

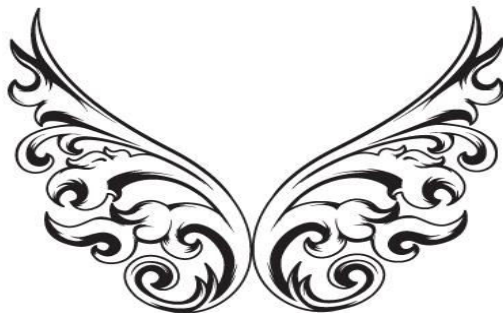


Graphic Era
HILL UNIVERSITY

Established by an Act of the State Legislature of Uttarakhand (Adhiniyam Sankhya 12 of 2011)

DATE: 12thoct.2013

Scheme of Studies & Evaluation
OF
UNDER GRADUATE ACADEMIC PROGRAMME
IN
ANIMATION & VISUAL EFFECT





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Minutes of the meeting of the board of studies to be held on: 12 oct. 2013 Saturday at 11 am

Course: B.Sc. (Animation & Visual Effects)

S.NO	Name	Address	Signature
1	Mr.Raguveer Singh Panwar	Former chief artist Indian archeology department	
2	Mr.ManujTyagy	Director of focus Infomedia solution Pvt. Ltd. Dehradun	
3	Mr.AnandaKarmakar	HOD, B.Sc. Animation & visual effects	
4	Mr.VinodRaturi	Assistant Professor ,animation department	
5	Mr.Sanjay Painuly	Faculty, animation department	



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ITEM-1

The Board of Studies considered the regulations of the University and recommended to the Academic Council for approval with retrospective effect i.e. from the start of Academic Session 2013-14

ITEM-2

The Board of Studies considered the syllabus / scheme of examination/ relevant ordinances for B.Sc. Animation & Visual Effects.

Course as applicable from the academic session 2013 and recommended to the Academic council for approval

ITEM-3

Under any other item with the permission of chair:

The BOS considered the panel of subject experts for the purpose of nomination to various Academic bodies/ authorities and recommended for approval to the Academic Council.

(Signature of BOS Members)

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APPROVED BY THIRD BOM HELDON 16TH MAY, 2013

(Third Edition)

ORDINANCES

(For Under Graduate & Post Graduate Courses)

1. Scope

- 1.1 All the clauses of the ordinance are for the Bachelor of Technology [B.Tech.], Master of Technology [M.Tech.], Master of Computer Application [M.C.A.], Master of Computer Application [M.C.A. (Lateral Entry)], Bachelor of Computer Application [B.C.A.], Master of Business Administration [M.B.A.], Bachelor of Business Administration [B.B.A.], Bachelor of Science (IT) [B.Sc. (IT)], Bachelor of Hotel Management [B.H.M.], Bachelor of Science [B.Sc. (Animation & Visual effects)], Bachelor of Journalism & Mass Communication [B.J.M.C.] & Master of Journalism & Mass Communication [M.J.M.C.], Bachelor of Commerce (Hons) [B.Com. (Hons)], Bachelor of Business Economics (B.B.E.), Bachelor of Law (LL.B.), Bachelor of Arts + Bachelor of Law (Hons) [B.A.LL.B. (Hons)], Bachelor of Business Administration + Bachelor of Law (Hons) [B.B.A.LL.B. (Hons)], Bachelor of Architecture [B.Arch.] programmes offered by the University, no clause or sub clause thereof can be assumed for other programmes offered by the University.
- 1.2 All the clauses and sub clauses thereof of the ordinance are liable to change by alterations, inclusions and exclusions as deemed fit by the Academic Council and the Board of Management of the University from time to time without prior notice.
- 1.3 The interpretations of the clauses and the sub clauses thereof are that of the Academic Council and the Board of Management of the University.
- 1.4 Any litigation will be at Dehradun jurisdiction.

2 Definition of the Programme

- 2.1 The programme is an undergraduate or postgraduate full time mode. M.Tech. degree program can also be offered in part time mode in different disciplines.
- 2.2 The different disciplines and number of seats available for the respective branches will be declared at the time of admission through suitable print media and the University prospectus and University website (www.gehu.ac.in)

3. Medium of instruction

- 3.1 The medium of instruction will be English.

4. Duration of the Programme

Duration of the Programme will be in Years. Each year will comprise of two semesters. Each semester shall normally have 90 instructional days.

Programmes	No. of Years	No. of Semester	Maximum period of years for completion
B.Tech (Regular)	04	08	07
B.Arch. (Regular)	05	10	08
MCA, BCA, B.Sc (IT), B.H.M., B.Sc. [Animation & Visual effects], B.J.M.C. (Journalism & Mass C	03	06	05
M.Tech., (Fulltime) MBA, M.J.M.C.	02	04	03
M.Tech. (Parttime)	03	06	04
B.Tech. (Lateral Entry)	03	06	05
M.C.A. (Lateral Entry)	02	04	03
LL.B.	03	06	05
B.A.LL.B. (Hons) / B.B.A.LL.B. (Hons)	05	10	08

5. Admission, Eligibility to the Programme

- 5.1 The University reserves the right to admission.

- 5.2 Candidates should fulfill the requisite qualification and eligibility criteria before applying for admission (as defined from time to time and given in University prospectus).
- 5.3 Candidate will be considered admitted to the programme only after full payment of the prescribed fee as per the fees schedule decided by the Academic Council and Board of Management of the University at the time of admission and declared through suitable print media and the University prospectus.
- 5.4 Admission to various programmes in various faculties will be in regular mode. Lateral admission will be available for B.Tech. programme only. Rules & Regulations for the admission to various programmes will be duly approved by Board of Studies of the respective Faculty, Academic Council, Board of Management or Competent authority of the University.
- 5.5 In case, the total admitted candidates to the programme are less than 25% of number of seats declared available for the programme at the time of admission, the Academic Council and Board of Management or competent authority of the University reserves the right to cancel all the admission to the programme and discontinue the programme. For that session all the candidates who are admitted to the programme in such case, will be refunded with all the fee paid during admission. The student of such cases may be admitted to other programme depending upon their willingness and meeting eligibility criteria.
- 5.6 A candidate who has been convicted under criminal law or against whom there is pending investigation or trial for criminal prosecution shall not be eligible for admission to the programme.
- 5.7 Candidate has to be declared medically fit by RMO and should have attached a fitness certificate after he/she gets admitted to the University.
- 5.8 Admission on migration of a candidate from any other University will be considered only after equivalence is established on the recommendation of a committee constituted by the Vice Chancellor.
- 5.9 The reservation policy is as per notification of the University.

6. Cancellation of Admission

- 6.1 The admission of Candidates will be cancelled who is not found qualified or does not satisfy the eligibility criteria prescribed by the University. Such candidates will be allowed refund of fees as per

lesuptoonemonthfromthedateofcommencementofthesession.

- 6.2 A candidate, who after confirming the admission by paying the prescribed fee wishes to cancel the admission before the last date of admission, will be refunded the fees paid during admission after deduction of the processing fees as per fee schedule.

7. Change of Branch (Applicable to B.Tech. Programmes only)

- 7.1 Change of branch will not be more than 25% of the approved number of seats allocated for the respective branches at the time of admission.
- 7.2 Change of branch will be permitted in the first year/1st semester after the last date of admission only to the candidates admitted in the current year through regular admission and will be based on basis of merit with which the admission was done and will be done strictly on merit basis against the vacant seats only.
- 7.3 Change of branch will be permitted in the Second year/3rd semester on seats that have fallen vacant during the first year, to candidates who have passed without any back paper on the basis of merit secured in the first year examination and not exceeding 10% of the total sanctioned strength in first year.
- 7.4 Candidates with Lateral Admission are not eligible for any change of Branch.
- 7.5 Change of branch from a particular stream would not go down below the 60% of total strength of the branch from change occurs.

8. Curriculum of the programme

- 8.1 Curriculum shall include Theory subjects, Practical, Seminars, Projects, Industrial Training and Educational Tour etc.

Note: Seminars, Projects, Industrial Training and Educational Tour will be treated as

Practical.

- 8.2 Each Theory subject or practical will be treated as one head.
- 8.3 Curriculum of the Programme for different branches for all the semesters will be prescribed in the scheme of study and evaluation duly approved by the Board of Studies and the Academic Council of the University from time to time.
- 8.4 The syllabus for different branches and all semesters will be made available by the Board of Studies and the Academic Council.
- 8.5 Curriculum will also include co-curricular and extra-curricular activities as may be prescribed by the University from time to time.
- 8.6 Curriculum will be revised from time to time by the Board of Studies and the Academic Council to keep it up to date with the current technological requirement.

9. Attendance

- 9.1 Every Candidate is expected to attend all the lectures, tutorials, practical and other prescribed curricular and extra-curricular activities.
- 9.2 Minimum 70% attendance (including Medical Leave) in all the theory subjects, practicals and seminars is mandatory for a candidate to appear in the End Semester Examination (ESE). A further 5% condonation is allowed on special consideration by the Vice-Chancellor.
- 9.3 The basis for the calculation of the attendance shall be the period from the start of the semester till the last date of the semester. For the 1st semester candidate the same is from the date of admission to the Programme or the start of the semester whichever is later, till the end of the semester (i.e. till the last teaching as per academic calendar).
- 9.4 Any candidate who has not satisfied the attendance criteria in any one or more of the theory subjects, practicals will not be eligible to appear in the End Semester Examination for the respective theory Subjects and practicals. She/he is required to re-register for the courses and have 70% attendance (including Medical Leave) in the subject only then she/he will be allowed to appear in End Term Examination of that subject after paying the requisite fee. Such candidates will be awarded 'x' grade. Subsequently the change of grade is possible according to the marks obtained.

- 9.5 Any candidate who has not fulfilled the attendance criteria in all subjects both theory and Practical's, he will not be allowed to appear in ESE. Such candidates will have to take readmission in the corresponding semester in the next academic year by paying the semester fees as per fees schedule or as per relevant orders of the V.C. She/he has to be there regular student and attend all the theory and practical classes.
- 9.6 Candidates, who have less than 70% of attendance in the respective Theory subjects and Practicals from the start of the semester/Date of admission, will not be eligible to attend the End Term Examination. However, candidates will not be debarred in Mid Term Examination.
- 9.7 Candidates who will have to abstain from the university for such events as Participation in Inter University Tournaments/Cultural Festivals, Conference, Seminar and Allied Co-Curricular, Extra Curricular Activities will have to seek in writing prior sanction from the concerned Authority/Heads of Departments and such absence will be treated on duty and will get the benefit of the attendance for the academic work missed during such period.

10. Examination and Eligibility of Passing

- 10.1 Performance of a Candidate in a semester shall be evaluated through Continuous Term Evaluation and End Semester Evaluation as prescribed in the scheme of study and evaluation by the Board of Studies and the Academic Council of the University from time to time.
- 10.2 Relative weightage allocated for continuous term evaluation and End Semester Examination will be as prescribed in the scheme of study and evaluation by the Board of studies and the Academic Council of the University from time to time.
- 10.3 Award of Teachers assessment marks shall be done on a continuous basis throughout the semester and is based on Class Tests, Assignments/Tutorials, Quizzes/Class Attendance/Viva-Voce. The marks are to be awarded by the teacher at the end of the semester and before the End Semester Examination.
- 10.4 Award of marks for class attendance is based on the percentage of the classes attended by the Candidate.

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10.5 Mid Term Examination (MTE) will be held for all Theory Subjects and Practicals after completion of 40 to 50 instructional days from the start of the semester.

(i) Mid Term Practical Examination will be conducted internally

10.6 End Semester Examination will be held for all Theory subjects and Practical at the end of the semester.

10.6.1 A Candidate who remains absent or is prohibited to attend the End Semester Examination will be declared as fail in End Semester Examination and will be awarded 'F' grade in the respective subject of ESE. He/she can appear in the back paper examination in the subsequent semesters if he/she has fulfilled the attendance criteria.

10.6.2 In case student neither fulfill the attendance criterion or appears in End Semester Examination (because of any reason) she/he will have to register for that subject in the subsequent year.

11. Credit System-Regulations

11.1 Credit Scheme

Each course Theory/Practical course will have Lecture–Tutorial–Practical–(L-T-P).

Lecture/Tutorial: one hour/week is given one credit.

Practical/Project work/Seminar/Industrial Tour: Two hours/week is given one credit & three hours/week is given 2 credits.

11.2 Evaluation Scheme

The evaluation of academic performance of a candidate is based on the following.

A. Theory:

Evaluation Heads	Description and subheads	Theory (100 marks)
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Continuous Term Evaluation	1. Teachers Assessment (For Theory Assignments, Attendance, Quiz, Class Test, 10	
	2. Mid-Semester Examination, MSE A 60 marks 2hrs Theory exam will be conducted	30
End Semester Evaluation	End Semester Examination ESE 100 marks 3hrs Theory exam will be conducted	60

Passing Criteria Theory:

A minimum of 40 marks has to be secured as a sum of Continuous Term Evaluation and End Semester Evaluation. In case the candidate remains absent in MTE or secures zero marks in continuous evaluation and secures passing marks in End Semester Exam, the candidate will be declared pass.

Practical:

Evaluation Heads	Description and subheads	Practical 100 marks
Continuous Term Evaluation	1. Conduction of Practical and Assessment of Practical record, Attendance	20
	2. Mid-Semester Examination, MSE. Two hrs Practical Exam will be conducted; the score obtained will be awarded for 30 marks.	30
End Semester Evaluation	End Semester Examination ESE 3 hrs Practical Exam will be conducted, the score obtained will be awarded for 50 marks	50

Passing Criteria Practicals:

A minimum of 40% marks has to be secured as a sum of Continuous Term Evaluation and End Semester Evaluation to get the pass grade. Student will have to pass separately in Mid Term & End Semester Practical Examinations.

