FACULTY OF HUMANITIES AND SCIENCE

LEARNING OUTCOME BASED CURRICULUM

Curriculum and Syllabus

B.Sc (Film Technology)

REGULATION 2022

DEPARTMENT OF VISCOM & ANIMATION

VISION

To produce well knowledged 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 - Students will be proficient in Film technology which includes Direction, Screen Play Writing, Cinematography, Editing, Sound Recording & Sound Designing and Acting.

PEO 2 -Students will successfully lead a team with having different type of diverse members and divergent conditions of working.

PEO 3 - Studentswill be creating, adopting and absorbing new technology and social system and values in the face of ever changing professional requirements through lifelong learning attributes.

PROGRAMME SPECIFIC OUTCOMES

PSO-1: Students will sharpen their skills of storytelling in cinematic forms with aesthetic values and will also know how to work with team members.

PSO-2: Students will explore, visualize and practice the art of visual storytelling through camera.

PSO-3: Students will sharpen their skills in editing and sound designing to gain a comprehensive knowledge of the practices, means of artistic expression and become efficient in their related technical equipment and software.

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	3	3	3
PEO 3	3	3	3	3

PEO -PO MAPPING

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

PEO - PSO MAPPING

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

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

S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
		I SEMESTER					
		Title of the Subject					
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	HBFT22ID1	Allied-1-Indian Art & Culture	3	2	0/1	0/0	Ty
4	HBFT22001	History of World Cinema	3	3	0/0	0/0	Ty
5	HBCC22001	Environmental Studies	3	3	0/0	0/0	Ty
		PRACTICAL					
6	HBFT22ET1	Non Linear Editing	3	2	0/0	2/0	ETP
7	HBCC22I01	Communication Skill	1	0	0/0	2/0	IE
8	HBCC22I02	Soft Skill-I	1	0	0/0	2/0	IE
9	HBFT22L01	Project-I-World Cinema Critics	2	0	0/0	4/0	Lb

Credits Sub Total:22

S.NO	Sub.Code	THEORY	C	L	T/SLr	P/R	Ty/Lb/ETP/IE
		II SEMESTER					
		Title of the Subject					
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	HBFT22002	Scripting for Media	3	2	0/1	0/0	Ty
4	HBFT22003	Motion Picture - Camera & Lenses	3	2	0/1	0/0	Ty
		PRACTICAL					
6	HBFT22ET2	Orientation to Film Technology	3	2	0/0	2/0	ETP
7	HBFT22L02	Script for Short Film	2	0	0/0	4/0	Lb
8	HBCC22I03	Soft Skill -II	1	0	0/0	2/0	IE
9	HBFT22L03	Project-II - Cinematography	4	0	0/0	8/0	Lb
10	HBCC22L01	Computer Software Lab	2	0	0/0	4/0	Lb

Credits Sub Total: 24

S.NO	Sub.Code	Title of the Subject THEORY	C	L	T/SLr	P/R	Ty/Lb/ ETP/IE
1	HBFT22ID2	Allied-II-Television Production Techniques	3	3	0/0	0/0	Ty
2	HBFT22004	Directing Actors	4	2	0/2	0/0	Ty
3	HBFT22005	Technology and Aesthetics of Sound	3	3	0/0	0/0	Ty
4	HBFT22006	Elements of Film Direction	4	4	0/0	0/0	Ty
		PRACTICAL					
6	HBFT22L04	Sound Mixing Lab	2	0	0/0	4/0	Lb
7	HBAV22I01	Team Skills	1	0	0/0	2/0	IE
8	HBFT22L05	Acting Skills	1	0	0/0	2/0	Lb
9	HBFT22L06	Project-III-Television Show	4	0	0/0	8/0	Lb

Credits Sub Total:22

S.NO	Sub.Code	Title of the Subject THEORY	C	L	T/SLr	P/R	Ty/Lb/ ETP/IE
1	HBFT22ID3	Allied-III-Contemporary Documentaries and News Reel	3	2	1/0	0/0	Ty
2	HBFT22007	Direction Practices	3	2	0/1	0/0	Ty
3	HBFT22008	Digital Image Techniques	3	2	0/1	0/1	Ty
4	HBXX22OEX	Open Elective-I	3	3	0/0	0/0	Ty
		PRACTICAL					
5	HBFT22ET3	Misc-en-scene	3	2	0/0	2/0	ETP
6	HBFT22L07	Digital Image Techniques Lab	2	0	0/0	4/0	Lb
7	HBFT22L08	Project-IV- Montage Song Making	3	0	0/0	6/0	Lb
8	HBXX22OL	Open Elective Lab	2	0	0/0	4/0	Lb
9	HBFT22I01	Critical Thinking Skills -Production Set Analysis	1	0	0/0	2/0	IE

Credits Sub Total: 23

		V SEMESTER					
		Title of the Subject				**P/R**	**Ty/Lb/ ETP/IE**
S.NO	**Sub.Code**	**THEORY**	**C**	**L**	**T/SLr**		
1	HBFT22009	New Media & OTT Platforms	3	2	1/0	0/0	Ty
2	HBFT22010	Media Distribution & Censor Board	3	3	0/0	0/0	Ty
3	HBFT22011	3D Title Animation	3	2	0/1	0/1	Ty
4	HBCC22002	Entrepreneurship Development	3	3	0/0	0/0	Ty
		PRACTICAL					
5	HBFT22ET4	Digital Compositing & Visual Effects	3	2	0/0	2/0	ETP
6	HBFT22L09	3D Title Animation Lab	2	0	0/0	4/0	Lb
7	HBFT22L10	Project V - Feature Film Scripting	3	0	0/0	6/0	Lb
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: 22

		VI SEMESTER					
		Title of the Subject				**P/R**	**Ty/Lb/ ETP/IE**
S.NO	**Sub.Code**	**THEORY**	**C**	**L**	**T/SLr**		
1	HBFT22LXX	Internship-Elective	4	0	0/0	8/0	Lb
2	HBFT22LXX	Portfolio-Elective	10	0	0/0	20/0	Lb
3	HBCC22ET1	Universal Human Values	3	2	0/0	2/0	ETP

Credits Sub Total: 17

Summary Of Credits

1st Semester   - 22

2nd Semester   -24

3rd Semester   -22

4thSemester   -23

5th Semester   -22

6th Semester   -17

Total   -130

LIST OF ELECTIVES:

1. Internship-Elective

S.No	Sub. Code	Title of the Subject
1	HBFT22L11	Movie Direction
2	HBFT22L12	Cinematography
3	HBFT22L13	Editing

2. Portfolio-Elective

S.No	Sub. Code	Title of the Subject
1	HBFT22L14	Portfolio Development - Direction
2	HBFT22L15	Portfolio Development - Cinematography
3	HBFT22L16	Portfolio Development - Editing

Note: Students should choose any one internship and portfolio

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	1.	Theory	HBMA22OE1	Graph Theory
	2.	Theory	HBMA22OE2	Optimization Techniques
Physics	3.	Theory	HBPH22OE1	Fundamentals of Optics and Sound
	4.	Theory	HBPH22OE2	Every day Physics
	5.	Lab	HBPH22OL1	Basic Physics lab
Computer Science	6.	Theory	HBCS22OE1	Office Automation
	7.	Theory	HBCS22OE2	Fundamentals of Computer and Internet
	8.	Lab	HBCS22OL1	Multimedia lab
Economics	9.	Theory	HBEM22OE1	Indian Economy
	10.	Theory	HBEM22OE2	Gender Economics
Chemistry	11.	Theory	HBCH22OE1	Chemistry in our Daily Life
	12.	Theory	HBCH22OE2	Food Chemistry
	13.	Lab	HBCH22OL1	General Chemistry Lab
English	14.	Theory	HBEN22OE1	English For Media
	15.	Theory	HBEN22OE2	Creative Writing
Geology	16.	Theory	HBGE22OE1	Disaster Mitigation and Management
	17.	Lab	HBGE22OL1	Remote sensing and GIS lab
Psychology	18.	Theory	HBPY22OE1	Health & Yoga
	19.	Theory	HBPY22OE2	Organizational Behavior

	20.	Lab	HBPY22OL1	Understanding Self & Others
Fashion Design	21.	Theory	HBFD22OE1	Applications of Textiles
	22.	Theory	HBFD22OE2	Introduction to Fashion
	23.	Lab	HBFD22OL1	Embroidery Practical Lab
Computer Applications	24.	Theory	CBCA22OE1	Web design
	25.	Theory	CBCA22OE2	E-Commerce
	26.	Lab	CBCA22OL1	Web Designing Laboratory
Food Science Nutrition and Dietetics	27.	Theory	HBFS22OE1	Principles of Nutrition
	28.	Theory	HBFS22OE2	Food Safety and Quality Control
	29.	Lab	HBFS22OL1	Community Nutrition Practical
Hotel Management and Catering Technology	30.	Theory	HBHM22OE1	Fundamentals of Food Production and Patisserie
	31.	Theory	HBHM22OE2	Bakery and Confectionery Basics
	32.	Lab	HBHM22OL1	Fundamentals Front office operation practical
Defense and Strategic Studies	33.	Theory	HBDS22OE1	Independent India
	34.	Theory	HBDS22OE2	Human Rights
Financial Planning	35.	Theory	MBFP22OE1	Marketing of Financial Services
	36.	Theory	MBFP22OE2	Business strategy
	37.	Lab	MBFP22OL1	Interview Techniques
Bio Technology	38.	Theory	HBBT22OE1	Food and Nutrition
	39.	Theory	HBBT22OE2	Human Physiology

