



Dr. M.G.R.
EDUCATIONAL AND RESEARCH INSTITUTE
DEEMED TO BE UNIVERSITY
University with Graded Autonomy Status
(An ISO 21001 : 2018 Certified Institution)



Periyar E.V.R. High Road, Maduravoyal, Chennai-95. Tamilnadu, India.

FACULTY OF HUMANITIES AND SCIENCE

LEARNING OUTCOME BASED CURRICULUM

Curriculum and Syllabus

B.Sc (Animation & Visual Communication)

REGULATION 2022

DEPARTMENT OF VISCOM & ANIMATION

VISION

To produce well knowledgeable Media and Animation professionals who will bring name and fame to the media industry through their culture conscious skills.

MISSION

M1: To impart quality training in accordance to the industry standards by providing robust curriculum.

M2: To motivate and enhance students creativity by providing real time practice which increases their creative-thinking skills.

M3: To promote leadership, entrepreneurship skills and cognizance about ethical values.

M4: To inculcate employability through industry collaboration and value added courses.

PROGRAMME EDUCATIONAL OBJECTIVES

PEO-1: The graduates will be professionally competent to excel in film, animation and gaming industries and also pursue their higher education.

PEO-2: The graduates will be efficient to start their own business in their respective field.

PEO-3: The graduates will be able to meet the industry standards and get placed in the media and entertainment industry.

PROGRAMME SPECIFIC OUTCOMES

PSO 1: Obtain significant knowledge in fundamental and advanced aspects of Visual Communication and Animation.

PSO 2: Acquire in-depth knowledge on Pre-production, Production and Post production in media.

PSO 3 : Become proficient in Studio Techniques - Photography, Audiography, Videography, Animation and VFX

PROGRAMME OUTCOMES

PO1: Disciplinary Knowledge: Capable of demonstrating comprehensive knowledge and understanding of one or more disciplines that form a part of the undergraduate programme of study.

PO2: Communication Skills: Ability to understand and express thoughts and ideas effectively in writing and orally; to present complex information in a clear and concise manner to different groups.

PO3:Critical thinking and Problem solving: Capability to analyze and evaluate evidence, arguments, claims, beliefs on the basis of empirical evidence; formulate coherent arguments; critically evaluate practices, policies and theories by following scientific approach to knowledge development and apply their competency to solve different kinds of problems and apply to real life situations.

PO4:Analytical and Scientific reasoning:. Ability to analyze, interpret and draw conclusions from quantitative/qualitative data; and critically evaluate ideas, evidence and experiences from an open-minded and reasoned perspective.

PO5:Research-related skills: Ability to recognize cause-and-effect relationships, define problems, formulate hypotheses, test hypotheses, analyze, interpret and draw conclusions from data, ability to plan, execute and report the results of an experiment or investigation.

PO6: Team work and Leadership qualities: Function effectively as an individual, and as a team member or leader in diverse teams, and in multidisciplinary environment.

PO7: Information/digital literacy: Capability to use ICT tools in a variety of learning situations, demonstrate ability to access, evaluate, and use a variety of relevant information sources; and use appropriate software for analysis of data and further presentation.

PO8: Moral and ethical awareness: Ability to embrace moral/ethical values in conducting one's life, formulate a position/argument about an ethical issue from multiple perspectives, and use ethical practices in all work. Appreciating environmental and sustainability issues; and adopting objective, unbiased and truthful actions in all aspects of work.

PO9: Lifelong learning: Ability to update knowledge and skills, participating in learning activities throughout life, through self-paced and self-directed learning aimed at personal development, meeting economic, social and cultural objectives.

PEO WITH MISSION STATEMENT MAPPING

	M1	M2	M3	M4
PEO 1	3	3	3	3
PEO 2	3	2	3	3
PEO 3	2	3	3	2

PEO -PO MAPPING

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9
PEO 1	3	2	2	2	3	2	3	3	2
PEO 2	2	3	3	2	3	2	2	3	3
PEO 3	3	2	3	2	3	3	2	3	3

PEO - PSO MAPPING

	PSO 1	PSO 2	PSO 3
PEO 1	3	3	3
PEO 2	3	3	3
PEO 3	2	2	3

Strength of correlation
3-High, 2-Medium, 1-Low

I SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBTA22001/ HBHI22001/ HBFR22001	Language (Tamil-I/ Hindi-I /French-I)	3	3	0/0	0/0	Ty
2	HBEN22001	Language (English – I)	3	3	0/0	0/0	Ty
3	HBAV22ID1	Allied-I-Anatomy Drawing	4	2	0/1	1/0	Ty
4	HBAV22001	Animation & Visual Communication	4	3	0/1	0/0	Ty
5	HBCC22001	Environmental Studies	3	3	0/0	0/0	Ty
PRACTICAL							
6	HBAV22ET1	Visualization Techniques And Image Editing	3	2	0/0	2/0	ETP
7	HBAV22L01	Project-I -Graphic Design	2	0	0/0	4/0	Lb
8	HBCC22I01	Communication Skill	1	0	0/0	2/0	IE
9	HBCC22I02	Soft Skill - I	1	0	0/0	2/0	IE

Credits Sub Total:24

II SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBTA22002/ HBHI22002/ HBFR22002	Language (Tamil-II/ Hindi-II /French-II)	3	3	0/0	0/0	Ty
2	HBEN22002	Language (English – II)	3	3	0/0	0/0	Ty
3	HBAV22ID2	Allied-II- Art & Aesthetics	3	3	0/0	0/0	Ty
4	HBAV22002	Audio & Video Editing	4	3	0/1	0/0	Ty
5	HBAV22003	Photography	4	2	0/1	1/0	Ty
PRACTICAL							
6	HBAV22L02	Audio & Video Lab	2	0	0/0	4/0	Lb
7	HBAV22L03	Project-II-Photography	2	0	0/0	4/0	Lb
8	HBCC22L01	Computer Software Lab	2	0	0/0	4/0	Lb
9	HBCC22I03	Soft Skill -II	1	0	0/0	2/0	IE

Credits Sub Total:24

III SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBAV22ID3	Allied -III Story Boarding	3	2	0/0	1/0	Ty
2	HBAV22004	Script Writing	4	3	0/0	1/0	Ty
3	HBAV22005	Advertising	4	3	0/1	0/0	Ty
4	HBAV22006	3d Modelling	4	3	0/1	0/0	Ty
PRACTICAL							
5	HBAV22L04	3d Modelling Lab	2	0	0/0	4/0	Lb
6	HBAV22L05	Project -III-3d Modellng / Advertising	2	0	0/0	4/0	Lb
7	HBAV22I01	Team Skills	1	0	0/0	2/0	IE

Credits Sub Total:20

IV SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBAV22ID4	Allied IV-Media Management	3	3	0/0	0/0	Ty
2	HBAV22007	Television Production	3	2	0/1	0/0	Ty
3	HBXX22OEX	Open Elective –I	3	3	0/0	0/0	Ty
PRACTICAL							
4	HBAV22ET2	3d Animation	3	1	0/1	2/0	ETP
5	HBXX22OLX	Open Elective Lab	2	0	0/0	4/0	Lb
6	HBAV22LO6	Acting Lab	1	0	0/1	1/0	Lb
7	HBAV22LO7	Project-IV-Television Production	3	0	0/1	4/0	Lb
8	HBAV22I02	Critical Thinking Skill (Case Study And Analysis of TV Program)	1	0	0/0	2/0	IE

Credits Sub Total:19

V SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBAV22008	Film Making Process	4	4	0/0	0/0	Ty
2	HBAV22EXX	Programme Elective	3	2	0/1	0/0	Ty
3	HBAV22009	Maya Modeling	4	2	0/2	0/0	Ty
4	HBCC22002	Entrepreneurship Development	3	3	0/0	0/0	Ty
PRACTICAL							
5	HBAV22LO8	Maya Modelling Lab	2	0	0/0	4/0	Lb
6	HBAV22L09	Project-V-Short Film	3	0	0/1	4/0	Lb
7	HBAV22I03	Clay Modeling	2	0	0/0	4/0	IE
8	HBFL22IXX	Foreign Language	1	0	0/0	2/0	IE
9	HBCC22I07	NCC/NSS/Internship	1	0	0/0	2/0	IE

Credits Sub Total:23

VI SEMESTER							
		Title of the Subject					
S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
1	HBAV22010	Media Laws & Professional Ethics	3	3	0/0	0/0	Ty
PRACTICAL							
2	HBAV22LXX	Internship-Elective	4	0	0/0	8/0	Lb
3	HBAV22LXX	Portfolio-Elective	10	0	0/0	20/0	Lb
4	HBCC22ET1	Universal Human Values	3	2	0/0	2/0	ETP

Credits Sub Total:20

Summary Of Credits

1st Semester - 24

2nd Semester -24

3rd Semester -20

4th Semester -19

5th Semester -23

6th Semester -20

Total -130

LIST OF ELECTIVES:

1. Internship- Elective

S.NO	Sub.Code	Title of the Subject
1.	HBAV22L10	Animation
2.	HBAV22L11	Direction
3.	HBAV22L12	Advanced Photography
4.	HBAV22L13	Television Production and Process

2. Portfolio- Elective

S.NO	Sub.Code	Title of the Subject
1.	HBAV22L14	Portfolio Development - Animation
2.	HBAV22L15	Portfolio Development - Direction
3.	HBAV22L16	Portfolio Development - Advanced Photography
4.	HBAV22L17	Portfolio Development - Television Production

Note: Students should choose any one internship and portfolio

List of Program Elective:

S.NO	Course Code	Title of the Subject
1.	HBAV22E01	Character Modelling
2.	HBAV22E02	Character Analysis

List of Foreign Language:

S.NO	Sub.Code	Title of the Subject
1.	HBFL22I01	French
2.	HBFL22I02	German
3.	HBFL22I03	Japanese
4.	HBFL22I04	Arabic
5.	HBFL22I05	Chinese
6.	HBFL22I06	Russian
7.	HBFL22I07	Spanish

List of Open Elective:

Offering Department	S.NO	Theory/Lab	Subject Code	Subject Name
Mathematics		Theory	HBMA22OE1	Graph Theory
		Theory	HBMA22OE2	Optimization Techniques
Physics		Theory	HBPH22OE1	Fundamentals of Optics and Sound
		Theory	HBPH22OE2	Every day Physics
		Lab	HBPH22OL1	Basic Physics lab
Computer Science		Theory	HBCS22OE1	Office Automation
		Theory	HBCS22OE2	Fundamentals of Computer and Internet
		Lab	HBCS22OL1	Multimedia lab
Economics		Theory	HBEM22OE1	Indian Economy
		Theory	HBEM22OE2	Gender Economics
Chemistry		Theory	HBCH22OE1	Chemistry in our Daily Life
		Theory	HBCH22OE2	Food Chemistry
		Lab	HBCH22OL1	General Chemistry Lab
English		Theory	HBEN22OE1	English For Media
		Theory	HBEN22OE2	Creative Writing
Geology		Theory	HBGE22OE1	Disaster Mitigation and Management
		Theory	HBGE22OE2	Remote Sensing and GIS
		Lab	HBGE22OL1	Remote sensing and GIS lab
Psychology		Theory	HBPY22OE1	Health & Yoga
		Theory	HBPY22OE2	Organizational Behavior
		Lab	HBPY22OL1	Understanding Self & Others
Fashion Design		Theory	HBFD22OE1	Applications of Textiles
		Theory	HBFD22OE2	Introduction to Fashion
		Lab	HBFD22OL1	Embroidery Practical Lab
Computer Applications		Theory	CBCA22OE1	Web design
		Theory	CBCA22OE2	E-Commerce
		Lab	CBCA22OL1	Web Designing Laboratory

Food Science Nutrition and Dietetics		Theory	HBFS22OE1	Principles of Nutrition
		Theory	HBFS22OE2	Food Safety and Quality Control
		Lab	HBFS22OL1	Community Nutrition Practical
Hotel Management and Catering Technology		Theory	HBHM22OE1	Fundamentals of Food Production and Patisserie
		Theory	HBHM22OE2	Bakery and Confectionery Basics
		Lab	HBHM22OL1	Fundamentals Front office operation practical
Defense and Strategic Studies		Theory	HBDS22OE1	Independent India
		Theory	HBDS22OE2	Human Rights
Financial Planning		Theory	MBFP22OE1	Marketing of Financial Services
		Theory	MBFP22OE2	Business strategy
		Lab	MBFP22OL1	Interview Techniques
Bio Technology		Theory	HBBT22OE1	Food and Nutrition
		Theory	HBBT22OE2	Human Physiology
		Theory	HBBT22OE3	Basic Bioinformatics
		Lab	HBBT22OL1	Basic Bioinformatics Lab
Physical Education and Sports		Theory	HBPE22OE1	Rule of Games and Sports
		Theory	HBPE22OE2	Health and Fitness
Human Resource		Theory	HBHR22OE1	Workplace Counseling
		Theory	HBHR22OE2	Corporate Social Responsibility
Information Science and Cyber forensics		Theory	HBCF22OE1	Introduction to Data Science
		Theory	HBCF22OE2	Data Mining
		Theory	HBCF22OE3	Introduction to IoT
		Theory	HBCF22OE4	Introduction to Big Data
		Lab	HBCF22OL1	Data Science Lab
		Lab	HBCF22OL2	Data Mining Lab
Management Studies		Theory	MBBA22OE1	Principles of Management and Science
		Theory	MBBA22OE2	Business Ethics

TABLE-I

Components of curriculum and credit distribution

S. No	CATEGORY	Description	No. of Courses	Credits	Total	Credit Weightage	Contact hours
1	CORE COURSES	Core Theory	10	38	45	35%	555
		Core Lab	4	7			270
2	ELECTIVE COURSES	Department Electives/ Skill enhancement electives	3	17	17	13%	465
3	OPEN ELECTIVES	Open Elective theory	1	3	5	4%	45
		Open Elective Lab	1	2			30
4	INTERDISCIPLINARY/ ALLIED COURSES	Theory	4	13	13	10%	195
		Lab	-	-			-
5	HUMANITIES & SOCIAL SCIENCES , LIFE SKILLS &SOFT SKILLS	Language 1 & 2	2	6	29	22%	90
		English 1 & 2	2	6			90
		Soft Skills	3	3			19
		Life Skill	3	4			120
		Foreign Language	1	1			30
		Environmental Studies	1	3			45
		Management Papers	-	-			-
		Entrepreneurship Development	1	3			45
		Universal Human values	1	3			60
		Entrepreneurship	-	-			-
6	PROJECTS/INTERNSHIP/ CORE SKILL	Project	5	12	15	12%	330
		Core Skills	1	2			60
		Internship / NSS / NCC	1	1			30
7	Research Component	Research methodology,Publicati on,IPR and Patents etc.	-	-	-	-	-
8	Any other	ETP	2	6	6	5%	120
Total			46	130	130		2655

TABLE-2

Revision/Modification done in syllabus content:

S.No	Course code	Course Name	Concept/Topic if any removed in current curriculum	Concept/Topic added in the new curriculum	% of Revision/Modification done
1	HBAV22001	Animation and Visual communication		Colour psychology Typography properties and classification	30%
2	HBAV22ET1	Visualization Techniques and Image Editing		Added both theory and practical - ETP	100%
3	HBAV22ID2	Art and Aesthetics	Western art	World Art Theory of Avante Grade	20%
4	HBAV22002	Audio and Video Editing		Noise Restoration New Sequence - Video Editing Tools Importing files Adding and Rearranging clips Ripple Delete - Cropping Video Video Mask Time Ramping and Time Re-mapping	30%
5	HBAV22L02	Audio Video Lab		Whole practical has been changed	100%
6	HBAV22005	Advertising		Advertising & Marketing New Media & Brand Strategies Brand management Process Public Relations & Event Management	100%
7	HBAV22ID4	Media Management	Compression Technology JPEG,MPEG	Fundamental of Media Management Functions of Media management Strategies of Media Management Various Roles of Media management	80%
8	HBAV22ET2	3 D Animation	Extended parameters Working with Arnold	Physical Animation Creating 3D Animation Key Frame Animation	80%
9	HBAV22010	Media Laws & Professional Ethics			100%

TABLE-3

List of New courses / value added courses / life skills / Electives / interdisciplinary / courses focusing on employability / entrepreneurship / skill development

S.No	New Course	Value Added Course	Life Sills	Electives	Interdisciplinary	Focus on employability/ Entrepreneurship / Skill development
Sem 1	Visualizati on Technique s and Image Editing		Communication skills			
Sem 2		Computer Software Lab				
Sem 3			Team Skill			
Sem 4				Open Elective - 1 Theory Lab		Critical Thinking Skills
Sem 5		Foreign Language NCC/NSS		Program Elective - 1		
Sem 6	Media Laws & Professional Ethics					Internship / Portfolio

Subject Code:	Subject Name: TAMIL PAPER - I	T /L/ ETL	L	T /S.Lr	P / R	C						
HBTA22001	Prerequisite:	Ty	3	0/0	0/0	3						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/EL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">Understand the aims and objectives of teaching Tamil.Understand the rational for learning Tamil.To motivate and stimulate the students to overcome their inferiority complex and improve fluency in the language.Learn significance of spoken skill.The relationship between language &culture and the implications for language teaching.												
COURSE OUTCOMES (Cos) - Students completing this course were able to												
CO1	Tamil students are actively engaged in learning Tamil language and culture in a meaningful setting											
CO2	Focus on applying the language in real life situations.											
CO3	Use proficiency descriptors to motivate learners to progress to the next stage of learning. .											
CO4	Lessons are customized to arouse students interest and ignite the joy of learning Tamil language.											
CO5	Develop a strong foundation in listening & speaking skills.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	1	1	0	2			
CO2	3	3	2	3	3	2	3	2	3			
CO3	3	3	3	3	2	1	2	2	3			
CO4	2	3	3	3	3	1	2	3	3			
CO5	2	2	2	3	3	2	3	1	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

முதலாம்ஆண்டு - முதல்பருவம்

கற்றல்நோக்கம்: 1.மாணவர்களின்கவிதை,கட்டுரைஎழுதும்திறன்வளர்த்தல்
2. தமிழில்பிழையின்றிபேசும்எழுதும்திறன்வளர்த்தல்

அலகு - 1

11 மணிநேரம்

அ) மரபுக்கவிதை

- 1.செந்தமிழ்நாடு - மகாகவிபாரதியார்
- 2.தமிழின்இனிமை, இன்பத்தமிழ், எங்கள்தமிழ், சங்கநாதம் -பாரதிதாசன்
- 3.தமிழ்வளர்க்கசபதம் - நாமக்கல்கவிஞர்வெ.இராமலிங்கம்பிள்ளை
4. கோயில்வழிபாடு, வாழ்க்கைத்தத்துவங்கள் - கவிமணிதேசிகவிநாயகம்பிள்ளை
- 5.கும்மிப்பாடல் - சுத்தானந்தபாரதியார்
6. தமிழ்த்தாய்வாழ்த்து - மனோன்மணியம்பெ.சுந்தரம்பிள்ளை
- 7.விடுதலைவிளைத்தஉரிமை - கவியரசர்கண்ணதாசன்
8. அன்பெனும்பிடியுள்... ..,முரசறைத்தல் - வள்ளலார்இராமலிங்கஅடிகள்

ஆ) புதுக்கவிதை

- 1.பாட்டாளிகளின்குரல் - பட்டுக்கோட்டைகலியாணசுந்தரம்
2. மகாத்மாமகாந்தியடிகள் - கவிஞர்வாலி
3. காகிதப்பூக்கள் - நா.காமராசு
- 4.வள்ளுவர்வழங்கும்விடுதலை - ஈரோடுதமிழன்பன்
5. உலகம் -வைரமுத்து
6. இன்னமுதமாமழை - பேரா. முனைவர்பொற்கோ
- 7.தமிழ்ப்பற்று - மீரா
- 8.ஐந்தாம்வகுப்புஅபிரிவு - நா.முத்துக்குமார்