11.3 Provisions for Grace Marks

A candidate may be awarded grace marks only, if the candidate will secure a pass in all the Theory & Practical subjects/courses after the award of the grace marks.

11.3.1 Maximum of 10 marks will be awarded in theory/practical subjects, which can be distributed in any single subject/multiple subjects.

11.4 Grades and Grade Points:

The evaluation of academic performance of a student is done as per Letter grading system. A ten-point Letter grading system is adopted which denotes the level of academic performance. The grade awarded to a student in a theory & practical course shall be based on the candidate's performance in the Theory and Practical Courses. Absolute grading system shall be adopted as follows:

Level	Out- Standing	Excellent	Very good	Good	Average	Satisfactory	Fail
Grade	A+	A	B	C	D	E	F
Grade points	10	09	08	07	06	05	<5*
% of marks	Above 85	76-85	66-75	56-65	46-55	40-45	<40

11.5 Description of Grades:

A+ grade:	This grade stands for Superlative grade which indicates outstanding achievement..
A grade:	This grade stands for Excellent performance.
B grade:	This grade stands for Very Good performance.
C grade:	This grade stands for Good performance.
D grade:	This grade stands for Average performance.
E grade:	This grade is satisfactory and is the minimum passing grade.
F grade:	This grade denotes failure and hence very poor performance. The candidate should appear the MTE or ESE in subsequent semesters to obtain a pass. *F-grade is further subdivided into two categories as F1 with grade point '2' with % of marks is 20-39 and F2 with grade point '0' and with % of marks is <20.
X grade:	Debarred students

I grade: (only for Lab)	Incomplete If the sum of continuous evaluation & End Term Examination is >40% but individual subhead of continuous evaluation & End Term Examination is <40% then he/she will be awarded I grade. In such cases he/she has to clear respective practicals in the subsequent year/semester respectively in Mid Term Examination, for the students who don't clear End Term (<40% marks) they will be given 'F' grade and they will have to appear in the End Term Examination in the subsequent semester.
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Calculation of Semester Grade Point Average, SGPA and Cumulative Grade Point Average CGPA:

$$SGPA = \frac{\sum[(\text{course credits}) \times (\text{Grade points})]}{\sum[(\text{course credits})] \text{ of that semester}}$$

$$CGPA = \frac{\sum[(\text{course credits}) \times (\text{Grade points})]}{\sum[(\text{course credits})] \text{ till that semester}}$$

SGPA is calculated for that particular semester/current semester and CGPA is calculated from first semester to till the current semester.

11.6 Promotion to higher years in the Program:

- a) A student shall register for credit of all courses for the semester and will ensure that he/she attends all the classes and attains at-least 70% attendance in all the subjects.
- b) Earned credits mean those credits for which the student would have obtained after attaining 70% attendance and appeared in Mid Term as well as End Term Examinations and attained in A+/A/B/C/D/E/F grade.
- c) A candidate will be promoted to the even semester from the odd semester of a year without any criterion.
- d) To be promoted from one year to the next:

The following rules III & III for promotion to subsequent years are applicable only to the student who are attending at-least 70% of the classes/labs of all subjects in a semester/year.

- I. Student who earns 25% or more of the total credits in the first year will be promoted to second

year.

- II. The students those who satisfy the attendance criteria as per norms of the university i.e. who are not debarred in the courses of a semester, their 50% or more of the credit of I & II year cumulatively will be considered for promotion to III year & same is applicable to fourth year with 50% or more of the credit of I/II/III year cumulatively.
- III. Student who has not earned 50% of total credit of I & II year cumulatively will not be promoted to third year & such students have to take re-admission in II year. Similarly student who has not earned 50% of total credit of I, II & III year cumulatively will not be promoted to IV year & such students have to take re-admission in III year.
- IV. At the start of every semester student has to do the registration.
 - e) The maximum duration for earning all credit requirements is one and a half times the course duration.
 - f) If a candidate does not clear a subject in four attempts and in the meanwhile the subject has undergone a change in the syllabus, the candidate shall be required to appear according to the new syllabus.
 - g) A student who has failed should be mandatorily required to fill/register for the back paper in the subsequent semester. It is compulsory for the students to appear for back paper in the subsequent semester, failing which the calculation of 50% of total cumulative credits of previous years will not be applicable for the promotion to higher years and such cases will be considered as year back.

12. **Scrutiny and Revaluation:**

- 12.1 Scrutiny can be entertained only after paying the required fees decided by the University norms. Student can apply for scrutiny within one week from the date of declaration of the result. No re-evaluation is entertained.

13. **Award of Degree and Rank**

- 13.1 Award of degree is allowed only when $CGPA \geq 5.0$
- 13.2 Candidates at first two top positions amongst **FIRST HONOURS** only will be awarded Golda

nd Silver medals respectively.

14. **Unfair means**

14.1 Cases of unfair means during examinations shall be dealt by the UFM Standing Committee as per the rules of the University.

15. **Readmission**

15.1 A Candidate can seek re-admission to any ongoing semester at the start of the semester by paying the requisite semester fees as per fees schedule. Such candidate will have to repeat the entire semester in all Theory subjects and Practical's as a regular candidate.

15.2. Candidate who has been detained by the University for his/her misconduct or not obeying the rules & regulations of university and subsequently has been permitted, will take re-admission by paying the requisite fee as per fees schedule.

16. **Termination**

16.1 Candidate who is admitted on regular admission to the programme will have to successfully complete the programme in maximum of one and half times the course duration and failing which the admission to the programme of the candidate will be terminated.

16.2 Candidate who has failed twice in first year due to either non-appearance in examinations or not being able to pass the Theory subjects and Practicals or not being permitted to appear in examination due to not fulfilling of other ordinances or any other reason liable for termination. The decision of the Academic Council and the Board of Management of the University will be final and binding on the candidate.

16.3 Candidate who is admitted on Lateral admission to the programme will have to successfully complete the programme as mentioned in clause 4 failing which the admission to the programme of the candidate will be terminated.

16.4 Failure to meet the standards of the discipline as prescribed by the University from time to time will lead to the termination of admission.

16.5 Absence from classes for more than six weeks at a time in a semester without due approval from the

University will lead to the termination of admission. HOD will report such cases to registrar who will notify such students and then the name of such students will be struck off from the roles of the University. For such students the academic fee will not be refunded

17. **Rustication/Expulsion**

- 17.1 A Candidate who has been involved in act of indiscipline or any unlawful criminal activity will be referred to the Proctorial Board who will enquire and recommend the punitive measures as per university rules. Based on the recommendations of the Proctorial board such students may be rusticated or expelled from the University.



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Objectives of the Course:-

The objectives of the B.Sc. (Animation & visual Effects) Course shall be as follows:-

- To familiarize the students with various approaches, methods and techniques of Animation Technology.
- To develop competencies and skills needed for becoming an effective Animator.
- Mastering traditional & digital tools to produce stills and moving images.
- Exploring different approaches in computer animation.
- To enable students to manage Animation Projects from its Conceptual Stage to the final product creation.
- To train students in applying laws of human motion and psychology in 2-D or 3-D characters.
- To develop expertise in life-drawing and related techniques.
- To apply Audio and Video Production Techniques to an Animation Project.

Eligibility:-

- Higher Secondary School Certificate (10+2) Examination with English and any following vocational subjects in technical group of +2 levels (MCVC). e.g. of the
- Candidate who has passed intermediate or (10+2) standard with an aggregate pass percentage of 40% from any board is eligible for admission to the first year or first semester

I SEMESTER
THEORY
1.Fundamentals of art & animation
2.Advance Graphic Design In CorelDraw
3.Advance Graphic Design In illustrator
4.Advance Graphic Design In Photoshop
PRACTICAL / LAB
1.Fundamentals of art & animation Lab
2.Advance CorelDraw Lab
3.Advance Adobe illustrator lab
4.Advance Adobe Photoshop Lab
5.SEMINER
6.General Proficiency
II SEMESTER
THEORY
1.Appreciation of art & animation
2.2D Animation Production
3.Digital Publishing
4.Fundamentals of Video Editing
5.Environmental Science
PRACTICAL / LAB
1.Appreciation of art & animation Lab
2.Adobe 2D Flash Lab
3.Adobe In Design lab
4.Adobe Premiere Lab
5.SEMINER
6.General Proficiency

3 Years Course Subjects of B.Sc. Animation & Visual Effects.

III SEMESTER
THEORY
1.Fundamentals of 3D Animation
2.VFX For Movies & Television
3. Development of Preproduction
4.Camera & Photography Direction
PRACTICAL / LAB
13Ds MAX Lab
2Adobe After Effects Lab
3Experimental Animation
4.Camera & Photography Direction
SEMINER, General Proficiency
IV SEMESTER
THEORY
1.3D MAYA character Modeling
2.3D MAYA Character Animation & Dynamics
3.Digital compositing with Fusion
4.Film & Television Production
PRACTICAL / LAB
1.3D MAYA Character Modeling Lab
2.3D MAYA Character Animation Lab
3.Digital Compositing with Fusion Lab
4.Digital film making
5.SEMINER
6.General Proficiency

3 Years Course Subjects of B.Sc. Animation & Visual Effects.

V SEMESTER
THEORY
1.Post Production
2.Advanced Industrial Compositing
3.Game Production
4.Project management in animation
PRACTICAL / LAB
1.Demo Reel
2.NUKE , Match Moving & Boujou Lab
3.Game Production Lab
4.Industrial Design & Methodology
5.SEMINER
6.General Proficiency
VI SEMESTER
PRACTICAL / LAB
1.Project Work
2.Internship
3.SEMINER
4.General Proficiency

SCHEME OF EVALUTON FOR B.Sc. (A&VE) I SEMESTER

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
THEORY										
1	BAV-101	Fundamentals of Art & Animation	2	2			30	10	60	100
2	BAV-102	Advance Graphic Design In CorelDraw	2	2			30	10	60	100
3	BAV-103	Advance Graphic Design In Illustrator	2	2			30	10	60	100
4	BAV-104	Advance Graphic Design In Photoshop	2	2			30	10	60	100
PRACTICAL/LAB										
5	BAV-105	Fundamentals of Art & Animation Lab	2		4		30	20	50	100
6	BAV-106	Advance CorelDraw Lab	2		4		30	20	50	100
7	BAV-107	Advance Adobe Illustrator lab	2		4		30	20	50	100
8	BAV-108	Advance Adobe Photoshop Lab	2		4		30	20	50	100
SEMINAR										
9	SRI-101	Seminar	1						50	50
10	GP-101	General Proficiency	1						100	100
TOTAL			18	8	16		240	120	590	950

MT- Midterm Examination

Att.- Attendance

L- Lecture

P- Practical

FE- Final Examination

Assmt- Assignment

T-Tutorial

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner

**SCHEME OF EVALUTON FOR B.Sc. (A&VE)
II SEMESTER**

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
THEORY										
1	BAV-201	Appreciation of Art & Animation	2	2			30	10	60	100
2	BAV-202	2D Animation Production	2	2			30	10	60	100
3	BAV-203	Digital Publishing	2	2			30	10	60	100
4	BAV-204	Fundamentals of Video Editing	2	2			30	10	60	100
5	TEV-211	Environmental Science	2	2			30	10	60	100
PRACTICAL/LAB										
6	BAV-205	Appreciation of Art & Animation Lab	2		4		30	20	50	100
7	BAV-206	Adobe 2D Flash Lab	2		4		30	20	50	100
8	BAV-207	Adobe In Design lab	2		4		30	20	50	100
9	BAV-208	Adobe Premiere Lab	2		4		30	20	50	100
SEMINAR										
10	SRI-201	Seminar	1						50	50
11	GP-201	General Proficiency	1						100	100
TOTAL			20	10	16		270	130	650	1050

MT- Midterm Examination

FE- Final Examination

Att.- Attendance

Assmt- Assignment

L- Lecture

T-Tutorial

P- Practical

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner

**SCHEME OF EVALUTON FOR B.Sc. (A&VE)
III SEMESTER**

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
THEORY										
1	BAV-301	Fundamentals of 3D Animation	2	2			30	10	60	100
2	BAV-302	VFX For Movies & Television	2	2			30	10	60	100
3	BAV-303	Development of Preproduction	3	3			30	10	60	100
4	BAV-304	Camera & Photography Direction	2	2			30	10	60	100
PRACTICAL/LAB										
5	BAV-305	3Ds MAX Lab	2		4		30	20	50	100
6	BAV-306	Adobe After Effects Lab	2		4		30	20	50	100
7	BAV-307	Experimental Animation	2		2		30	20	50	100
8	BAV-308	Camera & Photography Direction	2		4		30	20	50	100
SEMINAR										
9	SRI-301	Seminar	1						50	50
10	GP-301	General Proficiency	1						100	100
TOTAL			19	9	14		240	120	590	950

Contact hours: 29

MT- Midterm Examination

Att.- Attendance

L- Lecture

P- Practical

FE- Final Examination

Assmt- Assignment

T-Tutorial

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner

**SCHEME OF EVALUTON FOR B.Sc. (A&VE)
IV SEMESTER**

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
THEORY										
1	BAV-401	3D Maya Character Modeling	2	2			30	10	60	100
2	BAV-402	3D Maya Character Animation & Dynamics	2	2			30	10	60	100
3	BAV-403	Digital compositing with Fusion	2	2			30	10	60	100
4	BAV-404	Film & Television Production	2	2			30	10	60	100
PRACTICAL/LAB										
5	BAV-405	3D Maya Character Modeling Lab	2		4		30	20	50	100
6	BAV-406	3D Maya Character Animation Lab	2		4		30	20	50	100
7	BAV-407	Digital Compositing with Fusion Lab	2		4		30	20	50	100
8	BAV-408	Digital film making	2		4		30	20	50	100
SEMINAR										
9	SRI-401	Seminar	1						50	50
10	GP-401	General Proficiency	1						100	100
TOTAL			18	8	16		240	120	590	950

