Evaluate and analyse different sources and modern historiography
CO3. Identify and assess evidence of social change and continuity throughout the period
CO4. Critically evaluate the rise and fall of Sikh Empire and the internal disputes
CO5. Conduct research using primary sources and historiography relating to the period
CO6. Formulate logical arguments substantiated with historical evidence
CO7. Express ideas clearly in both written and oral modes of communication

SEMESTER II

COURSE CODE: BVAL-2431

Punjab History & Culture (1717-1947)
(Special paper in lieu of Punjabi Compulsory)

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

Instructions for the Paper Setter:

Question paper shall consist of four Sections. Candidates shall attempt 5 questions in all, by at least selecting One Question from each section and the 5th question may be attempted from any of the four sections. Each question will carry 8 marks.

Section-A
1. Sikh Struggle for Sovereignty.
2. Ranjit Singh: Conquests, Administration and the Anglo-Sikh Relations.

Section-B
3. Anglo-Sikh Wars and the Annexation.
4. The Punjab under the British: New Administration, Education and social Change.

Section-C
5. Economic Changes: Agricultural
6. Socio-Religious Reform Movements.

Section-D

7. Role of Punjab in the Freedom Struggle.
8. Fairs and Festivals.

Suggested Readings

Kirpal Singh (ed.), *History and Culture of the Punjab,* Part-II, Punjabi University, Patiala, 1990.
Fauja Singh (ed.), *History of Punjab,* Vol, III, Punjabi University, Patiala, 1987.
J.S. Grewal, *The Sikhs of the Punjab, Cup, Cambridge, 1991.*
Khushwant Singh, *A History of the Sikhs,* Vol. I, OUP, New Delhi, 1990

SEMESTER II

COURSE CODE: BVAM-2102

COMMUNICATION SKILLS IN ENGLISH

Course Outcomes

After passing this course the student will develop the following Skills:

CO1: Enhancement of listening skills with the help of listening exercises based on conversation, news and TV reports.

CO2: Improvement of speaking skills enabling them to converse in a specific situation.

CO3: Acquisition of knowledge of phonetics which will help them in learning about correct pronunciation as well as effective speaking.

CO4: The capability to present themselves well in a job interview.

CO5: 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.

CO6: Speaking skills of the students enabling them to take active part in group discussion and present their own ideas.

CO7: The capability of narrating events and incidents in a logical sequence.

SEMESTER II

COURSE CODE: BVAM-2102

COMMUNICATION SKILLS IN ENGLISH

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

Instructions for the paper setters and distribution of marks:

The question paper will consist of four sections and distribution of marks will be as under:

Section-A: Two questions with internal choice will be set from Unit I of the syllabus and these questions will be theoretical in nature corresponding to the syllabus of Section-I. Each will carry 5 marks.

Section-B: Two questions with internal choice will be set from Unit II of the syllabus. One will be theoretical and the second will be practical in nature. Each will carry 5 marks.

Section-C: Two questions with internal choice will be set from Unit III of the syllabus and these will be theoretical in nature. Each will carry 5 marks.

Section-D: Two questions with internal choice will be set from Unit IV of the syllabus. One question will be theoretical in nature and the other will be practical in nature (based on phonetic transcription and stress). Each will carry 5 marks.

Important Note:

The candidate will have to attempt five questions in all selecting one from each section of the question paper and the fifth question may be attempted from any of the four sections. **(5 x 5 = 25)**

PRACTICAL / ORAL TESTING

Time: 3 hours **Marks: 15**

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.

Note: Oral test will be conducted by external examiner with the help of internal examiner.

Course Contents:

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.

SEMESTER II

COURSE CODE: BVAM-2113

STORYBOARDING AND SCREENPLAY

SCRIPTING & SCREENPLAY

Course Outcomes:

The objective of this course is to acquaint students with the storyboard & screenplay process from idea conception, brainstorming, through to digital storyboard & traditional storyboard production process.

After passing this course the student will be able to:

CO1: Understand the concept, script and screenplay process.

CO2: Apply three-act structures in screenplay writing

CO3: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO4: Identify and state common preproduction workflow

CO5: Capable to Discuss Scripting and Screenplay process and concepts with professionals in the field.