அலகு - 2

7 மணிநேரம்

நாட்டுப்புறஇலக்கியம்

1. பொதுஅறிமுகம்
2. நாட்டுப்புறஇலக்கியவகைகள்
- 3.நாட்டுப்புறக்கலைகள்

அலகு - 3

அ) சிறுகதைகள்

1. தேங்காய்த்துண்டுகள் (மு.வரதராசனார்)
2. அறம் (மாலன்)
3. நாற்காலியும்நான்குதலைமுறைகளும் (திலகவதி)

4. அன்னையும்பிதாவும் (இராஜாஜி)
5. விடியுமா? (கு.ப.ராஜகோபாலன்)

ஆ) உரைநடை

1. மு.வ.என்னும்மந்திரம் (இரா.மோகன்)
2. தமிழிசைஇயக்கம் (க.வெள்ளைவாரணனார்)
3. மதுரைமாநகரம் (ரா.பி.சேதுப்பிள்ளை)

அலகு - 4

6 மணிநேரம்

1. புதுக்கவிதை - தோற்றமும்வளர்ச்சியும்
2. உரைநடை - தோற்றமும்வளர்ச்சியும்
3. சிறுகதை - தோற்றமும்வளர்ச்சியும்

அலகு - 5

9 மணிநேரம்

அ) இலக்கணம்

1. வழக்கு
2. தொகாநிலைத்தொடர்
3. எழுத்துப்போலி
4. பதவியல்

ஆ) மொழிப்பயிற்சி

1. தன்வினை -பிறவினை
2. ஒருமைபன்மைமயக்கம்
3. பிறமொழிச்சொற்களைநீக்குதல்
4. விண்ணப்பம்எழுதுதல்

Subject Code:	Subject Name: HINDI I	T/L/ETL	L	T / S.Lr	P/R	C						
HBHI22001	Prerequisite : Knowledge of Hindi	Ty	3	0/0	0/0	3						
L : Lecture, T : Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. To Understand the Hindi Literature, culture and the usage of language in the various streams 2. To Build up the Confidence in conversing in Hindi language. 3. To acquire Knowledge of the usage of Hindi language in the various Government Offices												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Understand the basic concepts and Origin of Hindi											
CO2	Know about the roots of Hindi Literature and its perspective and methods.											
CO3	Elaborate and understand philosophical methods of Hindi Literature.											
CO4	Evaluate the concept of Hindi from past to present and to study the society closely through Literature											
CO5	Understand the importance of Hindi in the contemporary world.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	1	1	0	2			
CO2	3	3	2	3	3	2	3	2	3			
CO3	3	3	3	3	2	1	2	2	3			
CO4	2	3	3	3	3	1	2	3	3			
CO5	2	2	2	3	3	2	3	1	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code:	Subject Name: HINDI I	T/L/ ETL	L	T / S.Lr	P/R	C
HBHI22001	Prerequisite : Knowledge of Hindi	Ty	3	0/0	0/0	3
L : Lecture, T : Tutorial, SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT - I Prose –Understanding the secret of the culture and how to draft the letters in

Government offices, technical terms

Sabhyata kaRahasya

PersonalApplications

LeaveLetters

Government Order

Administrative Terminology Hindi to English (25 Words)

UNIT - II Prose-Understanding the human relations and also to know the procedures to open the account in the bank, technical terms

Mitrata

Letter to theEditor

Opening anA/C

Demi OfficialLetter

Administrative Terminology English to Hindi (25 Words)

UNIT-III Prose-the contribution of youth in developing India, drafting memo and technical things used in memo

YuvavonSe

Application for Withdrawal

Circular

Memo

Administrative Terminology Hindi to English (25 Words)

UNIT-IV Prose-The effect of Nuclear energy and usage of technical terms in offices

Paramanu Oorja evam Khadya PadarthSanrakshan

Transfer of an A/C

Missing of Pass Book / ChequeLeaf

OfficialMemo

Administrative Terminology English to Hindi (25 Words)

UNIT-V Prose-The Obstacles faced by the youth for getting employment, drafting complaint letters, technical terms

Yougyata aur Vyavasay kaChunav

Complaints

Ordering forBooks

Notification

Official Noting Hindi to English (25 words)

Total No of Hours: 45

REFERENCE:

Prayojan MoolakHindi:

Dr. Syed Rahamathulla, PoornimaPrakashan

4/7, Begum III Street, Royapettah, Chennai – 14

Hindi Gadhya Mala Dr. Syed Rahamathulla, PoornimaPrakashan

4/7, Begum III Street, Royapettah, Chennai

Subject Code:	Subject Name: FRENCH - I	T/L/ ETL	L	T / S.Lr	P/R	C						
HBFR22001	Prerequisite : None	Ty	3	0/0	0/0	3						
L : Lecture, T : Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. The students will acquire a different perspective of their own culture in relation to the French culture												
2. The students will discover new attitudes towards familiar practices												
3. The students will acquire a sense of the French language, its music and rhythms and basic usage.												
4. The students will acquire a comprehensive view of the European Union and the member states												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Identify the French language from other European language and to show and tell French words and expression											
CO2	Understand how the language works discovering the pronunciation											
CO3	Start writing short dialogues of greetings, Try to interact with someone with life skill question –what where, who etc, Describe persons and places											
CO4	Discover France and its physical tributes, develop an idea about the importance of France in the world affairs, Analyze ideas in the content of short paragraphs, paintings etc., and everyday contexts. Appreciate the culture and uniqueness of France. Discuss in English various aspects of France and a new cultural events and compare with current scenario, Answer with confidence in small sentences on everyday life.											
CO5	Develop enough confidence to introduce oneself and ask others simple questions about personal details. Interact as long as other person speaks slowly and clearly.											
CO6	Plan a rendezvous ,a casual meeting by Interacting with basic sentences and expressions as long as the person to with whom he/she speaks can help to reformulate the sentences											
CO7	Write a simple message can fill a simple questionnaire .write ones names, nationality ,address etc. on a hotel registration card /passport etc.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	2	2	2	1	2	2	3			
CO2	2	2	2	2	1	1	3	2	3			
CO3	2	3	2	3	1	1	2	2	3			
CO4	3	3	3	2	2	2	2	3	3			
CO5	2	2	2	3	3	2	3	2	3			
CO6	3	3	2	2	3	3	3	3	3			
CO7	3	3	2	2	3	3	3	3	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code:	Subject Name: FRENCH - I	T/L/ ETL	L	T / S.Lr	P/R	C
HBFR22001	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture, T : Tutorial, SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Se saluer, La Graphie- écrire (compréhension orale, expression orale)

- Se Présenter, La langue française, La Graphie – écrire L'alphabet, L'abécédaire, Les Accents et les Ponctuations, L'interaction de base.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT II

9 Hrs

S'informer-Interactions aidant des Compétences De base

- Des modèles interrogatifs, Les nombres, demander le cout /le prix, Demander l'heure, Les jours, Les mois de l'année.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT III

9 Hrs

Localiser –La France

- Quelque symbole de la France.La carte de l'Europe, La France dans le contexte international, La France et les Fuseaux horaires, La francophonie, L'union Européen, La France physique, industrielle, touristique et administrative, Quelque symbole de Paris.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT IV

9 Hrs

Lire et prononcer Le française

- Les son française, les voyelles françaises, les sons nasaux, les consonné, Quelque sons uniques. Les syllabus français, Les Rythme de la langue française.
- **Clip audios** : Exercices orales, compositions orales et épreuves orales.(20 –durée moins de 2 minutes)
- **Audio clips-** For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises ,6 audio reading

UNIT V

9 Hrs

Observer et Comprendre

- La vie de la France quotidienne, En cas d'urgence. La grammaire initiale
- **Clip audios** : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)
- **Audio clips -** For oral expressions, oral assignments and oral test -20 duration less than 2 minutes (10 oral exercises, 6 audio Reading compositions & 4 tests).

Total No of Hours: 45

Reference Books :

- Parlez-vous français?Partie 1** - Dr.M.Chandrika.V.Unni & Mrs. Meena Mathews 2019 by Universal publisher
- CLE INTERNATIONAL** Lectures Clé en français facile. (2012) Hachette Paris
- Cosmopolite**: Livre d'élève A1 by Nathalie Hirsch sprung, Tony Tricot, Claude Le Ninan
- Latitudes-1** - Régine Mérieux & Yves l'oiseau, Didier 2017
- Alter Ego 1** - Catherine Dolez, Sylvie Pons : (2014) Hachette, Paris

Subject Code: HBEN 22001	ENGLISH I (Common to all UG Courses under H&S)									L	T	P	C
	Total contact hours – 45									3	0	0	3
	Prerequisite – English Language												
	Course designed by – Department of English												
Course Objectives													
1. Develop English Language skills (LSRW) to communicate in English without any inhibition. 2. Learn vocabulary and syntax to be fluent in English for social and academic communication 3. Demonstrate content knowledge through appropriate language use for academic success. 4. Develop in them analytical and interpretative skills for research, projects, placement etc., 5. Engage in academic and business writing with a focus on social and professional ethics.													
Course Outcomes (COs)													
1. Possess Language skills (LSRW) to communicate in English without any inhibition. 2. Express with appropriate lexis and syntax in English for social and academic communication 3. Demonstrate content knowledge through appropriate language use for academic success. 4. Analyse and interpret any genre of literature in English for research, projects, placement etc., 5. Engage themselves in organized academic and business writing with professional ethics.													
Program Specific Outcomes (PSOs)													
1. Demonstrating mastery of the components of English language and literature. 2. Explaining through literature in English, diverse historical cultural and social ethics 3. Applying literary critical perspectives to generate original analysis of literature in English 4. Promoting cultural values and real-life skills through English language and Literature													
Mapping of course outcomes (COs) with Program Outcomes (POs)& Program Specific Outcomes (3/2/1 indicates the strength of correlation) 3= High; 2= Medium; 1= Low													
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
1	3	3	3	3	3	3	3	1	3	3	3	3	3
2	3	3	3	3	3	3	3	1	3	3	3	3	3
3	3	3	3	3	3	3	3	1	3	3	3	3	3
4	3	3	3	3	3	3	3	1	3	3	3	3	3
5	3	3	3	3	3	3	3	1	3	3	3	3	3
3. Category		H&S	Program core	Program Elective	Open Elective	Interdisciplinary/ y/ Allied	Skill enhancing Elective	Skill component	Practical	Project	Internship	Others	
		√	√										

Subject Code: HBEN 22001	ENGLISH I (Common to all UG Courses under H&S)	L	T	P	C
	Total contact hours – 45	3	0	0	3
	Prerequisite – English Language				
	Course designed by – Department of English				

Unit I: Prose

1. Beware the Loss of Bio-Diversity
2. The Unsung Hero of COVID-19 in India
3. Grading Down Plastics
4. My Vision for India

Unit II: Poetry

1. On Killing a Tree
2. The Road Not Taken
3. Anthem for Doomed Youth

Unit III: Short Story

1. Portrait of a Lady
2. Uncle Podger Hangs a Picture
3. A Retrieved Information

Unit IV: Drama

1. The Never-Never Nest
2. Frederick Douglas

Unit V: Functional Grammar – Charts & LSRW Development

Functional Grammar: (*Grammar exercises spread up in all four units*)

Parts of speech- use of articles- prepositions – their uses – verb + prepositions- words followed by prepositions – modals -tenses- active -passive- impersonal passive forms- concord- conditional sentences – question tags - Common errors - Punctuation

Vocabulary development- word formation - prefixes-suffixes – synonyms-antonyms – homophones - homonyms – words often confused

Charts/Diagrams and their interpretation - their use

Tables- Tree diagram - Pie chart- Flow chart- Bar chart

Letters: Formal and Informal

LSRW Development

LSRW development through audio, video and tasks for the content of lessons under each unit.

Course Outcomes:

On completing the course the students will

1. Possess Language skills (LSRW) to communicate in English without any inhibition.
2. Have learnt vocabulary and syntax to be fluent in English for social and academic communication
3. Demonstrate content knowledge through appropriate language use for academic success.
4. Analyze and interpret any genre of literature in English for research, projects, placement etc.,
5. Engage themselves in organized academic and business writing with a focus on social and professional ethics.

Total No of Hours: 45

Prescribed Text:

1. Dr. M. Chandrasena Rajeswaran & Dr. R. Pushkala .Pinnacle: A Skills Integrated English Text Book for Under Graduate Students.

Suggested Reading

2. Wren and Martin: Grammar and Composition, Chand & Co, 2006

Subject Code	Subject Name : ANATOMY DRAWING- ALLIED – I	T/ L/ ETP	L	T/SLr	P/R	C						
HBAV22ID1	Prerequisite : None	Ty	2	0/1	1/0	4						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To enhance the students to understand the concepts of drawing in all forms and perspectives.➤ Makes them familiarize about the facial expressions➤ To understand basics of 2D and 3D Shapes➤ Makes them to understand about camera angle➤ Making them to understand about colors												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understand the fundamental elements of basic anatomical relationships relevant to the descriptive drawing of the human form.											
CO2	Apply the structural and tonal drawing skills to convey the complexity of the human form.											
CO3	Analyze the Muscular skeletal structure of the human body.											
CO4	Evaluate the drawing processes, creative outcomes and their own development.											
CO5	Create art forms using techniques and methods appropriate to the intended results.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	1	1	0	2			
CO2	3	3	2	3	3	2	3	2	3			
CO3	3	3	3	3	2	1	2	2	3			
CO4	2	3	3	3	3	1	2	3	3			
CO5	2	2	2	3	3	2	3	1	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		2			3			3				
CO5		2			2			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Eng.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : ANATOMY DRAWING- ALLIED – I	T/ L/ ETP	L	T/SLr	P/R	C
HBAV22ID1	Prerequisite : None	Ty	2	0/1	1/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I **12 Hrs**

Elements of Drawing - Basic Line Arts - Drawing Basic Shapes - Forms & Shapes.

UNIT II **12 Hrs**

Forms and Symmetry - Basic Forms in Animation - Construction of Different Forms

UNIT III **12 Hrs**

Converting 2D shape into 3D Forms – Shading Invisible Lines - Camera Angles – Color Wheel - Light & Source of Light - Pencil Shading –

UNIT IV **12 Hrs**

Basic Forms with Shading - Sketching Perspective of Object - One Point, Two Point, Three Point, Forced, Aerial

UNIT V **12 Hrs**

Line of Action - Understanding Composition of the Figure - Putting Basic forms on the Line of Action - Proportions of Model – Still Life - Creating a Layout - Staging Characters on Layout.

Total No. of Hrs: 60

TEXT BOOK:

1. Thomson & Arthur (2011) *Anatomy of the Artist*, [Oxford, Clarendon Press](#).

REFERENCES:

1. Aditya Chari, *Figure drawing made easy*
2. Valerie L. Winslow (2008), *Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement Hardcover*
3. Wynn Kapit & Lawrence M. Elson (2013), *The Anatomy Coloring Book*.

Subject Code	Subject Name : ANIMATION & VISUAL COMMUNICATION					Ty/ Lb/ ETL	L	T/SLr	P/R	C		
HBAV22001	Prerequisite : None					Ty	3	0/1	0/0	4		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To make the student understand the concepts of Human communication➤ Ensures the students understand the concepts of animation➤ Makes the students familiarize about the colors➤ Student learn about typography➤ To Make the students to understand the industry and to visualize												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Differentiate the types communication like Signs, Symbols & Code systems.											
CO2	Understand the History of Animation and Introduction to Animation Technologies.											
CO3	Apply the design with its principles.											
CO4	Analyze the elements of Design, Color Wheel, Lighting and Shading.											
CO5	Create designs using elements principles and colors.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	3	2	3	3	3	2			
CO2	3	3	3	2	3	2	2	1	2			
CO3	3	3	3	2	1	3	3	3	2			
CO4	3	2	2	2	2	3	2	2	3			
CO5	3	2	1	2	2	1	1	2	3			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			2			2				
CO2		3			0			1				
CO3		3			1			1				
CO4		3			2			2				
CO5		3			2			2				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : ANIMATION & VISUAL COMMUNICATION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22001	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I 12 Hrs

Concept, definition and elements of human communication - Intrapersonal communication - Interpersonal communication - Group Communication - Public Communication - Verbal & Nonverbal communication - Visual Communication - Signs, Symbols & Code systems.

UNIT II 12 Hrs

History of Animation - Animation: Meaning, definition & types - Basic Principles of Animation - Anatomy & Body Language.

UNIT III 12 Hrs

Introduction to Design - History of Design - Basic Design - Elements of design, principles of design - Rules for making good design - Graphic Design Process.

UNIT IV 12Hrs

Colour Wheel - Primary and Secondary Colors - Black & White - Warm and Cool Colors - Understanding Lights – Lighting and Shading - Thinking in various point of view.

UNIT V 12 Hrs

History of Typography - Expressive Typography - Choosing a Typeface - Family classification of type .

Total no of Hours : 60

TEXT BOOK:

1. Paul Martin **Lester** (2006) *Visual Communication: Image with messages*(5th ed.), Thomson Wadsworth

REFERENCES

Lester, E (2000) Visual Communications: Images with Messages. Thomson Learning
 Schildgen, T (1998). Pocket Guide to color with digital applications. Thomson Learning
 Picture this: Media Representation of Visual Arts and artists. University of Luton Press
 Palmer, Frederic: Visual Elements of Art and Design, 1989, Longman
 Porter, Tom and Goodman, Sue: Manual of Graphic Technique 2: For Architects, Graphic Designers, and Artists, 1982, Astragal Books. London
 Palmer. F: Visual Awareness (Batsford, 1972)

Subject Code :	Subject Name : ENVIRONMENTAL STUDIES				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBCC22001	Prerequisite : None				Ty	3	0/0	0/0	3			
L : Lecture T : Tutorial P : Project C: Credits												
OBJECTIVES												
<ul style="list-style-type: none">To acquire knowledge of the Environment and Ecosystem & BiodiversityTo acquire knowledge of the different types of Environmental pollutionTo know more about Natural Resources and social issues and the Environment To attain familiarity of human population and Environment												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	To known about Environment and Ecosystem & Biodiversity											
CO2	To clearly comprehend air, water, Soil, Marine, Noise, Thermal and Nuclear Pollutions and Solid Waste management and identify the importance of natural resources.											
CO3	To know about the natural resources and environmental problems associated with climate change, global warming, acid rain, ozone layer depletion etc., and explain possible solution.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	1	1	1	2	1		2	2			
CO2	2	1	1	1	2	1		2	2			
CO3	2	1	1	1	2	1		2	2			
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code :	Subject Name : ENVIRONMENTAL STUDIES	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22001	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial P : Project C: Credits						

UNIT I ENVIRONMENT AND ECOSYSTEMS

9 Hrs

Definition, scope and importance of environment – need for public awareness – concept, structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem. Biodiversity at National and local levels – India

UNIT II ENVIRONMENTAL POLLUTION

9 Hrs

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Nuclear hazards (g) E-Wastes and causes, effects and control measures

UNIT III NATURAL RESOURCES

9 Hrs

Forest resources: Use and over-exploitation, deforestation. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems.

UNIT IV SOCIAL ISSUES AND THE ENVIRONMENT

9 Hrs

From unsustainable to sustainable development – urban problems related to energy – water conservation, rain water harvesting, watershed management – resettlement and rehabilitation of people; its problems and concerns climate change, global warming, acid rain, ozone layer depletion, nuclear accidents ,central and state pollution control boards- Public awareness.

UNIT V HUMAN POPULATION AND THE ENVIRONMENT

9 Hrs

Population growth, variation among nations – population explosion, environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health

Total no of Hours : 45

TEXT BOOKS:

1. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition,
Pearson Education (2004).
Benny Joseph, 'Environmental Science and Engineering', Tata McGrawHill, New Delhi, (2006).