MT- Midterm Examination

FE- Final Examination

Att.- Attendance

Assmt- Assignment

L- Lecture

T-Tutorial

P- Practical

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner

**SCHEME OF EVALUTON FOR B.Sc. (A&VE)
V SEMESTER**

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
THEORY										
1	BAV-501	Post Production	2	2			30	10	60	100
2	BAV-502	Advanced Industrial Compositing	2	2			30	10	60	100
3	BAV-503	Game Production	2	2			30	10	60	100
4	BAV-504	Project Management in Animation	2	2			30	10	60	100
PRACTICAL/LAB										
5	BAV-505	Demo Reel	2		4		30	20	50	100
6	BAV-506	NUKE , Match Moving & Boujou Lab	2		4		30	20	50	100
7	BAV-507	Game Production Lab	2		4		30	20	50	100
8	BAV-508	Industrial Design & Methodology	2		4		30	20	50	100
SEMINAR										
9	SRI-401	Seminar	1						50	50
	GP-401	General Proficiency	1						100	100
TOTAL			18	8	16		240	120	590	950

MT- Midterm Examination

FE- Final Examination

Att.- Attendance

Assmt- Assignment

L- Lecture

T-Tutorial

P- Practical

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner

**SCHEME OF EVALUTON FOR B.Sc. (A&VE)
VI SEMESTER**

S.No.	Paper Code	Paper Name	Credits	Teaching Scheme Per Hours Week			Examination Scheme			Subject Total
				L	P	T	MT	A/ATT	EST	
		Practical / Lab								
1	BAV 601	Project Work	4		8		100		150	250
2	BAV 602	Internship	10		20		100		150	250
SEMINAR										
3	SRI-401	Seminar	1		2			50		50
4	GP-401	General Proficiency	1					100		100
TOTAL			16	0	30		200	150	300	650

MT- Midterm Examination

FE- Final Examination

Att.- Attendance

Assmt- Assignment

L- Lecture

T-Tutorial

P- Practical

* The External evaluation of labs will be done by a board constituted with an internal examiner along with an External examiner.

Semester: I	Subject:-Fundamentals of Art & Animation
Subject Code: BAV 101	
Objective: The objective of the course is to provide an understanding of basic concepts related to principles of art and animation	
Unit 1 - Introduction to Fundamental of Arts and Drawing: what is art?, concept of art, relation between art and animation, art and creativity, drawing- line drawing, block drawing, scribble drawing, sketch drawing, study drawing.	
Unit 2 - Principle of art: Movement,Unity,Harmony,Variety,Contrast,Proportion,Pattern and rhythm.	
Unit 3. Elements of Pictorial art (painting), Structural Elements of art: Space, color, Tone, Texture, Rhythm	
Unit 4. Basics principle of design: Balance , Proportion , Rhythm , Emphasis , Unity, Alignment, Repetition, Proximity	
Unit 5.Fundamentals of Animation: Basics Concept of animation, history of animation, history of Indian animation, traditional animation.	
Unit 6. Basics sense of perspective: One point of perspective, two point of perspective, three points of perspective with vanishing point and relation with animation.	
Unit 7.Basic concept of animation: Definition of animation, types of animation, digital and non-digital animation, 2D animation and 3D animation and also traditional animation.	
Unit 8.Perspective for animation &foreshortening: To develop the animation study through the different type of perspective angle, view, shape, volume.	
Unit 9.Animation Principle: Introduction to 12 basic principle of Animation-Squash and stretch, anticipation, Staging, Straight ahead action and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal.	
Suggested Reading: - 1 Victor Prerard : Anatomy Drawing 2. Giovamicivardi : Drawing Hands & Feet 3. Bryan Peterson : Using Design Basic to get Creative result 4. Herbert Read : Meaning of Art	

Semester: I	Subject:-Advance Graphic Design In CorelDraw
Subject Code: BAV 102	
Objective: The CorelDraw is an intuitive and versatile graphics application for creating high-quality vector illustrations, logo designs, and page layouts.	
Unit 1: - Introduction to CorelDraw: CorelDraw workspace tour , Workspace tools , CorelDraw basics, finding and managing content , Interface Overview, Workspace basics, Panels and menus, tools, Viewing images, Rulers, the grid, and guides, Presets, Lines, shapes, and outlines , objects, symbols, and layers and Preferences.	
Unit 2: - Text: Adding and manipulating text, Formatting text, Working with text in different languages ,Using writing tools , Importing and pasting text, Adding artistic text, Moving text, Working with legacy text, Finding, editing, and converting text, Shifting, rotating, mirroring, and flipping text, Wrapping text.	
Unit 3: -Color & Fill : Working with color, Understanding color models, Organizing and displaying color palettes, Filling objects, Applying PostScript texture fills, Working with fills,Using color management, Understanding color management, Working with color management presets, Using a safe CMYK workflow, Managing colors when opening documents.	
Unit 4: - Special Effect: Changing the transparency of objects, Applying transparencies, Applying merge modes, Using lenses with objects, Editing lenses, Adding 3D effects to objects, applying perspective to objects, Creating extrusions, Creating bevel effects, Blending objects	
Unit 5: - Templates, Styles, Pages & Layout: Working with templates, Working with styles and style sets, Working with color styles, Creating templates, Breaking the link between a color style and an object, Exporting and importing color styles, Working with pages and layout tools , Working with tables, Working with bitmaps.	
Unit 6: -Web Graphics: Creating objects for the Web, Exporting bitmaps for the Web, Saving and applying Web presets,Adding hotspots and alternate text to objects, Exporting to HTML, Setting preferences for exporting images to HTML	
Unit7: - Saving & File Formats: Importing and exporting files, Exporting to PDF, Working with office productivity applications, Supported file formats.	
Unit 8: - Printing: Printing basics, Applying print styles, Laying out print jobs, Previewing print jobs, preparing files for print service providers.	

Semester: I	Subject: Advance Graphic Design In Illustrator
Subject Code: BAV 103	
<p>Objective: The Objective of the course is to provide understanding of basic concepts of Digital Illustration. The subject deals with advantages of Vector editors for better graphic design, page layout, typography, logos, sharp-edged artistic illustrations (e.g. cartoons, clip art, complex geometric patterns), technical illustrations, diagramming and flowcharting.</p>	
<p>Unit1: - Introduction: Introduction to basics of graphic design, page layout, illustration, Logo design.</p>	
<p>Unit2: - Workspace basics: Customizing the workspace, Tools, Tool galleries, Files and templates, viewing artwork, Rulers, grids, guides, and crop marks, Setting preferences.</p>	
<p>Unit3: - Drawing basics: Drawing simple lines and shapes, Drawing with the Pencil tool, Editing paths, Tracing artwork with Live Trace.</p>	
<p>Unit4: - Color: Selecting colors, Using and creating swatches, Working with color groups (harmonies), Adjusting colors.</p>	
<p>Unit5: - Painting: Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes, Gradients, Meshes.</p>	
<p>Unit6: - Selecting & Arranging objects: Selecting objects, Grouping and expanding object, Moving, aligning, and distributing objects, Rotating and reflecting objects, Using layers, duplicating objects.</p>	
<p>Unit7: - Importing, Exporting and Saving: Importing bitmap images, Adobe PDF files, EPS, and AutoCAD files, Saving artwork, Exporting artwork.</p>	
<p>Unit8: - Future Trends: We would introduce students to upcoming new style and Illustration methods.</p>	
<p>Suggested Reading: Mordy Golding: Teach your Self Illustrator CS4 in 24 hrs Bryan Peterson: Using Design Basic to get Creative result Giovamicivardi: Drawing Hands & Feet Elaine Weinmann Illustrator CS4 for Windows David Karlins Adobe Illustrator CS4</p>	

Semester: I	Subject: Advance Graphic Design In Photoshop
Subject Code: BAV104	
<p>Objective: The course aims to provide an understanding of basic concepts of Digital Image Editing. The subject aims to inculcate understanding of principles & practices in Digital Image Editing.</p>	
<p>Unit1: - Workspace: Workspace basics, Panels and menus, Tools, Viewing images, Rulers, the grid, and guides, Presets, Plug-ins, and Preferences.</p>	
<p>Unit2: -Opening and importing images: Image essentials ,Image size and resolution, Acquiring images from cameras and scanners, Creating, opening, and importing images.</p>	
<p>Unit3: - Color: About color, Color modes, Converting between color modes, Choosing colors.</p>	
<p>Unit4: - Color and tonal adjustments: Viewing histograms and pixel values, Understanding color adjustments, Adjusting image color and tone, Targeting images for press, Matching, replacing, and mixing colors, Applying special color effects to images.</p>	
<p>Unit5: - Retouching and transforming: Adjusting crop, rotation, and canvas, Retouching and repairing images, Correcting image distortion and noise, Adjusting image sharpness and blur, Transforming objects, Liquefy filter.</p>	
<p>Unit6: - Layer : Layer Basics, Selecting, grouping, and linking layers, Moving, stacking, and locking layers, Managing layers, Setting opacity and blending, Layer effects and styles, Layer comps.</p>	
<p>Unit7: - Painting : Painting tools, Brush presets, Creating and modifying brushes, Gradients, Filling and stroking selections, layers, and paths, Creating and managing patterns.</p>	
<p>Unit8: - Drawing: Drawing shapes, Drawing with the Pen tools, Managing paths, Editing paths, Converting between paths and selection borders, Adding color to paths.</p>	
<p>Unit9: - Filter: Filter basics, Filter effects reference, Applying specific filters, Add Lighting Effects.</p>	
<p>Unit10: - Saving and exporting images: Saving images, Saving PDF files, Saving and exporting files in other formats, File formats.</p>	
<p>Unit11: - Printing: Printing from Photoshop, Printing with color management, Printing images to a commercial press.</p>	
<p>Suggested Reading: Kate Binder : Teach your Self PhotoshopCS4 in 24 hrs Bryan Peterson : Using Design Basics to get Creative result Conrad Chavez : Real World Adobe Photoshop CS4</p>	

Semester: I	Subject:-Fundamentals of Art & Animation Lab
Subject Code: BAV 105	
<p>Objective: The objective of this course is to mould the thought process of the students in the way the Animators think thus making them more suited to understand the course and excel in the field. This course is kept in every semester with the point of view to provide the students with ample understanding of various aspects of Animation techniques.</p>	
<p>Unit 1: - Basics of Sketching & Drawing: Lines in different grades of pencils HB+0.8b, Shading in pencil medium, Shading, shading in different angles of pencil strokes, Formatting in different textures in pencil</p>	
<p>Unit 2: - Simple objects in drawing: Simple shapes of geometrical shapes, Paper division & forming of sky land, stones, deserts, Trees & plants, roadsides, rivers, Perspective in lines in landscapes, Different head shapes, Characters, horror characters. Human anatomy parts like hand, legs, arms,</p>	
<p>Unit 3: - Block drawing: Introduction with the different type of shapes- human, animals, birds and environmental elements</p>	
<p>Unit 4: - Introduction with the animation era:-animation, 2D animation, 3D animation, digital animation, non-digital animation, Folk animation.</p>	
<p>Unit 5: - Perspective for animation & foreshortening: to develop the animation study through the different type of perspective angle, view, shape, volume.</p>	
<p>Unit 6: - Developing cartoon character: studying the shape, movement, character, emotion, pose to pose, overlapping, exaggeration, solid drawing for the correct character animation.</p>	
<p>Unit 7: - Converting the realistic feature into cartoon: process for the conversion of the realistic character into the cartoon characters.</p>	
<p>Unit 8: - Scribble art: Introduction with how to draw in drawing techniques and to strength the drawing skills by the fundamental drawings.</p>	
<p>. Suggested Reading: 1 Victor Prerard: Anatomy Drawing 2. Giovamicivardi : Drawing Hands & Feet 3. Bryan Peterson: Using Design Basic to get Creative result 4. Herbert Read: Meaning of Art Basic practice: Drawing on paper Warm-Up tech.</p>	

Semester: I	SUBJECT: Advance Graphic Design In CorelDraw Lab
SUBJECT CODE: BAV-106	
Objective: The lab is designed to give students hands on with creating using versatile graphics application for creating high-quality vector illustrations, logo designs, and page layouts.	
UNIT1: - Introduction to CorelDraw: CorelDraw workspace tour, Workspace tools, CorelDraw basics, Finding and managing content, Interface Overview, Workspace basics, Panels and menus, Tools, Viewing images, Rulers, the grid, and guides, Presets, Lines, shapes, and outlines, Objects, symbols, and layers and Preferences.	
UNIT 2: - TEXT: Adding and manipulating text, Formatting text, Working with text in different languages, Using writing tools, Importing and pasting text, Adding artistic text, Moving text , Working with legacy text, Finding, editing, and converting text, Shifting, rotating, mirroring, and flipping text, Wrapping text.	
UNIT 3: - COLOR AND FILLS : Working with color, Understanding color models, Organizing and displaying color palettes, Filling objects, Applying PostScript texture fills, Working with fills,Using color management, Understanding color management, Working with color management presets, Using a safe CMYK workflow, Managing colors when opening documents.	
UNIT 4: - SPECIAL EFFECTS: Changing the transparency of objects, Applying transparencies, Applying merge modes, Using lenses with objects, Editing lenses , Adding 3D effects to objects, Applying perspective to objects, Creating extrusions,Creating bevel effects, Blending objects.	
UNIT 5: - TEMPLATES, STYLES, PAGES AND LAYOUT: Working with templates, Working with styles and style sets, Working with color styles, Creating templates, Breaking the link between a color style and an object, Exporting and importing color styles, Working with pages and layout tools , Working with tables, Working with bitmaps.	
UNIT 6: - WEB GRAPHICS: Creating objects for the Web, Exporting bitmaps for the Web , Saving and applying Web presets, Adding hotspots and alternate text to objects, Exporting to HTML, Setting preferences for exporting images to HTML.	