	40.	Theory	HBBT22OE3	Basic Bioinformatics
	41.	Lab	HBBT22OL1	Basic Bioinformatics Lab
Physical Education and Sports	42.	Theory	HBPE22OE1	Rule of Games and Sports
	43.	Theory	HBPE22OE2	Health and Fitness
Human Resource	44.	Theory	HBHR22OE1	Workplace Counseling
	45.	Theory	HBHR22OE2	Corporate Social Responsibility
Information Science and Cyber forensics	46.	Theory	HBCF22OE1	Introduction to Data Science
	47.	Theory	HBCF22OE2	Data Mining
	48.	Theory	HBCF22OE3	Introduction to IoT
	49.	Theory	HBCF22OE4	Introduction to Big Data
	50.	Lab	HBCF22OL1	Data Science Lab
	51.	Lab	HBCF22OL2	Data Mining Lab
Management Studies	52.	Theory	MBBA22OE1	Principles of Management and Science
	53.	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	11	35	44	34%	525
		Core Lab	4	9			270
2	ELECTIVE COURSES	Department Electives/ Skill enhancement electives	2	14	14	11%	420
3	OPEN ELECTIVES	Open Elective theory	1	3	5	4%	45
		Open Elective Lab	1	2			60
4	INTERDISCIPLINARY/ ALLIED COURSES	Theory	3	9	9	7%	135
		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	16	17	13%	420
		Core Skills	-	-			-
		Internship / NSS / NCC	1	1			30
7	Research Component	Research methodology,Publication,IPR and Patents etc.	-	-	-	-	-
8	Any other	ETP	4	12	12	9%	240
Total			46	130	130		2700

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 / Allied	Focus on employability/ Entrepreneurship/ Skill development
Sem 1			Communication Skill		Indian Art & Culture	• Non Linear Editing • Project I - World Cinema Critics
Sem 2		ICT Tool				• Script for Short film • Project II - Cinematography
Sem 3			Team Skills		Television Production Techniques	• Sound Mixing Lab • Acting Lab • Project III - Television show
Sem 4				Open Elective Theory Lab	Contemporary Documentaries	• Critical Thinking Skills • Digital Image Techniques Lab
Sem 5		Foreign Language NCC/NSS				• Digital Compositing & Visual Effects • Entrepreneurship Development • 3D Animation Title Lab • Feature film Scripting
Sem 6			Universal Human Values			• Internship • Portfolio

Subject Code: HBTA22001	Subject Name: TAMIL PAPER - l		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

- 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	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
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
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. மகாத்மாகாந்தியடிகள் - கவிஞர்வாலி
3. காகிதப்பூக்கள் - நா.காமராசு
4.வள்ளுவர்வழங்கும்விடுதலை - ஈரோடுதமிழன்பன்
5. உலகம் -வைரமுத்து
6. இன்னமுதமாமழை - பேரா. முனைவர்பொற்கோ
7.தமிழ்ப்பற்று - மீரா
8.ஐந்தாம்வகுப்புஅபிரிவு - நா.முத்துக்குமார்

அலகு - 2
நாட்டுப்புறஇலக்கியம்
1. பொதுஅறிமுகம்
2. நாட்டுப்புறஇலக்கியவகைகள்
3.நாட்டுப்புறக்கலைகள்

அலகு - 3
அ) சிறுகதைகள்
1. தேங்காய்த்துண்டுகள் (மு.வரதராசனார்)
(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

1. புதுக்கவிதை - தோற்றமும்வளர்ச்சியும்

2. உரைநடை - தோற்றமும்வளர்ச்சியும்

3. சிறுகதை - தோற்றமும்வளர்ச்சியும்

அலகு - 5

அ) இலக்கணம்

2. தொகாநிலைத்தொடர்

3. எழுத்துப்போலி

4. பதவியல்

ஆ)மொழிப்பயிற்சி

1. தன்வினை -பிறவினை

2. ஒருமைபன்மைமயக்கம்

3. பிறமொழிச்சொற்களைநீக்குதல்

4. விண்ணப்பம்எழுதுதல்

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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
			√						

HINDI I

UNIT - I   Prose –Understanding the secret of the culture and how to draft the letters in Government offices, technical terms

1. Sabhyata kaRahasya
2. PersonalApplications
3. LeaveLetters
4. Government Order
5. 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

1. Mitrata
2. Letter to theEditor
3. Opening anA/C
4. Demi OfficialLetter
5. 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

1. YuvavonSe
2. Application for Withdrawal
3. Circular
4. Memo
5. Administrative Terminology Hindi to English (25 Words)

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

1. Paramanu Oorja evam Khadya PadarthSanrakshan
2. Transfer of an A/C
3. Missing of Pass Book / ChequeLeaf
4. OfficialMemo
5. Administrative Terminology English to Hindi (25 Words)

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

1. Yougyata aur Vyavasay kaChunav
2. Complaints
3. Ordering forBooks
4. Notification
5. Official Noting Hindi to English (25 words)

Total No of Hours-45

REFERENCE:
1. Prayojan MoolakHindi:
   Dr. Syed Rahamathulla, PoornimaPrakashan
   4/7, Begum III Street, Royapettah, Chennai – 14
2. 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
			√						

FRENCH - I

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 rt 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 :

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

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/ Allied	Skill enhancing Elective	Skill component	Practical	Project	Internship	Others
	√	√									

ENGLISH I

(Common to all UG Programs under H&S- 2022 onwards)

Course Objectives:

The course will facilitate the students to

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.

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.

Total No of Hours-45

Prescribed Text:

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

Suggested Reading

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

Subject Code	Subject Name :	Ty/	L	T/SLr	P/R	C
HBFT22ID1	**ALLIED-I-INDIAN ART & CULTURE**	Lb/ ETL				
	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

- To make the student understand the importance of our culture, tradition and Art forms.

- Students will Identify aesthetic traits found throughout Indian art and culture

- Students can learn the different types of paintings in our country

- Students will able to understand the various cultural of music

- Ensure the students might be gain knowledge of the diverse form of historical literatures too.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Students will remember the elements of the Indian art and culture.
CO2	Students understand the various forms of traditional architecture.
CO3	Students will gain the knowledge from paintings & music's.
CO4	Students can analyze the diverse form Indian historical literature.
CO5	Students will able to apply their ideas from the medieval period to contemporary trends.

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	2	3	3	2			
CO2	3	3	3	2	3	2	3	3	2			
CO3	2	2	2	2	2	1	3	2	2			
CO4	2	2	3	2	2	1	3	2	2			
CO5	2	2	2	2	2	1	3	2	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	1	1	1	
CO2	1	1	1	
CO3	1	1	1	
CO4	0	0	0	
CO5	0	0	0	

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
								√	

INDIAN ART & CULTURE

Unit I   **9 Hrs**
Indian Aesthetics - Spiritual and philosophical background of Indian Art-Indian Architecture,
Sculpture and Pottery –Indus valley civilization - Buddhist Architecture: Nalanda and
Sanchi-. Pallava Architecture: Mahabalaipuram - Chola Architecture and Sculpture:
BrahadeeswaraTemple

Unit II   **9 Hrs**
Indian Paintings-Introduction-Principles of Painting-Pre-historic Paintings-Classification of
Indian Paintings-Folk Paintings

Unit III   **9 Hrs**
 Classification of Indian Music -Semi-Classical Styles of Hindustani Music-Folk Music-
Modern Music**-Musical Instruments-**Indian Dance Forms –Background-Aspects of Dance-
Indian Classical Dance Forms-Folk Dances of India.Indian Theatre-Introduction-Classical
Sanskrit Theatre-Folk Theatre -Modern Indian Theatre-Indian Puppetry-

UnitIV   **9 Hrs**
Languages in India –Introduction-Classification of Indian Languages**-**Ancient Scripts of
India. Religions in India-Introduction-Hinduism-Buddhism-Jainism-Islam-Christianity-
Sikhism-Zoroastrianism-Judaism.

Unit V   **9 Hrs**
Indian Literature –Introduction-Literature in Ancient India -Indian Cinema-Introduction-
History of Indian Cinema-South Indian Cinema-Recent Film Controversies-Indian
Cinematograph Act of 1952-Modern Literature

Total No of Hours: 45

REFERENCES:
Piper, David and Beazley, Mitchell, *The History of painting and Sculpture*
(4 Volumes),London, 1981.

Janson H.W., Thames and Hudson, *History of Art*, London, 1986

Myers, Bernard L. and Copplestone, Trewin, *The Macmillan Encyclopedia of Art,* Macmillan
London, Ltd., 1979.

Subject Code	Subject Name : **HISTORY OF WORLD CINEMA**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22001	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

- To make the student understand about the world cinema ,and how it evolved

- The student will demonstrate an understanding of film history and a variety of cinematic styles.

- The student will be able to form and articulate a critical analysis and evaluation of a cinematic work.

- The student can learn the world wide film theories.

- The student can have a vast knowledge of different kinds of culture through the films

COURSE OUTCOMES (Cos) Students completing this course were able to

CO1	Students understand about Indian Film History and contemporary trends in filmmaking.
CO2	Students will be able to interpret the various film movements.
CO3	Students are made to examine different film theories.
CO4	Students are trained to analyze narrative and non-narrative form in films
CO5	Students are made to adapt the current trends in cinema.

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	2	3	3	3	3			
CO2	2	3	3	2	3	3	3	3	3			
CO3	3	3	3	3	3	3	3	2	3			
CO4	3	3	3	3	1	3	2	2	3			
CO5	3	3	3	3	1	3	2	2	1			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	
CO2	3	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
			√						

HISTORY OF WORLD CINEMA

Unit I : About Cinema - History of Cinema - Understanding Cinema from technical perspective - Development of Classical Indian & Hollywood Cinema.   **9 Hrs**

Unit II : Different Film Movement: German Expressionism, Russian Formalism, Realist, Neo-realist, Classical, New Wave.   **9 Hrs**

Unit III : Film Theories - Post Modernism, Auteur, Apparatus, Feminist, Marxist.   **9 Hrs**

Unit IV : Development of Classical Indian & Hollywood Cinema. Origin of Classical Narrative Cinema-Soundless film.   **9 Hrs**

Unit V: Filmmakers - Past and present, Western, Eastern (Indian, Asian, African, Hollywood, European, etc.). Current trends in world cinema.   **9 Hrs**

Total No of Hours-45

Reference books:

1.   Aristides Gazetas, *An Introduction to World Cinema*, McFarland & Company, 2000.

2.   Wheeler Winston Dixon, Gwendolyn Audrey Foster, *A Short History of Film,* Rutgers University Press, 2018.

3.   Geoffrey Nowell-Smith, *The History of Cinema: A Very Short Introduction books ·* 2017.

4.   James Chapman, *Film and History,* 2017.

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

- To acquire knowledge of the Environment and Ecosystem & Biodiversity
- To acquire knowledge of the different types of Environmental pollution
- To 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**	**2**
CO2	**2**	1	1	**1**	2	1	2	**2**	**2**
CO3	**2**	1	1	**1**	2	1	2	**2**	**2**

COs/PSOs	PSO1	PSO2	PSO3
CO1	3	3	3
CO2	3	3	3
CO3	3	3	3

Category	Basic Sciences	Engg.Science	Humanities & social Science	Program Core	Program Elective	Open Elective	Practical/Project	Internships/ Technical Skills	Soft Skills
			√						

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,NewDelhi, (2006).