Subject Code	Subject Name : Visualization Techniques and Image Editing					Ty/ Lb/ ETP	L	T/SLr	P/R		C	
HBAV22ET1	Prerequisite : None					ETP	2	0/0	2/0		3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<div>➤ Ensures that the student can create any kind of layouts, for print media.</div> <div>➤ Guides the student to visualize the product for a perfect delivery</div> <div>➤ Makes sure that the students will be able to create templates according to the need</div> <div>➤ Students will be able confidently design or edit the layouts and concepts</div> <div>➤ To make the students gain knowledge on industry experiences</div>												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will be able to remember the basic concepts of document setups											
CO2	Students will be able to understand about the layer working and techniques											
CO3	Students will start to apply the filter concept to image editing											
CO4	Students will be able to analyze the difference in colour tones and usages in image editing											
CO5	Students will create different products and designs in the software											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	1	1	2	3	3	3			
CO2	3	3	3	3	3	3	3	3	3			
CO3	3	3	2	3	2	2	3	2	3			
CO4	3	2	3	3	2	2	3	2	3			
CO5	3	3	3	3	3	3	3	3	3			
COs/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		3			2			3				
CO2		3			3			3				
CO3		2			3			3				
CO4		2			2			2				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
									√			

Subject Code	Subject Name : Visualization Techniques and Image Editing	Ty/ Lb/ ETP	L	T/SLr	P/R	C
HBAV22ET1	Prerequisite : None	ETP	2	0/0	2/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Introduction to Image Editing - Image Size and Resolution - Creating a New Document - Color Modes- Opening & Placing Images - Saving a Document - Tool Bar - Selection Tools - Retouching Tools - Copying & Pasting a Selection - Copy & Copy Merge - Paste & Paste Special

UNIT II

12 Hrs

Layers & Uses - Adjustment Layer - Working with Layer Comps - Organizing Layers - Linking Layers - Layer Effects - Blending Modes - Painting Tools - Type Tools - Shape Tools - Work Path - Clipping Path

UNIT III

12 Hrs

Filters - Image menu options - Filter Gallery - Liquefy - Oil Paint - Blur Options - Distort Options - Noise Options - Sharpen & Stylize - Render Filter - Sharpen, smudge Tool - Histogram

UNIT IV

12 Hrs

Color Correction - Masking – Double Exposure- Matte Painting - Glowing Object Effect - Neon Effect

UNIT V

12 Hrs

Logo Design - Poster Layout - Image Mockup - Magazine Cover - Photo Re-touch - Saving Files

Total No. of Hrs: 60

TEXT BOOK:

1. [Adobe Creative Team](#)(Author) (2010)*Adobe Photoshop CS6 Classroom in a Book*, Adobe Press

REFERENCES:

2. Mike Wooldridge & Brianna Stuart,(2012)*Teach yourself Visually Adobe Photoshop*, Wiley
3. The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks - [Glyn Dewis](#)

Subject Code	Subject Name : PROJECT-I GRAPHIC DESIGN					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22L01	Prerequisite : None					Lb	0	0/0	4/0		2	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Gives them hands on experience in creating brochures and pamphlets which ensures them a confident delivery in work place.➤ Guides the students in creating layouts according to the need➤ Endures the students with knowledge in Color patterns➤ Students can confidently able to design different brochure and pamphlets➤ Students could able to identify the contents needed to be inserted												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students understands about layout creation											
CO2	Students will edit images according to the specifications											
CO3	Students learn about all the types of output formats for printing											
CO4	Students will analyze the quality of the images and retouch it.											
CO5	Students can create templates for WebPages											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	-	2	3	3	3	3			
CO2	3	2	3	-	3	3	2	2	3			
CO3	2	2	2	1	-	2	2	3	3			
CO4	3	2	3	2	3	2	3	3	3			
CO5	2	3	3	-	-	3	2	2	3			
Cos/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		2			2			3				
CO2		2			2			3				
CO3		2			3			3				
CO4		2			3			3				
CO5		2			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
							√					

Subject Code	Subject Name : PROJECT-I GRAPHIC DESIGN	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L01	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Project:

Create a 4 page brochure for a “Business company” (or) “Travel Agency” displaying all details and features containing

- USP (Unique Selling Point)
- Images Required
- Logo
- Address
- Contact Details

Subject Code	Subject Name : COMMUNICATION SKILL (ENGLISH COMMUNICATION LAB) (Internal evaluation)					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBCC22I01	Prerequisite : Plus 2 English					IE	0	0/0	2/0		1	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<div>➤ Understand the concepts of communication and the use of language as a medium of communication.</div> <div>➤ Shed off language anxieties and gain confidence to speak in English with activities focused on grammar and conversation.</div> <div>➤ Listen and speak for interpersonal communication and academic activities.</div> <div>➤ Read and write for lifelong learning, knowledge enhancement and research.</div> <div>➤ Communicate to work in teams and follow social ethics in the global culture.</div>												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Use English as a medium of communication for academic and professional attainment											
CO2	Shed off language anxieties and gain confidence to speak with different kinds of people in varied contexts.											
CO3	Listen and speak for interpersonal communication and academic activities.											
CO4	Read and write for lifelong learning, knowledge enhancement and research.											
CO5	Communicate to work in teamsand follow social ethics in the global culture.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	3	2	2	1	3	3			
CO2	3	3	3	3	2	2	1	2	3			
CO3	3	3	2	3	3	2	1	2	3			
CO4	3	3	3	3	3	2	1	2	3			
CO5	3	3	3	3	2	2	1	2	3			
COs/PSOs	PSO1			PSO2				PSO3				
CO1	3			3				3				
CO2	3			3				3				
CO3	3			3				3				
CO4	3			3				3				
CO5	3			3				3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
			√									

Subject Code	Subject Name : COMMUNICATION SKILL (ENGLISH COMMUNICATION LAB) (Internal evaluation)	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22I01	Prerequisite : Plus 2 English	IE	0	0/0	2/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Prefatory note:

The paper seeks to train students in communicative skills and also give a firm foundation in listening and speaking by engaging students with authentic audios and videos ; the students will immensely benefit from strategy instruction for effective reading and writing; they will be able to recognize the importance of grammar and vocabulary for effective reading and writing. The present global scenario requires increasing need for clear and cordial communication with people from different culture. Cultural Intelligence is given as a unit to help students learn about low and high context cultures. It aligns with the University's mission of disseminating knowledge in the pursuit of education, learning and research at the highest international levels of excellence.

Methodology: Flipped Classrooms and Mobile Assisted Language Learning

Course Objective

The students will be facilitated to

Use English as a medium of communication for academic and professional attainment

Shed off language anxieties and gain confidence to speak with different kinds of people in varied contexts.

Listen and speak for interpersonal communication and academic activities.

Read and write for lifelong learning, knowledge enhancement and research.

Communicate to work in teams and follow social ethics in the global culture.

Unit-I Listening

Listening for Social and Academic purposes

Non-verbal and coverable communication

Imitating for pronunciation, intonation, word stress, etc.,

Cognitive Activity: Note taking during lecture sessions

Unit-II Speaking

The art of speaking and negotiating

Interpersonal Communication

Opening conversation

Introducing oneself

Asking about others

Making small talk

Asking for directions

Enquiring

Thanking

Appreciating

Offering help

Requesting

Persuading

Warning

Expressing regret

Agreeing

Disagreeing

Ending a conversation

Saying what you intend to do

Expressing dislikes

Comparing

Complaining

Academic Communication

Instructional conversations

Power Point Presentation

Narrating about incidents

Public speaking– explaining success stories of self and others

Group Discussion

Interview for Projects and Placement

Unit-III Reading skills

Types and mechanics of reading

Tips for effective reading

Reading Strategies

Cognitive Strategy: Note Making, Comprehension exercise, oral and written review,

Unit- IV Writing Skills

The Process of Writing

Grammar, vocabulary, discourse markers and sentence construction

Writing& Rewriting: drafting, revising, editing.

Writing as a scaffolding activity

Summarising

Paraphrasing

Precis writing

Short notes and Essay writing

Unit -V Intercultural communication skills

Go local

Group behavior

E mail and intercultural communication

High and low context cultures

Cultural diversity in terms of time and space

ASSESSMENT Clubbed with each unit in the form of Audio listening, watching Videos, quiz, roleplay – public speaking, PPT presentation, reading and writing.

Course Outcome

On completing the course, the students will be able to

Use English as a medium of communication for academic and professional attainment

Shed off language anxieties and gain confidence to speak with different kinds of people in varied contexts.

Listen and speak for interpersonal communication and academic activities.

Read and write for lifelong learning, knowledge enhancement and research.

Communicate to work in teams and follow social ethics in the global culture.

Total No of Hours: 30

Prescribed Text

J. C. Richards with J. Hull & S. Proctor, Interchange, Level 2, Cambridge University Press, 2015

Recommended Reading

P.D. Chaturvedi & M. Chaturvedi, Communication Skills, Pearson, 2012

Anderson, Kenneth Joan Maclean and Tony Lynch. Study Speaking, Cambridge: CUP 2004

Dutt, Kiranmai, P., Geetha Rajeevan, CLN Prakash, A Course in Communication Skills, Delhi: Foundations Books, 2008

Sethi, J., P.V. Dhamija. A Course in Phonetics and Spoken English 2nd Ed. New Delhi, Prentice Hall of India Pvt Ltd. 2005.

Yadugiri, M.A., The Pronunciation of English, New Delhi, Viva Books, 2013.

Bailey, Stephen: Academic Writing: A Practical Guide for Students, London and New York: Routledge Falmer, 2004.

M.C. Rajeswaran, Permuting Role play in Oral Skill Assessment, International Journal of Innovative Research & Studies, Vol. 13, Issue 12, pp. 91-100, Dec. 2014

Subject Code	Subject Name : SOFT SKILL - I (Internal evaluation)			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBCC22I02	Prerequisite : None			IE	0	0/0	2/0	1	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Become good listeners to get engaged in interactive communication for effective team building.➤ Develop assertive and adaptive behavior to be leaders➤ Develop peer interaction for a successful lifelong learning.➤ Learn skills necessary for a cooperative living in academic and professional environments➤ Use soft skills for the purposes of research and follow ethics in society and profession.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Become good listeners to get engaged in interactive communication for effective team building.								
CO2	Develop assertive and adaptive behaviour to be leaders								
CO3	Develop peer interaction for a successful lifelong learning.								
CO4	Learn skills necessary for a cooperative living in academic and professional environments								
CO5	Use soft skills for the purposes of research and follow ethics in society and profession								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	3	1	2	2	1	2	3
CO2	3	3	3	1	2	2	1	2	3
CO3	3	3	3	1	2	2	1	2	3
CO4	3	3	3	3	3	2	1	2	3
CO5	3	3	3	3	3	2	1	2	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	2			2			2		
CO3	3			2			2		
CO4	3			2			2		
CO5	3			2			2		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
									√

Subject Code	Subject Name : SOFT SKILL - I (Internal evaluation)	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBCC22I02	Prerequisite : None	IE	0	0/0	2/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Prefatory Note

This paper aims to equip students with skills essential for work place and global environment to which they will move on from the university, once they complete the course. As such, this paper provides students with a set of ten interlinked soft skills: Listening, team work, emotional intelligence, assertiveness, learning to learn, problem solving, attending interviews, adaptability, non-verbal communication and written communication. Students will get engaged in pair work, group work, role play, discussion, presentation, story telling, writing assignments etc.,

Unit -I

Listening, Speaking, Reading and Writing skills (LSRW)

Unit -II

Team work skills: adaptability, emotional intelligence, learning skills

Unit -III

Leadership Qualities: assertiveness, reasoning, compassion and compatibility

Unit -IV

Problem solving: willingness to learn, creative thinking, developing observation skills

Unit -V

Interview skills: employability skills, resume writing

Total No of Hours: 30

Suggested reading

S.P. Dhanavel, English and Soft Skills, Vol. 1, Orient Blackswan Pvt. Ltd. 2010

Semester-2

Subject Code: HBTA22002	Subject Name: TAMIL PAPER - II	T /L/ ETL	L	T / S.Lr	P / R	C
	Prerequisite:	Ty	3	0/0	0/0	3

L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/EL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES

- Communicating with friends from around the world via social networking opportunities.
- To develop 21st century learners who love & appreciate Tamil language.
- Learn significance of spoken skill.
- The relationship between language & culture and the implications for language teaching
- Travelling to other countries and learning about other cultures.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Strengthen literacy skills
CO2	Engage in learning Tamil language and culture in a meaningful setting
CO3	Engross in independent and life-long learning
CO4	Develop a strong foundation in listening & speaking skills.
CO5	Arouse students interest and ignite the joy of learning Tamil language.

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO9
CO1	3	3	2	3	2	3	3	3	2
CO2	2	2	3	2	3	2	2	3	3
CO3	3	3	2	3	2	3	3	3	2
CO4	2	2	3	2	2	2	2	3	2
CO5	3	3	3	3	3	3	2	2	3

3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low

Mapping of Course Outcome with Program Specific Outcome (PSOs)

	PSO 01	PSO 02	PSO 03	PSO 04
CO 1	3	3	3	3
CO 2	2	2	3	3
CO 3	3	3	3	3
CO 4	2	2	3	3
CO 5	3	3	3	2

3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low

Category	Basic Sciences	Eng g.Sci ence	Humanities & social Science	Progra m Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
			√						

இளநிலை மாணாக்கருக்கு

B.A/B.Sc/B.Com/B.B.A/B.C.A/B.PES

HBTA21002

முதலாம் ஆண்டு - இரண்டாம் பருவம்

கற்றல் நோக்கம்: 1.தமிழர் பண்பாட்டினை அறியச் செய்தல்

2. கடிதம் எழுதும் திறன் வளர்த்தல்

3.தமிழ் இலக்கிய வரலாற்றினை அறிதல்

அலகு - 1 சங்க இலக்கியம்

9 மணி நேரம்

1. புறநானூறு - பா.எண் - 183,184,192

2. குறுந்தொகை - பா. எண் 2,40,167

3. நெடுநல்வாடை - 1 முதல் 44 வரிகள் வரை

4.கலித்தொகை - பா.எண் 102,133

அலகு - 2 காப்பியம்

1. சிலப்பதிகாரம் - வழக்கு உரை காதை முழுவதும்

அலகு - 3 நீதி இலக்கியம்

1.திருக்குறள் - 34,72,96,102,103,116,124,136,158,395 (10 குறள்கள்)

2.நாலடியார் - 1,11,29,32,43,51,74,103,116,135 (10 பாடல்கள்)

3.ஆசாரக்கோவை - 20,23,25,76,96 (5 பாடல்கள்)

4.திரிகடுகம் - 7,12,27,31,38,(5 பாடல்கள்)

அலகு - 4 தமிழ் இலக்கிய வரலாறு

1. பக்தி இலக்கியம்

2. சிற்றிலக்கியம்

அலகு - 5 இலக்கணம்

1.வல்லினம் மிகும் இடங்கள்

2. வல்லினம் மிகா இடங்கள்

3. வினா வகைகள்

4. விடை வகைகள்

மொழிப்பயிற்சி

1. கடிதம் எழுதும் முறை

2.செய்வினை - செயப்பாட்டு வினை

3.மயங்கொலிப் பிழையை நீக்குக

Total No of Hours: 45

Subject Code	Subject Name : LANGUAGE HINDI-II			Ty/ Lb/ ETL	L	T/SLr	P/R		C			
HBHI22002	Prerequisite : Knowledge in Hindi			Ty	3	0/0	0/0		3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits					T/L/ETL : Theory / Lab / Embedded Theory and Lab							
OBJECTIVES												
<div>➤ 1.To Understand the Ancient Hindi plays and its aspects.</div> <div>➤ 2.To understand the medieval stories and well known novels</div> <div>➤ 3.To know the techniques in writing Annotation and Translation</div>												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Introduce students to the real world situation with the help of Plays and stories written by various poets and writers.											
CO2	Understand the Literature in broader areas than merely confined to the subject											
CO3	Evaluate the concept of Hindi from past to present and to study the society closely through Literature.											
CO4	Make the best use of Hindi language in various streams.											
CO5	Helps in their Career acquiring knowledge in a language											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	3	2	3	3	3	3	3			
CO2	3	3	3	3	2	3	3	3	2			
CO3	3	3	2	3	3	3	3	3	2			
CO4	2	3	3	3	3	2	2	3	3			
CO5	3	3	3	3	3	2	2	3	3			
COs/PSOs		PSO1		PSO2			PSO3			PSO4		
CO1		3		3			3					
CO2		3		3			3					
CO3		3		3			3					
CO4		3		3			3					
CO5		3		3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code	Subject Name : LANGUAGE HINDI-II	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBHI22002	Prerequisite : Knowledge in Hindi	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits			T/L/ETL : Theory / Lab / Embedded Theory and Lab			

UNIT – I One Act Play – novel and translation of hindi language)

1. AuranzebkiAakhiriRaat
2. Mukthidhan
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT – II One Act Play – novel and translation of hindi language)

1. LaksmikaSwagat
2. Mithayeewala
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-III One Act Play – novel and translation of hindi language)

1. BasantRitukaNatak
2. SebAurDev
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-IV One Act Play – novel and translation of hindi language)

1. BahutBadaSawal
2. VivahkiTeenKathayen
3. Practice of AnnotationWriting
4. Practice of Summary and Literary evaluationWriting

UNIT-V(Translation of Hindi Lanaguage to English language-paragraph, technical terms)

1. Translation Practice. (English to Hindi)

Total No of Hours: 45

REFERENCE:

1. AathEkanki, Edited by Devendra Raj Ankur, Mahesh AnandVaaniPrakashan, 4695, 21- A Dariyagunj, New Delhi-110002
2. SwarnaManjari, Edited by Dr.Chitti Annapurna, Rajeshwari Publications21/3, Mothilal street, (opp.Ranganthan Street) T.Nagar, Chennai-600017.
3. PrayojanMulakHindi :Dr.SyedRahmathullah, PoornimaPrakashan,4/7, Begum III street, Royapettah, Chennai-14.
4. AnuvadAbhyas Part III Dakshin Hindi PracharSabha, T.Nagar ,Chennai -17

Subject Code:	Subject Name: FRENCH - II	T/L/ETL	L	T / S.Lr	P/R	C						
HBFR22002	Prerequisite : None	Ty	3	0/0	0/0	3						
L : Lecture, T : Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. The students will acquire a different perspective of their own culture in relation to the French culture 2. The students will discover new attitudes towards familiar practices 3. The students will acquire a sense of the French language, its music and rhythms and basic usage. 4. The students will acquire a comprehensive view of the European Union and the member states												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Identify the French language from other European language and to show and tell French words and expression											
CO2	Understand how the language works discovering the pronunciation											
CO3	Start writing short dialogues of greetings, Try to interact with someone with life skill question – what where, who etc, Describe persons and places											
CO4	Discover France and its physical tributes, develop an idea about the importance of France in the world affairs, Analyze ideas in the content of short paragraphs, paintings etc., and everyday contexts. Appreciate the culture and uniqueness of France. Discuss in English various aspects of France and a new cultural events and compare with current scenario, Answer with confidence in small sentences on everyday life.											
CO5	Develop enough confidence to introduce oneself and ask others simple questions about personal details. Interact as long as other person speaks slowly and clearly.											
CO6	Plan a rendezvous ,a casual meeting by Interacting with basic sentences and expressions as long as the person to with whom he/she speaks can help to reformulate the sentences											
CO7	Write a simple message can fill a simple questionnaire .write ones names, nationality ,address etc. on a hotel registration card /passport etc.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	2	2	2	1	2	2	3			
CO2	2	2	2	2	1	1	3	2	3			
CO3	2	3	2	3	1	1	2	2	3			
CO4	3	3	3	2	2	2	2	3	3			
CO5	2	2	2	3	3	2	3	2	3			
CO6	3	3	2	2	3	3	3	3	3			
CO7	3	3	2	2	3	3	3	3	3			
COs/PSOs	PSO1		PSO2			PSO3			PSO4			
CO1	3		3			3			3			
CO2	2		2			3			3			
CO3	3		3			3			2			
CO4	2		2			3			3			
CO5	3		2			2			3			
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code:	Subject Name: FRENCH - II	T/L/ ETL	L	T / S.Lr	P/R	C
HBFR22002	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture, T : Tutorial,SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT I 9hrs

Compétences communicatives, phonologiques, linguistiques, grammaticales et culturelles

Se saluer, prendre congé, se présenter quelqu'un/quelque chose, Salutations, présentatifs, détails d'identité, professions, quartiers

Genres, nombres, articles, présentatifs, pluriels des noms, c'est/il est, pronoms toniques

Salutations française, comportement des salutations, les quartiers parisiens, le peintre Monet

Clip audios : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)

Audio clips- For oral expressions, oral assignments and oral test-20- duration less than 2 minutes (10 oral exercises, 6 audio reading compositions& 4 tests).