Semester: I	Subject: Advance Adobe Illustrator lab
Subject Code: BAV107	
<p>Objective:The Objective of the course is to provide understanding of basic concepts of Digital Illustration. The subject deals with advantages of Vector editors for better graphic design, page layout, typography, logos, sharp-edged artistic illustrations (e.g. cartoons, clip art, complex geometric patterns), technical illustrations, diagramming and flowcharting.</p>	
<p>Unit1: - Introduction: Introduction to basics of graphic design, page layout, illustration, Logo design.</p>	
<p>Unit2: - Workspace basics: Customizing the workspace, Tools, Tool galleries, Files and templates, Viewing artwork, Rulers, grids, guides, and crop marks, Setting preferences.</p>	
<p>Unit3: - Drawing basics: Drawing simple lines and shapes, Drawing with the Pencil tool, Editing paths, Tracing artwork with Live Trace.Introducing Anchor Points, Creating a New Document, Repositioning and Adjusting View, Saving the Document, Utilizing Illustrator Startup Documents, Page tool, Setting Up Preferences, Using Color Settings, Configuring Palettes & Workspace, Using Navigations</p>	
<p>Unit4: - Color: Selecting colors, Using and creating swatches, Working with color groups (harmonies), Adjusting colors.Filling and Arranging Objects in a document, Creating a fill Pattern,Color introduction, CMYK vs. RGB, An Overview of the Color Palette</p>	
<p>Unit5: - Painting: Painting with fills and strokes, Live Paint groups, Brushes, Transparency and blending modes, Gradients, Meshes.Gradients introduction, Using the Gradient Tool, Applying a Gradient, Editing gradients, Using the Gradient Palette, Using the Gradient Slider Bar, Gradient libraries, Using Swatches, Adding Colors, Making Color Adjustments, Using the Eye Dropper Tool</p>	
<p>Unit6: - Transparency and Masking: Object opacity, Creating an Opacity Mask, Transparency Palette, Targeted transparency, Masking Edges with Clipping Masks, Transparency clipping, Transparency masking, Assigning Different Opacity For Stroke And Fill,Multiply Mode, Knockout group, Blending modes</p>	
<p>Unit7: - Effects:Effects introduction, 3D space and 3D Effects, Applying and Adjusting 3D Extrusion Effects, Applying and Adjusting Bevel effect, Lighting, Shading and Gradation, Mapping the Artwork onto the extruded object, Modifying the object and the Mapped artwork, Using Photoshop to help with 3D Effects, Applying and Adjusting 3D Rotation and Revolve Effects,Mapping Symbols onto 3D</p>	
<p>Unit8: - Auto Trace and Live Trace: Auto trace, Auto trace preferences, Reviewing Files for Live</p>	

Trace, Using the Live Trace Tool, Applying Threshold and Minimum Area, Reviewing Adjustments and View Tracing Option, Reviewing Trace Settings Tracing Option, Expanding Traced Items to Paths, Using Tracing Options for Color, Altering Swatches in Color Tracing

Unit10: - Live Paint:Live Painting Fills, Live Painting Strokes, Live Paint-Bucket Basics, Live Painting Update On Fly, Paint Bucket Tricks, Live Painting Paths, Leaving Isolation Mode, Selecting Paths In Live Paint, Selection Tool In Live Paint, Layering Strokes In Live Paint, Live Painting A Trace, Gap Detection, Close Gaps With Paths

Suggested Reading:

Mordy Golding : Teach your Self Illustrator CS4 in 24 hrs
Bryan Peterson : Using Design Basic to get Creative result
Giovamicivardi: Drawing Hands & Feet
Elaine Weinmann Illustrator CS4 for Windows
David Karlins Adobe Illustrator CS4

Semester: I	Subject: Advance Graphic Design In Photoshop Lab
Subject Code: BAV 108	
<p>Objective:The course aims to provide an understanding of basic concepts of Digital Image Editing. The subject aims to inculcate understanding of principles & practices in Digital Image Editing. Photoshop is an industry standard image editing program for professional raster graphics and other digital art. Digital Cover Design, Texture, Card , Business Profile Folder, Paper Insert, Box Design, Cover Design Create a Graphic for Website will be a part of the curriculum.</p>	
Unit1: - Bar Utility: Adobe Photoshop Menu bar , Tool bar Utility, Floating Utility	
Unit2: - Image Retouch: Old Damaged Image Retouch, clean up photos. Wrapping objects.	
Unit 3: - Profile Folder: Concept to Business Profile Folder.	
Unit 4: - Concept to Cover Design: Magazine design, cd cover, book cover design, and illustrator page design. Kinds of graphic page design. Creating HDR photos ,	
Unit 5: - Adobe Photoshop Effect Plug-in: Introduction to different kinds of digital effects design, editing.	
Unit 6: - Explore Filter: Utility of filteruses, lighting effects, layer blending modes, filters,	
Unit 7: - Image Collage: Making digital image collage, Web page design	
Unit 8: - Digital painting: Making digital painting ,mat painting,bac Profile Folder kgraoun design, landscape	
Unit 9: - Movie Poster Design: Making movie poster design,poster design,add design etc.	
Unit 10: - Texturing: Making 3d animation texture-face,body,brick wall,rock texture,displacement maps, digital painting with UV map, fire texture, metals wood texture etc.	
<p>Suggested Reading: Kate Binder : Teach your Self PhotoshopCS4 in 24 hrs Bryan Peterson : Using Design Basics to get Creative result Conrad Chavez : Real World Adobe Photoshop CS4 Chris Orwig Adobe Photoshop CS4 How-Tos: 100 Essential Techniques</p>	

Semester: II	Subject: Appreciation of art & animation
Subject Code: BAV201	
<p>Objective: The Objective of the subject is to provide an understanding of basic concepts of Free hand Art and Advantage of Illustration. The subject make the students understand graphic design, page layout, logos, sharp-edged artistic illustrations (e.g. cartoons, clip art, complex geometric patterns), technical illustrations, diagramming and flowcharting. Animation key Prop Design.</p>	
<p>Unit 1: - Introduce: how to draw the particular character of human, birds, trees, folk and traditional art.</p>	
<p>Unit 2: - Color theory: experimental fine art work with different color media- water color, poster color, water proof color, oil poster color, pencil color, charcoal, pen and ink using dry brush.</p>	
<p>Unit 3: - Foliage Study: to develop observation power about the concerned character. Also develop the imagination and memory power, concept of light, shade and colors.</p>	
<p>Unit 4: - Still life study: to develop observation power about the concerned character. Also develop the imagination and memory power, also light and shade and colors. The perspective, foreshortening and volume also include this.</p>	
<p>Unit 5: - Life drawing: Increasing drawing skills of human figure- anatomy, human forms, perspective, foreshortening, light and shade and colors.</p>	
<p>Unit6: - Folk and traditional art: Introduction to folk art & folk animation, Indian folk art, characterization of Indian folk art (kalighat art, madhuvani art, rajasthani art, mughal art, pahari art, tanjore art)</p>	
<p>Unit 7: - Outdoor sketching: Introduction to drawing landscape, nature study with the help of drawing method</p>	
<p>Unit 8: - Design: - (textile, illustration and jewellery) exploring the look and feel for animation through concept art. Planning for the character designing, layout designing, illustration style composition, staging, and background</p>	
<p>Unit 9: - Clay modeling: to introduce with the 3d shape, volume.</p>	
<p>Suggested Reading:</p> <ol style="list-style-type: none"> 1. Bert Dodson: Keys to Drawing 2. Bryan Peterson : Using Design Basic to get Creative results 3. victor Prerard: Anatomy Drawing 	

Semester: II	Subject: 2D Animation Production
Subject Code: BAV 202	
<p>Objective: Adobe Flash is a <u>multimedia</u> and <u>software platform</u> used for authoring of <u>vector graphics</u>, <u>animation</u>, games and <u>rich Internet applications</u> (RIAs) that can be viewed, played and executed in <u>Adobe Flash Player</u>. Flash is frequently used to add <u>streamed</u> video or audio <u>players</u>, advertisement and <u>interactive</u> multimedia content to <u>web pages</u>, although usage of Flash on websites is declining.</p>	
<p>Unit 1: - 2DFlash basics:Introducing Flash Professional,Understanding the Flash workspace, Creating and saving files, Organizing assets with the Library, Placing objects on the Stage.</p>	
<p>Unit2: - Graphics and symbols: Drawing and editing vector shapes, Selecting, manipulating, arranging, and grouping vector objects, Scaling, rotating, and skewing objects, importing image files, Creating symbols, Applying filters and effects.</p>	
<p>Unit 3: - Timeline animation: Working with the Timeline, Manipulating key frames in the Timeline, Creating animation with motion tweens, creating frame-by-frame animations, Creating shape tweens, Working with the Motion Editor and applying easing</p>	
<p>Unit 4: - Interactive buttons: Making button symbols, updating the appearance of button components, Understanding mouse events, Create Flash games, Building Timeline navigation, Delivering mobile content.</p>	
<p>Unit 5: - Digital media: Recording, editing, and importing audio tracks, Preparing video with Adobe Media Encoder, Importing video clips, working with video, using video components, publishing online video.</p>	
<p>Unit 6: - Filters and Blends:Animated filter Apply a drop shadow,glow, blur,gradient level,bevel,blends mode. Adding a layer and Deleting working with layer in the timeline Adding the stacking order, Adding Classic Motion guide layer,Adding a plain guide layer,Adding a mask layer.</p>	
<p>Unit7: - Working with Animation in Flash:Setting speed and Dimensions of the Document, Adding Frame Creating Animation Frame and Frame Motion tween. shape tween classic tween.</p>	
<p>Suggested Reading: Kate Binder : Teach your Self PhotoshopCS4 in 24 hrs Bryan Peterson : Using Design Basics to get Creative result Conrad Chavez : Real World Adobe Photoshop CS4 Chris Orwig Adobe Photoshop CS4 How-Tos: 100 Essential Techniques</p>	

Semester: II	Subject: Fundamentals of Digital Publishing
Subject Code: BAV 203	
<p>Objective: The Objective is to provide an understanding of basic concepts of Digital Publishing Principles & Practice. The aims to inculcate the ability to apply Digital Publishing in terms of industry standard Publishing program Adobe InDesign CS for professional Magazine, Newsletter, Book, E-Book, E-Learning, Project Report, Cover Design, Card, Business Profile Folder, and Paper Insert.</p>	
<p>Unit 1: - Introduction to Workspace, Layout and design: Workspace basics, Customize menus and keyboard shortcuts, Toolbox, Viewing the workspace, Recovery and undo, Create new documents, Rulers and measurement units, Ruler guides, Master pages, Add basic page numbering, Aligning and distributing objects, Creating a table of contents, Clipping paths, Creating type on a path, Footnotes, Creating text and text frames, Numbering pages, chapters and sections, Laying out frames and pages, Layers.</p>	
<p>Unit2: - Text And Styles: Creating text and text frames, Adding text to frames, Threading text, Articles, Wrapping text around objects, Bullets and numbering, Editing text, Find/Change, Text variables, Styles, Paragraph and character styles, Working with styles, Paragraph and character styles, Drop caps and nested styles, Working with styles.</p>	
<p>Unit3: - Typography, Tables And Interactivity: Formatting text, Formatting paragraphs, Kerning and tracking, Using fonts, Bullets and numbering, Tabs and indents, Text composition, Creating tables, Selecting and editing tables, Table strokes and fills, Table and cell styles, Formatting tables, Dynamic PDF documents, Cross-references, Buttons, Page transitions.</p>	
<p>Unit4: - Color, Drawing and painting: Understanding color management, Using colors from imported graphics, Proofing colors, Mixing inks, Tints, Applying color, Understanding spot and process colors, Understanding paths and shapes, Drawing with the line or shape tools, Drawing with the Pen tool, Editing paths, Applying line (stroke) settings, Compound paths and shapes.</p>	
<p>Unit 5: - Transparency: Adding transparency effects, Blending colors, Flattening transparent artwork.</p>	
<p>Unit 6: - Printing : Printing documents, Printer's marks and bleeds, Printing thumbnails and oversized documents, Printing graphics and fonts, Managing color. Printing booklets.</p>	
<p>Suggested Reading:</p> <ol style="list-style-type: none"> 1. Tech media : Teach yourself IndesignCS 2. Bryan Peterson : Using Design Basic to get Creative result 3. Deke McClelland Adobe InDesign CS4 One-On-One 4. Olav Martin Kvern Real World Adobe InDesign CS 	

Semester: II	Subject: Fundamentals of Video Editing
Subject Code: BAV-204	
<p>Objective:The objective is to provide an understanding of basic concepts of Video Editing. To teach students Video Editing in term of Elements of Movie, TV advertisement, Video Album, Documentary, and Online Video strips.</p>	
<p>Unit 1: -Digital Editing Fundamentals: Introduction to how's and the whys of digital video editing, Introduction to NLE (non-linear editing program), transition between analog and digital media, different stages in a digital editor's workflow.</p>	
<p>Unit 2: - Shooting and Editing Video: video production (shot, captured, edited, and output), framing of shots and directors perception, exploring the impact of framing and camera angle, height, and distance on the viewer's perception of the sequence, video editing terminology.</p>	
<p>Unit 3: - Editing Techniques: video modification, exploring techniques make or break the continuity between one shot and next, connecting shots such as graphic match, rhythm, movement, and spatial relation, how to shoot and edit a short narrative piece, learning how to work from a storyboard</p>	
<p>Unit 4: - Rhythm, Motion, and Effects:Use of different techniques for manipulating time, through rhythm, motion, and effects.</p>	
<p>Unit 5: - Editing Sound: Elements of sound track - the human voice, ambient sound (room tones), sound effects (Foley), and music, defining their impact on the viewer. Understanding impact of volume, loudness, pitch, and timbre, syncing and fidelity of sound affects</p>	
<p>Unit 6: - Titles, Output, and Compression: Exploring polishing of edited product, publishing work, adding introductory title and/or text graphics, file compression techniques, video file formats.</p>	
<p>Unit 7: - Future Trends: Video Editing is massive part in Media so relevant updates from practices in industry will form a part of curriculum.</p>	