Subject Code **HBFT22ET1**	Subject Name : **NON LINEAR EDITING**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	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

➢ To make the student understand about edit using nonlinear method
➢ Makes them understand about create new videos.
➢ To make the student understand editing terminologies and working with key frames
➢ To make the student understand about working with MAC OS and understand about Video Editing.
➢ Makes them understand about applying effects and adding transitions to Audio and Video.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	To make the student understand about Editing – types of editing
CO2	To make the student gain knowledge on Importing Footage, , digital audio, sequences , clips
CO3	To make the student understand about Editing Audio, in time line, Animation& key frames
CO4	To introduce the students about Mac software and get knowledge on importing the video in software
CO5	To build the student with footage duration and matching the footage and explain about sequence, title and rendering process

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	2	2	3	3	2	2			
CO2	3	2	2	3	2	3	3	2	2			
CO3	3	3	3	2	1	3	3	2	2			
CO4	3	3	3	2	1	3	3	2	2			
CO5	3	2	2	2	1	3	3	2	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	
CO2	3	3	3	
CO3	2	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
								√	

NON LINEAR EDITING

Unit I: 12Hrs

About Editing – types of editing - Advantages & disadvantages of linear &nonlinear editing – online offline editing—identify Different stages of video making--most used nonlinear editing applications and their advantages - Video Broadcast Standards – Terminologies

Unit II: 12Hrs

Importing Footage – Importing assets from tapeless formats- importing still images, digital audio, sequences,clips, creating and changing sequences – creating playing clips – adding clip sequences – working with offline clips – trimming clips – rearranging clips – rendering and previewing sequences

Unit III: 12Hrs

Editing Audio in a timeline panel – recording audio – recording audio mixes, advanced mixing – creating and editing titles – drawing shapes in titles – add images to titles – fills, strokes & shadows in tiles, rolling& crawling titles – Titler text styles --Animation & key frames – Adding, navigating and setting key frames – compositing, alpha channels and adjusting clip opacity – blending modes – export formats & options

UNIT IV   12Hrs

Basic of MAC OS - Intro of Final Cut Pro – Post Production Work flow – Interface – Preferences - – Set Projects and Clips – Source Mark in and Mark Out. -Import Media Files – Organizing Footage-Timeline - Working with Tracks in the Timeline – Add and Deleting Track – Locking Track - Enable and disablingTrack -Multiple Track –Snaping point – Copy and Paste clips – Deleting Clips from sequence - Linking and Unlinking

UNIT V: 12Hrs

Working with Multi clips- Creating Individual clip – Creating multi clip sequence – Apply Speed - Collapsing and Expanding a Multi clip- Trimming Clips Using the Trim Edit Window - Adding Transitions - Sequence-to-Sequence Editing - Matching Frames and Playhead Synchronization - Reconnecting Clips and Offline Media - Working with Freeze Frames and Still Images- Compositing and Layering - Keying, Mattes - Creating Titles - Color Correction Features - Rendering and Video Processing Settings - Exporting QuickTime Movies

Total No of Hours-60

Reference books

1. Patrick Morris, , *Non Linear Editing,* Taylor & Francis Group, 2016.

2. Michael Rubin, *Non Linear Editing: A Guide to Electronic Film and Video Editing*, Triad Publishing Company, 1992.

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

➢ Understand the concepts of communication and the use of language as a medium of communication.
➢ Shed off language anxieties and gain confidence to speak in English with activities focused on grammar and conversation.
➢ 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.

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
			√						

COMMUNICATION SKILLS
(Common to all UG H&S Courses)   30 HOURS

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
1. Use English as a medium of communication for academic and professional attainment
2. Shed off language anxieties and gain confidence to speak with different kinds of people in varied contexts.
3. Listen and speak for interpersonal communication and academic activities.
4. Read and write for lifelong learning, knowledge enhancement and research.
5. Communicate to work in teamsand 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

1. Opening conversation	11. Persuading
2. Introducing oneself	12. Warning
3. Asking about others	13. Expressing regret
4. Making small talk	14. Agreeing
5. Asking for directions	15. Disagreeing
6. Enquiring	16. Ending a conversation
7. Thanking	17. Saying what you intend to do
8. Appreciating	18. Expressing dislikes
9. Offering help	19. Comparing
10. Requesting	20. Complaining

Academic Communication
1. Instructional conversations
2. Power Point Presentation
3. Narrating about incidents
4. Public speaking– explaining success stories of self and others
5. Group Discussion
6. Interview for Projects and Placement

Unit-III Reading skills
1. Types and mechanics of reading
2. Tips for effective reading
3. Reading Strategies
4. Cognitive Strategy: Note Making, Comprehension exercise,oral and written review,

Unit- IV Writing Skills
- The Process of Writing
  1. Grammar, vocabulary, discourse markers and sentence construction
  2. Writing& Rewriting: drafting, revising, editing.
- Writing as a scaffolding activity
  1. Summarising
  2. Paraphrasing
  3. Precis writing
  4. Short notes and Essay writing

Unit -V Intercultural communication skills
1. Go local
2. Group behavior
3. E mail and intercultural communication
4. High and low context cultures
5. 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.

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

Recommended Reading

1. P.D. Chaturvedi& M. Chaturvedi, Communication Skills, Pearson, 2012
2. Anderson, Kenneth Joan Maclean and Tony Lynch. Study Speaking , Cambridge: CUP 2004
3. Dutt, Kiranmai, P., GeethaRajeevan, CLN Prakash, A Course in Communication Skills, Delhi: Foundations Books , 2008
4. Sethi, J. , P.V. Dhamija. A Course in Phonetics and Spoken English2nd Ed. New Delhi, Prentice Hall of India Pvt Ltd.2005.
5. Yadugiri, M.A., The Pronunciation of English, New Delhi, Viva Books, 2013.
6. Bailey, Stephen: Academic Writing: A Practical Guide for Students, London and New york: Routledge Falmer,2004.
7. 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

➢ 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	2
CO2	2	2	2	2
CO3	3	2	2	2
CO4	3	2	2	2
CO5	3	2	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
									√

SOFT SKILL I
(COMMON TO ALL UG DEGREE PROGRAMS)

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, storytelling, 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

Suggested reading
S.P. Dhanavel, English and Soft Skills,Vol. 1, Orient Black swan Pvt. Ltd. 2010

Subject Code	Subject Name : PROJECT-I- WORLD CINEMA CRITICS	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22LO1	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

> To find out the various styles present in world cinema
> To identify the various elements that are present in cinema
> To analyse the narratives in films that are found in world cinema
> To understand the nuances that are followed in world cinema
> To critically evaluate the elements of film in world cinema

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	1.	Students will know the different styles that are followed in world cinema
CO2	2.	Students will understand to identify the various elements present in cinema
CO3	3.	Students will understand the different types of narratives used in world cinema
CO4	4.	Students will have knowledge on the new techniques and trends followed in world cinema
CO5	5.	Students will develop expertise in identifying and analyzing the various elements in cinema.

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	2	1	3	3	2	3			
CO2	3	3	2	2	2	3	3	3	2			
CO3	3	3	2	2	2	3	3	2	2			
CO4	3	3	1	1	2	3	2	2	2			
CO5	3	3	1	1	2	3	2	1	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
							√		

PROJECT-I- WORLD CINEMA CRITICS

1. Critically analyse the different styles adapted in world cinema
2. Identify the script, story, cinematography, editing, music and acting that are followed in contemporary cinema

3. Analyse the different types of narratives used in world cinema.

4. Analyse the nuances and techniques that are followed in world cinema

5. Critically review minimum 20 films (world cinema) by highlighting the various elements of film making

SEMESTER II

Subject Code: HBTA22002	Subject Name: TAMIL PAPER - ll		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	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	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.Science	Humanities & social Science	Program 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

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

> 1.To Understand the Ancient Hindi plays and its aspects.

> 2.To understand the medival stories and well known novels

> 3.To know the techniques in writing Annotation and Translation

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
			√						

HINDI-II

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)**

Total No of Hours-45

1. Translation Practice. (English to Hindi)

REFERENCE:

6. AathEkanki, Edited by Devendra Raj Ankur, Mahesh AnandVaaniprakashan, 4695, 21- A Dariyagunj, New Delhi-110002
7. SwarnaManjari, Edited by Dr.Chitti Annapurna, Rajeshwari Publications21/3, Mothilal street, (opp.Ranganthan Street) T.Nagar, Chennai-600017.
8. PrayojanMulakHindi :Dr.SyedRahmathullah, PoornimaPrakashan,4/7, Begum III street, Royapettah, Chennai-14.
9. 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
			√						

FRENCH– II (THEORY)   Language-II   45 hrs

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, linguisiques, 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 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 comparaient le superlatif absolu

• Auberges de jeunesse, vacance, plan de Parise 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 assignements 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 :

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

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

3. **Cosmopolite**: Livre de eleve A1 by Nathalie Hirsch sprung, Tony   Tricot, Claude Le Ninan
4. **Latitudes-**1   by Régine Mérieux & Yves l'oiseau, Didier 2017

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

HBEN 22002	LANGUAGE II - ENGLISH II	Ty/Lb/	L	T/	P/R	C
	(Common to all UG Courses under H&S)	ETP		S.Lr		
	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

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

Course Outcomes (COs)

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

Program Specific Outcomes (PSOs)

- Demonstrating mastery of the components of English language and literature.
- Explaining through literature in English, diverse historical cultural and social ethics
- Applying literary critical perspectives to generate original analysis of literature in English
- 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/ 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.