UNIT II 9hrs

Compétences communicatives, phonologiques, linguistiques, grammaticales et culturelles

Dialogue de la vie d'étudiant, des liens familiaux, de l'appartenance, des habitudes ; poème, le son « eu » énonces a répéter, lecture guidée.

S'exprimer de la fréquence, des habitudes, articles, present de l'indicatif, verbes a la terminaison – er, adjectifs possessifs et qualificatifs, locutions avec « avoir »

Demander l'heure, Les jours, Les mois de l'année.

Clip audios : Exercices orales, compositions orales et épreuves orales.(20 –durée moins de 2 minutes)

Audio clips- For oral exercises, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercise ,6 audio reading compositions& 4 tests).

UNIT III 9hrs

Compétences communicatives, phonologiques, linguistiques, grammaticales et culturelles

Parler des voyages, identifier les vêtements, caractériser de personnes, faire des exclamations, s'informer sur la vie d'étudiant français.

Poème, le « son i », décrire des personnes, prononcer le nom des pays et des nationalités, appréciation/exclamation

Transport et voyages, les pays, nationalités, la mode, la partie du corps ,Adjectifs de nationalités et genres, adjectifs réguliers/irréguliers, prépositions de lieux, verbes aller- venir et verbes a la terminaison –ir

L'aéroport de Roissy, a la douane, les vêtements, a mode a paris, quelques professions, le sport et la sante ; a Joconde, la BD,

Clip audios : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)

Audio clips- For oral expressions, oral assignments and oral test-20-duration less than 2 minutes (10 oral exercises ,6 audio Reading compositions& 4 tests)

UNIT IV 9hrs

Compétences communicatives, phonologiques, linguistiques, grammaticales et culturelles

Communication au restaurant, des recettes, le gout et les préférences identifier le type des restaurants.

Poème, le son « o » énonces simples, des sons nasaux, exercices de répétition

Les repas français recette activités et sportives

Clip audios : Exercices orales, compositions orales et épreuves orales.(20 –durée moins de 2 minutes)

Audio clips- For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercises ,6 audio reading

UNIT V 9hrs

Compétences communicatives, phonologiques, linguistiques, grammaticales et culturelles

Planifier des vacances, parler des concours, du sport, du temps qu'il fait, s'exprimer au comparatif

Poème le son « yu », répétition d'énonces, lire de noms de quelques villes

Activités de vacances, mots de localisation, plan de Paris, le climat et l'écologie, un concours international, les saisons

Adjectifs de couleur, nombres ordinaux, quelques verbes irréguliers,

3 temps autour du présent « de » et « a » et des verbes. Différentes formes du négatif, « il fait » le comparatif le superlatif absolu

Auberges de jeunesse, vacance, plan de Paris arrondissements quelques monuments parisiens, tourisme fluvial français

Clip audios : Exercices orales, compositions orales et épreuves orales. (20 –durée moins de 2 minutes)

Audio clips- For oral expressions, oral assignments and oral test-20 duration less than 2 minutes (10 oral exercices ,6 audio Reading compositions& 4 tests).

Total No of Hours: 45

Reference Books :

Parlez-vous français? Partie 1 - Dr.M.Chandrika.V.Unni &Mrs. Meena Mathews 2019 by Universal publisher

CLE INTERNATIONAL Lectures Clé en français facile. (2012) Hachette Paris

Cosmopolite: Livre de eleve A1 by Nathalie Hirsch sprung, Tony

Tricot, Claude Le Ninan

Latitudes-1 by Régine Mérieux & Yves l'oiseau, Didier 2017

Alter Ego 1 - Catherine Dolez, Sylvie Pons : (2014) Hachette, Paris

HBEN 22002	LANGUAGE II - ENGLISH II (Common to all UG Courses under H&S)							Ty/Lb/ ETP	L	T/ S.Lr	P/R	C	
	Total contact hours – 45							Ty	3	0/0	0	3	
	Prerequisite – English Language												
	T/L/:Theory/LabL:LectureT:TutorialP:Practical/ProjectR:ResearchC:Credits												
Course Objectives													
<div>1. Develop four language skills appropriate to the level of education.</div> <div>2. Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.</div> <div>3. Express diverse forms of knowledge in different social and cultural contexts.</div> <div>4. Attain a comprehensive knowledge of communication skills to useethically.</div> <div>5. Develop organized academic and business writing for professional careers.</div>													
Course Outcomes (COs)													
<div>1. Develop four language skills appropriate to the level of education.</div> <div>2. Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.</div> <div>3. Express diverse forms of knowledge in different social and cultural contexts.</div> <div>4. Attain a comprehensive knowledge of communication skills to useethically.</div> <div>5. Develop organized academic and business writing for professional careers.</div>													
Program Specific Outcomes (PSOs)													
<div>• Demonstrating mastery of the components of English language and literature.</div> <div>• Explaining through literature in English, diverse historical cultural and social ethics</div> <div>• Applying literary critical perspectives to generate original analysis of literature in English</div> <div>• Promoting cultural values and real-life skills through English language and Literature</div>													
Mapping of course outcomes (COs) with Program Outcomes (POs)& Program Specific Outcomes													
(3/2/1 indicates the strength of correlation) 3= High; 2= Medium; 1= Low													
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
1	3	3	3	3	3	3	3	1	3	3	3	3	3
2	3	3	3	3	3	3	3	1	3	3	3	3	3
3	3	3	3	3	3	3	3	1	3	3	3	3	3
4	3	3	3	3	3	3	3	1	3	3	3	3	3
5	3	3	3	3	3	3	3	1	3	3	3	3	3
3. Category	H&S	Program core	Program Elective	Open Elective	Interdisciplinary y/ Allied	Skill enhancing Elective	Skill component	Practical	Project	Internship	Others		
	√	√											

Course Code	LANGUAGE-II : ENGLISH II	Ty/Lb/ETP	L	T/S.Lr	P/R	C
HBEN22002	(Common to all UG H&S Courses)	Ty	3	0/0	0/0	3
T/L/:Theory/LabL:LectureT:TutorialP:Practical/ProjectR:ResearchC:Credits						

Course Objective

Develop four language skills appropriate to the level of education.
 Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.
 Express diverse forms of knowledge in different social and cultural contexts.
 Attain a comprehensive knowledge of communication skills to use ethically.
 Develop organized academic and business writing for professional careers.

UnitI: 9 Hours

All the World's a Stage – William Shakespeare

Speech of Barack Obama

The Verger- Somerset Maugham

UnitII: 9 Hours

Spider and the Fly - Mary Howitt

"They thought that a bullet would silence us, but they failed" - Malala Yousafzai

Refund – Fritz Karinthy

UnitIII: 9 Hours

Night of the Scorpion-Nissim Ezekiel

On Running after one's hat- G.K.Chesterton

The Last Leaf – O. Henry

UnitIV: 9 Hours

Polonius Advice to Laertes-William Shakespeare

'We Must Continue to Dream Big': An open letter from Serena Williams

The Necklace - Guy de Maupassant

UnitV: 9 Hours

Functional English: Letter Writing (Formal, Informal, Email)

Resume

Précis

Reading Comprehension

Developing the hints

Course Outcome: On completion of the course, the students will be able to

Develop four language skills appropriate to the level of education.

Demonstrate knowledge of vocabulary and sentence construction in appropriate contexts.

Express diverse forms of knowledge in different social and cultural contexts.

Attain a comprehensive knowledge of communication skills to use ethically.

Develop organized academic and business writing for professional careers.

PrescribedText:

'Greatest Speeches of the Modern World', Rupa Publications India, 2018.

Woudhuysen H.R. 'The Arden Shakespeare third series', the Arden Shakespeare Publishers, 2020.

Karinthy. Fritz, 'Refund: A Play in One Act', French. Samuel, 1938.

Simpson H. C & Wilson E. H, 'A Senior Anthology of Poetry', Macmillan Education, 1952.

O'Brien. Terry, '50 Greatest Short Stories', Rupa Publications India; First Edition, 2015.

J.C.RichardswithJ.Hull&S.Proctor,Interchange,Level3,CambridgeUniversityPress,2021.

MarkHancock,EnglishPronunciation inUse,CUP,2016.

M.ChandrasenaRajeswaran&R.Pushkala,CommunicationLabWorkbook2022.

M.ChandrasenaRajeswaran,R.Pushkala & S.BhuvaneswariPinnacle: ASkillsIntegratedText,2022

Dutt,K,Rajeevan,G&Prakash,,ACourseonCommunicationSkills,1stedn,CUP,Chennai,2008

Suggested Links:

<https://www.poetrybyheart.org.uk/poems/the-spider-and-the-fly/Reference>.

<https://poets.org/poem/unknown-citizen>

Subject Code	Subject Name : ALLIED -II ART & AESTHETICS					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22ID2	Prerequisite : None					Ty	3	0/0	0/0		3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">Students learn about history of Art.Introduction to the different forms of temple architecture in India.Introduction to the concept of Rasa theory.To have insight on various western art forms.Introduction to History of Art in India and the West.												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO:1-Learn about elements of Art and Aesthetics.												
CO:2- Learn about the theories of Art												
CO:3- Gain knowledge about the art forms in North India												
CO:4- Get insight on post modern art.												
CO:4- Learn about the different forms of art in the West												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	2	2	3	3	3	3			
CO2	3	2	3	3	3	2	3	3	3			
CO3	3	2	3	2	1	1	3	3	3			
CO4	3	2	3	2	1	1	3	3	3			
CO5	3	2	3	3	1	1	3	3	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			1			3				
CO2		3			1			3				
CO3		3			1			3				
CO4		3			1			3				
CO5		3			1			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : ALLIED -II ART & AESTHETICS	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22ID2	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I: 9hrs

Principles of art in Indian art; principles of image making; Six limbs of Indian paintings, (shadanga) and six Chinese canons; Theories of Rasa,. Visual and performing art. Paintings in Chitrasutra.

UNIT II: 9hr

Art history, criticism and aesthetic theories: Development of formalism (Wolfflin, Reigl, Roger Fry, Greenberg), Visual Perception (Rudolf Arnheim) and New Art History (Bryson, Hal Foster).

UNIT III: 9hrs

Formal and stylistic aspect of Indian sculpture and architecture. Indian paintings: Ajanta, mural tradition, manuscripts, Rajasthani, Malwa, Pahari and Deccani; Indian Iconography; Abstract trends in 60s and 70s, Modern Trends.

UNIT IV: 9hrs

Egyptian Art – Greek Art – Roman Art - European Art - Greek, Roman, Early Christian art, Byzantine, Gothic, Renaissance.

UNIT V: 9hrs

Theory of Avante-Garde - Implication of theories of Semiotics - Structuralism, Post - modernism and Feminism on Art thinking and writing.

Total No. of Hrs: 45

REFERENCE:

The Bloomsbury Research Handbook of Indian Aesthetics and ...books.google.co.in › books
Arindam Chakrabarti · 2016
Art, Beauty, and Creativity: Indian and Western Aestheticsbooks.google.co.in › books
Shyamala Gupta · 1999 ·

Subject Code	Subject Name : AUDIO & VIDEO EDITING					Ty/ Lb/ ETL	L	T/SLr	P/R	C		
HBAV22002	Prerequisite : None					Ty	3	0/1	0/0	4		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Based on the script created, the student will produce a 2D animation short film.➤ Ensures that the animation comes out effectively with the addition of sound and video as per the script requirement.➤ Students could able to alter the audio transitions according to the characters need➤ Students will gain knowledge to work for films editing➤ Students will be provided knowledge on Industrial works and needs												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Understand the concept of video and audio editing											
CO2	Learn about the different options and functions											
CO3	Start applying different transitions according to the video and audio needs											
CO4	Start analyzing different editing styles											
CO5	Create different edited videos and audios											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	0	0	1	1	0	3	0	2			
CO2	3	1	1	1	1	0	2	0	2			
CO3	3	1	3	0	2	2	2	0	2			
CO4	3	1	3	0	2	1	3	0	3			
CO5	3	1	3	1	3	2	3	1	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			1			3				
CO2		3			1			2				
CO3		2			2			3				
CO4		2			2			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : AUDIO & VIDEO EDITING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22002	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Fundamentals of sound - Analog format - Digital format - Understanding the Interface - Preferences - Creating new audio file - sample rate- channels - bit depth , Audio file formats

UNIT II

12Hrs

Waveform - Importing audio - Editing the audio - copying and pasting audio - cropping the audio - mixing audio - marking - Audio transitions - Fade in - Fade out - Linear fade - Logarithmic fade - cosine fade - saving files - exporting files

UNIT III

12 Hrs

Multi Track Editor - Automatic Speech Alignment - Recording - Noise Restoration - Filters and Effects - Special Effects - Guitar Suite Effect - Vocal Enhancer Effect - About Video Editing - Video Broadcast Standards - Terminologies - Stages of Video Making

UNIT IV

12 Hrs

Creating a new project - New Sequence - Video Editing Tools - Importing files - Adding and Re-arranging clips - Ripple Delete - Cropping Video - Video Mask - Time Ramping and Time Re-mapping - Adding titles to the video - Applying transition to the title - Editing the clip - Saving a project - Setting the preferences - Types of Cuts and Transitions - Video File formats

UNIT V

12 Hrs

Video Filters - Effects Control - Color tones and psychology feels - Color Correction option - Adjustment Layer - Keying - Graphics Panel - Editing the audio for Video - Volume Adjustments - Exporting & Rendering files

Total No. of Hrs: 60

TEXT BOOK:

1. Scott Garrigus(2001) , *Sound Forge Power*(1st ed.), Course Technology PTR
2. Adobe Creative Team(2012),*Adobe Premiere Pro CS6 Class Room in a Book*(1st ed.), Adobe

REFERENCES:

3. Dave D Peck(2002), *Video Editing with Adobe Premiere*, Cengage Learning
4. Digital Video Editing Fundamentals- [Wallace Jackson](#)

Subject Code	Subject Name : PHOTOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22003	Prerequisite : None	Ty	2	0/1	1/0	4						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Student learn about camera and its control.➤ Introduction to the concept the photography.➤ Give them Hands on experience in natural, macro, product and advertising photography➤ Introduction of photo journalism and the current trends of news photography.➤ Ensures the student to take Digital photographs with professionalism .												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO- 1 : Students learn about Basic Photography, Understanding ISO work and other manual controls												
CO- 2 : Students gain knowledge about different Types of Lenses concepts and lighting												
CO- 3 : Students get insight about types of photography												
CO- 4 : Students will be able to understand the concept of Photo journalism												
CO- 5 : Students will be able to understand the concept of Digital Photography												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	3	3	2	3			
CO2	3	3	2	2	2	3	3	1	2			
CO3	3	3	2	2	1	3	3	3	2			
CO4	3	3	2	2	1	3	3	3	3			
CO5	3	3	3	2	1	3	3	3	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				v								

Subject Code	Subject Name : PHOTOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22003	Prerequisite : None	Ty	2	0/1	1/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Basic Photography : Human Eye and Camera – Basic Camera – Aperture , Shutter Speed, focal Length , depth of Field , Types of Cameras — Getting the right exposure -Setting aperture --Altering the shutter speed -Understanding ISO -How aperture, shutter speed, and ISO work together - Other manual controls

UNIT II

12 Hrs

Types of Lenses –Tripod and its importance - Vantage points – how it affect your photo
Lines, curves, and shapes in your photographs - importance of foreground interest
Rule of thirds -Understanding Lighting – indoor and outdoor , Exposing and Focusing Types of Lighting – Natural and Artificial – Filters – Flashes – Exposure Meters – Differential Focus

UNIT III

12 Hrs

Nature Photography – Landscape photography – how lighting affects your photo – Macro Photography - Focusing in macro photography - Macro images of insects - How lighting affects macro photography – Portrait – wedding photography. Product and advertising photography - selecting one or more specialties -Photographing products -How to choose your lighting - finding potential clients

UNIT IV

12 Hrs

Photo journalism - History of photo journalism - principles and ethics of photo journalism - qualities, role and responsibility of photo journalist - Photographs for photo features, photo stories and photo essays - types of news stories.

UNIT V

12 Hrs

Digital Photography - Introduction of Digital Photography - Major Features and Functions, Resolution - Pixels, Megapixels, File formats - ASA/ DIN and JPEG/RAW, Advanced technique - White Balance, Scanner, image sensor, Advantages of Digital Photography, Smart Phone Photography, Impact of Social Media.