Semester: II	Subject: Environmental Science
Subject Code: TEV 211	
<p>Unit 1: Ecology and ecosystem (e)General Introduction (Scopes and Importance, Components and Segments) (e)Ecosystem (components and structure, energy and nutrient flow, food chain, food web) (e)UNCED (1972), Earth Summit (1992), Rio+20 (2012), UNFCCC, CBD</p>	
<p>Unit 2: Natural Resources and Biodiversity (a)Energy Resources (Renewable/Non-renewable; Traditional/Alternative) and types (Hydel, Solar, Wind, Geothermal). (b)Forest Resources: types and benefits from forest and Sustainable Forest Management, Forest (Conservation) Act, 1980. (c)Water resources: Water resources in Himalayan region, Dams and their impacts, Rain water harvesting and Watershed development, Law and Policy. (e)Biodiversity: Definition and Types, importance, threats and Hotspots, Biodiversity conservation (in situ, ex situ) threatened categories as per IUCN, Law and Policy. (f)Remote sensing and Geographical Information System (GIS) and applications in environmental management.</p>	
<p>Unit 3:Environmental Pollution (a)Air Pollution: Definition, sources, classification and its effects, control strategies and devices, Law and Policy. (b)Water Pollution: Definition, sources, Impacts and toxic effects of some specific pollutants, measurement of DO/BOD/COD, Bio-accumulation and Bio-magnification, Law and Policy. (c)Waste water treatment (Aerobic and anaerobic) and Sewage Treatment Plant. (d)Thermal Pollution and Radioactive pollution and its hazards, Noise pollution. (e)Soil pollution: Definition, sources and solid waste management.</p>	
<p>Unit 4: Important Environmental Issues, Management and legislation (a)Climate change, global warming, smog, ozone layer depletion, acid rain, floods, river blockades, cloud bursting, landslides and earthquakes effects and mitigation. (b)Environmental Impact Assessment (Aims, objectives, constraints in EIA), Environment Assessment Process , EIS, Environment Audit (Introduction and methodology) and Environmental Certification (c)Sustainable Development, Environment and human health. (d)Environmental Management System (EMS), Environmental (Protection) Act 1986, ISO norms.</p>	
<p>Unit 5: Field /Project Work. (a)Environmental Impact Assessment (Aims, objectives, constraints in EIA), Environment Assessment Process , EIS, Environment Audit (Introduction and methodology) and Environmental Certification (b)Sustainable Development, Environment and human health. (c)Environmental Management System (EMS), Environmental (Protection) Act 1986, ISO norms (d)Visit and documentation of protected habitats/ Sites/ Research Institutions/ Industries. (e)Project work/Assignment on recent environmental issues and reporting/ Review writing.</p>	

Semester: II	Subject: Appreciation of art & animation Lab
Subject Code: BAV 205	
<p>Objective:The Objective of the subject is to provide an understanding of basic concepts of Free hand Art and Advantage of Illustration. The subject make the students understand graphic design, page layout, logos, sharp-edged artistic illustrations (e.g. cartoons, clip art, complex geometric patterns), technical illustrations, diagramming and flowcharting. Animation key Prop Design.</p>	
<p>Unit 1: - Introduce: How to draw the particular character of human, birds, trees, folk and traditional art.</p>	
<p>Unit 2: - Color theory: experimental fine art work with different color media- water color, poster color, water proof color, oil poster color, pencil color, charcoal, pen and ink using dry brush.</p>	
<p>Unit 3: - Foliage Study: to develop observation power about the concerned character. Also develop the imagination and memory power, concept of light, shade and colors.</p>	
<p>Unit 4: - Still life study: to develop observation power about the concerned character. Also develop the imagination and memory power, also light and shade and colors. The perspective, foreshortening and volume also include this.</p>	
<p>Unit 5: - Life drawing:Increasing drawing skills of human figure- anatomy, human forms, perspective, foreshortening, light and shade and colors.</p>	
<p>Unit 6: - Folk and traditional art: Introduction to folk art &folk animation, Indian folk art, characterization of Indian folk art(kalighat art,madhuvani art,rajasthaniart ,mughal art,pahari art,tanjore art).</p>	
<p>Unit 7: - Outdoor sketching: Introduction to drawing landscape, nature study with the help of drawing method.</p>	
<p>Unit 8: - Design:(textile, illustration and jewellery) exploring the look and feel for animation through concept art. Planning for the character designing, layout designing, illustration style composition, staging, and background.</p>	
<p>Unit 9: - Clay modeling: to introduce with the 3d shape, volume.</p>	

Semester: II	Subject: Adobe 2D Flash Lab
Subject Code: BAV 206	
<p>Objective: Adobe Flash is a multimedia and software platform used for authoring of vector graphics, animation, games and rich Internet applications (RIAs) that can be viewed, played and executed in Adobe Flash Player. Flash is frequently used to add streamed video or audio players, advertisement and interactive multimedia content to web pages, although usage of Flash on websites is declining.</p>	
<p>Unit 1: - 2D animation application software interface: Workspace basics, Motion Tween Presets, File menu, Edit menu, View menu, Insert menu, Modify menu, Text menu, Commands menu, Control menu, Debug menu, Windows menu, Help menu, Free Transform tool, Lasso tool, Pen tool, Pencil tool, Eye Dropper tool, Hand tool, 3D Rotation tool, Text tool, Rectangle tool, Brush tool, Paint Bucket tool Eraser tool, Magnifier tool .</p>	
<p>Unit 2: - 2D graphics: creation features, Underlying data type, raster, vector, Raster painting and/or import features, Vector shapes, Vector free-formant control-point, Placement tools, Features specific to the program in use.</p>	
<p>Unit 3: - Color Platte's: About color, Editing the fills color, Adding strokes to shapes, Rotation an Objects, Using the Eraser tool, Creating Gradient tool, Adjusting Color Intensity, Grouping Object</p>	
<p>Unit 4: - Editing Objects in Flash: Editing the fills color, Adding strokes to shapes ,Rotation an Objects, Using the Eraser tool ,Creating Gradient tool, Adjusting Color Intensity ,Grouping Object</p>	
<p>Unit 5: - 2D graphics editing features: Basic geometric transformation, Boolean, Operations on shapes Object stroke attributes, Object fill attributes, Shading Techniques (blends – gradients) ,Packaged effects, Features Specific to the program in use.</p>	
<p>Unit 6: - Working with Layers in Flash: Adding a layer and Deleting working with layer in the timeline Adding the stacking, order, Adding Classic Motion guide layer , Adding a plain guide layer ,Adding a mask layer .</p>	
<p>Unit 7: - Working with Animation in Flash: Setting speed and Dimensions of the Document, Adding Frame Creating Animation Frame and Frame Motion tween. shape tween classic tween.</p>	
<p>Unit 8: - Creating and Editing Artworks in Flash: Vector Graphics and Bitmap Graphics Paths, Drawing Modes and, Graphics Objects, Reshape line and shape,</p>	

Transforming Object, Combining Object, Arranging Object, Snapping art into position.

Unit 9: - Using Sound in Flash: Importing Sound, Assigning sound to the layer, Assigning sound to the Buttons Wave (.wav), AIFF (.aif, .aifc), mp3, You can import these additional sound file formats: Sound Designer® II (.sd2), Sun AU (.au, .snd), FLAC (.flac), OggVorbis (.ogg, .oga)

Unit 10: - Basic Scripting: Movie clip Control, Calculator script, Digital and analog clock script, Button script, Sound scripts, Gallery and photo slider script, Image effect scripts, Games scripts.

Suggested Reading:

1. Kate Binder : Teach your Self PhotoshopCS4 in 24 hrs
2. Bryan Peterson : Using Design Basics to get Creative result
3. Conrad Chavez : Real World Adobe Photoshop CS4
4. Chris Orwig Adobe Photoshop CS4 How-Tos: 100 Essential Techniques

Semester: II	Subject : Adobe InDesign CS Lab
Subject Code: BAV207	
<p>Objective:The lab is designed to provide an understanding of basic concepts to Final Output of Digital Publishing using Adobe InDesign CS. The Lab Sessions will deal in acquainting the students in creating professional Magazine, Newsletter, Book, E-Book, E-Learning, Project Report, Cover Design, Business Profile Folder, Paper Insert.</p>	
<p>Unit 1: - Introduction to Workspace, Layout and design:Adobe InDesign Menu bar Utility, Adobe InDesign Tool bar Utility, Adobe InDesign Floating Utility, Basic practice for Drawing on paper + InDesign.</p>	
<p>Unit2: - Concept to professional Magazine, Concept to Books, Concept to E-Book.</p>	
<p>Unit 3: - Concept to Brochures, Concept to Business Sets, Catalogs ,C D –DVD, Data merge, Flyers, Forms, Hi Tech, Hotel, Labels and Stickers.</p>	
<p>Unit 4: - Concept to Brochures, Certificates, Community Newspaper.</p>	
<p>Unit 5: - Concept to Brochures, Manuals, Menus, Presentations, Miscellaneous, Newsletters.</p>	

Semester: II	Subject: Adobe Premiere Lab
Subject Code: BAV 208	
<p>Objective: The course is intended to give an in depth understanding of concepts related to Non Linear Editing. The students are made hands on with AVID Media Composer a widely used platform in industry for Non Linear Editing.</p>	
<p>Unit 1: - Introduction of Workspace & too bar- Knowledge of workspace, Introduction of Menu, Tool Bar.</p>	
<p>Unit 2: - Working with Project- Opening new project, Set project according video data, Making new sequence.</p>	
<p>Unit 3: - Edit a video sequence –Using Cut, Rate Stretch, Ripple edit, Time remapping on video & audio, Add video, Mix video, Apply transition, apply video & audio effects.</p>	
<p>Unit 4: - Importing files from various platforms- Importing video, Importing audio, Edit video & audio, Import Image & image sequence.</p>	
<p>Unit 5: - Capturing various format- Capture video from external hardware (camcorder etc...), Capture audio from external hardware (Microphone etc.)</p>	
<p>Unit 6: - Working with bins- Make bin, Arrange bins, Importing data in different bins.</p>	
<p>Unit 7: - Managing media files- Working with different media files, Exporting media in different formats.</p>	
<p>Unit 8: - Creating Titles- Create Title for video, Working with text styles, Animating Title.</p>	
<p>Unit 9: - Generating various output- Rendering effects, Rendering final work, Exporting final work in different format.</p>	

Semester: III	Subject: Fundamentals of 3D Animation
Subject Code: BAV 301	
<p>Objective:The course aims to teach basic concepts of Autodesk 3ds Max 2012 software. It teaches animation and mapping workflow tools, groundbreaking new rendering technologies. 3ds Max is highly interoperable and compatible with industry-standard products as Autodesk® Revit™, Autodesk® Mudbox™, Autodesk® Maya® and Autodesk® MotionBuilder™ software</p>	
<p>Unit 1: - Introduction&Contextfor3DStudioMax: Project Workflow, AutoCAD Architecture, Setting Up Your Scene, Modeling Objects, Using Materials, Placing Lights and Cameras, Animating Your Scene, Special Controls, Rendering Your Scene, The 3ds Max Window, General Viewport Concepts, Home Grid, Views Based on the World Coordinate Axes, Understanding Views, Setting Viewport Layout, Controlling Viewport Rendering, Using Standard View Navigation, Zooming, Panning, and Rotating Views, Navigating Camera and Light Views, Viewport.</p>	
<p>Unit 2: - Creating Geometry: Basics of Creating and Modifying Objects, Geometric Primitives, Shapes, Compound Objects, Dynamics Objects, Systems. Techniques for Cloning Objects, Overview of Copies, Instances, and References, Using Clone, Animating +Rotate and +Scale, Arraying Objects, Using the Array Dialog, Creating Linear Arrays, Creating Circular and Spiral Arrays, Mirroring Objects, Using the Spacing Tool</p>	
<p>Unit 3: - Modifiers: List of Available Modifiers, Using the Modifier Stack, Modifier Stack Controls, Transforms, Modifiers, and Object Data Flow, List of Available Modifiers, Using Modifiers, World-Space Modifiers (WSMs), Object-Space Modifiers, Patch Grids, Editable Patch Surface, Editable Mesh Surface, Editable Poly Surface, NURBS Modeling, Subdivision Surfaces.</p>	
<p>Unit 4: - Advanced Materials, Cameras, and Lighting Basics: Designing Materials, Material Editor, and Types of Materials, Types of Maps, Material, Mapping, Lighting Analysis Assistant, Configuring and Aiming Cameras.</p>	
<p>Unit 5: - Dynamic Animation: Space Warp Objects, Particle Flow, Non-Event-Driven Particle Systems, Introducing Dynamics Simulation, Reactor, Rigid Bodies, Deformable Bodies, Water Simulation, Wind , The Real-Time Preview. Animating Hair and Cloth</p>	
<p>Unit 6: - Advanced Animation: Animation Concepts and Methods, Working with Controllers, Animation Controllers, Animation Constraints, Wire Parameters Hierarchies and Kinematics, Track View, Motion Mixer, Animation Utilities.</p>	
<p>Unit 7: - Characters studio: Understanding Rigging and Working with Bones, Understanding Biped, Understanding Physique, Understanding Track Editing, Understanding the Workbench, Understanding Motion Flow, Understanding Crowds, Understanding character studio</p>	

Workflow, Biped, Physique, Crowd Animation, File Formats and Index of Procedures.