SEMESTER II

COURSE CODE: BVAM-2113

SCRIPTING & 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

SEMESTER II

COURSE CODE: BVAM-2114

2D DIGITAL ANIMATION: FLASH

Course Outcomes:

The objective of this course is to make students ready for creating 2D Animation applying the knowledge gained about fundamentals of designing, and principles of Animation studied in previous semesters.

After passing this course the student will be able to:

CO1: Identify and use various tools in Flash to create vector art and animate it

CO2: Design backgrounds with animated objects where characteristics like color/position/ shape change with respect to time

CO3: To understand the use of various symbols graphic, button and movie and their importance and usage w.r.t various scenarios

CO4: Effectively use timeline, frames, and keyframes to animate objects as well as characters

CO5: Design a cartoon character/basic human character and animate it

CO6: Create a short-animated clip

BACHELOR OF VOCATION- B.Voc.(Animation)

SEMESTER II

COURSE CODE: BVAM-2114

2D DIGITAL ANIMATION: FLASH

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
1. WORKING WITH THE DRAWING & SHAPE TOOLS
   a. Drawing Shapes in Flash
   b. Drawing with Primitive Tools
   c. Comparing Merge Drawing Mode vs. Object Drawing Mode
   d. Modifying Shapes with the Direct Selection Tool & Sub selection Tool
   e. Using the Deco Tool
   f. Using Gradients & Mixing Colors
2. WORKING WITH SYMBOLS
   a. Understanding the Characteristics of Symbols
   b. Creating & Editing Symbols
   c. Exploring Button States & the Button Library

UNIT- II
3.   IMPORTING & MODIFYING GRAPHICS
   a. Importing Bitmap Graphics & Basic Shape Modifications
   b. Importing & Working with Vector Objects
   c. Importing a Photoshop File into Flash
4. WORKING WITH TEXT
   a. Selecting Text & Other Basic Techniques
   b. Modifying Text Properties
   c. Breaking Text Apart & Converting Text to Shapes

UNIT- III
5. BASICS OF ANIMATION
   a. Timeline Basics & Using Layers
   b. Animating Text with Shape Tweens & Creating Frames & Key frames
   c. Creating a Frame-by-Frame Animation & Onion Skin

d. Using Motion Tweens & Creating a Motion Tween along a Path
e. Working with the Motion Editor

UNIT- IV

6. Implementation of 12 Principles of Animation in Flash.
7. Produce in-between poses for animation
8. Export the flash document.

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. Creation of emotions, actions and expressions of a Cartoon Character
10. 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:

1. Adobe Creative Team, "Adobe Flash Professional CS6 Classroom in a Book", Adobe
2. Georgenes Chris, "How to Cheat in Adobe Flash CC: The Art of Design and Animation", Focal Press

SEMESTER II

COURSE CODE: BVAL-2115

INTRODUCTION TO 3D MAYA

Course Outcome

This is an introductory course to learn Autodesk Maya 2015. This course is designed for anyone who wants to learn Autodesk Maya for the first time.
After successful completion of this course, the student will be able to:

1. Understand the interface of Autodesk Maya (Viewports, Pivot, Transformation,)
2. Model a simple object like a Chair or a table
3. Understand the process of texturing and applying color to the modelled object
4. Render a final image of simple objects like Chair and the Table.

BACHELOR OF VOCATION- B.Voc.(Animation)

SEMESTER II

COURSE CODE: BVAL-2115

INTRODUCTION TO 3D MAYA

L - T – P	Max. Marks: 50
4 – 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

Introduction to the interface of Maya
Creating a Project in Maya, about Project Settings
Saving Files and File Types: about .ma and .mb file types.
Viewing Geometry (Navigation), reviewing the Viewport menus,
Quick layout buttons, Change and resize panels, Change the display of objects.

UNIT- II

Transformation of 3D coordinates: World space, object space, and local space, Freeze and reset transformations.
QWERTY tool box: About Selection Tool (Q), Move Tool (W), Rotate Tool, (E), Scale Tool (R) and Manipulator Tool (T).
Maya user interface, Menu bar, Tool bar, hot box
Using the shelf, construction history, hot keys, using the spacebar, manipulating a view,
Selecting objects, type of selections. Single selection, adding and subtracting selection
Edit menu selection options.