Total No. of Hrs: 60

TEXT BOOK:

Michael Freeman J *The Photographer's Eye*

REFERENCES:

Tony Northrup (2011) *Tony Northrup's Dslr Book : How to Create Stunning Digital Photography*(1st ed.),Mason Press

Doug Harman(2007), *The Digital Photography Handbook*(2nd ed.), Quercus

VirBala Aggarwal and V.S.Gupta, 2002 (second reprint), Handbook of Journalism and Mass Communication, Concept Publishing Company, New Delhi

Subject Code	Subject Name : AUDIO & VIDEO-LAB					Ty/ Lb/ ETL	L	T/SLr	P/R	C		
HBAV22L02	Prerequisite : None					Lb	0	0/0	4/0	2		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<div>➤ To make the student confident in terms of editing the existing sounds and at the same time do a perfect video editing.</div> <div>➤ Makes them confident to in making a simple movie using editing.</div>												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	remember the techniques of editing											
CO2	understand different concepts of editing											
CO3	start apply different transition styles for titles											
CO4	analyze and rectify the mistakes in video and audio editing											
CO5	create concept video with audio and video editing											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	2	2	0	0	1	1	1	3			
CO2	3	2	2	0	1	0	1	1	3			
CO3	2	3	3	1	2	1	2	1	3			
CO4	2	2	1	1	2	1	2	2	3			
CO5	3	2	1	1	1	2	3	1	3			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		2			2			3				
CO2		3			1			3				
CO3		1			2			3				
CO4		1			2			2				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name : AUDIO & VIDEO-LAB	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L02	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a short movie about any film actor or director
2. Create a movie with different period of video and new audio
3. Create a movie trailer for a documentary movie
4. Make a documentary movie with some social theme / message

Total No. of Hrs needed to complete the Lab: 60

REFERENCES:

1. Dave D Peck(2002), *Video Editing with Adobe Premiere*, Cengage Learning
2. Digital Video Editing Fundamentals- [Wallace Jackson](#)

Subject Code	Subject Name : PROJECT-II PHOTOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22L03	Prerequisite : None	Lb	0	0/0	4/0	2						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">• Introduction to Basic Camera and Professional camera operating.• Students are introduced Low Shutter Photography.• Students learn how to place the lights in indoor and outdoor Photography.• Students will know the language of photography.• Ensure the students can create a Photo Album with these elements..												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	remember and recall the Basic and Professional camera operating.											
CO2	understand the shoot Indoor and Outdoor photography.											
CO3	take various photos on different Aperture, ISO, Shutter Speed.											
CO4	analyze the concept of the photography language, the placement of the light and ideological of photography.											
CO5	to create an album.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	3	3	2	3	3	2	3			
CO2	3	2	3	3	2	3	3	3	2			
CO3	3	2	3	3	2	2	3	2	2			
CO4	3	2	3	3	2	3	3	3	3			
CO5	3	3	3	3	2	3	3	3	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name : PROJECT-II PHOTOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L03	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Project:

Create a photo album with the flashing titles, photos not less than 40 , album includes stills on nature, **Portraiture, landscapes**

Subject Code: HBCC22L01	Subject Name : COMPUTER SOFTWARE LAB (WORD, EXCEL, POWERPOINT, PAINT, INTERNET)				Ty/ Lb/ ETL	L	T/ S.Lr	P/R	C
	Prerequisite: NIL				Lb	1	0/0	1/0	2
L : Lecture T : Tutorial S.Lr : Supervised Learning P : Project R : Research C: Credits Ty/Lb/ETL : Theory/Lab/Embedded Theory and Lab									
OBJECTIVES : To train students how to use MS Office applications use in office work such as creating professional-quality documents; store, organize and analyze information; arithmetic operations and functions. MS Excel to enable the students for creating tables, scatter plots, and completing data analysis. Gain knowledge in practical applications of Word, Excel, Power point, Paint and Internet.									
COURSE OUTCOMES (COs) : (3- 5)									
CO1	Demonstrate the usage of various operations in MS Word								
CO2	Perform calculations in Microsoft Excel using both manually inputting formulas and built-in functions.								
CO3	Develop dynamic slide presentations with animation, narration, images, and much more, digitally and effectively.								
CO4	Create drawings to include clipart, color, shape, size, text, enhance text								
CO5	Understanding how to search specific website, sending mails etc								
Mapping of Course Outcomes with Program Outcomes (POs)									
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	1	2	1	2	3	2	2
CO2	3	2	3	2	2	2	3	2	3
CO3	3	3	1	2	1	2	3	2	2
CO4	3	2	1	1	1	2	2	2	2
CO5	3	3	1	1	1	2	3	2	3
COs / PSOs	PSO1			PSO2			PSO3		
CO1	3			1			3		
CO2	3			1			2		
CO3	2			2			3		
CO4	2			2			3		
CO5	3			3			3		
3/2/1 indicates Strength of Correlation 3- High, 2- Medium, 1-Low									
Category	Basic Sciences	Engineering Sciences	Humanities and Social	Program Core	Program Electives	Open Electives	practical / Project	Internships / Skill components	Inter disciplinary
							✓		

Subject Code: HBCC22L01	Subject Name : COMPUTER SOFTWARE LAB (WORD, EXCEL, POWERPOINT, PAINT, INTERNET)	Ty/ Lb/ ETL	L	T/ S.Lr	P/R	C
	Prerequisite: NIL	Lb	1	0/0	1/0	2
L : Lecture T : Tutorial S.Lr : Supervised Learning P : Project R : Research C: Credits Ty/Lb/ETL : Theory/Lab/Embedded Theory and Lab						

UNIT 1: OFFICE APPLICATIONS – I

MS OFFICE: MS-WORD

UNIT 2: OFFICE APPLICATIONS - II

MS OFFICE: MS-EXCEL

UNIT 3: OFFICE APPLICATIONS - III

MS OFFICE: MS-POWER POINT

UNIT 4: MICROSOFT PAINT EXERCISES - IV

UNIT 5: INTERNET & ITS APPLICATIONS- V

SUGGESTED HANDS ON EXERCISES OFFICE APPLICATIONS - I

Preparing a Govt. Order / Official Letter / Business Letter / Circular Letter

Covering formatting commands - font size and styles - bold, underline, upper case, lower case, superscript, subscript, indenting paragraphs, spacing between lines and characters, tab settings etc.

Preparing a news letter:

To prepare a newsletter with borders, two columns text, header and footer and inserting a graphic image and page layout.

Creating and using styles and templates

To create a style and apply that style in a document

To create a template for the styles created and assemble the styles for the template.

Creating and editing the table

To create a table using table menu

To create a monthly calendar using cell editing operations like inserting, joining, deleting, splitting and merging cells

To create a simple statement for math calculations viz. Totalling the column.

Creating numbered lists and bulleted lists

To create numbered list with different formats (with numbers, alphabets, roman letters) To create a bulleted list with different bullet characters.

Printing envelopes and mail merge.

To print envelopes with from addresses and to addresses

To use mail merge facility for sending a circular letter to many persons To use mail merge facility for printing mailing labels.

Using the special features of word To find and replace the text

To spell check and correct.

To generate table of contents for a document To prepare index for a document.

Create an advertisement Prepare a resume.

SUGGESTED HANDS ON EXERCISES**OFFICE APPLICATIONS - II**

Using formulas and functions:

To prepare a Worksheet showing the monthly sales of a company in different branch offices (Showing Total Sales, Average Sales).

Prepare a Statement for preparing Result of 10 students in 5 subjects (using formula to get Distinction, A Grade, B Grade, C Grade and Fail under Result column against each student).

Operating on the sheets:

Finding, deleting and adding records, formatting columns, row height, merging, splitting columns etc. Connecting the Worksheets and enter the data.

Creating a Chart:

To create a chart for comparing the monthly sales of a company in different branch offices.

Using the data consolidate command:

To use the data consolidate command to calculate the total amount budgeted for all departments (wages, travel and entertainment, office supplies and so on) or to calculate the average amount budgeted for – say, department office expenses.

Sorting Data, Filtering Data and creation of Pivot tables.

SUGGESTED HANDS ON EXERCISES**OFFICE APPLICATIONS - III**

Creating a new Presentation based on a template – using Auto content wizard, design template and Plain blank presentation.

Creating a Presentation with Slide Transition – Automatic and Manual with different effects.

Creating a Presentation applying Custom Animation effects –

Applying multiple effects to the same object and changing to a different effect and removing effects.

Creating and Printing handouts.

SUGGESTED HANDS ON EXERCISES**OFFICE APPLICATIONS - IV**

To show your understanding of Microsoft Paint, label the drawing with the following labels: zoom tool, eraser, line thickness, example clipart, arrow shape, line tool, get more colors, add text, document title, save icon, undo, select, rotate, icon, fill, freehand tool, copy, color 2. You only need to use each label once.

Microsoft Paint Exercise

A. Create a logo for a business.

B. Examples: for a computer shop, a greengrocer, a garage, an education centre, a restaurant, a sports club, or anything you choose!

C. Get ideas by looking at other business/popular logos.

D. You can insert clipart.

E. Save your drawing as Logo.

F. Print your logo. Use Page Setup to fit your logo to the page.

*Ensure your logo represents the business and contains some text.

SUGGESTED HANDS ON EXERCISES**OFFICE APPLICATIONS - V**

Searching for a web site / application / text documents viewing and downloading.

Create an E-mail account, Retrieving messages from inbox, replying, attaching files filtering and forwarding

Operating on a Tablet / Smart Phone - browsing and practising on some important applications (UcBrowser, Skype) - operating on internet – creating and sending messages / mails using the applications like WhatsApp and WeChat - downloading text and media files and video conferencing using Skype.

Total No of Hours: 60

B.Sc.	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
HBCC22103	Prerequisite –UG I year English				
	Course designed by – Department of English				
Objectives:					
Cultivate employability skills that they get employed even before they leave the university.					
Build self-esteem and a sense of self-worth to be good team members					
Cultivate empathy to think from others’ point of view to be good team leaders.					
Evolve as good global citizens with insights into social and professional ethics.					
Develop lifelong learning skills to adapt in the multicultural context of workplaces.					
Course Outcomes (Cos)					
001	Cultivate employability skills that they get employed even before they leave the university				
002	Build self-esteem and a sense of self-worth to be good team members				
003	Cultivate empathy to think from others’ point of view to be good team leaders.				
004	Evolve as good global citizens with insights into social and professional ethics				
005	Develop lifelong learning skills to adapt in the multicultural context of workplaces.				
Program Specific Objectives					
PSO1	Understanding of the basic concepts of English language and literature.				
PSO2	Learning through literature in English, diverse historical cultural and social ethics				
PSO3	Application of literary critical perspectives to generate original analysis of literature in English				
PSO4	Promotion of cultural values and real-life skills through English language and literature				

Mapping of course outcomes (COs) with Program Outcomes (POs) (H/M/L indicates the strength of correlation) H= High; M= Medium; L= Low									
COs	POs	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
1	H	H	H	L	M	M	L	M	H
2	H	H	H	L	M	M	L	M	H
3	H	H	H	L	M	M	L	M	H
4	H	H	H	H	H	M	L	M	H
5	H	H	H	H	H	M	L	M	H
Mapping of course outcomes (Cos) with program Specific outcomes (PSOs)									
COs	PSO1		PSO2		PSO3		PSO4		
CO1	H		M		M		M		
CO2	M		M		M		M		
CO3	H		M		M		M		
CO4	H		M		M		M		
CO5	H		M		M		M		
H/M//L Indicates Strength of Correlation : H- High; M- Medium; L- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Program core	Progr am Electi ve	Professi onal Core	Profess ional Electiv e	Open Electi ve	Practical Project/ Seminar/ Internship	Soft Skills (H)
									√

B.Sc.	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
HBCC22103	Prerequisite –UG I year English				
	Course designed by – Department of English				

Prefatory Note

This paper aims to equip the advanced learners with skills essential for work place and global environment to which they will move on from the university, once they complete the course. As such, it covers a range of indispensable soft skills and values such as, self-esteem, empathy, public relations, positivity, reliability, professionalism, leadership and intercultural communication, interview skills, etc.. Together with the effective English communication in global contexts, these skills, if cultivated and strengthened, can immensely help the students become employable in the multinational companies as good global citizens abiding the social and professional ethics in cross-cultural diversity.

Course Objective

The students will be facilitated to

1. Cultivate employability skills that they get employed even before they leave the university.
2. Build self-esteem and a sense of self-worth to be good team members
3. Cultivate empathy to think from others' point of view to be good team leaders.
4. Evolve as good global citizens with insights into social and professional ethics.
5. Develop lifelong learning skills to adapt in the multicultural context of workplaces.

Unit -I

Conversational skills, Self-esteem skills, empathy, public relations

Unit -II

Positivity, reliability, professionalism

Unit -III

Leadership

Problem solving

Unit -IV

Intercultural communication skills

Global Manthra: Go local, Cultural sensitivity, Group behavior

Cultural intelligence : Low and High context, e mail and inter cultural communication

Unit -V

Group discussion & Interview skills

Total No of Hours: 30

Suggested reading

1. S.P. Dhanavel, English and Soft Skills, Vol.2 Orient Blackswan Pvt. Ltd. 2010
2. P.D. Chaturvedi and M. Chaturvedi, Communication Skills , Pearson, 2012

Subject Code	Subject Name : ALLIED-III STORY BOARDING					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22ID3	Prerequisite : None					Ty	2	0/0	1/0		3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Introduction to Story board.➤ Students learn to create thumb mail sketches with different perspective.➤ Make him to familiarize the character creation and development.➤ To make the students learn about shapes in motion, and directing shots.➤ To make the student to pre visualize the whole script and create a sequence and help the student to create a product delivery on time.												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	demonstrate how to construct storyboards as a brief form of storytelling											
CO2	demonstrate how to create the mechanics of storyboarding											
CO3	demonstrate knowledge of camera angles and terminology conducive to storyboard and film making..											
CO4	demonstrate knowledge of storyboard narrative.											
CO5	demonstrate a knowledge of production writing as it relates to 3D animation											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	2	2	3	2	3	2	3			
CO2	3	3	3	3	1	3	3	1	3			
CO3	3	2	1	3	3	2	2	3	2			
CO4	3	3	3	3	1	2	1	3	2			
CO5	1	2	2	3	3	2	2	2	3			
Cos/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		3			2			3				
CO2		3			3			2				
CO3		3			1			2				
CO4		3			2			2				
CO5		3			2			2				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : ALLIED-III STORY BOARDING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22ID3	Prerequisite : None	Ty	2	0/0	1/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

What are story boards? – Usage of story boards – Story board terminology – Advantages of Story board – Points to remember – Using Arrows in Story boards.

UNIT II

9

Hrs

Benefits to Production, Animation, Visual Effects Industry, Quick Thumbnail Story Boards – Thumbnail sketches – Shot variations, Perspective Basics – One Point, Two Point, Three Point, Forced and Aerial.

UNIT III

9

Hrs

Character Creation and Development – Psychology of Characters, Human Sketches and Figures – Proportions of a Body, Human Figures in Action.

UNIT IV

9

Hrs

Shapes in Motion – Line of Action – Drawing a Car, Animal Characters, Mountain, Road, and Landscape with Mountains, Cityscape, and Villa etc....

UNIT V

9

Hrs

Contrast & Mood, Directing Shots, Visual Sequence Direction – Story Board Numbering, Storyboarding a Single Panel, From Script to Story Boarding.

Total No. of Hrs: 45

TEXT BOOK:

1. John Hart (2007) *The Art of the Story Board*(2nd ed.), Focal Press.

REFERENCES:

1. Fred Patten(2012), *The Story Board Artist : Guide to Freelancing in Film, TV and Advertising*.
2. John Hart (2007), *The Art of the Storyboard: A Filmmaker's Introduction*(2nd ed.), Focal Press.

Subject Code	Subject Name : SCRIPT WRITING	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22004	Prerequisite : None	Ty	3	0/0	1/0	4						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">To Student learns to write a script on his own for a movie or a short film.Gives the confidence to the student to write a script for a showTo make the student understand about Script WritingTo prepare them understand about Writing for DocumentaryTo makes them understand about Script Writing for television												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Familiarize the format for writing the Synopsis											
CO2	Understand about scenes to sequences											
CO3	Understand about Script for Short Films											
CO4	Familiarize is Characters of TV script											
CO5	Understand about Script for advertising											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	2	3	3	3	3			
CO2	3	3	3	3	2	3	3	2	3			
CO3	3	3	1	3	2	3	3	2	3			
CO4	3	3	1	2	2	3	3	2	3			
CO5	3	3	1	2	2	3	3	2	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : SCRIPT WRITING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22004	Prerequisite : None	Ty	3	0/0	1/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

12 Hrs

Script Writing - Where do stories come from? Life as a source -memory, imagination, experience -nature and role of intuition – personal exp - The format for writing the Synopsis, Step-outline, Screenplay and Script for a film.

UNIT – II

12 Hrs

Beginning , Middle and End set up , Conflict and Resolution – Action Drama Tension, Mystery, surprise and Originality, Linking Action through Questions and Answers – From scenes to sequences – resolution and character transformation.

UNIT – III

12 Hrs

Writing for Documentary – Script for Short Films – Generating ideas – Themes – Concept – Slug Line - procedure for script writing – theme – one line script – character selection –mystery - surprises and suspense – -conflicts - Static Conflict, Rising Conflict, Foreshadowing Conflict situation – making it interesting - logical thinking

UNIT – IV

12 Hrs

Script Writing for television – Characters of TV script , Types of TVS shows – News – Talk show – Reality shows – Creative Approach – Set Design – Budget – target Audience

UNIT – V

12 Hrs

Script for advertising – Understanding Product and Brand equity – Demographic appeals – Types of Advertising – Advertising script format – concepts – unique selling point – target group – corporate films

Total No. of Hrs: 60

TEXT BOOK:

1. Michael Straczynski(1996) J *The Complete Book of Script Writing.*, Writers Digest Books

REFERENCES:

1. Syd Field , The Definitive Guide to Screen Writing
2. David Trottier ,The screenwriter's bible

Subject Code	Subject Name : ADVERTISING	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22005	Prerequisite : None	Ty	3	0/1	0/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ To make the student knowledgeable in creating advertisements according to the target audience.➤ Makes them understand the types of advertisements and the requirements for each type.➤ To make them to create Television Commercial and Radio Spot planning to Execution➤ To ensure students to know about latest Trends in Advertising Field➤ To make students to know about Strategy Planning and Brand Management.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Understand the basic concepts of Nature & Scope of Advertising								
CO2	Learn about Print Media, Desktop publishing, artworks and pre-press technology.								
CO3	Ensure in creating & developing a Television Commercial and Radio Spot planning to Execution								
CO4	Analyse and interpret the latest trends in Advertising Field								
CO5	Ideate, Learn & Strategize Planning for Advertising and Brand Management.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	0	2	2	3	1	3
CO2	2	0	2	3	3	3	2	1	3
CO3	3	1	3	3	1	2	1	3	2
CO4	2	2	2	3	3	3	3	3	3
CO5	3	2	3	2	1	3	2	3	2
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			3		
CO2	2			3			2		
CO3	3			2			3		
CO4	3			1			2		
CO5	2			1			1		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
				√					

Subject Code	Subject Name : ADVERTISING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22005	Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I : 12Hrs

Advertising - Definition, History– Nature, Scope& Role of Advertising - Advertising as a process of communication. Advertising: Advantages, Disadvantages - Types of advertisement: Consumer, Corporate, Retail, Industrial

UNIT II : 12Hrs

Types of Advertising -Print Advertising: Production Techniques and Methods – Basic Printing Process, Desktop publishing, artworks and pre-press technology. Radio Spot: From concept to production. Television Commercial: From Concept to Production.

UNIT III: 12Hrs

New Media-Digital Era Emergence - Informationalism - Digital Revolution - Information Age. New Media Marketing's Role - Social Media Platforms and Social Network Sites - Microblogging - Video Marketing - Social Media Marketing Strategy

UNIT IV: 12Hrs

Brand Management process, Brand Architecture: Brand Identity, Brand Image, Brand Acquisition, Brand Positioning and De positioning - Brand Communication, Brand Knowledge: Awareness & Image - CBBE (Consumer Based Brand Equity)

UNIT V 12Hrs

Public Relations - PR Campaign Plan Outline – PR Campaign Acknowledgment - Guide on Goals, Objectives, Strategies and Tactics. Strategy Planning and from concept to production, Planning, Production and Execution.

Total No. of Hrs: 60

TEXT BOOK:

1. Charles H. Sandage(1989)*Advertising Theory & Practice(12th ed.)*, Longman Group United Kingdom

REFERENCES:

1. Sotakki C, N (1998), *Advertising*, Kalyani Publishers
2. RUCHI GUPTA(2012), *Advertising Principles And Practice(1st ed.)* S. Chand Publisher

Subject Code	Subject Name : 3D MODELLING	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22006	Prerequisite : None	Ty	3	0/1	0/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ To understand the concepts behind 3 dimensional objects and also the different types of modelling.➤ To familiarize students with special effects and easy methods to create 3D model.➤ To make the students to create 3d interior & exterior assets models.➤ To make students familiarize different types of material and texture by applying.➤ To make students understand 3d render in dimensional software.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Identify the modelling assets by its tools								
CO2	Understand the of standard primitives and extended primitives								
CO3	Apply spline modelling for creating innovative objects								
CO4	Analyze the material and lighting effects								
CO5	Create camera output in the viewports.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	2	3	1	3	2	3
CO2	3	3	3	2	2	1	3	2	3
CO3	3	2	3	2	3	2	3	2	3
CO4	3	3	3	2	3	2	3	2	3
CO5	3	3	3	2	2	1	3	2	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	2			3			2		
CO3	3			3			3		
CO4	3			2			3		
CO5	1			2			3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
				√					

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22006	3D MODELLING Prerequisite : None	Ty	3	0/1	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Introduction to Modelling Tools, Viewport Size and Layout, Menus, file formats and operations, Creating and modifying Objects, Rendering, Selection Methods,

UNIT II

12Hrs

Edit Commands - Transformations, Alignments, snapping, Grouping and ungrouping , Cloning , Mirroring and Array, Layers, Modifier Concepts, Modifier Stack Display, Creating Spline Shapes, Editing Shapes, Edit Spline Modifiers, Shape Modifiers.