Unit 8: - Advanced Lighting and Rendering: Render Setup Dialog ,Advanced Lighting, Light Tracing, mental ray, Rendered Frame Window, Render Output File Dialog, Rendering Commands, Common Panel (Render Setup Dialog), Renderers, Rendering Elements Separately, Render to Texture, Rendering Previews, Environment and Effects Dialog, Rendering Effects, Environment and Atmosphere Effects.

Suggested Reading:

1. 3dsMax-Bible WILEYPUBLICATION
2. Isaac Kerlow: The art of 3D Computer Animation and Effect
3. Steve Robert: Character Animation in 3D
4. John.V.Vanderpoel: The Human Figure

Semester: III	Subject: VFX for Movies & Television
Subject Code: BAV 302	
<p>Objective:The course gives an insight into understanding of basic concepts of VFX, its principles & practice. It teaches various processes by which imagery is created and/or manipulated outside the context of a live action shoot. Visual effects often involve the integration of live-action footage and computer generated imagery (CGI) in order to create environments which look realistic, but would be dangerous, costly, or simply impossible to capture on film.</p>	
<p>Unit 1: - Introduction&ContextforAfter Effects: Workspace and workflow, Project and compositions, Importing footage, Layers and properties, Customizing the workspace, using the After Effects interfaces.</p>	
<p>Unit 2: - Animation and Keyframes:Animation basics, Setting, selecting, and deleting Keyframes, Editing, moving, and copying Keyframes, Animating with Puppet tools, Time-stretching and time-remapping and Tracking and stabilizing motion.</p>	
<p>Unit 3: - Color: Color basics, Color management.</p>	
<p>Unit 4: - Masks, transparency, and keying: Drawing, painting, and paths, Transparency overview, Creating and importing masks Working with masks and mattes, Animating masks, Keying.</p>	
<p>Unit 5 - Text:Creating and editing text layers, Formatting characters and the Character panel, Formatting paragraphs and the Paragraph panel, Animating text</p>	
<p>Unit 6: - Effects and animation presets:Color Correction effects,Galleries of effects, 3D Channel effects, Audio effects Blur & Sharpen effects, Channel effects, Color Correction effects, Distort effects, Generate effects, Keying effects, Matte effects, Noise & Grain effects, Paint effects, Perspective effects, Simulation effects, Stylize effects, Text effects, Time effects, Transition effects, Utility effects.</p>	
<p>Unit 7: - Rendering and exporting:Basics of rendering and exporting, Rendering and exporting to Flash formats, Rendering and exporting still images and still-image sequences, Exporting project information to other Adobe applications, Encoding and compression options for movies, Automated rendering and network rendering, Converting movies, Reviewing movies with Clip Notes comments.</p>	

Semester: III	Subject: Development of Preproduction
Subject Code: BAV 303	
<p>Objective: Pre-production refers to the tasks that must be completed or executed before filming or shooting begins. This includes tasks such as hiring actors or models, building sets, budgeting, planning, scheduling, renting equipment and tests, to name a few of the many pre-production tasks. The goal of pre-production is to develop an efficient structure for your project on which the final animation will be produced. In pre-production, we identify potential difficulties in production and work with you to minimize or eliminate them.</p>	
<p>Unit 1: - Introduction to preproduction: What is preproduction? Film production preproduction, animated film preproduction, responsibility of pre-production, importance of preproduction.</p>	
<p>Unit 2: - Filmy story: what is story concept? sources of story making, how to make a filmy story, types of filmy story, analyze with different kinds of filmy story, bolly woody, toly woody holly woody story trend, discuss with movie masala</p>	
<p>Unit 3: - Script or screen play: Introduction of script, elements of script, making a script, script break down, feature of a script, TV Show Scripts vs. Movie Scripts, How to Write a Screenplay or Script.</p>	
<p>Unit 4: - Story board: making story board animated, real time movie story board. basic rules of making story board.</p>	
<p>Unit 5: - Development backbone – Identifying needs and research- Visualize your project’s Look- Collect images that inspire you visually.</p>	
<p>Unit 6: - Review Process and Pre- Production Schedule- Constant communication- Content decisions incrementally throughout all stages of production- Maximum efficiency and identify unforeseen and time-consuming changes.</p>	
<p>Unit 7: - Find and Secure Location- Available light in the location- Size of the location- Cause of sound issues- Casting- Make sure your posting / flyer contains relevant info about the roles you are casting (include age, physical characteristics) short blurb describing character, date time length of audition, material that needs to be prepared (such as monologue), your contact info, shoot timeframe, remuneration- Local casting resources- Video tape auditions if possible.</p>	
<p>Unit 8: - Film budget: how to design a film budget, concept of budget design,</p>	
<p>Unit 9: - Of screen artist: introduction to of screen artist director Asst. Director ,editor, producer, choreographer, lyrics writer, music director, cinematographer, art director etc.</p>	
<p>Unit 10: - Make a Floorplan:- Lighting plot for each Location- Outline and Scripts- Breakdown, shooting</p>	

script-Accurateandeffectivescriptthatengagesyouraudience-Makea Storyboard-
Composition of thescenes, the position of the camera, the story's theme and characters.

Suggested Reading:

1. The FiveC's of Cinematography: Motion Picture FilmingTechniques, byJosephV.Mascelli
- 2.Single CameraVideo Production, byRobertBMusburger.

Semester: III	Subject: Camera & Photography Direction
Subject Code:BAV304	
<p>Objective: This course is an introduction to the mechanics and use of digital photographic equipment. It will include the history of photography as well as its language and major styles. During lecture and lab we will discuss camera handling, image exposure and processing, and the use of software for image manipulation and digital printing.</p>	
<p>Unit 1: - Basic Photographic History: Early and Late 19th Century History, Major Photographic Movements of the 20th Century.</p>	
<p>Unit 2: - Basic Camera Characteristics and Parts: Basic Camera Parts, Basic Camera Types, Lenses and Metering Systems, Loading and Unloading a Media Card.</p>	
<p>Unit 3: - Exposure:The Physics of Light and Light Control, Aperture, Shutter and I.S.O., Standard Exposure Procedures.</p>	
<p>Unit 4: - Adjusting an Image: Downloading an Image , Contrast using Levels and Curve Adjustment Layers ,Color Adjustments using Variations ,Sharpening an Image ,Selecting Part of an Image for Adjustment.</p>	
<p>Unit 5: - The Print: General Characteristics, Types, and Applications of Print Paper, Printer Operations.</p>	
<p>Unit 6: - Creativity and the Photographic Composition: Creative Processes and Basic Elements of Photographic Composition, Cropping, Framing, Balance and the Rule of Thirds, Application of Styles and Techniques from Major Photographic Movements, Field Trip/Location Experiences.</p>	
<p>Unit 7: - Mounting and Presentation: Dry mount Equipment and Procedures ,The Salon Mount</p>	
<p>Unit 8: - Electronic Flash: Camera Shutter Operations with Flash , Guide Number Applications</p>	
<p>Unit 9: - Basic Color Theory:Color Film Handling and Exposure Color Wheel and Color Filters</p>	

Semester: III	Subject:3Ds MAX Lab
Subject Code:BAV 305	
<p>Objective: The course aims to teach basic concepts of Autodesk 3ds Max 2009 software. It teaches animation and mapping workflow tools, groundbreaking new rendering technologies. 3ds Max is highly interoperable and compatible with industry-standard products as Autodesk® Revit™, Autodesk® Mudbox™, Autodesk® Maya® and Autodesk® MotionBuilder™ software</p>	
<p>Unit 1: - Introduction&Contextfor3DStudioMax: Project Workflow, AutoCAD Architecture, Setting Up Your Scene, Modeling Objects, Revit Files, Using Materials, Placing Lights and Cameras, Animating Your Scene, Special Controls, Rendering Your Scene, The 3ds Max Window, Viewport Concepts, Home Grid, Views Based on the World Coordinate Axes, Understanding Views, Setting Viewport Layout, Controlling Viewport Rendering, Controlling Display Performance, Using Standard View Navigation, Zooming, Panning, and Rotating Views, Navigating Camera and Light Views, Grab Viewport. Introducing Object Selection, Basics of Selecting Objects, Selecting by Region, Using Select By Name</p>	
<p>Unit 2: - Creating Geometry: Basics of Creating and Modifying Objects, Geometric Primitives, Shapes, Compound Objects, Dynamics Objects, Systems. Techniques for Cloning Objects, Overview of Copies, Instances, and References, Using Clone, Animating +Rotate and +Scale, Arraying Objects, Using the Array Dialog, Creating Linear Arrays, Creating Circular and Spiral Arrays, Mirroring Objects, Using the Spacing Tool</p>	
<p>Unit 3: - Modifiers: List of Available Modifiers, Using the Modifier Stack, Modifier Stack Controls, Transforms, Modifiers, and Object Data Flow, List of Available Modifiers, Using Modifiers, World-Space Modifiers (WSMs), Object-Space Modifiers. Patch Grids, Editable Patch Surface, Editable Mesh Surface, Editable Poly Surface, NURBS Modeling, Subdivision Surfaces, Tools for Low-Polygon Modeling</p>	
<p>Unit 4: - Materials, Cameras, and Lighting Basics: Designing Materials, Material Editor, Types of Materials, Types of Maps, Material, Mapping, and Vertex Color Utilities, Lights, Lighting Analysis Assistant, Configuring and Aiming Cameras.</p>	
<p>Unit 5: - Dyanamic Animation: Space Warp Objects, Particle Flow, Non-Event-Driven Particle Systems, Introducing Dynamics Simulation, Special Features in reactor, reactor Helpers, Rigid Bodies, Deformable Bodies, Water Simulation, Wind , The reactor Utility, The Real-Time Preview. Animating Hair and Cloth</p>	
<p>Unit 6: - Animation :Animation Concepts and Methods, Working with Controllers, Animation Controllers, Animation Constraints, Wire Parameters Hierarchies and Kinematics, Track View, Motion Mixer, Animation Utilities.</p>	
<p>Unit 7: - Characters studio: Understanding Rigging and Working with Bones, Understanding Biped,</p>	

Understanding Physique, Understanding Track Editing, Understanding the Workbench, Understanding Motion Flow, Understanding Crowds, Understanding character studio Workflow, Biped, Physique, Crowd Animation, File Formats and Index of Procedures.

Unit 8: - Advanced Lighting and Rendering: Render Setup Dialog ,Advanced Lighting, Light Tracing, Raytracing and mental ray, Rendered Frame Window, Render Output File Dialog, Rendering Commands, Common Panel (Render Setup Dialog), Renderers, Rendering Elements Separately, Render to Texture, Rendering Previews, Network Rendering, Environment and Effects Dialog, Rendering Effects, Environment and Atmosphere Effects.

Suggested Reading:

3dsMax-Bible WILEYPUBLICATION

Isaac Kerlow: The art of 3D Computer Animation and Effect

Steve Robert: Character Animation in 3D 4. John.V.Vanderpoel: The Human Figure

Semester: III	Subject: Adobe After effect LAB
Subject Code: BAV 306	
Objective: The lab is designed to give students hands on with creating effects using Adobe After Effects.	
Unit 1: - Introduction&ContextforAfter Effects: After EffectsCS6 Workspace Utility, After EffectsCS6 Tool bar Utility, After EffectsCS6 Menu bar Utility. Workspace and workflow, Project and compositions, Importing footage, Layers and properties, Customizing the workspace, using the After Effects interfaces.	
Unit 2: - Creating your first composite, Animation and Keyframes: Animation basics, Setting, selecting, and deleting Keyframes, Editing, moving, and copying key frames, Animating with Puppet tools, Time-stretching and time-remapping and Tracking and stabilizing motion.	
Unit 3: - Effect Masks transparency, and keying: Drawing, painting, and paths, Transparency overview, Creating and importing masks Working with masks and mattes, Animating masks, Keying.	
Unit 4: - Animating Layers, Spline Editor & Text Operator: Concept to Movie Title, Creating and editing text layers, Formatting characters and the Character panel, Formatting paragraphs and the Paragraph panel, Animating text.	
Unit 5: - Effects And Particle Environment: Concept to TV-Ad, VFX for Animated Movie,Color Correction effects,Galleries of effects, 3D Channel effects, Audio effects Blur & Sharpen effects, Channel effects, Color Correction effects, Distort effects, Generate effects, Keying effects, Matte effects, Noise & Grain effects, Paint effects, Perspective effects, Simulation effects, Stylize effects, Text effects, Time effects, Utility effects.	