Unit I: 9 Hours

All the World's a Stage – William Shakespeare

Speech of Barack Obama

The Verger- Somerset Maugham

Unit II: 9 Hours

Spider and the Fly - Mary Howitt

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

Refund – Fritz Karinthy

Unit III: 9 Hours

Night of the Scorpion-Nissim Ezekiel

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

The Last Leaf – O. Henry

Unit IV: 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

Unit V: 9 Hours

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

Resume

Précis

Reading Comprehension

Developing the hints

Prescribed Text:

'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. Richards with J. Hull & S.Proctor, Interchange, Level 3, Cambridge University Press, 2021.

Mark Hancock, English Pronunciation in Use, CUP, 2016.

M. Chandrasena Rajeswaran &R. Pushkala, Communication Lab Work book 2022.

M. Chandrasena Rajeswaran, R. Pushkala & S. Bhuvaneswari Pinnacle: A Skills Integrated Text,2022

Dutt, K, Rajeevan, G & Prakash, , *A Course on Communication Skills,* 1st edn,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 : **Scripting for Media**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22002	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	
• To make the student understand about Script Writing	
• Gives the confidence to the student to write a script for a Advertisements	
• To prepare them understand about Writing for Documentary	
• To makes them understand about Script Writing for television	
• Student learns to write a script on his own for a movie or a short film.	

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Students understands the Process of Script Writing.
CO2	Students are made to execute the scripting process for TV Shows.
CO3	Students deconstructs the types of Documentary
CO4	Students are made to review the Advertisements to know about branding.
CO5	Students are made to implement the techniques of script writing for short films.

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	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	PSO4
CO1	3	2	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
				√					

Scripting for Media

UNIT – I :   9Hrs

Stages in the craft of script writing- basic story idea, narrative synopsis, outline, Principles of Script Writing, Elements of Script; Characteristics of Script , scene breakdown, and full-fledged script. Three Act Structure.

UNIT – II :   9Hrs

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

UNIT – III :   9Hrs

Writing for Documentary –Docudrama, Educational Television, Basic Research, Characteristics of Documentary, Documentary Structure.

UNIT – IV :   9Hrs

Writing for Advertising – Understanding Product and Brand equity – Demographic appeals – Types of Advertising – Advertising script format – unique selling point.

UNIT – V :   9Hrs

Writing for Feature Film & Short film- Generating Idea; Themes- Concept- Slug line; Plot Development- Main Plot & Sub Plot; Characters- Main, Supportive Characters;, Screenplay, Dialogue, Script Breakdown, Final Draft, Shooting Script.

Total No of Hours-45

Reference Book:

1. Syd Field, *Screenplay: The Foundations of Screenwriting*, Delta Publication, 2005.

2. Anjana Neira Dev, *Creative Writing: A Beginner's Manual*, Pearson Publication, 2008.

3. Isabelle Raynauld, *Reading And Writing A Screenplay*, Routledge, 2019.

Subject Code	Subject Name : **MOTION PICTURE-CAMERA & LENSES**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22003	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 :

> ➢ To make the student understand about the operations of camera.

> ➢ To Understand the various Aesthetical image quality control through lenses

> ➢ To identify behavior of light inside the lens

> ➢ To associate with the lighting techniques and aesthetics

> ➢ To Know the Various types of Lenses

COURSE OUTCOMES (Cos)
Students completing this course were able to

CO1	Students learn about Basic Photography, Understanding ISO work and other manual controls.
CO2	Students gain knowledge about different Types of Lenses concepts and lighting
CO3	Students get insight about types of photography
CO4	To make the student understand about usage of lens for photography
CO5	To make the student understand about capturing photos with different fields

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
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	PSO4
CO1	3	3	3	
CO2	3	2	3	
CO3	3	3	3	
CO4	3	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
				√					

MOTION PICTURE-CAMERA & LENSES

UNIT – I :   9Hrs

Introduction to photography - Painting with light - camera obsura - Types of camera - eye and camera - pin-hole camera - TLR camera - SLR camera - study about film- handling the camera - focusing - Aperture - shutter speed - exposure - depth of field - study about lenses - block lenses and zoom lenses - composition - flash light - portrait lighting - light measurements - photography filters - different aspects of photography

UNIT – II :   9Hrs

Study about film camera - 16mm - 35mm - cinemascope - Arri-SR, Arri- II, Arri-III , Arri-535 - raw stock - film speed - day light, tungsten film - conversion filters - developing - printing - moviola - streamback - sound track - full coated - sound negative - parallel - double positive - Ist copy - grading - table correction - final print - Moving still pictures - aspect ratio - frames per second - motion (slow, fast) - high speed - time lapse photography - exposing - editing - sound recording – digital Camera & Technology.

UNIT – III :   9Hrs

 Types of lighting – Three point lighting – Four point lighting – Half lighting – High key lighting – Low key lighting – Cameo lighting – Limbo lighting – Rembrandt lighting – Chroma key lighting – Large scale lighting – Moon light setup – Day for night effect – Set lighting, modern methodology in lighting.

UNIT – IV :   9Hrs

Different types of lenses used in Cinematography – Normal lens – Wide angle lens and its effects – Telephoto lens – Depth of field – zoom lenses – Psychological effect of lenses – Special purpose lenses – Fish eye lenses – Diopter lenses – Anamorphic lenses – Prime lens over zoom lens – Creative use of lenses – Selection of right kind of lens for creativity – Soft focus lenses – Special lenses

UNIT – V :   9Hrs

A focal lens - catoptrics lens - condenser lens - convertible lens - enlarger lens - long focus lens - macro lens - macro zoom lens - micro imaging lens - mirror lens - projector lens - reduction lens - reflecting lens -relay lens - soft focus lens - split dioptor lens - supplementary lens - telephoto lens - variable focal length lens - wide angle lens - zoom lens.

                                                                                        Total No of Hours-45

Reference Book:

1. Sidhartha De, *A Journey Through Lenses: Art of Seeing Before Cliking*, Notion Press,

2**.** Collins, *Complete Photography Manual. Everything You Need to Know about Photography, Both Digital and Film*,Harper Collins Publishers.

3. Mascelli, Josheph .V, *Five C's of Cinematography*, Los Angeles, Silman James Press, 1998.

Subject Code	Subject Name :	Ty/	L	T/SLr	P/R	C

	OREINTATION OF FILM TECHNOLOGY		Lb/ ETL				
HBFT22ET2	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

> ➤ To impart knowledge on communication and human relationships
> ➤ To know various types of narratives
> ➤ To learn the responsibilities of a director and film techniques
> ➤ To understand photography techniques
> ➤ To learn various forms of lighting

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Understand the importance and need for communication
CO2	various screenplay techniques and its applications
CO3	Understand nuances of film making and the role of a film director
CO4	Understand the usage of various lenses and camera techniques
CO5	Know the application of different lights in different settings

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	2	1			
CO2	3	3	2	2	2	3	3	2	2			
CO3	3	3	2	1	2	3	3	2	2			
CO4	3	3	2	2	2	3	3	1	2			
CO5	3	3	2	1	2	3	3	1	2			

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
								√	

OREINTATION OF FILM TECHNOLOGY

UNIT I: 12Hrs

VISUAL COMMUNICATION Basics of communication - functions and types of communication – verbal communication – non verbal communication – Interpersonal relationships –Mass communication – Group communication – Visual communications –Visual vocabulary.

UNIT II: 12Hrs

SCREEN PLAY WRITING Basic structure and format of screen plays – Story – Research – Plot – Plot development – Adaption of short stories and novels – key annotations on pages,; scene headings, camera angles, dialogue and montages; Generating the character biography, identification with characters; What is Conflict – Types of conflict; The screenplay as a blueprint for production, shooting script and storyboarding

UNIT III: 12Hrs

FILM DIRECTION The Director's responsibilities – Being the 'Captain of the ship' – Technical and aesthetical blend – as administrator and coordinator – Narrative strategies – creating a world using images and sound – location scouting production design – casting actors – motivating actors – getting the performance – cinematographer as Director's eye – mise en scene – dramatization of space and time – various kinds of continuity, cinematic transition from one space and time to another; Director and Editor

UNIT IV: 12Hrs

BASIC PHOTOGRAPHY Human Eye and Camera – Basics of Camera(aperture, Shutter speed, focal length, F – stop, depth of field)– Types of Camera, Types of Lenses – History of Photography – Camera Obscura

UNIT V: 12Hrs

CINEMATOGRAPHY Understanding cinematography – cinematographer's role – Film and exposure – introduction to film and video cameras – lens and perspective – Colors and filters – composition rules – shots – The line and continuity – introduction to photographic lights – Types of lighting. Low key lighting – High key lighting

Total No of Hours-60

Reference books:

1. Rabiger, Michael, *Directing-Film Techniques and aesthetics*, Burlington, Focal Press, 2008.

2. Monaco, James, *How to read a Film*, New York, Oxford University Press, 2009.

3.Swain, Dwight V. *Film script writing*, London, Focal Press, 1988.

4. Livingston, Don, *Film and the Director*,, Macmillan, 1953.

5., Eve Light Honthaner, *The Complete Film Production Handbook*, Focal Press, 2010.

6. Smith, Sawdon, Richard, Langford, Michael, Fox Anna, *Basic Photography*., Focal Press, , 2010

Subject Code		Subject Name : **SCRIPT FOR SHORT FILM**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22LO2		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

➢ 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	PO10	PO11	PO12
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	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
							√		

SCRIPT FOR SHORT FILM

- ➢ Create a 2 Minutes Short Film Script on the current issues
- ➢ Following elements are incorporated in the script
- ➢ Knot
- ➢ One line
- ➢ Synopsis
- ➢ Story
- ➢ Sequences
- ➢ Scenes
- ➢ Shot
- ➢ Shooting Script.

Total No of Hours-60

Reference Book:

1. Syd Field, *Screenplay: The Foundations of Screenwriting*, Delta Publication, 2005.

2. Anjana Neira Dev, *Creative Writing: A Beginner's Manual*, Pearson Publication, 2008.

3. Isabelle Raynauld, *Reading And Writing A Screenplay*, Routledge, 2019.

B.Sc.	SOFT SKILL II (B.Sc/BBA/BCOM/BSW Programs)	L	T	P	C
HBCC22I03	Total contact hours – 15	0	0/0	2/0	1
	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)	
									√	

(COMMON TO ALL UG DEGREE PROGRAMS)

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

Course Outcome
On completion of the course the students willbe able 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. Develope lifelong learning skills to adapt in the multicultural context of workplaces.