UNIT III

12Hrs

Compound Objects,- Morph, Scatter, Connect, Conform, Shape merge, Boolean, Terrain , Lofts, Pro Boolean ,Pro cutter, Mesher, Fit, Editing Lofts, Objects and sub objects, Basics of Low Poly Modelling - High Poly Modelling –

UNIT IV

12Hrs

Objects and sub-objects, creating soft selection, standard Techniques of High Poly Modelling – converting a low polygon model into high poly model – symmetry modifier – turbo smooth modifier – polygon count

UNIT V

12Hrs

Creating Models with NURBS – Understanding NURBS-advantages and Limitations of Nurbs- Nurbs at sub – object level- Nurbs surfaces – Nurbs rollout- create curves – create surfaces, creating head with NURBS, Integration of various Modeling techniques.

Total No. of Hrs: 60

TEXT BOOK:

1. Randi L. Derakhshani, DariushDerakhshani (2017) Autodesk 3DS Max 2013 Essentials(1st ed.) , AutodeskOfficial Press

REFERENCES:

1. Kelly L Murdock ,Autodesk 3DS Max Bible.
2. Ami Chopine (2011), *3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)*

Subject Code	Subject Name : 3D MODELLING LAB	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L04	Prerequisite : None	Lb	0	0/0	4/0	2			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ To make the students to create 3d model as per human size measure.➤ To make the students to experience 3d dimensional view & apply material and texture.➤ To make the students create 3d animation render pipeline.➤ To familiarize the rendering in 3d modelling and texture.➤ To understand and 3d modelling experience and material uv maps.									
COURSE OUTCOMES (Cos) Students completing this course were able to									
CO1	Design interior modelling and exterior modelling in 3d modelling software								
CO2	Model a human measurement in 3d Software								
CO3	Create the material and lighting effects for created modelling								
CO4	Place different types of lights including point light, spot light and sunlight								
CO5	Render the modelling using materials and rendering.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	3	3	1	2	2	1	3
CO2	3	2	3	3	1	3	3	2	3
CO3	3	3	3	3	1	2	2	2	3
CO4	3	2	3	3	1	2	3	2	3
CO5	3	3	3	2	1	2	2	1	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			3		
CO2	2			3			2		
CO3	3			2			3		
CO4	3			3			3		
CO5	3			3			3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
							√		

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L04	3D MODELLING LAB					
	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a Lamp Shade with necessary details
2. Create a Hall with all necessary amenities and with an Staircase
3. Create any 1 animal model
4. Create an House with necessary facilities
5. Create a Bus Station with a Bus standing in the platform with necessary interior and exterior.

Total No. of Hrs needed to Complete the Lab: 60

REFERENCES:

1. Kelly L Murdock ,*Autodesk 3DS Max Bible*.
2. Ami Chopine (2011), *3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)*

Subject Code	Subject Name : PROJECT -III 3D MODELLNG/ ADVERTISING	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L05	Prerequisite : None	Lb	0	0/0	4/0	2			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ To make the students to create a 3d model.➤ To make the students to experience 3d dimensional view & apply material and texture.➤ To make the students create 3d animation render pipeline.➤ To familiarize the rendering in 3d modelling and texture.➤ To understand and 3d modelling experience and material UV maps.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Design interior modelling and exterior modelling for a bungalow or Robot in 3d modelling software								
CO2	Model a human bypid as measurement in 3d Software								
CO3	Create the material and lighting effects for created modelling.								
CO4	Place different types of lights including point light, spot light and sunlight.								
CO5	Render the modelling using materials and rendering.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	3	3	1	2	2	1	3
CO2	3	2	3	3	1	3	3	2	3
CO3	3	3	3	3	1	2	2	2	3
CO4	3	2	3	3	1	2	3	2	3
CO5	3	3	3	2	1	2	2	1	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			3		
CO2	2			3			2		
CO3	3			2			3		
CO4	3			3			3		
CO5	3			3			3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
							√		

Subject Code	Subject Name : PROJECT -III 3D MODELLNG/ ADVERTISING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L05	Prerequisite : None	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

ADVERTISING

Create a 30 Second Television Advertisement for any new Product

3D Modeling

Create a complete model of a bungalow or create a ROBOT

Subject Code HBAV22I01	Team Skills	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
	Prerequisite – UG I year English				
	Course designed by – Department of English				
Objectives:					
1. To understand the significance of Team Skills and help them in acquiring them. 2. To help them design, develop and adapt to situations as an individual and as a team.					
Course Outcomes (Cos)					
C01	Use common technology messaging tools that are used in enterprises for flow of information and transition from command and control to informal communication during an online/offline team session				
C02	Actively use and operate online team communication tools: Webinar, Skype, Zoom, Google hangout etc				
C03	Appreciate and demonstrate Team Skills				
C04	Participate in a digital lifestyle conversant with computers, applications, Internet and nuances of cyber security				
C05	Explore (online) and identify career opportunities in consideration of their own potential and aspirations.				
Program Specific Objectives					
PSO1	Understanding of the basic concepts of English language and literature.				
PSO2	Learning through literature in English, diverse historical cultural and social ethics				
PSO3	Application of literary critical perspectives to generate original analysis of literature in English				
PSO4	Promotion of cultural values and real-life skills through English language and literature				

Mapping of course outcomes (COs) with Program Outcomes (POs) (H/M/L indicates the strength of correlation) H= High; M= Medium; L= Low									
COs	POs	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
1	3	3	3	1	2	2	1	2	3
2	3	3	3	1	2	2	1	2	3
3	3	3	3	1	2	2	1	2	3
4	3	3	3	3	2	2	1	2	3
5	3	3	3	3	2	2	1	2	3
	Mapping of course outcomes (Cos) wit3 program Specific outcomes (PSOs)								
COs	PSO1		PSO2		PSO3		PSO4		
CO1	3	2		2					
CO2	2	2		2					
CO3	3	2		2					
CO4	3	2		2					
CO5	3	2		2					
H/M/L Indicates Strength of Correlation : H- High; M- Medium; L- Low									
Category	Basic Sciences	Engg. Science	Program core	Program Elective	Professional Core	Professional Elective	Open Elective	Practical Project/ Seminar/ Internship	Soft Skills (H)
									√

Subject Code HBAV22I01	Team Skills	L	T	P	C
	Total contact hours – 15	0	0/0	2/0	1
	Prerequisite – UG I year English				
	Course designed by – Department of English				

Unit 1 :

Presentation Skills - Types of presentations - Internal and external presentation - Knowing the purpose - Knowing the audience - Opening and closing a presentation - Using presentation tools - Handling questions - Presentation to heterogenic group - Ways to improve presentation skills over time

Unit 2:

Trust and Collaboration - Explain the importance of trust in creating a collaborative team - Agree to Disagree and Disagree to Agree - Spirit of Team work - Understanding fear of being judged and strategies to overcome fear.

Unit 3:

Listening as a Team Skill - Advantages of Effective Listening - Listening as a team member and team leader. Use of active listening strategies to encourage sharing of ideas.

Unit 4:

Brainstorming - Use of group and individual brainstorming techniques to promote idea generation - Learning and showcasing the principles of documentation of team session outcomes.

Unit 5:

Social and Cultural Etiquette - Need for etiquette - Aspects of social and cultural/corporate etiquette in promoting teamwork - Importance of time, place, propriety and adaptability to diverse cultures.

Total No of Hours: 30

Reference book:

1. Teamwork is an Individual Skill: Getting Your Work Done when sharing responsibility - Christopher M. Avery, Meri Aaron Walker, Erin O'Toole Murphy · 2001.
2. Teamwork Skills - Dandi Daley Mackall - 2004.
3. How to improve your Leadership and Management skills - Meir Liraz- 2017

Subject Code	Subject Name : ALLIED -IV MEDIA MANAGEMENT					Ty/ Lb/ ETL	L	T/SLr	P/R	C		
HBAV22ID4	Prerequisite : None					Ty	3	0/0	0/0	3		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To make the student the various compression of Media Management.➤ Students will gain knowledge on compression.➤ To make the student understand about Theories used in Media Management➤ To prepare them understand about Issues in Media Management➤ To makes them understand about Compression Technology												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Understand the Theories of Media Management											
CO2	understand about Issues in Marketing and Branding											
CO3	understand about organizing types of media managements											
CO4	familiarize the Compression standards											
CO5	understand the types of pictures format											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	2	2	3	0	0	1	0			
CO2	3	2	2	1	2	2	1	2	3			
CO3	2	2	1	1	0	1	0	1	1			
CO4	3	0	1	1	1	1	1	1	1			
CO5	3	1	1	1	0	0	1	1	2			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			0			0				
CO2		2			0			0				
CO3		1			1			1				
CO4		2			1			2				
CO5		3			2			2				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : ALLIED -IV MEDIA MANAGEMENT	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22ID4	Prerequisite : None	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit 1

9 Hrs

Fundamentals of Media Management-Principles of media management and their significance – media as an industry and profession. Ownership patterns of mass media in India – Policy formulation – planning and control; problems, process and prospects of launching media ventures

Unit II

9 Hrs

Functions of Media management -Hierarchy, functions and organizational structure of different departments – general management, finance, circulation (sales promotion – including pricing and price –war aspect); advertising (marketing), personnel management, production and reference sections; apex bodies: DAVP, INS and ABC

Unit III

9 Hrs

Strategies of Media Management -Economics of online, print and electronic media – management, business, legal and financial aspects of media management. Budgeting and finance, capital costs, production costs, commercial policy, advertising, sales and PR strategy.

Unit IV

9 Hrs

Various Roles of Media Management -Planning and execution of programme production – production terms, control practices and procedures. Administration and programme management in media – scheduling, transmitting, record keeping, quality control and cost effective techniques. Employee /employer and customer relations services - market survey techniques.

Unit V

9 Hrs

Indian Scenario and its commissions & professional ethics -Foreign equity in Indian media (including print media) and Press Commissions on Indian newspaper management structure. Professional Ethics-Code of Conduct for professionals,

Total No of Hours: 45

Text Books

1. The Indian Media Business, Kohli, Vanita, SAGE Publications, 2017, First Edition.
2. Newspaper Management in India, Gulab Kothari, Intercultural Open University, The Netherlands, 1995, First Edition.
3. Electronic Media Management, Peter K Pringle / Michael F Starr / William E McCavitt, Routledge, 2006 , First Edition.

Suggested Readings

1. Essentials of Management Prentice Hall of India, Stephen P. Robbins & Mary Coulter, Google books, Pearson publishers, 2009, 4 th Edition
2. The Indian Press – Profession to Industry, Anna Bhattacharyajee, Google books-ISBN- 978-0706900842, 1972, First Edition.
3. Beyond Those Headlines: Insiders on the Indian Press, M. V. Desai, Sewanti, Allied publishers, 1996 , First Edition.

Web Resources

1. <https://bit.ly/3vt7vEd>
2. <https://bit.ly/3G0Dh0b>

Subject Code	Subject Name : TELEVISION PRODUCTION				Ty/ Lb/ ETL	L	T/SLr	P/R		C		
HBAV22007	Prerequisite : None				Ty	2	0/1	0/0		3		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1) To gain knowledge of television production from the planning stage through to its execution.												
2) To learn the language of television, camera work, scripting, organizing a production.												
3) To pitch a segment for a broadcaster, filming, editing, organizing a crew												
4) To direct a live TV programme with multi-camera set up												
5) To produce a TV segment in the genre of their choice (e.g. current affairs, music, arts, cooking etc) .												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Plan, develop and produce television segments which meet the broadcasting standards											
CO2	Critically reflect on the cultural space that television occupies within the medias cape											
CO3	Understand and deploy the language of television from camera movements to editing techniques											
CO4	Work effectively in a team and independently to organize a live TV broadcasting											
CO5	Reflect upon their own work, and evaluate the ideas of others											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	2	2	3	2	3	2	3			
CO2	3	3	3	3	1	3	3	1	3			
CO3	3	2	1	3	3	2	2	3	2			
CO4	3	3	3	3	1	2	1	3	2			
CO5	1	2	2	3	3	2	2	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			2					
CO3	3			1			2					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22007	Prerequisite : None	Ty	2	0/1	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

9 Hrs

Television Production: Three Production Process – Pre Production, Production, Post Production. Production Crew job description.

UNIT II

9Hrs

Types of Programs – Talk shows, interviews – demonstration & discussion –single camera – multi camera production – Production Techniques – The Camera – Controlling, Exposure – Composing Pictures – Anticipating Editing – Shooting Instructional productions - Writing for Television.

UNIT III

9Hrs

Television graphics, Recording Video, Viewing the Video – Editing – The Background – Organizing the Production, Equipment Performance.

UNIT IV

9Hrs

Acting: Character and Personality – Principles of Performance, Making a performance, Scene Composition.

UNIT V

9Hrs

Working with Actors - Voice Characterization – Dialogue Expressions

Total No. of Hrs: 45

TEXT BOOK:

1. Eve Light Honthaner(2010), *The Complete Film Production Handbook(4th ed.)*, Focal Press.

REFERENCES:

References

1. Television Production(2015) by Jim owens , focal press publisher.
2. Fundamentals of Television production (2000) by Ralph Donald, Thrift books, Phoenix.

Subject Code	Subject Name : 3D Animation					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22ET2	Prerequisite : None					ETP	1	0/1	2/0		3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<div><div>➤</div>To make the students create 3d animation using key frame track editor</div> <div><div>➤</div>To make the students understand 2d animation and 3d animation using 3d rendering</div> <div><div>➤</div>To make the students Familiarize with 3d animation rendering using any render software</div> <div><div>➤</div>To create and understand 3d animation and composition</div> <div><div>➤</div>To make the students understand 3d physical animation and manual animation</div>												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will be able to animate 3d objects using key frames											
CO2	Students will able to understand animation controls and track editor and dope sheet											
CO3	Students will able to understand manual animation and physical animation											
CO4	Students will be able animate using camera and manual methods											
CO5	Students will able to create physical animation using rigid body and key frame											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	1	1	3	3	2	3			
CO2	3	2	3	3	1	2	3	2	3			
CO3	2	3	1	2	3	3	3	2	3			
CO4	3	3	3	3	3	3	3	2	2			
CO5	3	3	3	3	1	3	3	3	2			
COs/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		3			3			3				
CO2		3			3			3				
CO3		2			3			3				
CO4		2			3			3				
CO5		1			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
									√			

Subject Code	Subject Name : 3D Animation	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22ET2	Prerequisite : None	ETP	1	0/1	2/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT I

12 Hrs

Introduction to Cameras, Types of camera – Target camera – Free Camera – About Lenses – Creating Camera View, Controlling Camera, Camera Parameters, Multiple Pass Effects, Depth Of Field, motion blur, Camera Correction Modifier

UNIT II

12 Hrs

Concepts of Light – Omni Lights , spotlight , Target Lights, Free Lights , Directional Light, Area Lights – Mental Ray – Skylight, Creating Max Basic Lights – Lights Parameters, shadow map parameters, ray traced shadows, advance dray traced, area shadows, advanced Effects, Positioning Lights, Creating Max light in exterior and Interior Environment – Lighting an Exterior Scene

UNITIII

12 Hrs

Introduction to Materials, Material Editor Basics, Interface of Materials Editor, Sample Slots, Material Editor Buttons, Reflections and Refractions , Shiness and Specular High Lights , Standard Materials – blinn, Phong, Anisotropic, Multi – Layer , Mental, strauss, Translucent Shader,

UNIT IV

12Hrs

physical animation, Dynamic Properties, Using Compound Materials, Top/Bottom, Using Raytrace Materials, creating 3dwalkthrough animation , working with arnold, Basic Material Extensions – Paint Controls – Advanced Lighting –working with animation using 3 principle animation

UNIT V

12 Hrs

creating 3d animation, timetrack , rendering with Arnold, rendering with sequence animation, 3D Maps, animation key frame animation, working with Particle and flag animation, Smoke Map, Splat Map, Stucco Map, working with animation title animation, Normal Mapping , UVW Mapping, Unwrapping , animation with track editor, camera path animation

Total No. of Hrs: 60

TEXT BOOK:

1. Randi L. Derakhshani (2013), *Autodesk 3DS Max 2014 Essentials (1st ed.)*, Autodesk Official Press

REFERENCES:

1. TudorNita (2011), *3D Modelling Tutorials for Beginners*.
2. Doug Kelly, *Character animation in depth*, Creative professionals press
3. Eadweard Muybridge, *The Human Figure in Motion*

Subject Code	Subject Name : ACTING LAB					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22L06	Prerequisite : None					Lb	0	0/1	1/0		1	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
To develop an understanding of theatre and acting. To impart knowledge on a wide variety of theatrical styles and genre. Demonstrate knowledge of fundamental theatre skills. To educate understanding of Art, its history, and its relevance in film industry. To prepare the entry of students to professional theatre												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO-1: Learn techniques that stimulate acting skills.												
CO-2: Understand the different styles in performing arts..												
CO-3: Demonstrate different rasas in acting.												
CO-4: Exhibit adaptive acting skills acquired in the curriculum.												
CO-5: Create individual styles in acting.												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	2	2	3	3	3	3			
CO2	3	2	3	2	2	3	3	2	3			
CO3	2	3	3	2	1	3	3	1	1			
CO4	2	2	2	2	2	3	2	1	2			
CO5	2	3	3	1	1	3	3	1	3			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			2				
CO2		2			3			3				
CO3		1			3			3				
CO4		1			2			2				
CO5		1			2			2				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
							√					

Subject Code	Subject Name : ACTING LAB	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L06	Prerequisite : None	Lb	0	0/1	1/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

- Act like a comedian who has got involved in a tragic accident (without Dialogue)
- Act in a situation where you are not able to cry or laugh (with or without dialogue)
- Act in a situation where you are full of ANGER (without Dialogue, and involving only the face)
- Act as a mentally challenged person
- Act like a TRANSGENDER without hurting the sentiments of the gender.
- Show all the navarasa

Total no. of Hrs needed to complete the Lab: 30

REFERENCES:

A Handbook of the Stanislavski Method - Toby Cole • 2014 •
 Modern Acting: The Lost Chapter of American Film and Theatre - Cynthia Baron • 2016
 Acting Is Everything: An Actor's Guidebook for a Successful ...Judy Kerr • 2017

Subject Code	Subject Name : PROJECT-IV TELEVISION PRODUCTION					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22LO7	Prerequisite : None					Lb	0	0/1	4/0		3	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. To gain knowledge of television production from the planning stage through to its execution. 2. To learn the language of television, camera work, scripting, organizing a production. 3. To pitch a segment for a broadcaster, filming, editing, organizing a crew 4. To direct a live TV programme with multi-camera set up 5. To produce a TV segment in the genre of their choice (e.g. current affairs, music, arts, cooking etc) .												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Plan, develop and produce television segments which meet the broadcasting standards											
CO2	Critically reflect on the cultural space that television occupies within the medias cape											
CO3	Understand and deploy the language of television from camera movements to editing techniques											
CO4	Work effectively in a team and independently to organize a live TV broadcasting											
CO5	Reflect upon their own work, and evaluate the ideas of others											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	2	2	3	2	3	2	3			
CO2	3	3	3	3	1	3	3	1	3			
CO3	3	2	1	3	3	2	2	3	2			
CO4	3	3	3	3	1	2	1	3	2			
CO5	1	2	2	3	3	2	2	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			2					
CO3	3			1			2					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
							√					

Subject Code	Subject Name : PROJECT-IV TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22LO7	Prerequisite : None	Lb	0	0/1	4/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Create a script and make a 10 Minute Tv Program in Current Affairs and produce the same using ,multi cam setup

Subject Code	Subject Name: CRITICAL THINKING SKILL (CASE STUDY AND ANALYSIS OF TV PROGRAM)					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22I02	Prerequisite : None					IE	0	0/0	2/0		1	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<div>➤ To understand how different types of information is processed</div> <div>➤ To enhance critical thinking of students</div> <div>➤ To understand types of biases</div> <div>➤ To understand media bias</div> <div>➤ To critically evaluate media messages</div>												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Students will be able to understand the different types of images and how to process them											
CO2	Students will be able to think critically and process information accordingly											
CO3	Students will be able to understand the types of biases present in media											
CO4	Students will be trained on how to spot media bias											
CO5	Students will know to critically evaluate different messages in television and apply reasonable thinking											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	2	2	2	3	2	3	2	3			
CO2	3	3	3	3	1	3	3	1	3			
CO3	3	2	1	3	3	2	2	3	2			
CO4	3	3	3	3	1	2	1	3	2			
CO5	1	2	2	3	3	2	2	2	3			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			2			3					
CO2	3			3			2					
CO3	3			1			2					
CO4	3			2			2					
CO5	3			2			2					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
			√									

Subject Code	Subject Name: CRITICAL THINKING SKILL (CASE STUDY AND ANALYSIS OF TV PROGRAM)	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22I02	Prerequisite : None	IE	0	0/0	2/0	1
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Role of Information processing and bias
2. Types of biases told in television
3. Why do bias exist?
4. Spotting Media bias
5. Activities and case studies to develop critical thinking

Students have to submit a case study shown in **television** by critically evaluating it.