UNIT- III

Marquee selection, Lasso selection, selection mask
Using hyper shade, hyper graph, 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)
2D snapping and 3D snapping, Helpline, command line, range slider, command line and playback controls, script editor, MEL, preferences. Basic Introduction to Creating of Simple primitives, poly count, and surface normals, Introduction to materials, Introduction to different Lights, Introduction to camera types.
Rendering a still, rendering an AVI, Rendering an image sequence

Suggested Readings:

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

SEMESTER II

COURSE CODE: BVAP- 2116

INTRODUCTION TO 3D MAYA MODELING

Course Outcomes:

Students will use computer Maya modeling to explore the principles of 3-dimensional design. Projects involving object, character and architectural modeling will emphasize the aesthetic concepts of spatial proportion (scale, rotation and position).

After successful completion of this course the student will be able to:

CO1: apply knowledge gained about the basic concepts and tools related to 3D production. (Low Poly & High Poly), loops, Polygon count etc.
CO2: comfortably use basic modelling techniques like Polygon modelling, Nurbs Modelling.
CO3: understand the fundamentals of 3D design
CO4: model a Character and Props ready for Texturing & Rigging.

BACHELOR OF VOCATION- B.Voc.(Animation)

SEMESTER II

COURSE CODE: BVAP-2116

INTRODUCTION TO 3D MAYA MODELING

L - T – P	Max. Marks: 75
0 – 0 – 3	Practical: 60
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
Introduction to 3D Maya Modeling: Types of Modeling: Nurbs, polygon, subdivision.
Techniques of Modeling: Poly count, Surface hardness (object/prop, organic/characters.)
Image plane for Modeling: Create, edit, or position an image plane.

UNIT- II
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
Polygon Modeling: 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
Nurbs Modeling: 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 and Surface History – Modeling with Deformers – Editing NURBS Surfaces – Using NURBS Surfacing to Create Polygons – Converting NURBS to Polygons

Practical: Exercises to be implemented

1. Creating all types of Polygon like Cube, Sphere, Cylinder
2. Creating all types of NURBS like NURBS Circle, NURBS Square
3. Create Table Chair, Bed, and LED screen Using polygon
4. Create Flower pot and Guitar using NURBS
5. Creating Doors, Windows frame, Panel using Boolean

6. Import 3D Model File
7. Rendering Model View using Default Renderer
8. Setting the furniture in rooms according to its requirement
9. Create a Cartoon or Realistic character
10. Creating Blanket with Bed, curtains and Table Cloth using special modifiers

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. DarakhshaniDariush, "Introduction to Autodesk Maya 2015". Autodesk
2. PalamarTodd, "Mastering Autodesk Maya 2016". Wiley
3. Patnode Jason, "Character Modeling with Maya and ZBrush". Focal Press, Taylor & Francis Group

SEMESTER II
COURSE CODE: BVAD-2117
MINOR PROJECT

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to communicate and work in teams.

SEMESTER II
COURSE CODE: BVAD-2117
MINOR PROJECT

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

Note:

The students can work on projects on any of the subjects studied during the first two semesters.

SEMESTER II

COURSE CODE: BVAI-2118

Internship

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to communicate and work in teams.

SEMESTER II

COURSE CODE: BVAI-2118

INTERNSHIP

L - T – P	Max. Marks: 75
0– 0 – 3	
Time: 3 Hours	

Note: The students will attend 15 days internship (6 hours/day). The evaluation is based on the student's performance and attendance during the internship.

SEMESTER II
COURSE CODE: AECD-2161
DRUG ABUSE: PROBLEM, MANAGEMENT & PREVENTION

Course Outcomes:

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

CO2. How to be supportive during the detoxification and rehabilitation process.

CO3. Main focus of substance abuse education is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.

CO4.Substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such as alcohol and marijuana.

SEMESTER II
COURSE CODE: AECD-2161
DRUG ABUSE: PROBLEM, MANAGEMENT & PREVENTION

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

Instructions for the Paper Setter

Eight questions of equal marks 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
Prevention of Drug abuse: Role of family: Parent child relationship, Family support, Supervision, Shaping values, Active Scrutiny.

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

UNIT-III
Controlling Drug Abuse: Media: Restraint on advertisements of drugs, advertisements on bad effects of drugs, Publicity and media, Campaigns against drug abuse, Educational and awareness program

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

References:

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.