Semester: III	Subject: Experimental Animation
Subject code:BAV-307	
<p>Objective:The objective of this course is to mould the thought process of the students in the way the Animators think thus making them more suited to understand the course and excel in the field. This course is kept in every semester with the point of view to provide the students with ample understanding of various aspects of Animation techniques. The course introduces different type of non-digital animation, Clay animation, Experiment with armature and wire frame, Cut out animation.</p>	
<p>Unit 1: - Drawing for the 2d animation: studying 2d animation drawing techniques, style develop with using of light box frame by frame.</p>	
<p>Unit 2: - Introduce with different type non digital animation: understanding with the different type of non-digital animation as- clay animation, cut out animation, flip books animation, puppet animation, experimental animation and many more.</p>	
<p>Unit 3: - Clay animation: studying the clay animation with the help of clay, wire frame, armature, color, etc.</p>	
<p>Unit 4: - Experiment with armature and wire frame: to grow up the sense of students with the help of wire frame and armature for the different movement of human body and animal body character.</p>	
<p>Unit 5: - Cut out animation: is a technique for producing animations using flat characters, props and background cut from material such as paper, card, stiff fabric or even photographs.</p>	
<p>Unit 6: - Stop motion animation: understanding with the different type of stop motion animation & its techniques.</p>	
<p>Unit 7: - Flip Book animation: studying Flip Book animation drawing techniques.</p>	

Semester: III	Subject: Camera & Photography Direction Lab
Subject Code: BAV 308	
<p>Objective: This course is an introduction to the mechanics and use of digital photographic equipment. It will include the history of photography as well as its language and major styles. During lecture and lab we will discuss camera handling, image exposure and processing, and the use of software for image manipulation and digital printing.</p>	
<p>Unit 1: - Basic Photographic History: Early and Late 19th Century History ,Major Photographic Movements of the 20th Century</p>	
<p>Unit 2: - Basic Camera Characteristics and Parts: Basic Camera Parts, Basic Camera Types ,Lenses and Metering Systems ,Loading and Unloading a Media Card.</p>	
<p>Unit 3: - Exposure: The Physics of Light and Light Control, Aperture, Shutter and I.S.O., Standard Exposure Procedures.</p>	
<p>Unit 4: - Adjusting an Image: Downloading an Image, Contrast using Levels and Curve Adjustment Layers, Color Adjustments using Variations, Sharpening an Image, Selecting Part of an Image for Adjustment.</p>	
<p>Unit 5: - The Print:General Characteristics, Types, and Applications of Print Paper, Printer Operations</p>	
<p>Unit 6: - Creativity and the Photographic Composition: Creative Processes and Basic Elements of Photographic Composition, Cropping, Framing, Balance and the Rule of Thirds, Application of Styles and Techniques from Major Photographic Movements, Field Trip/Location Experiences.</p>	
<p>Unit 7: - Mounting and Presentation:Drymount Equipment and Procedures ,The Salon Mount</p>	
<p>Unit 8: - Electronic Flash:Camera Shutter Operations with Flash , Guide Number Applications</p>	
<p>Unit 9: - Basic Color Theory:Color Film Handling and Exposure Color Wheel and Color Filters</p>	

Semester: IV	Subject: 3D Maya Character Modeling
Subject Code: BAV 401	
<p>Objective:The objective of the course is to provide basic understanding of Maya. The course aims to use MAYA for 3D Character modeling for Movie, TV-AD, Album, Animated Serial, Computer and Video Games.</p>	
<p>Unit 1: - Introduction to Maya:History of Autodesk Maya, Basics of Modeling, Maya Interface, Creating objects using EP curve, CV curve , Polygon Terminology, Polygon overview, Material assigning, Hyper Shade over view, Outliner, Hypergraph, Shades and Textures, Material Linking, Light Linking to the materials, Mental Ray Shades, Mental Ray Textures, Image based Lighting Shades, Controlling Photon Emission from Shades</p>	
<p>Unit 2: - Polygon Modeling: Modeling with Polygon Tools, Working with Symmetry, Using Image Planes, Block Modeling, Inorganics poly modeling,B.G & Set Modeling, Maya Character Modeling, Modeling the eyes, nose, Modeling the Leg of the Character, Modeling the body, Modeling a Female Character, Modeling a Male Character, Modeling a High Polygonal Sculpting the Character,</p>	
<p>Unit 3: - Polygon Texturing: Intro of UV, Creating UV, Different Types of UV Creation method, UV Editor, UV Texturing with PSD Network, Intro of Material & shader.</p>	
<p>Unit 4: - Modeling and Texturing a Simple Character with Subdivision Surfaces:Concepts of Modeling with Subdivision Surfaces, Subdivision Surfaces Levels, Refining Surface Components, Techniques for Texturing Subdivision Surfaces, Designing and Modeling a Character with Subdivision Surfaces, Testing Geometry Deformation</p>	
<p>Unit 5: - Modeling and Texturing a Character with NURBS: NURBS Topology, Modeling with Profile Curves, Tools and Methods, Designing and Modeling a Character with NURBS</p>	
<p>Unit 6: - Designing a Humanoid: Human Anatomy for Modelers, Using Distortions for Artistic Purposes, Methods and Tools</p>	
<p>Unit 7: - Advanced Techniques of human body Modeling: Blocking the Torso and Limbs, Shaping and Refining the Torso and Limbs, Testing Geometry Deformation.</p>	

Semester: IV	Subject: 3DMaya Character Animation & Dynamics
Subject Code: BAV 402	
<p>Objective: The objective is to provide students with an understanding of basic concepts of character Animation using MAYA. Autodesk Maya is a industry standard software application used for 3D animation, simulation, visual effects, rendering.</p>	
<p>Unit 1: - Introduction: Basic Animation, Animation Principles, Camera animation, Key Frame Animation, Dope Sheet Editor, Tracks Editor, Squash and Stretch and Timing - Using squash and stretch to create the Illusion of Life.</p>	
<p>Unit 2: - Non Linear Animation:Non-Linear Animation, Motion Path Animation, Using Clusters, Using Deformers, Key Frame Animation Flow Path Objects, Snap Animation, Character Animation.</p>	
<p>Unit 3: - Rigging: Basic Rigging, Creating Bones For Character, Creating Bones For Four Leg Character, Biped Rig, Quadruped Rig, Vehicle Rig, Facial Rig, Character Rigging, Creating Ik's for Character, Creating bone's for Character, Facial Rigging, Binding Shape, Binding & Weight for character, Full body IK., Making Controls, Spline based rigging. Creating Walk Cycle, Creating Run Cycle, Female Walk, Male Walk, Four Leg Character Walk cycle, Four Leg Character Run cycle, Lazy Walk, Brisk Walk, Facial Animation, and Expressions.</p>	
<p>Unit 4: - Dynamics: Intro of dynamic body, Rigid body, Soft body, Dynamic fields, Hair and cloth simulation, Hair & Fur System, Introduction of particles system, N- Particles system, Applying different fields on particles. Creating Rain, Snow Fall</p>	
<p>Unit 5: - Body Dynamics: Acting, Understanding the mechanics of natural movement, and effect of forces and weight, Animating characters with dialogue, Jump, Push, Pull, Run cycle.</p>	
<p>Unit 6: - Gesture: Staging and Exaggeration - use of poses and silhouette in performance, expressing emotion and attitude with a 3D character, Introduction to biped movement.</p>	
<p>Unit 7: - Fluid Movement:Intro of 2d & 3d Fluid system, Ocean, Pond, Clouds.</p>	

Semester: IV	Subject: Digital Compositing with Fusion
Subject Code: BAV 403	
<p>Objective: The Objective is to Provide an understand of basic concepts is, "The combining of distinct parts or elements to form a whole". Fusion is designed to composite images, combining multiple still and moving images into a final result. Modern media assembles a multitude of raw materials into the final product that we see in film, television or via the internet. Once the cameras are done shooting footage, and the animators are done creating new virtual environments and objects, the compositor takes over, using an arsenal of tools for treating images to finalize the look.</p>	
<p>Unit 1: - Introduction to Node Based Workflow and the Fusion UI: Interface Overview, Compositions, Tools, Scaling and Panning the Interface, ROI and DOD, Timeline, Display Views, Tool Controls, Types of Controls, Time Ruler.</p>	
<p>Unit 2: - Understanding the Bins: Dissolve , Merge , Background, Fast Noise , TextPlus , Fog , Texture ,Shader, Highlight, Hot Spotm, Trails, TV.</p>	
<p>Unit 3: - Blur ,Color and Film : Auto Gain ,BrightnessContrast , Color Corrector , Color Gain , White Balance , Defocus , Directional Blur , Soft Glow ,VariBlur , Vector Motion Blur , Blur.</p>	
<p>Unit 4: - Masks, Warp, Modifiers and Matte: Rectangle ,Bitmap , Polygon , Triangle, Mask Paint , Chroma Keyer, Ultra Keyer,DifferenceKeyer,Difference Keyer [DKy], LumaKeyer , B-Spline, BezierSpline, Circle, Coordinate Space, Displace, Grid Warp, Transform.</p>	
<p>Unit 5: - Text and Tracking: Creating and editing text layers, Formatting characters and the Character panel, Formatting paragraphs and the Paragraph panel, Animating text,Tracker.</p>	
<p>Unit 6: - Particles Environment and animation presets : Particles ,Color Correction effects,3D Channel effects, Blur & Sharpen effects, Channel effects, Color Correction effects, Distort effects, Generate effects, Keying effects, Matte effects, Noise & Grain effects, Paint effects, Perspective effects, Simulation effects, Stylize effects, Text effects, Time effects, Transition effects, Utility effects.</p>	

Semester: IV	Subject: Film & Television Production
Subject Code: BAV 404	
<p>Objective: The course incorporates various elements to teach direction and analyzing a film. The course teaches various Animation film techniques, Film language in action, Adaptation of film language into animation.</p>	
<p>Unit 1: - Directing and Analyzing a film: Animation film techniques, Film language in action, Adaptation of film language into animation.</p>	
<p>Unit 2: - Character Designs: Overview, Working with a script/ screenplay, Camera angles, Movements of the camera- Pans, Tilts Truck in and Truck outs, Shots and Scenes, Dramatic effects, Visual language and readability, Visual continuity, Timing the storyboard, Analyze storyboard of a film</p>	
<p>Unit 3: - Story boarding, Layout and design: Focus on the design of the film, background design and composition as well as camera aspects and film language, Working with storyboard, Field size, Design and rendering the scenes layout and composition, Pans, Trucks and Multiple Pans, Scene planning, Realistic touches; character interaction with the scene and the backgrounds,</p>	
<p>Unit 4: - Analyze film layouts: Design and layouts, clean of up of BGs and BG painting.</p>	
<p>Unit 5: - Sound concepts and effects for the film: The sound track, Sound equipment and theory, Dialogue and Voice-over, Exposure-sheet doping, Break down, reading the sound track. editing- Image and voice, sound FX and Music.</p>	

Semester: IV	Subject: 3D Maya Character Modeling Lab
Subject Code: BAV 405	
Objective: The lab is designed to give students hands on using MAYA for creating 3d characters & texture them.	
Unit 1: - Introduction: Intro of Workspace, Menu,Tools,Shelves.	
Unit 2: - Inorganic Modeling: Design Inorganic model like Gun, Table Lamp,Indoor etc. Applying material.	
Unit 3: - Organic Modeling: Organic Modeling, Male body, Female body, Hand, Head, Ear, Nose, Torso, Leg, and Animal.	
Unit 4: - Texturing: Texture different Polygon models, Creating UV texture,Unfold, Create PSD network	
Unit 5: - Subdivision Modeling: Modeling & texturing With subdivision model, Creating different Un Organic & Organic Characters.	
Unit 6: - NURBS Modeling: Modeling & texturing With NURBS modeling.	
Unit 7: - Advanced Modeling: Modeling Human Torso, Male/Female body, Face, by using advanced techniques.	

Semester: IV	Subject: 3DMaya character Animation & Dynamics Lab
Subject Code: BAV 406	
Objective: The motive of this lab is to strengthen the understanding of MAYA and take the understanding to advanced level of learning.	
Unit 1: - Introduction: Intro of interface & tools, Shelves, Menu.	
Unit 2: - Non Linear Animation: Non Linear Animation (Bend, Lattice, and Sine).	
Unit 3: - Intro Animation: Intro of Animation (Bouncing ball, Squash & Stretch, Follow Through, and Weight).	
Unit 4: - Quadrupeds Animation: 3d Quadrupeds (Animal) Character walk, Run in Maya.	
Unit 5: - Body Dynamics- Body dynamics,(Push, pull, jump, weight, Action on dialogues.	
Unit 6: - Rigging: Rigging (Human & Quadrupeds rigging).	
Unit 7: - Muscle System: Muscle System (Creating Muscle bone, creating Muscle, Animating Muscle).	
Unit 8: - Hair & Fur: Hair & Fur system (create hair & fur, Animating Hair & fur, Using Different Hair & Fur Preset).	
Unit 9: - Particle System: Particle system, (Rain, snow, Dust etc.) N-particles.	
Unit 10: - N – Cloth: N cloth simulation, (Design clothes for characters< Animating N - Cloth).	
Unit 12: - Dynamics: Dynamics (Rigid body, Soft body, Fields).	
Unit 13: - Fluid System: Fluids 2D & 3D (Create Ocean, Pond, Clouds, Fire, Smoke etc...)	
Unit 14: - Rendering: Rendering (Render movie in different render engines.	
Unit 15: - Broadcasting: Broadcast the Movie on CD, Web.	

Semester: IV	Subject: Digital Compositing with Fusion
Subject Code: BAV 407	
Objective: The Course provides a hand on teaching to Industry Standard is composite images, combining multiple still and moving images into a final result with software.	
Unit 1: - Introduction to Node Based Workflow and the Fusion UI: Fusion Workspace Utility, Fusion Menu bar Utility, Fusion Tool bar Utility Interface Overview, Compositions, Tools, Scaling and Panning the Interface, Timeline, Time Ruler.	
Unit 2: - The Bins & Creating your first composite: Dissolve , Merge , Background, Fast Noise , TextPlus , Fog , Texture ,Shader, Highlight, Hot Spotm, Trails, TV, Color Correction effects.	
Unit 3: - Masks, Warp, Modifiers and Matte: Rectangle ,Bitmap , Polygon , Triangle, Mask Paint, Chroma Keyer, Ultra Keyer, Difference Keyer [DKy], LumaKeyer , B- Spline, Bezier Spline, Circle, Coordinate Space, Displace, Grid Warp, Transform.	
Unit 4: - Video Album - Edit , Text Operator and Tracking: Creating and editing text layers, Formatting characters and the Character panel, Formatting paragraphs and the Paragraph panel, Animating text,Tracker.	
Unit 5: - Particles Environment and animation presets : Particles ,3D Channel effects, Blur & Sharpen effects, Channel effects, Distort effects, Generate effects, Keying effects, Matte effects, Noise & Grain effects, Paint effects, Perspective effects, Simulation effects.	