Total No of Hours: 30

Subject Code	Subject Name : FILM MAKING PROCESS		Ty/ Lb/ ETL	L	T/SLr	P/R	C					
HBAV22008	Prerequisite : None		Ty	4	0/0	0/0	4					
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Familiarize the student about the process involved in film production.➤ Make the student to understand the techniques involved in film making.➤ To make the student understand about Mechanics of Movies➤ To prepare them understand about Production of film➤ To makes them understand about Music Composers Role												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	understand the different Mechanism of a Movie.											
CO2	understand the different techniques used in Cinematography.											
CO3	prepare all the paper works done before the shoot											
CO4	link the editing techniques in their film.											
CO5	adapt the role Music Composers.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	1	0	1	1	1	2	3			
CO2	3	2	1	1	1	3	2	1	3			
CO3	3	2	1	1	3	3	1	2	3			
CO4	3	2	1	0	1	2	1	2	2			
CO5	2	1	2	1	3	2	0	0	2			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : FILM MAKING PROCESS	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22008	Prerequisite : None	Ty	4	0/0	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

12 Hrs

Mechanics of Movies – Development, Preproduction, Production, Post production, Distribution and marketing - The Director's Vision

Pre-Production – The Screen Writer – The Production Designer – From Script to Story Boards

UNIT – II

12 Hrs

Production – The Cinematographer's Role – Principles of Cinematic Exposure - Cinematography – Extreme Long Shot, Long Shot, Medium Long Shot, Medium Shot, Close Up, Extreme Close Up, Dutch Angle, Bird's Eye Shot – Pan – Tilt – Dolly, Tracking Shot – Mechanical – Pull Focus – Zoom – Transition.

UNIT – III

12 Hrs

Before the Shoot - Call sheet - Script supervisor report - Exhibit G - First aid report - Camera reports -Sound reports - Map - Misc. paperwork.

UNIT – IV

12 Hrs

Post Production - Film Editor – What is going to Stay, What is going to go & Why – Effects and Titles.

UNIT – V

12 Hrs

Music Composers Role – Sound – Sharing the film, Glossary of Terms.

Total No of Hrs: 60

TEXT BOOK:

1. Steven Ascher & Edward, *The filmmaker's Handbook*, 3rd Edition

REFERENCES:

1. Steven D.Katz, *Film Directing Shot by Shot : Visualizing from Concept to Screen* by Steven
2. *The Complete Film Production Handbook – 4th Edition*, Amazon Press

Subject Code	Subject Name : PROGRAMME ELECTIVE- CHARACTER MODELING				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22E01	Prerequisite : None				Ty	2	0/1	0/0	3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. Ensures the student is confident in creating Nurbs modeling and human anatomy 2. To make the student to create polygon creatures modeling using surface modeling 3. Familiarize with digital sculpt and details the modeling 4. To make the student do principle sculpting the modeling 5. To make the student to do character modeling and sculpt												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Students will identify the advanced modeling tools for sculpting											
CO2	Students will able to understand the advanced human anatomy with details											
CO3	Students will apply the creatures and living begin Concepts for creating innovative objects											
CO4	Students will be able to analyze the Haman anatomy /creatures with different poses											
CO5	Students will create character modeling with details in the viewports.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	1	0	1	1	1	2	3			
CO2	3	2	1	1	1	3	2	1	3			
CO3	3	2	1	1	3	3	1	2	3			
CO4	3	2	1	0	1	2	1	2	2			
CO5	2	1	2	1	3	2	0	0	2			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
					√							

Subject Code	Subject Name : PROGRAMME ELECTIVE- CHARACTER MODELING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22E01	Prerequisite : None	Ty	2	0/1	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit I

intro to human charater - polgen modeling - creating hand model- working with 3d reference - align 3d reference - working with 3d refernece in photoshop

working with character modeling reference settting.

Unit II

importing maya, working with hand, working with face model, creating with 3d reference modeling, creating with

Unit III

working with face modeling, creating low poly model ,converting high poly to low model

Unit IV

working with animal model ,all living being ,working with polygen and nurbs model ,working with human anatomy model

Unit V

creating a alien model ,creating concenpt creation, working with design and producation , converting blueprint to character modeling

Total No of Hours: 45

REFERENCES:

Edgeloop Character Modeling For 3D Professionals Only Paperback – Import, 19 September 2006

by Kelly L. Murdock (Author), Eric Allen (Author)

Subject Code	Subject Name : PROGRAMME ELECTIVE- CHARACTER ANALYSIS				Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22E02	Prerequisite : None				Ty	2	0/1	0/0	3			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
1. To understand character creation for film in terms of a characters profile, and its ultimate purpose in a composition or narrative. 2. To create interest in the topic of the film and motivate the young people by explaining what they’ll gain from film analysis. 3. To Introduce Syd Field’s theory and explain basic terms relating to the three-act structure. 4. To learn and show the three-act structure in action using examples from famous films 5. To learn How to write a character study												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Students will identify the advanced modeling tools for sculpting											
CO2	Students will able to understand the advanced human anatomy with details											
CO3	Students will apply the creatures and living begin Concepts for creating innovative objects											
CO4	Students will be able to analyze the Haman anatomy /creatures with different poses											
CO5	Students will create character modeling with details in the viewports.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	2	1	0	1	1	1	2	3			
CO2	3	2	1	1	1	3	2	1	3			
CO3	3	2	1	1	3	3	1	2	3			
CO4	3	2	1	0	1	2	1	2	2			
CO5	2	1	2	1	3	2	0	0	2			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
					√							

Subject Code	Subject Name : PROGRAMME ELECTIVE- CHARACTER ANALYSIS	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22E02	Prerequisite : None	Ty	2	0/1	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit I

Definition - importance of characters in movies - identification of self with the characters - stereotyping of characters

Unit II

Naming of characters - meaningful names for characters - novels to screen adaptation - matching name with personality - real names and nick names.

Unit III

Types of characterization - direct - indirect - protagonist - antagonist - supporting characters - the round, the static, the stock, symbolic. dynamic character.

Unit IV

Character and culture - methods of character analysis - physical description, action, inner thoughts, reactions, and speech

Unit V

Elements of character analysis - Physical Description.- Attitude/appearance - Dialogue - Thoughts - Reactions of Others -Action or Incident

Total No of Hours: 45

REFERENCES:

Character analysis book - Normal People by Sally Rooney

Subject Code	Subject Name : MAYA MODELING						Ty/ Lb/ ETL	L	T/SLr	P/R		C
HBAV22009	Prerequisite : Interest in 3d model creation						Ty	2	0/2	0/0		4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Ensures the student is confident in creating advanced object and human modelling.➤ To make the student to create polygon modelling and surface modelling.➤ Familiarize the animation using camera movement and manual.➤ To make the student do 12 principle of animation.➤ To make the student to do character animation using 12 principle												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Identify the advanced modelling by its tools											
CO2	Understand the advanced transformation of adjustments tools											
CO3	Apply the Boolean Concepts for creating innovative objects											
CO4	Analyze the timing and ease in /ease out for animation											
CO5	Create camera output in the viewports.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	0	0	3	0	3	2	1			
CO2	3	2	0	0	1	0	3	2	1			
CO3	1	1	3	3	2	1	3	1	3			
CO4	1	2	3	3	2	1	3	3	3			
CO5	2	2	3	3	2	1	3	3	3			
Cos/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		3			2			3				
CO2		3			3			2				
CO3		2			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
				√								

Subject Code	Subject Name : MAYA MODELING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22009	Prerequisite : Interest in 3d model creation	Ty	2	0/2	0/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

UNIT – I

12 Hrs

Introduction to Modeling , Exploring the Maya Interface, Customizing the Menu , Modeling menu , Techniques in Modeling – Polygon Modeling, surface Modeling, subdivision surfaces modeling, Primitive Objects – Polygon Basics, Poly Editing Tools.

UNIT – II

12 Hrs

Transforms- Move Tool, Rotate Tool, Scale Tool , creating Simple models from primitives, Co-ordinate System, Object Pivot, setting the object pivot, keyboard short cuts, Creating object copies, instance copies- duplicate option, grouping combining objects.

UNIT – III

12 Hrs

working with types of Boolean operations – Booleans union, Booleans difference, Boolean intersection. New object creating using Boolean, Modeling using Object Components, Modifying object components, combine - separate -extract - fill caps option, Box Modeling , models using extrude – face extrusion- bevel , bevel plus ,

UNIT – IV

12 Hrs

working with ,material in hyper shape – working with area light - direction light – dome light - straight ahead action and pose to pose action, follow through and overlapping action, ease – in and out, - working with key frame – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound.

UNIT – V

12 Hrs

intro to UV maps - planer , automatic mapping , - Lights – Standard Lights, Arnold Rendering - Texturing : Normal Mapping, UV unwrapping, Arnold Shaders, Rendering .

Total No of Hrs :60

TEXT BOOK:

1. Mastering Autodesk Maya : Autodesk Official Press

REFERENCES:

1. Gary Oliverio, *Maya Character Modelling*
2. Todd Palamar, *Mastering Autodesk Maya 2017*, Sybex Publications

Subject Code:	Subject Name: ENTREPRENURSHIP DEVELOPMENT	T/L/ETL	L	T / S.Lr	P/R	C
HBCC22002	Prerequisite : Basic knowledge in entrepreneurship development	Ty	3	0/0	0/0	3

L : Lecture, T : Tutorial, SLr : Supervised Learning, P: Project, R : Research, C : Credits,
T/L/ETL : Theory / Lab / Embedded Theory and Lab

OBJECTIVES

1. To enrich the students towards the knowledge of entrepreneurial skills and to make the students understand the approaches to attain the goals of the business.
2. To recognize the value of problem solving, effective business management and entrepreneurial thinking to business development.
3. To identify the key factors and be able to apply the key entrepreneurial process – command and control, calculated risk-taking and opportunity recognition to business development

COURSE OUTCOMES (Cos)

Students completing this course Will be able to

CO1	Provide information related to entrepreneurship
CO2	Make students state the importance of entrepreneurial development
CO3	State the importance of business idea generations
CO4	Gain knowledge on various EDP organized by Government Sectors
CO5	Provide them the nature of economic development and entrepreneurial growth.

Mapping of Course Outcome with Program Outcome (POs)

Sem			Coursecode:						
VI			Programme Outcomes(Pos)						
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	2	3	2	3	3	3	3	2	3
CO2	3	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	3	3	3	2
CO4	2	3	2	3	3	3	3	2	3
CO5	3	3	3	3	2	3	2	3	3

Sem -VI	Programme Specific Outcomes(PSOs)		
Cos	PSO1	PSO2	PSO3
CO1	3	3	2
CO2	2	2	3
CO3	3	3	2
CO4	3	3	3
CO5	3	2	3

3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low

Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/ Skill component	Inter disciplinary
			✓						

Subject Code:	Subject Name:	T/L/ ETL	L	T / S.Lr	P/R	C
HBCC22002	ENTREPRENURSHIP DEVELOPMENT					
	Prerequisite :	Ty	3	0/0	0/0	3
	Basic knowledge in entrepreneurship development					
L : Lecture, T : Tutorial, SLr : Supervised Learning, P: Project, R : Research, C : Credits, T/L/ETL :Theory / Lab / Embedded Theory and Lab						

UNIT I: Concept of Entrepreneurship

9 HRS

Entrepreneurship - Meaning - Types - Qualities of an Entrepreneur - Classification of Entrepreneurs - Factors influencing Entrepreneurship - Functions of Entrepreneurs.

UNIT II: Entrepreneurial Development Agencies.

9 HRS

Commercial Banks - District Industries Centre - National Small Industries Corporation Small Industries Development Organisation - Small Industries Service Institute. All India Financial Institutions. SIPCOT and its objectives. MSME Sector and its coverage Objectives of Ministry of MSME. Role and Functions of MICRO Small and Medium Enterprises - Development Organisation (MSME - DO) - Objectives of SIDCO - Functions of Tamil Nadu SIDCO - IRBI and its Role. NABARD and its role in the Rural Development of India - Introduction to Micro Units Development Refinance Agency (MUDRA)

UNIT III: Project Management

9 HRS

Business idea generation techniques - Identification of Business opportunities – Feasibility study - Marketing, Finance, Technology & Legal Formalities - Preparation of Project Report- Tools of Appraisal.

UNIT IV - Entrepreneurial Development Programmes

9 HRS

Entrepreneurial Development Programmes (EDP) - Role, relevance and achievements – Role of Government in organizing EDPs- Critical evaluation

UNIT V - Economic Development and Entrepreneurial growth

9 HRS

Role of Entrepreneur in Economic growth - Strategic approaches in the changing Economics scenario for small scale Entrepreneurs - Networking, Niche play, Geographic Concentration, Franchising / Dealership - Development of Women Entrepreneurship. Self-help groups and empowerment of Women in India - Financing SHG and their role in Micro-financing. Financial inclusion and its penetration in India, Challenges and Government role in Financial inclusion – Pradhan Mantri Jan-Dhan Yojana - Six Pillars of Its Mission objectives

Total No. of Hrs: 45

Books for Study :

1. Saravanel, P. Entrepreneurial Development, Principles, Policies and Programmes, EssPee Kay Publishing House - 1997, Chennai.
2. Tulsian, P.C & Vishal Pandey, Business Organization and Management, Pearson Education India, 2002, Delhi.

Books for Reference :

1. Janakiram, B, and Rizwana, M, Entrepreneurship Development, Text and Cases, Excel Books India, 2011, Delhi.
2. Arun Mittal & Gupta, S.L - Entrepreneurship Development, International Book House Pvt. Ltd, 2011, Mumbai.
3. Anil Kumar, S, Poornima, S, Abraham, K, Jayashree, K - Entrepreneurship Development, Newage International (P) Ltd, 2012, Delhi
4. Gupta C B and Srinivasan NP, Entrepreneurial Development, Sul

Subject Code	Subject Name : MAYA MODELLING LAB					Ty/ Lb/ ETL	L	T/SLr	P/R		C	
HBAV22L08	Prerequisite : Basic Interest in 3D Modeling and Texturing					Lb	0	0/0	4/0		2	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
➤												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Understands about inorganic objects											
CO2	Understand techniques for mapping											
CO3	Learn about advanced camera movements											
CO4	Analyze the vertices and coordinates for Polygons modelling											
CO5	Create 3d animation with 12 principles											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	3	3	3	3	3	3			
CO2	2	3	2	2	1	2	1	2	2			
CO3	2	3	3	3	3	2	3	3	3			
CO4	3	3	2	3	3	2	1	2	1			
CO5	3	3	3	3	1	3	3	3	2			
COs/PSOs		PSO1			PSO2			PSO3			PSO4	
CO1		1			3			3				
CO2		3			3			1				
CO3		3			3			2				
CO4		3			3			3				
CO5		3			1			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
							√					

Subject Code	Subject Name : MAYA MODELLING LAB	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L08	Prerequisite : Basic Interest in 3D Modeling and Texturing	Lb	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create the dining table with material lighting
2. Create a party hall with all interior assets
3. Create the model of any cartoon model
4. Create any gun model .
5. Create the interior model for living room.

Total No. of Hours : 60

TEXT BOOK:

1. Mastering Autodesk Maya : Autodesk Official Press

REFERENCES:

1. Gary Oliverio, *Maya Character Modelling*
2. Todd Palamar, *Mastering Autodesk Maya 2017*, Sybex Publications

Subject Code	Subject Name : PROJECT-V SHORT FILM	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22L09	Prerequisite : None	Lb	0	0/1	4/0	3						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To enhance the narrative style of students➤ To showcase their skills as well as talent in film making.➤ To facilitate team work among students.➤ To apply theoretical, critical, and historical concepts when making their own projects.➤ To use the emerging technologies in their project.												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	Recollect the entire film production process.											
CO2	Understand how to handle film crew.											
CO3	Analyze the script and screenplay short film.											
CO4	Plan and direct the film based on the developed script.											
CO5	Create the short film.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	2	1	1	1	2	0	1	1			
CO2	3	2	2	1	0	3	0	1	2			
CO3	2	1	1	0	2	2	0	1	2			
CO4	3	3	2	1	0	3	1	2	3			
CO5	3	3	3	1	2	3	1	1	3			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project		Internships/Technical Skills		Soft Skills	
							√					

Subject Code	Subject Name : PROJECT-V SHORT FILM	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L09	Prerequisite : None	Lb	0	0/1	4/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

PROJECT:

Create a 5 Minutes Short Film(shoot with a camera or create it in 3D)
on the issues faced by WOMAN in modern society.

Subject Code	Subject Name CLAY MODELLING	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22I03	Prerequisite : None	IE	0	0/0	4/0	2						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To enhance the students to understand the concepts of clay modeling.➤ Make them to create basic forms and shapes with clay➤ Makes them to work with water colors to create backdrop➤ Makes them to create stop motion animation➤ Student will learn the concept of clay modeling and stop motion animation												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO-1: Recall the Clay Model with complete details												
CO-2: Understand the basic forms and shapes with clay												
CO-3: Applied a Backdrop in water color												
CO-4: Made to analyze a movie using Stop Motion Animation Technique												
CO-5: Create a clay model and video project.												
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	2	3	2	3	3	2	3	3	3			
CO2	3	3	3	3	3	2	3	2	3			
CO3	2	3	3	2	1	2	3	3	3			
CO4	1	2	3	2	2	2	3	2	3			
CO5	2	2	3	2	2	2	1	1	3			
COs/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			2				
CO2		3			3			3				
CO3		3			2			3				
CO4		2			3			3				
CO5		2			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
								√				

Subject Code	Subject Name CLAY MODELLING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22I03	Prerequisite : None	IE	0	0/0	4/0	2
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

- Create at least 2 characters in Clay Model with complete details
- Create a Backdrop in water color and mount the same on any card board
- Animate 2 characters for a sequence on the backdrop created using the water color
- Create a movie using Stop Motion Animation Technique
- Record / Create necessary background score for the animation movie
- Create a STOP MOTION animation film using necessary video editing using editing tools and publish the same

Total No. of Hrs needed to Complete the Lab: 60

REFERENCE BOOKS:

AN ESSENTIAL GUIDE TO GETTING STARTED IN THE ART OF SCULPTING CLAY-
By Jeanie Hirsch

Subject Code	Subject Name : MEDIA LAWS & PROFESSIONAL ETHICS	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22010	Prerequisite : none	Ty	3	0/0	0/0	3						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ To provide a basic knowledge of the Indian constitution.➤ To focus on various laws related to media in India➤ To throw light on Intellectual Property Rights➤ To educate the students on the ethics to be possessed by media professionals➤ To provide knowledge on Cyber law in India												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	understand the history of media laws in India											
CO2	equipped with a thorough knowledge of laws related to media in India.											
CO3	well-versed in the ethical codes existing for various media in India.											
CO4	To understand the cyber laws in India											
CO5	To understand ethics in Indian Media											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	0	2	2	3	1	3			
CO2	2	0	2	3	3	3	2	1	3			
CO3	3	1	3	3	1	2	1	3	2			
CO4	2	2	2	3	3	3	3	3	3			
CO5	3	2	3	2	1	3	2	3	2			
COs/PSOs	PSO1			PSO2			PSO3			PSO4		
CO1	3			1			3					
CO2	3			1			3					
CO3	3			1			3					
CO4	3			1			3					
CO5	3			1			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
				√								

Subject Code	Subject Name : MEDIA LAWS & PROFESSIONAL ETHICS	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22010	Prerequisite : none	Ty	3	0/0	0/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit I :

9 Hrs

Fundamental rights in the Indian Constitution, Directive principles of state policy, Powers and privileges of parliament, Freedom of press and restrictions

Unit II :

9 Hrs

Official Secrets Act, RTI, Broadcasting code of conduct – Media representation of women and children - bias — Obscenity - Cable TV Network (Regulation) Act, Prasar Bharati Act, Press Council.