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
3.

Subject Code		Subject Name : **PROJECT - II- CINEMATOGRAPHY**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L03		Prerequisite : None	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

- ➢ Students learn about exposure techniques.
- ➢ Introduction of lighting and the current trends of cinematography.
- ➢ Students learn about the features of the camera
- ➢ Students can able to shoot the photographs with models using lighting techniques.
- ➢ Ensures the student to photographs with models.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Students can remember and recall the exposure techniques..
CO2	Students understand the different types of lightings and concepts.
CO3	Students understand the different types of camera and its specifications.
CO4	Students made to analyze the camera angles and shoot with models.
CO5	Students can able to create photograph with models.

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
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		PSO4	
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
			√						

PROJECT - II-CINEMATOGRAPHY

1. Light up the given subject Charismatic portrait and subject movement

2. Expose a given subject with tele, normal, wide macro, wide ,extreme wide lenses by keeping the distance constant and vary

3. Shoot a landscape with PL filter by keeping your desired subject by maintaining the zonal values

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 compone	Inter disciplina
							✓		

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 personsTo use mail merge facility for printing mailing labels.
Using the special features of wordTo find and replace the text
To spell check and correct.
To generate table of contents for a documentTo prepare index for a document.

Create an advertisementPrepare 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 branchoffices (Showing Total Sales, Average Sales).
Prepare a Statement for preparing Result of 10 students in 5 subjects (using formula toget 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, splittingcolumns 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 templateand 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

SEMESTER III

Subject Code		Subject Name : **ALLIED-II - TELEVISION PRODUCTION TECHNIQUES**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22ID2		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

➢ Understand and apply basic video and audio engineering techniques

➢ Demonstrate knowledge of and be able to operate current nonlinear digital editing equipment.

➢ Understand and be able to create concepts, treatments, storyboards, scripts, budgets,

➢ Understand and apply advanced aesthetic concepts and theories to television productions

➢ Demonstrate the TV show based on the specific production models used professionally today.

COURSE OUTCOMES (Cos)

CO1	Students are organized in teams and create various TV broadcasts.
CO2	Students learn how to operate TV switchers, TV cameras, sound, and graphic equipment.
CO3	Students are able to handle the fundamentals of producing, scripting, directing, and editing for television.
CO4	Students are equipped to develop technical and aesthetic abilities in order to produce TV Shows.
CO5	Students are developed to practice diverse production and directing strategies to achieve them.

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	3	3	3	1	2	3			
CO2	2	3	3	2	2	2	2	2	3			
CO3	3	2	2	3	3	3	3	3	2			
CO4	3	2	3	3	3	2	2	2	3			
CO5	3	2	2	3	2	3	2	3	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	
CO2	2	3	2	
CO3	2	3	3	
CO4	3	3	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
								√	

ALLIED-II - TELEVISION PRODUCTION TECHNIQUES

UNIT : I   9 Hrs

Basic requirements of Television Camera – Lens – Turret – Variable Focal Length Lens – Lens Controls – Focus ring – Zoom ring – Aperture ring – Macro ring – Flange Focus – Filter Wheel – Image sensor – Camera Tube – CCD – Signal Processing – Analogue and Digital Video signal - - Composite and Component Video signal – White and Black Balance – Saturation and Pedestal Control – Gain Control – Menu Controls – Camera Supports.

UNIT : II   9 Hrs

Sound Recording Techniques for Television – Understanding Sound – Frequency – Sound Reproduction – Microphone – Functioning of Microphone – Types of Microphone and their Application – Audio Mixing Console – Audio Sources – Analogue and Digital Audio Recording Instruments – Audio Sweetening Techniques – Audio layering – Mixing –audio Monitoring Devices – Acoustic Treatment for Recording Studio – hard wares in Television – Camera and its Accessories – Camera Supports – Camera Control Unit – Vision Mixer – Special Effects Generator – Digital Video Effects Generator – Character Generator – Video Monitors – Intercommunication System – audio Monitor – Audio Mixing Console – Lighting control – Lighting Instruments – Video Tape Recorders – Telecine – Sync Generators – Teleprompters – Graphic Generators – Video Editing Systems – Linear and Non-Linear Video Editing Systems – Effective use of Hardware in Television Production – Co-ordination.

UNIT : III   9 Hrs

Television Programme Production – Planning – Selection of Concept –Scripting – Story board writing – Writing Shooting Script – Budgeting – Selection of Artist – Selection of Location – Production arrangements – Floor Plan – Set-designing and Construction of Sets – Lighting Plan – Placement of of Set-props – Rehearsal – Blocking – Preparing Camera card, Audio cue-sheet, VTR and Telecine cue-sheet – Preparation of Graphics – Dry Run-Recording – Television Programme Production Crew – Technical and Production Personnels – Duties and Responsibilities.

UNIT : IV   9 Hrs

Stages in Television Programme Production – Programme Concept – Synopsis – Treatment – Screenplay – Storyboard – Shooting Script – Planning – Budgeting – Schedule – Pre-Production arrangments – Production – Post Production – Capsuling – Planning for a Multi – Camera Production – Stages in Production.

UNIT : V   9 Hrs

Different types of Television Programmes – News and Current Affairs – Educational Programmes – Interview – Discussion – Music and Dance – Drama – Game Shows – Skit – Documentary – Telefilm – Serials – Advertisements – Live Programmes – Special Programmes – Reviews – Children Programmes – Fact Programmes – Programme Analysis – Audience Research – Feed-back Analysis – Marketing programmes – Agencies involved in Programme marketing – Television Networks – Entering into Contracts – TRP Rating – Associations for Television Programme Technicians and Producers.

Total No of Hours-45

Reference Books:

1. Gerald Millerson , *Effective Television Production*, Focal Press, 2016.

2. Herbert Zettle, *Television Poduction Handbook*, Wadsworth Publishing Co Inc, 2010.

3. Peter Ward, *Digital Camera Work, Focal Press*, 2000.

Subject Code	Subject Name : **DIRECTING ACTORS**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22004	Prerequisite : None	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

- To gain knowledge about the process of directing actors Introduction to the concept the photography.
- To equip the students in eliciting the right performance from actors.
- Ensures the student to Train the actor for their own creation.
- To gain knowledge about the process of directing actors Introduction to the concept the photography.
- To equip the students in eliciting the right performance from actors.

COURSE OUTCOMES (Cos)
Students completing this course were able to

CO1	Students can remember and recall the role of directors.
CO2	Students are able to understand the acting performance.
CO3	Students are applied their ideas to make the ideas of direction and actors
CO4	Students can analyze and evaluate the characters and actors in front of the camera.
CO5	. Students finally can create the story as well as the characters also they built their performance.

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	1	1	1	3	3	3	3			
CO2	3	3	1	1	0	3	3	2	2			
CO3	3	3	2	2	1	3	3	2	2			
CO4	3	3	2	1	0	3	3	3	2			
CO5	3	3	2	1	0	3	3	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	
CO2	2	3	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
				√					

DIRECTING ACTORS

UNIT: I ROLE OF THE DIRECTOR   12 Hrs

Role of the Film Director –reading and understanding an image, Moral, artistic, Technical and financial interlocking roles of various technicians and artistes in the making of a film, Film as the Director's medium of expression, The Ten flaws of result oriented direction; using adjectives; Verbs; Facts; Images; Events & Physical Tasks; Questions & Questions, Moment by Moment - Fear & control; Risk and Honesty; moment by moment-Idiosyncrasy, Freedom & Concentration; Listening & talking.

UNIT: II DIRECTING THE ACTOR & SCRIPT ANALYSIS: 12 Hrs

Director and the Actor – Professional Actors – Amateur actors – Nan-actors – Contribution of actors – Handling of actors by the directors ; Script Analysis - Preparing for the First Read; the Writer -Director; The Technique of three possible; The Reality behind the words: The Immutable Facts- Charts 2

UNIT: III ACTOR'S CHOICE   12 Hrs

Introduction of acting – style – Actor's Voice, Speech and Direction, Mime and Body Language Classic, Romantic, Realistic and Non Realistic and Experimental & Important of Make-up. Actors Resources & Training – Memory; Observation; Imagination; Immediate Experience; Sensory Life; Feelings; Teachers vs. Gurus; Stage Acting vs. Film & Television Acting; Professionalism;

UNIT: IV PERFORMING FOR CAMERA   12 Hrs

Performing for Camera: Technical Knowledge for Actors Blocking Difference between theatre and Camera Acting consistently for different takes Acting scenes out of order, Auditions Acting exercises. Art of Dubbing.

UNIT: V CASTING; AUDTIONS & REHEARSALS   12 Hrs

Casting – Principles & Procedures; Do's and Don'ts of the Auditioning Process; Rehearsal Plan; Full Cast Read; Through Scene; First Reading of Through-Lines; Working in Beats; Blocking: Physical Objects and Physical Activity; Resistances; Blocking during the Shooting Process

Total No of Hours-60

Reference books:

1. Acting Theory Judith Weston, *Directing Actors: Creating Memorable Performances for Film & Television,* M. Wiese Productions, 1996

2. Nicholas Proferes*, Film Directing Fundamentals: See Your Film Before Shooting*, Focal Press, Edition 3, 2008

3. Constantin Stanislavski, *An Actor Prepares*, Bloomsbury Publishing India Pvt. Ltd, 2001

4. Elia Kazan, *Kazan on Directing*, Vintage, 2010

Subject Code	Subject Name : **TECHNOLOGY AND AESTHETICS OF SOUND**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22005	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

- To recognize key facts and comment on concepts, principles and theories relevant to sound.
- To know the contemporary music technology and audio production with an aesthetic sense.
- To demonstrate an awareness of contemporary audio technologies and their associated uses;
- To work creatively with a wide range of tools, techniques and equipment, including specialist software.
- To manage with the available sound resources effectively in an allotted period.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	The students are able to assimilate theoretical and aesthetic systems of thought
CO2	The students are well prepared to relate theory and aesthetics if sound to practice;
CO3	The students are able to synthesize inputs of knowledge, materials and information of the technology used.
CO4	The students are able to generate outputs in written, aural and practical format with an aesthetics sense.
CO5	The students are equipped to manage time and resources effectively, plan and set priorities.