Semester: IV	Subject: Digital Film Making
Subject Code: BAV 408	
<p>Objective: Associate degree candidates must direct and shepherd a short-form thesis film through all production. Projects may be up to 30 minutes in length, and must be delivered prior to graduation. Students may choose from all media formats studied over the course of the program to film their thesis films.</p>	
<p>Unit 1: - Making story: In this unit students design a small concept or story board, screen play, character, location&etc.</p> <ul style="list-style-type: none"> • The ability to work independently and collaboratively in a high-pressure creative environment • An in-depth knowledge of 16mm and Digital Video cameras and motion picture production • A working knowledge of 35mm cameras and 35mm film production • The ability to write and pre-visualize a screenplay • In-depth experience working as a director, producer, assistant director, director of photography, assistant camera person, gaffer, and grip on student productions • Mastery of Final Cut Pro digital editing software • Knowledge of film history and film studies • Knowledge of aesthetic film theory and experience with practical application of the same 	
<p>Unit 2: - The Associate of Fine Art in Filmmaking Program requires successful completion of the following creative projects in partial fulfillment of the graduation requirement:</p> <ul style="list-style-type: none"> • Project 1 - Continuity Film • Project 2 - 8-Week Final Film • Project 3 - Project 6 - Digital Point of View • Project 4 - Digital Semester One Final Film 	
<p>Unit 3: - Skills learned as a result of successful completion of this program include:</p> <ul style="list-style-type: none"> • Grow as artists by finding new and effective ways to visually express stories • Hone group problem solving skills through collaboration on increasingly complex film projects • Complete shot exercises assigned by instructors, which are designed to challenge their status quo as artists • Examine filmmaking from a business perspective • Direct a Thesis Project 	

Unit 4: - The Associate of Fine Art in Filmmaking Program requires successful completion of the following creative projects in partial fulfillment of the graduation requirement:

- Project 1 - Commercial or Music Video
- Project 2 - Commercial or Music Video
- Project 3 - Script Lock on Thesis Script

Project 4 - A "Greenlight" production schedule, budget and storyboard

Semester: V	Subject: Post Production
Subject Code: BAV 501	
<p>Objective: The motive of this course is to synthesize the learning in various semesters and subjects to harness their implementation so that the student understands the collective use in form of Animated Movie, Live Movie, TV-AD, and Documentary.</p>	
<p>Unit 1: - Sound & Camera: Fundamental Of sound, Camera & Image, Frame format.</p>	
<p>Unit 2: - Sound Effects: Using Different sound (Fade, Dolby, Stereo etc...),</p>	
<p>Unit 3: - Video Effects: Using Different Visual effects(color correction, Chroma remove, Transition)</p>	
<p>Unit 4: - Sound Track Design: Designing a sound track for animation including music, dialogue, voiceovers, lip synch and FX.</p>	
<p>Unit 5: - Recording & Mixing: Recording and mixing multiple tracks Post processing sound.</p>	
<p>Unit 6: - Compositing & Editing: Compositing different video, Add video, Mix different Audio & Video,</p>	
<p>Unit 7: - Dynamics Of Camera: Understanding the dynamics of camera moves and magnifications Experimenting with camera techniques.</p>	
<p>Unit 8: - Hardware & Software: Different Hardware & software in Animation(3d Software & Hardware, Compositing Software & Hardware, Audio & Video Recording Software & Hardware)</p>	

Semester: V	Subject:Advanced Industrial Compositing
Subject Code: BAV 502	
Objective: Autodesk Match Mover - Extract 3D Camera and motion data from live- action sequences and insert CG elements into scenes.	
Unit 1: - Introduction to Node Based Workflow and the NUKE UI: Interface Overview, Compositions, Tools, Scaling and Panning the Interface, Timeline, Display Views, Tool Controls, Types of Controls, Time Ruler	
Unit 2: - Blur ,Color and Film : Auto Gain , Brightness Contrast , Color Corrector , Color Gain , White Balance , Defocus , Directional Blur , Soft Glow , Vector Motion Blur , Blur	
Unit 3: - Introduction Match Moving Workflow: Interface Overview, Compositions, Tools, Timeline, Display Views, Tool Controls, Types of Controls, Time Ruler, Preference	
Unit 4: - Auto Tracking & Solving Match Moving : Automatic Tracking, Point Tracks, Tracking a Plane, Reusing a Track Result, Placing an Image on the Planar Surface, New Coordinate System, Solve For Camera ,Export	
Unit 5: - Max Live - Interface, 2D v/s 3D Tracking : Connecting the Camera Tracker ,Tracking Features in a Sequence,Adjusting the Solve	
Unit 6: - Introduction Boujou Workflow : Interface Overview, Compositions, Tools, Timeline, Display Views, Tool Controls, Types of Controls, Time Ruler	
Unit 7: - Auto Tracking & Solving Boujou: Point Tracks ,Automatic Tracking ,Tracking a Plane, Reusing a Track Result, Placing an Image on the Planar Surface	
Unit 8: - Integration of Solved data with Various Applications : Solve For Camera, Connecting the Camera Tracker ,Tracking Features in a Sequence,Adjusting the Solve	

Semester: V	Subject: Game Production
Subject Code: BAV 503	
<p>Objective:The objective of this course is to give students a practical & conceptual introduction to game development as well as the relevant theory behind game technologies. The focus of the course is on the development of a 3D games and working within a formal team context.</p>	
<p>Unit 1: - Introduction to 3D Game Animation : Syllabus, 3D Animation, Concept & Theory, Proportions & Anatomy, Movies & Games, Introduction to game engine and its components, game assets. Overview of component interaction inside game engine, Animating, Gaming as modern entertainment, gaming industry, Game developer, MarketThe game industry, Game Artist, Programmer, Designer, game Companies.</p>	
<p>Unit 2: - Pre production -concept and idea: Introduction to scripting ,Storyboards, Animating the plot, Story to Script . Understanding of Phases in Development- phases in game development (from idea to product), team roles on a development project.</p>	
<p>Unit 3: - Production & Post Production: Production – plan implementation, Post production – archive and plan for future games, Game theory. The process of game development and its management, editing game engine footage.</p>	
<p>Unit 4: - Advanced Game Materials, Cameras, and Lighting Basics: Moving & Animating ObjectsAnimating Textures,Material Editor, Types of Materials, Photoshop Mapping (UV), Lighting Analysis Assistant, Configuring and Aiming Cameras.</p>	
<p>Unit 5: - 3D game system & Architecture : Level Design, AI, video and Audio for game production,Background Design & Layout</p>	
<p>Unit 6: - Advanced Animation And Characters studio : Introduction to Curve Editor, Dope Sheet,Introduction to Biped Rigging, Continued, Camera Animation , Character & Object Design</p>	

Suggested Reading:

1. Steve Robert: Character Animation in 3D
2. ArndtvonKoensmarck: Virtual Vixens: 3D Character Modeling
3. Paul Marino: 3D Game-Based Filmmaking: The Art of Machinima
4. Michael McKinley Maya Studio Projects: Game Environments and Props
5. Allen Sherrod Ultimate 3D Game Engine Design & Architecture
6. Lance Flavell Beginning Blender

Semester: V	Subject: Project Management in Animation
Subject Code: BAV 504	
Objective: The course teaches the ability to apply Project Management in Animation for Movie, Game design , E-learning aid designing	
Unit 1: - Introduction: About Project Management, Basic art of filmmaking, using currently available digital software/hardware tools	
Unit 2: - Preproduction: Overview of preproduction planning- program ideas, production models.	
Unit 3: - Pre Production & Post Production Activities: Preproduction & Post-Production activities – Writing the program proposal, preparing a budget, budget control, Writing the script, script break down, Revisualization.	
Unit 4: - Director Roles & responsibilities: Director’s roles & procedures, Director’s responsibilities, Visualization & sequencing, Shooting.	
Unit 5: - Aesthetic Of Editing: Aesthetics of Editing, Role of audio & effects.	
Unit 6: - Mixing & Compositing: Mix and composite, source material into a finished fine edit product, Distribution.	

Suggested Reading:

Tony White Animation from Pencils to Pixels

Robin Beauchamp Designing Sound for Animation

Jens Jacobsen Implementing a Digital Asset Management System

John Clemens Movies to Manage

Mark Steven Bosko The Complete Independent Movie Marketing Handbook

Dale Newton Digital Filmmaking 101 48

Semester: V	Subject: Demo Reel Lab
Subject Code: BAV 505	
<p>Objective: Mini Project is designed to test the students understanding of tools and knowledge they have learnt over the period of five semesters. The project needs to be developed using their expertise in of Illustrator, Photoshop, Flash, Sound forge, Avid, 3ds Max, Maya.</p>	
<p>Unit 1: - Concept: Writing the story, Visualize the story</p>	
<p>Unit 2: - Story board: Making of storyboard, coloring the storyboard,</p>	
<p>Unit 3: - Character Model sheet: Design characters according story, coloring characters</p>	
<p>Unit 4: - Modeling: Model characters in 3d, Rigging characters, texturing characters</p>	
<p>Unit 5: - Animation: Animating characters, Lip synch dialogue, camera animation, Rendering</p>	
<p>Unit 6: - Sound Editing: Editing sound, Applying different sound effects</p>	
<p>Unit 7: - VFX: Editing render data, Applying different Visual effects.</p>	
<p>Unit 8: - Export to Broadcast: Burning data on CD, Publishing data on Web (U Tube etc.)</p>	

Semester: V	Subject: NUKE, MATCH MOVING AND BOUJOU LAB
Subject Code: BAV 506	
Objective: The lab is designed to give students hands on with creating effects using NUKE and compositions MATCH MOVING AND BOUJOU .	
Unit 1: - Introduction to Node Based Workflow and the NUKE: Node Based Workflow, Workspace Utility, Tool bar Utility, Menu bar Utility. Workspace and workflow, Project and compositions, Importing footage, Customizing the workspace.	
Unit 2: - Creating your first composite , Animation and Keyframes: Animation basics, Setting, selecting, and deleting Keyframes, Editing, moving, and copying key frames, Time-stretching and time-remapping and	
Unit 3: - Introduction Match Moving Workflow: Interface Overview, Compositions, Tools, Timeline, Display Views	
Unit 4: - Auto Tracking & Solving Match Moving : Interface, 2D V/s 3D Tracking	
Unit 5: - Max Live - Interface, 2D v/s 3D Tracking : Max Live - 3D Camera Tracking	
Unit 6: - Introduction BoujouWorkflow : Interface Overview, Compositions, Tools, Timeline, Display Views, Tool Controls.	
Unit 7: - Auto Tracking & Solving Boujou: Interface, 2D.	
Unit 8: - Integration of Solved data with Various Applications: Solve For Camera, Connecting the Camera Tracker ,Tracking Features in a Sequence,Adjusting the Solve .	

Semester: V	Subject: 3D Game Development LAB
Subject Code: BAV 507	
Objective: The course teaches design and development of 3D games hands on using 3ds Max.	
Unit 1: - Introduction&Contextfor3DStudioMax: General Viewport Concepts,User interface, menu bar and tool box.	
Unit 2: - Introduction &Contextfor3DStudioMax: Basic practice + 3ds Max, Particles Flow , Water Simulation, Hair and Cloth	
Unit 3: - Advanced Game Materials, Cameras, and Lighting Basics: Moving & Animating Objects Animating Textures, Basic Texturing , Unwrapping Photoshop Mapping(UV), Lighting Analysis Assistant, Configuring and Aiming Cameras, Exterior{Day/Night}	
Unit 4: - 3D game system & Architecture: Introduction to level design, prop design and static elements of game art, Creating textures for levels and making the level functional, Expanding the level by adding lights and objects, Level Design, AI, video and Audio for game production, Background Design & Layout	
Unit 5: - Advanced Animation And Characters studio: Curve Editor, Dope Sheet,Biped Rigging, Continued, Camera Animation , Design Low poly Modeling, Low poly Character	
Unit 6: - Rendering: Vray Introduction, Mental ray, Rendered Frame Window, Render Output File Dialog, Rendering Commands, Common Panel , Rendering Previews, Environment and Effects Dialog,3D Game Promo	

Semester: V	Subject: Industrial Design & Methodology
Subject Code: BAV 508	
<p>Objective: Technical drawing, also known as drafting or draughting, is the act and discipline of composing plans that visually communicate how something functions or has to be constructed. Students communicate with technical drawings, (those who design and those who are tradespeople), may use technical standards that define practical symbols, perspectives, units of measurement, notation systems, visual styles, or layout conventions. These enable a drafter to communicate more concisely by using a commonly understood convention. Together, such conventions constitute a visual language, and help to ensure that the drawing is unambiguous and relatively easy to understand.</p>	
<p>Unit 1: - Introduction to animation industrial drawing: In this session students covered –techniques of Industrial Design & Methodology like-Sketching. Plans, predesign, story board</p>	
<p>Unit 2: -Story or concept design: students design a concept or story for demo reel</p>	
<p>Unit 3: -Script art design: students design according to story or concept for demo reel</p>	
<p>Unit 4: -Making story board: Making story board according project management & demo reel</p>	

Semester: VI	Subject: Animation Studio Internship
Subject Code: BAV 602	
Learning Outcome: Students are required to join an internship with a reputed company of their choice. They are required to intimate the university authorities of the area on which they are working. The student will submit a synopsis in the beginning on his proposed work.	