Unit III :

9 Hrs

Advertising Standard Council of India – Restrictive Trade Practices Act, The Designs Act, Trade and Merchandise Marks Act, The Patents act, The Copyright Act

Unit IV :

9 Hrs

Film – The Cinematography Act, Cine Workers Welfare Cess Act, Cinema Theatre Workers Act, film censorship, Ethics of telecasting, codes for radio and Television, Code of ethics for advertising

Unit V :

9 Hrs

Press council's code of ethics for journalists, cyber laws in India, Piracy, Information Technology Act.

Total No of Hours: 45

TEXT BOOK :

1. Media Law & ethics – M.Neelamalar

REFERENCE BOOKS :

1. Media Law :Its Ethics & Ethos – Devesh Kishore/g. S.Gard
2. Media Law & Ethics – Roy L . Moore. Michael D.Murray

1. Internship

Subject Code	Subject Name : INTERNSHIP-ANIMATION	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L10	Prerequisite : Maya & Max	Lb	0	0/0	8/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Enhance the student knowledge to create 3D character animation.➤ To Ensures Students will able to create 3D short film.➤ To enhance the Students will able to create lip sync and voiceover.➤ To create the Students about 3d title animation.➤ Students will able to create automation and product model animation using (rigging and animation).									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	identify the advanced modeling by its tools								
CO2	understand the advanced animation & rigging.								
CO3	apply the animation for creating innovative objects								
CO4	analyze the timing for animation project development								
CO5	create camera output in the viewports								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	1	1	2	2	2	2	2	2	3
CO2	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	2	3	2	3
CO4	3	3	2	2	2	3	2	1	2
CO5	3	3	3	1	0	3	2	1	1
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	3			3			2		
CO3	3			3			0		
CO4	3			2			3		
CO5	1			1			1		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
					√				

Subject Code	Subject Name : INTERNSHIP-ANIMATION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L10	Prerequisite : Maya & Max	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students go to internship to hands on training and experience from industry for postproduction works and gain practical knowledge.

2. Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code	Subject Name : INTERNSHIP-DIRECTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L11	Prerequisite : Film Making Techniques	Lb	0	0/0	8/0	4			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Students study about developing stories and script.➤ Students know the different types of script writing formats.➤ Students able to the understanding the production process.➤ Students learn the direction, production and cinematography.➤ Ensures the student have gain the knowledge in the production, direction, distribution.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO-1: Remember and recall to develop a story, script and its scenes and sequences.									
CO-2: Understand the different types of script writing formats.									
CO-3: Apply their ideas in production process, financing and direction .									
CO-4: Analyze the direction and cinematography angles, shots, movements.									
CO-5: Create short and feature film.									
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	1	0	1	1	2	1	2
CO2	2	1	0	1	2	2	0	2	3
CO3	3	1	3	1	2	3	0	2	2
CO4	2	1	1	0	1	2		1	2
CO5	2	2	0	1	2	3	1	2	3
COs/PSOs		PSO1			PSO2		PSO3		
CO1		3			3		3		
CO2		3			3		3		
CO3		3			3		3		
CO4		3			3		3		
CO5		3			3		3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
					√				

Subject Code	Subject Name : INTERNSHIP-DIRECTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L11	Prerequisite : Film Making Techniques	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students go to internship to hands on training and experience from film industry and gain practical knowledge.

2.Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code	Subject Name : INTERNSHIP-ADVANCED PHOTOGRAPHY		Ty/ Lb/ ETL	L	T/SLr	P/R	C		
HBAV22L12	Prerequisite : Camera Techniques		Lb	0	0/0	8/0	4		
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Students learn about commercial product shooting its techniques.➤ Introduction of lighting and the current trends of photography.➤ Students can commercial product camera angles.➤ Students can able to shoot the advertising product photographs with models.➤ Ensures the student to shoot professional advertising photographs with models.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Students can remember and recall the product advertising photographs.								
CO2	Students are understand the different types of lightings and concepts.								
CO3	Students are applied their ideas to capture the products advertisements.								
CO4	Students can know to analyze the advertising photos camera angles, product positioning and shoot with models.								
CO5	Students can able to create advertising photograph in different concepts.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	1	1	2	2	2	2	2	2	3
CO2	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	2	3	2	3
CO4	3	3	2	2	2	3	2	1	2
CO5	3	3	3	1	0	3	2	1	1
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	3			3			2		
CO3	3			3			0		
CO4	3			2			3		
CO5	1			1			1		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
					√				

Subject Code	Subject Name :	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L12	INTERNSHIP-ADVANCED PHOTOGRAPHY Prerequisite : Camera Techniques	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students go to internship to hands on training and experience from industry and gain practical knowledge.

2.Students will submit the daily activity report as project and viva will be conducted for final examination.

Subject Code	Subject Name : INTERNSHIP- TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22L13	Prerequisite : Television Production Techniques	Lb	0	0/0	8/0	4						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">Familiarize the student about the process involved in TV shows.Make the student to understand the techniques involved in TV Program Production.Ensures that the student create different type of program from the scratch to an successful finished product.To makes the students understand about Video editing.Familiarize the students about the process of Indoor and Outdoor shooting techniques.												
COURSE OUTCOMES (Cos) Students completing this course were able to												
CO1	outline the camera techniques used in TV Program.											
CO2	understand to compose a scene and lighting.											
CO3	link the editing techniques in the TV shows.											
CO4	illustrate the overall production process for a TV show.											
CO5	adapt the techniques in order to create a Indoor and Outdoor shoot.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	2	2	3	3	2	3			
CO2	3	2	3	2	1	3	3	2	2			
CO3	3	2	2	3	1	3	2	2	2			
CO4	3	2	2	2	1	3	2	1	2			
CO5	3	2	3	3	1	3	2	1	2			
COs/PSOs	PSO1			PSO2			PSO3					
CO1	3			3			3					
CO2	3			3			3					
CO3	3			3			3					
CO4	3			3			3					
CO5	3			3			3					
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
							√					

Subject Code	Subject Name : INTERNSHIP- TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L13	Prerequisite : Television Production Techniques	Lb	0	0/0	8/0	4
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Students go to internship to hands on training and experience from television industry and gain practical knowledge.

2. Students will submit the daily activity report as project and viva will be conducted for final examination.

2. Portfolio

Subject Code	Subject Name : PORTFOLIO-ANIMATION	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L14	Prerequisite : Maya & Max	Lb	0	0/0	20/0	10			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Enhance the student knowledge to create 3D character animation.➤ To Ensures Students will able to create 3D short film.➤ To enhance the Students will able to create lip sync and voiceover.➤ To create the Students about 3d title animation.➤ Students will able to create automation and product model animation using (rigging and animation).									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Identify the advanced modeling by its tools								
CO2	Understand the advanced animation & rigging.								
CO3	Apply the animation for creating innovative objects								
CO4	Analyze the timing for animation project development								
CO5	Create camera output in the viewports								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	1	1	2	2	2	2	2	2	3
CO2	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	2	3	2	3
CO4	3	3	2	2	2	3	2	1	2
CO5	3	3	3	1	0	3	2	1	1
COs/PSOs		PSO1			PSO2		PSO3		
CO1		3			2		2		
CO2		3			3		2		
CO3		3			3		0		
CO4		3			2		3		
CO5		1			1		1		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
					√				

Subject Code	Subject Name : PORTFOLIO-ANIMATION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L14	Prerequisite : Maya & Max	Lb	0	0/0	20/0	10
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Create your portfolio on 3D Modeling and Animation on any topic related to any MORAL STORY with detail SCRIPT and STORY BOARD

Portfolio should include the following

1. Full details of the model with regard to textures, hair and fur (if required)
2. Required animation walk cycle with necessary Animation Principles involved

Models should have LIP SYNC with necessary facial expression

Subject Code	Subject Name : PORTFOLIO- DIRECTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C			
HBAV22L15	Prerequisite : Film Making Techniques	Lb	0	0/0	20/0	10			
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Students study about developing stories and script.➤ Students know the different types of script writing formats.➤ Students able to the understanding the production process.➤ Students learn the direction, production and cinematography.➤ Ensures the student have gain the knowledge in the production, direction, distribution.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO-1: Remember and recall to develop a story, script and its scenes and sequences.									
CO-2: Understand the different types of script writing formats.									
CO-3: Apply their ideas in production process, financing and direction .									
CO-4: Analyze the direction and cinematography angles, shots, movements.									
CO-5: Create short and feature film.									
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	3	1	0	1	1	2	1	2
CO2	2	1	0	1	2	2	0	2	3
CO3	3	1	3	1	2	3	0	2	2
CO4	2	1	1	0	1	2		1	2
CO5	2	2	0	1	2	3	1	2	3
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			3			3		
CO2	3			3			3		
CO3	3			3			3		
CO4	3			3			3		
CO5	3			3			3		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Category	Basic Sciences	Engg. Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills
					√				

Subject Code	Subject Name : PORTFOLIO- DIRECTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L15	Prerequisite : Film Making Techniques	Lb	0	0/0	20/0	10
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Create a portfolio on a telefilm – duration not exceeding 15 minutes with a proper story board ,usage of camera – lights – indoor and outdoor shoots with clap board

The telefilm should include

- Proper Script
- Artist Finalization
- Proper Location (fixing the location)
- Budgeting
- Callsheet
- Shooting Schedule
- Production process (shooting)
- EDL to be maintained
- Editing
- Dubbing
- Sound Effects
- BGM
- Final Out

Subject Code	Subject Name : PORTFOLIO-ADVANCED PHOTOGRAPHY			Ty/ Lb/ ETL	L	T/SLr	P/R	C	
HBAV22L16	Prerequisite : Camera Techniques			Lb	0	0/0	20/0	10	
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab									
OBJECTIVES									
<ul style="list-style-type: none">➤ Students learn about commercial product shooting its techniques.➤ Introduction of lighting and the current trends of photography.➤ Students can commercial product camera angles.➤ Students can able to shoot the advertising product photographs with models.➤ Ensures the student to shoot professional advertising photographs with models.									
COURSE OUTCOMES (Cos)									
Students completing this course were able to									
CO1	Students can remember and recall the product advertising photographs.								
CO2	Students are understand the different types of lightings and concepts.								
CO3	Students are applied their ideas to capture the products advertisements.								
CO4	Students can know to analyze the advertising photos camera angles, product positioning and shoot with models.								
CO5	Students can able to create advertising photograph in different concepts.								
Mapping of Course Outcome with Program Outcome (POs)									
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	1	1	2	2	2	2	2	2	3
CO2	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	2	2	3	2	3
CO4	3	3	2	2	2	3	2	1	2
CO5	3	3	3	1	0	3	2	1	1
COs/PSOs	PSO1			PSO2			PSO3		
CO1	3			2			2		
CO2	3			3			2		
CO3	3			3			0		
CO4	3			2			3		
CO5	1			1			1		
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low									
Catego ry	Basic Sciences	Engg. Scien ce	Humanitie s & social Science	Progra m Core	Progra m Electi ve	Open Electiv e	Practical/Pro ject	Internships/Tech nical Skills	Soft Skill s
					√				

Subject Code	Subject Name : PORTFOLIO- ADVANCED PHOTOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L16	Prerequisite : Camera Techniques	Lb	0	0/0	20/0	10
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

1. Create a portfolio for a new product in Digital Format – and mention Camera Angles along with lighting details and submit a multicolored Product Catalogue

Portfolio should include the following

- Creation of appropriate set design
- Shooting in Outdoor with product – sunlight/moonlight
- Should demonstrate Aperture, Shutter Speed, and Depth of Field on at least in 4 different lightings – harsh lighting –soft lighting –snoot - silhouette
- Shooting in Indoor with models

Subject Code	Subject Name : PORTFOLIO-TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C						
HBAV22L17	Prerequisite : Television Production Techniques	Lb	0	0/0	20/0	10						
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab												
OBJECTIVES												
<ul style="list-style-type: none">➤ Familiarize the student about the process involved in TV shows.➤ Make the student to understand the techniques involved in TV Program Production.➤ Ensures that the student create different type of program from the scratch to an successful finished product.➤ To makes the students understand about Video editing.➤ Familiarize the students about the process of Indoor and Outdoor shooting techniques.												
COURSE OUTCOMES (Cos)												
Students completing this course were able to												
CO1	Outline the camera techniques used in TV Program.											
CO2	Understand to compose a scene and lighting.											
CO3	Link the editing techniques in the TV shows.											
CO4	Illustrate the overall production process for a TV show.											
CO5	Adapt the techniques in order to create a Indoor and Outdoor shoot.											
Mapping of Course Outcome with Program Outcome (POs)												
Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9			
CO1	3	3	3	2	2	3	3	2	3			
CO2	3	2	3	2	1	3	3	2	2			
CO3	3	2	2	3	1	3	2	2	2			
CO4	3	2	2	2	1	3	2	1	2			
CO5	3	2	3	3	1	3	2	1	2			
Cos/PSOs		PSO1			PSO2			PSO3				
CO1		3			3			3				
CO2		3			3			3				
CO3		3			3			3				
CO4		3			3			3				
CO5		3			3			3				
3/2/1 Indicates Strength Of Correlation, 3 – High, 2- Medium, 1- Low												
Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/Technical Skills	Soft Skills			
					√							

Subject Code	Subject Name : PORTFOLIO-TELEVISION PRODUCTION	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L17	Prerequisite : Television Production Techniques	Lb	0	0/0	20/0	10
L : Lecture T : Tutorial SLr : Supervised Learning P: Project R : Research C : Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Create your portfolio on Television Production Program on current affairs
.duration 10 minutes – indoor or outdoor

Portfolio should include the following

- At least 2 characters
- Should have more than 3 different locations and different environment
- Should use multi camera setup
- Should have necessary Script, Screen Play, Dialogues and Direction by an individual
- Should have used Computer Graphics at least for the Title Animation.

Subject Code :	Subject Name UNIVERSAL HUMAN VALUES					Ty/Lb/ETL	L	T/SLr	P/R	C
HBCC22ET1	Prerequisite : None					Ty	2	0/0	2/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P : Project R : Research C: Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab										
OBJECTIVES : <ul style="list-style-type: none">➤ Describe meaning, purpose, and relevance of universal human values.➤ Understand the importance of values in individual, social, career, and national life.➤ Learn from lives of great and successful people who followed and practiced human values and achieved self-actualization.➤ Understand and practice professional ethics with the goal for the universal wellness										
COURSE OUTCOMES (Cos) : Students completing the course were able to										
CO1	Become conscious practitioners of values									
CO2	Realize their potential as human beings and conduct themselves properly in the ways of the world.									
CO3	Develop integral life skills with values									
CO4	Inculcate and practice them consciously to be good human beings.									
CO5	Practice professional ethics with the goal for the universal wellness									
Mapping of Course Outcomes with Program Outcomes (POs)										
COs/POs		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1		3	2	2						
CO2		3	0	1						
CO3		3	1	1						
CO4		3	2	2						
CO5		3	2	2						
Category	Basic Sciences	Engg Sciences	Humanities & Social Sciences	Program core	Program Electives	Open Electives	Practical / Project	Internships / Technical Skills		Soft Skills
										√

Subject Code :	Subject Name UNIVERSAL HUMAN VALUES	Ty/Lb/E TL	L	T/ SLr	P/R	C
HBCC22ET1	Prerequisite : None	Ty	2	0/0	2/0	3
L : Lecture T : Tutorial SLr : Supervised Learning P : Project R : Research C: Credits T/L/ETL : Theory / Lab / Embedded Theory and Lab						

Unit 1 Love and Compassion:

Love and its forms: love for self, parents, family, friend, spouse, community, nation, humanity, nature and other beings—living and non-living. Love and compassion and inter-relatedness, Individuals who are remembered in history for love and compassion and what will learners gain if they practice love and compassion

Related activities: Sharing learner's individual and/or group experience(s), community outreach program to manifest love and compassion toward people and nature, Simulated Situations, Case studies

UNIT 2:

Truth and Righteousness: Universal truth, truth as value (artha), truth as fact (satya), veracity, sincerity, honesty among others. Understanding righteousness, Righteousness and dharma, righteousness and propriety, Individuals who are remembered in history for practicing truth and righteousness and what will learners gain if they practice Truth and Righteousness
Sharing learner's individual and/or group experience(s), exercises on ease with truth can be recalled consistently, Simulated Situations, Case studies

Unit 3:

Non-Violence and Peace; pre-requisites for non-violence- Love, compassion, empathy, and sympathy, Ahimsa as non-violence and non-killing, the impact of practicing non-violence- Peace, harmony and balance, Individuals and organizations that are known for their commitment to non- violence and peace, and what will learners gain if they practice non-violence and work towards peace

Sharing learner's individual and/or group experience(s), Simulated Situations, Case studies

Unit 4:

Renunciation (Sacrifice) Tyaga: Renunciation and sacrifice, developing a balance between enjoyment and sacrifice, Bhoga(enjoyment) with tyagabhava and tyaga (Sacrifice) with bhogabhava is the root of all human and literary values, enjoying life and freedom with responsibility and What will learners learn/gain if they practice renunciation and sacrifice
Social outreach programs for sharing and caring experience, expressing gratitude, Sharing learner's individual and/or group experience(s), Simulated Situations , Case studies

Unit 5:

Professional Ethics: Understanding Acceptance of human values and Ethical Human Conduct, Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order, Developing Competence in professional ethics and practicing it, to utilize the professional competence for augmenting universal human order and create people friendly eco-friendly identify the scope and characteristics of people friendly and eco-friendly systems for the wellness of the universe as a whole.

Exercises to propagate people friendly eco-friendly activities both creative and functional, Brain storming, Sharing learner's individual and/or group experience(s), Simulated Situations , Case studies

References and Suggested Readings:

Human Values and Professional Ethics by R R Gaur, R Sangal, G P Bagaria, Excel Books, New Delhi, 2010

The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi

Basham, A.L. 1954. The Wonder That Was India. London: Picador Press.

Basu, D.D. 2015. Workbook on the Constitution of India, Paperback Edition. Nagpur: Lexisnexis.

Ghosh, Sri Aurobindo. 1998. The Foundations of Indian Culture. Pondicherry: Sri Aurobindo Ashram.

Joshi, Kireet. 1997. Education for Character Development. Delhi: Dharam Hinduja Centre of Indic Studies.

Milton, Rokeach. 1973. The Nature of Human Values. New York: The Free Press.

Mookerji, Radha K. 1989. Ancient Indian Education. Delhi: Motilal Banarasadass

Saraswati, Swami Satyananda .2008. Asana Pranayama Mudra Bandha. Munger, India: Bihar School of Yoga.