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	3	3	3	2	3	3			
CO2	3	3	3	2	3	3	3	2	3			
CO3	3	2	3	3	3	2	3	3	2			
CO4	3	2	3	3	3	3	3	2	3			
CO5	2	3	3	3	3	2	3	3	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	3	3	2	
CO2	3	3	3	
CO3	3	2	3	
CO4	3	2	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
				√					

TECHNOLOGY AND AESTHETICS OF SOUND

UNIT-I: 9 Hrs

INTRODUCTION TO SOUND The Power of Sound Fundamentals of Film Sound Dimensions and Sound Perspective

UNIT-II: 9 Hrs

 AUDIO FORMATS Selection Alteration and Combination Sound—Components of Sound Track and Uses Vocals, Sound Effects, Background Score Music and Silence Diegetic and Non-Diegetic Transition

UNIT-III: 9 Hrs

ORIGINAL MUSIC COMPOSITIONS Dubbing and Subtitles Ambient Sound Audio Recording/Editing Software Analog versus Digital Sound

UNIT-IV: 9 Hrs

RECORDING SOUND Cables and Connectors Specialized Mikes and their uses Outdoor Sound Recording Exercise on Location Sound and Dubbing Practical Sound Recording/Editing on given theme.

UNIT-V: 9 Hrs

Mixing - sinking - audio output - final output of wave format

Total No of Hours-45

References Books:

1. Michael Talbot-Smith, *Broadcast Sound Technology*, Butterworth-Heinemann Ltd,1990

2. Glen Ballou , *Handbook for Sound Engineers*, Longman Higher Education, 1987.

3. P.C. Chattergee, *This is All India Radio*, Publication Division, New Delhi.

4. George A. Hough, *News Writing*, Kanishka Publication, 1998, New Delhi.

Subject Code	Subject Name : **ELEMENTS OF FILM DIRECTION**		Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22006	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

➢ To equip the students role of direction in a film.

➢ To equip the students in gaining the knowledge of handling the technicians.

➢ To equip the students in gaining the camera angles.

➢ To equip the students in gaining complex nuances of film direction.

➢ To equip the students in gaining the pre and the post production work.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Students can remember and recall to develop their role in film direction.
CO2	Students are understand the different types of script writing formats.
CO3	Students are applied their ideas in production process, financing and direction .
CO4	Students can know to analyze the direction and cinematography angles, shots, movements.
CO5	Students can able to create short and feature film.

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	3	3	3	3	3	2			
CO2	3	3	3	2	2	3	3	2	2			
CO3	3	3	3	2	2	3	3	2	3			
CO4	2	3	2	2	2	3	3	2	3			
CO5	2	3	2	2	3	3	3	2	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
				√					

ELEMENTS OF FILM DIRECTION

Unit-1:   12 Hrs

Role of the Film Director : Director's basic responsibilities and personal traits, leadership, collaboration, competitiveness, working within small budget and limitations.

Unit-2:   12 Hrs

Director at different production stages: Preproduction- from exploring the script to visual design. Production- developing production crew, production technology, director's rule during shooting, directing on the set. Post production- from knowing the footage, rough cut to finishing touches.

Unit-3:   12 Hrs

Director and Script: Idea, Theme, Outline – Deep structure of the story, Treatment, Writer's script – Shooting script – Developing the idea – Scenes & sequences .

Unit-4:   12 Hrs

Director and Camera: Choice of lenses and their effects – Depth of fields– camera movements — Subject movement –Camera angles – Dramatic & psychological effects of camera angles.

Unit-5:   12 Hrs

Director and Editing ,Sound: Constructive editing ,Editing Techniques, Creative use of sound – Speech, Sound effects, BGM - synchronous and Asynchronous.

Total No of Hours-60

Reference Books:

1. Michael Rabiger, Mick Hurbis-Cherrier*, Directing: Film Techniques and Aesthetics,* Focal press, 2017.

2. Steven Ascher, Edward Pincus, *The Filmmaker's Handbook: A Comprehensive Guide for digital age,* Penguin publication, 2012.

3. David K. Irving*, Fundamentals of Film Directing,* McFarland & Company*,* 2010*.*

Subject Code	Subject Name : **SOUND MIXING AND DUBBING**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L04	Prerequisite : None	Lb	2	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

➢ To understand the fundamental aspects of audio production.

➢ To Perform the recording out-door location sound recording

➢ To Create the compositions of dubbing and recording and sound effects

➢ To Handle the digital recording of sound with an audio mixer.

➢ To gain the knowledge on audio standards in broadcasting.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	The students will be able to gain knowledge on the role of sound in the broadcasting.
CO2	The students will be equipped to Perform recording out-door location sound recording by handling appropriate equipment.
CO3	The students will be able to Create and record sound effects for reproducing the needed environment through ambience sound and sound effects
CO4	The students will be able to Handle digital recording of sound in an audio studio using an audio mixer.
CO5	The students will be equipped to Work for a visual program by reproducing the required audio contents for the video.

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	3	3	3	2	2	2			
CO2	3	2	2	2	3	3	3	3	3			
CO3	3	3	3	3	2	2	3	3	3			
CO4	3	2	3	3	3	3	3	3	3			
CO5	2	3	3	3	3	3	2	2	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	
CO2	2	3	3	
CO3	3	3	2	
CO4	2	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
			√						

SOUND MIXING AND DUBBING

- ➢ Different types of Television Programmes

- ➢ Educational Programmes

- ➢ Interview

- ➢ Discussion

- ➢ Music and Dance

- ➢ Game Show

- ➢ Documentary

- ➢ Children Programmes

Total No of Hours-60

Reference Books:

1. Millerson, Gerald. Television Production, London, 15th Edition, Focal Press, 2012.

2. Zettle, Herbert. Television Production Handbook, USA, 9th Edition, Cengage Learning, 2005.

3. Ward, Peter. Digital Camera Work, London, Focal Press, 2000.

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. 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.

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	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)	
	√							√		

<div align="center">**TEAM SKILLS**</div>

Unit I   **6 Hrs**

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 II   **6 Hrs**

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 III   **6 Hrs**

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 IV   **6 Hrs**

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

Unit V   **6 Hrs**

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.

<div align="right">**Total No of Hours: 30**</div>

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 : **ACTING SKILLS**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L05		Prerequisite : None	Lb	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

- 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

CO1	Students will be able to learn techniques that stimulate acting skills.
CO2	Students will be able to understand the different styles in performing arts.
CO3	Students will be able demonstrate different rasas in acting.
CO4	Students will be able to exhibit adaptive acting skills acquired in the curriculum.
CO5	Students will be able to create individual styles in acting.

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	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	PSO4
CO1	3	3	3	
CO2	2	2	3	
CO3	2	2	3	
CO4	2	2	2	
CO5	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
							√		

ACTING SKILLS

- Acting Techniques
- Composition
- Poses and acting
- Accent and dialects
- On camera Classes
- Commercial Acting
- Body and Movements
- Conveying Emotions

Total No of Hours: 30

Subject Code	Subject Name : **PROJECT-III - TELEVISION SHOW**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22LO6	Prerequisite : None	Lb	0	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

- To make the student understand about Television Studio Layout

- Makes them understand about Preparation of script for the anchors for reality show

- To make the student understand Preparation of script for the anchors for game show

- Makes them understand about Preparation of backgrounds for the Shoot

- Makes them understand about Arrange Lighting Equipment.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	To make the student understand about Arranging Video Shooting Equipment.
CO2	To make the student understand about Prepare a Multi-Camera and production set-up.
CO3	To make the student understand the concept of Preparing a Television Studio Layout
CO4	To make the student understand about Preparation of backgrounds for the Shoot
CO5	To make the student understand about Arranging Video Shooting Equipment.

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	1	3	3	3	2			
CO2	3	3	2	2	1	3	3	2	2			
CO3	2	2	2	2	3	3	3	2	2			
CO4	2	2	2	2	1	3	3	2	1			
CO5	2	2	2	2	1	3	3	2	1			

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
							√		

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PROJECT III- TELEVISION SHOW

➤ Prepare a Television Studio Layout

➤ Preparation of script for the anchors for reality show or a game show

➤ Preparation of backgrounds for the Shoot

➤ Arrange Video Shooting Equipment.

➤ Arrange Lighting Equipment.

➤ Prepare a Multi-Camera and production set-up.

➤ Using all the above Techniques, Prepare a NON FICTION TV Program, and create a set design .

SEMESTER: IV

Subject Code	Subject Name : **ALLIED - III-CONTEMPORARY DOCUMENTARIES AND NEWS REEL**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT221D3	Prerequisite : None	Ty	2	1/0	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

- To understand types of narratives
- To understand the components of a documentary
- To learn editing techniques
- To learn to write for audio and video
- To learn to deliver programmes for various audience

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Conceive ideas for documentary
CO2	Understand the process old documentary film making
CO3	understand and apply transitions and composition
CO4	Understand news formats in various media
CO5	Understand the responsibilities of a news producer

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	2	3	1	2	0	2	3			
CO2	3	2	3	2	2	1	2	1	3			
CO3	2	2	1	2	1	0	2	2	3			
CO4	3	2	2	1	3	0	3	3	3			
CO5	1	1	2	2	3	3	1	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	3	0	
CO2	3	2	3	
CO3	3	3	3	
CO4	1	3	2	
CO5	3	0	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
								√	

ALLIED - III-CONTEMPORARY DOCUMENTARIES AND NEWS REEL

Unit I   **9 Hrs**

Types of narratives - Types of documentary - Treatment, unscripted and scripted documentaries – adapting the script, ways to tell a story

Unit II   **9 Hrs**

–Interviews, recce, use of talents, re-enactments, reconstruction & docudrama - Shooting, lighting, location sound, problems & amp; issues

Unit III   **9 Hrs**

Creating a new project - importing files - Adding titles to the video - applying transition to the title - Editing the clip - marking the clip - saving a project

Unit IV   **9 Hrs**

Various formats of programmes of radio and television – Planning Production Techniques of news, current affairs and news reel programmes

Unit V   **9 Hrs**

News Editing – designing newscast, responsibilities of news producer, time cues, current affairs, documentary and educational programs. Interviewing and presentation skills – voice dynamism, eye contact, clothing and costume, basic make up.

Total No of Hours-45

Reference Books:

1. Jag Mohan, *Documentary Films and Indian Awakening*, Publication Division, Government of India, 1990.

2. Shweta Kishore, *Indian Documentary Film and Filmmakers: Independence in Practice*, Edinburgh University Press, 2020.

3. Bhagwan Das Garga, *From Raj to Swaraj: The Non-Fiction in India*, Viking, 2007.

Subject Code		Subject Name : **DIRECTION PRACTICES**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22007		Prerequisite : None	Ty	2	1/0	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

- To understand film as a form of art
- To know various forms of story telling
- To learn camera movements
- To understand the techniques behind film making
- To learn post production techniques for film

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Understand film as an art and adaptations from novels to screen
CO2	Know various narrative structures
CO3	learn camera movements and its usage in film making
CO4	Understand the aesthetics of film making
CO5	Learn various elements of post production

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	2	2	1	2	0	2	2			
CO2	3	2	0	1	0	0	3	2	1			
CO3	1	2	1	2	2	0	3	2	3			
CO4	3	3	2	1	2	2	3	3	3			
CO5	1	1	2	1	3	1	2	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	
CO2	3	3	3	
CO3	2	2	3	
CO4	3	2	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
				√					

DIRECTION PRACTICES

Unit I   **9 Hrs**

Filmic space and Filmic time – Film structure: External structure – Internal structure – Filmic material and its organization – Use of chance material – Film as an art: Film and Camera work and painting – Film and Novel – Film and Theatre – Film and Music – Film and environmental arts.

Unit II   **9 Hrs**

Director and the camera – Diachronic and Syntax – Composition – Movement within the frame – Camera angles – Camera movements and lenses – Special effects in camera – Special effects : Miniatures – Matte shots – Computer aided effects – Front and back Projection – Principles of narrative construction – Narration: The flow of story information.

Unit III   **9 Hrs**

 Screen direction – Dynamic and Static – Constructive and relational editing – Parallel cutting – Editing pattern for static dialogue scene – Cutting after the movement – Motion inside the screen – Motion in and out of the shot – 20 basic rules for camera movements – unconventional camera movements for creativity.

Unit IV   **9 Hrs**

Break down into shots – Mise-en-shot – Filmic technique – Master scene – Triple take – Directing the actor – Directing the crew – Composition – Symmetrical - Asymmetrical – Vertical – Horizontal – Dutch/Slanting –Diagonal composition – Set: Plan – Section view – Elevation and Projection – Story board.

Unit V   **9 Hrs**

Lighting: Flat lighting – Rembrandt lighting – Chiaroscuro lighting – Silhouette – Cameo – Limbo – Creative uses of sound in films; Synchronous – Asynchronous – Role of film music – Realistic and functional music – Dialogues - New technical developments: Wide screen – 3D – Digital film making and its creative possibilities – Dolby system – DTS – IMAX

Total No of Hours-45

Reference books:

1. Nicholas Proferes, *Film Directing Fundamentals: See Your Film Before Shooting*, 4th Edition, Routledge, English, 2017

2. Rabiger, Michael, *Directing - Film Techniques and Aesthetics*, Burlington, Focal Press, 3rd Edition, 2008.

3. Livingston , Don, *Film and the Director*, London, Macmillan, 1953.

4. Ernest Lindgren , *Art of Film*, Collier Books,1970.

5. Mascelli, Josheph V, *5 C's of Cinematography*, Silman-James Press, Los Angeles, 1998.

Subject Code	Subject Name : **DIGITAL IMAGE TECHNIQUES**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22008	Prerequisite : None	Ty	2	0/1	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

> ➢ To make the student to understand on basics of Designing
>
> ➢ Makes them understand the designing tools
>
> ➢ To make students to understand about Designing Features in Software
>
> ➢ To ensure students to know about Editing Techniques in software
>
> ➢ To make students to familiarize with latest techniques in software

COURSE OUTCOMES (Cos)
Students completing this course were able to

CO1	Understand the basic of Designing
CO2	Learn about Designing Tools in Software
CO3	Ensure in familiarizing the Designing Features in Software
CO4	Ideate &Learn Editing Techniques in software
CO5	Analyse and interpret with latest techniques in software

Mapping of Course Outcome with Program Outcome (POs)

Cos/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
CO1	3	2	3	3	3	2	3	2	3
CO2	3	3	3	3	3	3	2	2	2
CO3	3	2	3	3	3	2	1	3	2
CO4	2	2	2	3	3	3	3	3	3
CO5	3	2	3	2	3	3	2	2	2

COs/PSOs	PSO1	PSO2	PSO3
CO1	0	0	1
CO2	0	0	1
CO3	0	0	1
CO4	0	0	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
				√					

DIGITAL IMAGE TECHNIQUES

UNIT I   **9 Hrs**

Introduction to Designing – About Images – Types of Images – Usage of Images in different Mediums - About Resolution – High density Monitor Support – Pre monitor Scaling, About vector images - workspace - understanding the workspace - Panels and menus - Tools - Selection Tools - Painting & shape Tools - Type Tools - Slicing & Sampling Tool - Viewing Tools - Control Panel - Grids & guidelines

UNIT II   9**Hrs**

Resize Images – Image Essentials – Create ,Open , Import and View Images – Viewing multiple images –Color Modes – Blending Modes – Color & Monochrome adjustments using channels – Color Mode- Image Mode, Create a new document - options in dialog box - Art board panel - Preview mode - Outline mode - Aligning & distributing objects- Modes of colour - Fill & Stroke - stroke size - Save - Save a copy

UNIT III   **9 Hrs**
Swatches Panel - Edit Colors - Blend Colors - Blend options - Smooth color - Specified Steps - Specified Distance - Gradient Colors - Types of Gradient - Gradient Mesh - Path Finder – Wrapping – Effects – Creating Symbols – Editing – Converting 2D to 3D Using Extrude

UNIT IV   9 **Hrs**
Introduction to fundamentals of movie Poster Design -Movie poster Anatomy: Tagline/Billing- Background Montage- Dominant - Foreground Montage – Title - Production Info.

UNIT V   9 **Hrs**

Creating Dominance - Transition techniques: Color Cast - COB (Cut Out Background) – Over lapping - Feathered Edge–Transperency. Limited ColorPalette - Colour Scheme – Contrast & Colour Correction – Colour Casting

Total No. of Hrs: 45

Reference Books :

1.Jennifer Smith, *Adobe Illustrator CS6 Digital Classroom ,*

2. Adobe Illustrator CS6: Classroom in a Book – Adobe Creative Team

Subject Code	Subject Name : **MISC - EN - SCENE EXERCISES**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22ET3	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

1. To understand the meaning of mise-en-scene

2. To identify the different elements of mise-en-scene

3. To comprehend the various aesthetic dimensions of mise-en-scene

4. To equip the learner to appreciate the visual component of a film.

5. To apply the techniques of mise-en-scene in projects.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Understand the concept of mise-en-scene and its uses
CO2	Know the components of mise-en-scene
CO3	Learn various elements of mise-en-scene
CO4	Understand editing techniques
CO5	Know the application of sound in films

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	1	1	1	0	2	1	2			
CO2	3	2	2	2	1	0	2	2	2			
CO3	2	2	2	3	3	1	2	3	3			
CO4	3	3	2	3	3	2	3	2	3			
CO5	1	2	1	2	1	0	2	1	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	1	3	2	
CO2	2	3	3	
CO3	1	3	3	
CO4	2	2	3	
CO5	1	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
								√	

MISC - EN - SCENE EXERCISES

Unit I   12 Hrs

Definition - mise-en-scene – Realism, the power of Mise-en-scene, Aspects of mise-en-scene, space and time, narrative functions of mise-en-scene.

Unit II   12 Hrs

Components of mise-en-scene - visual elements - objects, information backgrounds and shooting method (camera position, movement).

Unit III   12 Hrs

Elements of mise-en-scene - shot - Cinematography - key terms and concepts - Analysing mise en Scene - the positioning of Actors, the set or locale, the props filling that set or locale - the composition of the shot.

Unit IV   12 Hrs

Mise-en-scene - Lighting - Understanding of Lighting - the lighting of the set, lighting for various scenes - Sequences.

Unit V   12 Hrs

Mise-en-scene - Editing - Emotion - Story- Rhythm - Eye trace - Two- dimensional Plane of Screen - Three-dimensional Space of Action.

Total No of Hours-60

References

1. Butler, Andrew M. *Film Studies*. Vermont: Pocket Essentials, 2005

2. David, Gretchen and Mindy Hall. *The Makeup Artist Handbook: Techniques for Film*, Television. London: Focal Press, 2008.

3. Dix, Andrew. *Beginning Film Studies*. New Delhi: Viva, 2017.

4. Gibbs, John. *Mise-en-Scene: Film Style and Interpretation*. Columbia: CU Press, 2002.

Subject Code		Subject Name : **DIGITAL IMAGE TECHNIQUES LAB**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L07		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

> ➢ Ensures that the student can create any kind of layouts, for print media.
> ➢ Guides the student to visualize the product for a perfect delivery
> ➢ Makes sure that the students will be able to create templates according to the need
> ➢ Students will be able confidently design or edit the layouts and concepts

To make the students gain knowledge on industry experiences

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	0	0	1	
CO2	0	0	1	
CO3	0	0	1	
CO4	0	0	1	
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
							√		

DIGITAL IMAGE TECHNIQUES LAB

➢ Visual concepts for posters

➢ Analyzing Designing for creating posters

➢ Identifying thematic elements.

➢ Creating projection and panoramically images

➢ Vector for Concept Illustrating

➢ One & Two point perspective

➢ Digital Matt painting

Total No of Hours:60

Reference Books :

1.Jennifer Smith, *Adobe Illustrator CS6 Digital Classroom ,*

2. Adobe Illustrator CS6: Classroom in a Book – Adobe Creative Team

Subject Code		Subject Name : PROJECT IV - MONTAGE SONG MAKING	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L08		Prerequisite : None	Lb	0	0/0	6/0	3

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

OBJECTIVES

- To impart knowledge on song production
- To have sufficient knowledge in planning for music video shoot
- To have knowledge on casting for music
- To have knowledge on music editing
- To understand marketing techniques for music video

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Have knowledge on lyric writing
CO2	Understand pre production techniques for music videos
CO3	Have knowledge about casting for music video
CO4	Understand song editing using elements of audio
CO5	Have knowledge on marketing the video in digital platform

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	1	0	1	2	3	1	1			
CO2	2	2	1	0	0	2	3	1	1			
CO3	2	2	1	0	0	2	3	1	1			
CO4	2	2	1	0	1	2	3	0	0			
CO5	2	1	1	0	0	2	3	0	0			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	1	1	3	
CO2	1	1	3	
CO3	0	1	2	
CO4	0	1	3	
CO5	0	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
							√		

PROJECT IV - MONTAGE SONG MAKING

➢ Create a situation framing for the implementing the montage song.
➢ Write the lyrics for the song and do the song recording.
➢ Find the right location for making a music video.
➢ Decide the Music video casting.
➢ Select an aspect ratio that works for your video montage, and start uploading your videos in the Video editor
➢ Edit the audio by trimming, splitting, transitions or adjusting the volume in the timeline
➢ Export your video montage at the resolution that works for the social media and share

Subject Code		Subject Name : **CRITICAL THINKING SKILLS - PRODUCTION SET ANALYSIS.**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22101		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

- To understand the elements of visual design
- To understand narrative structure
- To analyse different genres and themes
- To have knowledge on scripting and storyboarding
- To understand different perspectives in set design

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Analyse designs and its usage for various themes
CO2	Identify locations for sets
CO3	Understand and create different themes in set design
CO4	Create concept sketches for different concepts
CO5	understand usage of Props in set

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	0	3	2	1	2			
CO2	2	2	3	1	0	3	2	1	2			
CO3	2	2	3	1	0	3	2	1	2			
CO4	2	1	2	1	1	3	2	0	3			
CO5	1	1	2	0	0	3	2	0	2			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	2	3	
CO2	2	2	3	
CO3	2	2	3	
CO4	2	2	2	
CO5	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
								√	

CRITICAL THINKING SKILLS - PRODUCTION SET ANALYSIS.

- ➢ Landing the visual concept
- ➢ Finding the visual arcs within the story
- ➢ Design Analysis of the movie
- ➢ Identifying locations and builds
- ➢ Identifying thematic elements.
- ➢ Recognizing emotional tones
- ➢ Script breakdowns
- ➢ Storyboarding, Concept Illustrating, Computer Modeling, Hand Drafting.
- ➢ The Physical Design
- ➢ Concept sketches, ground plans
- ➢ One & Two point perspective and reserve perspective
- ➢ Set Dressing
- ➢ Specialty props, weapons, vehicles

Total No of Hours: 30

REFRENCE BOOKS:

The Art Direction Handbook For Film & Television (Second Edition) - By: Michael Rizzo

Production Design For Screen: Visual Storytelling in Film and Television - By: Jane Barnwell

SEMESTER V

Subject Code	Subject Name : **NEW MEDIA & OTT** **PLATFORMS**		Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22009	Prerequisite : None		Ty	2	1/0	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

- To understand the role of OTT and new media In the future of films
- To understand media convergence and marketing strategies in new media
- To know the changing nature of television medium
- To have knowledge on regulatory bodies in India
- To understand revenue models in OTT

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Understand media ecology
CO2	Understand new media marketing strategies
CO3	Explore the dynamic nature of television medium
CO4	Know the regulations in OTT and television
CO5	Understand media ownership

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	1	2	3	2	2	3	3			
CO2	2	3	2	3	2	2	3	2	2			
CO3	2	3	2	2	3	3	3	2	3			
CO4	3	1	2	2	3	2	2	3	3			
CO5	2	3	3	2	2	3	3	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	3	2	
CO2	1	3	2	
CO3	2	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
				√					

NEW MEDIA & OTT PLATFORMS

Unit I 9 Hrs

Media ecology – Internet as Public sphere - concept of Global village in the age of Internet - emergence of multiple screens – creating immersive environment - interactive storytelling – screens and projections.

Unit II 9 Hrs

Strategies for new media screens – Trans media Narratives - Ideation for New media – Theories and Practice of New Media Convergence – New media tools - marketing strategies in new media.

Unit III 9 Hrs

Changing the TV industry – Television on demand – Launching an OTT platform – YouTube TV - Case study

Unit IV 9 Hrs

OTT Platforms in India – a brief Background - Regulations on OTT and Digital Content in India - Benefits of Over The Top platforms - Disadvantages of OTT Platforms - Other Media Regulatory Bodies in India.

Unit V 9 Hrs

Advertising and OTT – revenue models in OTT - state ownership and OTT – OTT for regional language - OTT and the future.

Total No of Hours-45

Reference Book:

1. Dr.Vipul Partop, Rahul Mittal (Ed), *Ott Platforms and Digital Media*, Ishaan Arts & Production, Delhi, 2021.

2. Lawrence Harte, *Ott Business Opportunities: Streaming TV, Advertising, TV Apps, Social TV and T Commerce,* Discovernet, 2020

ubject Code		Subject Name : **MEDIA DISTRIBUTION & CENSOR BOARD**		Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22010		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

- To understand the business environment of media
- To understand the process of film exhibition
- To know the challenges of film financing
- To have knowledge on copy rights of content
- To have knowledge on film certification and appreciation

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	Understand role of new media in films.
CO2	Generate ideas for media entrepreneurship.
CO3	Understand the sources of finance for films.
CO4	Know the procedures for film exhibition and distribution.
CO5	Have knowledge about film festivals

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	1	3	3	2	1	3	3			
CO2	2	3	3	2	2	2	3	2	2			
CO3	2	3	2	2	3	3	3	2	3			
CO4	3	1	2	3	3	2	2	2	3			
CO5	2	3	3	2	2	3	3	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	2	2	1	
CO2	2	2	2	
CO3	1	2	2	
CO4	2	1	2	
CO5	1	1	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
				√					

MEDIA DISTRIBUTION & CENSOR BOARD

Unit I   **9 Hrs**

Business in the Entertainment and Media Industries - Role of marketing in film industry - Developing a release strategy - New Media Tools - Principles of Digital Marketing - Professional Selling

Unit II   **9 Hrs**

Film exhibition options (theatres, TV, DVD, Internet) -pros and cons of theatrical release - myths of theatrical run - Non theatrical (PPR) - Entrepreneurship in the Entertainment Business

Unit III   **9 Hrs**

Film Finance – methods and procedures adopted for financing Feature Films – Advances from Distributors – Hundi Finance – Bank finance - NFDC – Corporate Finance – Lab letter

Unit IV   **9 Hrs** First
copy basis – Outright and Royalty basis – Minimum guarantee – own Release – Classification of Exhibition centers – Distributors and Exhibitors – Overseas

Unit V   **9 Hrs**

Satellite and TV Rights – International Film Festivals – Government subsidies – Awards – Income Tax – CBFC-CERTIFICATION.

Total No of Hours-45

Reference Books:

1. Scott Kirkpatrick, *Introduction to Media Distribution Film, Television and New Media*, Routledge, New York, 2019.

2. Paula Landry, Stephen R.Greenwald, *The Business of Film: A Practical Introduction*, Routledge, New York, 2018

Subject Code	Subject Name : **3D TITLE ANIMATION**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22011	Prerequisite : None	Ty	2	0/1	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

> To make the students create 3d animation using key frame track editor

> To make the students understand 2d animation and 3d animation using 3d rendering

> To make the students Familiarize with 3d animation rendering using any render software

> To create and understand 3d animation and composition

> To make the students understand 3d physical animation and manual animation

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
				√					

3D TITLE ANIMATION

UNIT I   **9 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   **9 Hrs**

working with 3d text - working 3d text properties Concepts of Light – Omni Lights , spotlight , Target Lights, Free Lights , Directional Light, Area Lights — Skylight, Creating Max Basic Lights – Lights Parameters, advance dray traced, area shadows, advanced Effects, Positioning Lights.

UNITIII   **9 Hrs**

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

UNIT IV   **9Hrs**

working with physical animation for 3d text effects , Dynamic Properties, Using Compound Materials, Top/Bottom, Using Raytrace Materials, working with Arnold, Basic Material Extensions – Paint Controls –- Advanced Lighting –working with animation using 3 principle animation

UNIT V   **9 Hrs**

creating 3d animation, time track , rendering with Arnold, rendering with sequence animation, 3D modeling - 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: 45

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*

4.   John Jackman, *Lighting for digital video & television*, Focal press.

5.   Lee Lanier, *Advanced Maya Texturing and Lighting,* John Wiley and Sons Publication.

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

> 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.
> To recognize the value of problem solving, effective business management and entrepreneurial thinking to business development.
> 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 VI			Coursecode: 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	Humanties &social Science	Program Core	Program Elective	Open Elective	Practical/Project		Inter disciplinary
			✓						

ENTREPRENURSHIP DEVELOPMENT

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 – Roleof 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 Economicscenario for small scale Entrepreneurs - Networking, Niche play, Geographic Concentration,Franchising / Dealership - Development of Women Entrepreneurship. Self-help groups andempowerment of Women in India - Financing SHG and their role in Micro-financing.Financial inclusion and its penetration in India, Challenges and Government role in Financialinclusion–PradhanMantri Jan-DhanYojana - Six Pillars of Its Mission objectives

Total No. of Hrs: 45

Books for Study   :
1. Saravanavel, P. Entrepreneurial Development, Principles, Policies and Programmes, EssPee Kay Publishing House - 1997, Chennai.
2. Tulsian, P.C & Vishal Pandey, Business Organization and Management, PearsonEducation India, 2002, Delhi.
Books for Reference :
1. Janakiram, B, and Rizwana, M, Entrepreneurship Development, Text and Cases, ExcelBooks India, 2011, Delhi.
2. Arun Mittal & Gupta, S.L - Entrepreneurship Development, International Book HousePvt. 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 : **DIGITAL COMPOSITING & VISUAL EFFECTS**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22ET4	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

➢ To make the student learn Digital Compositing.

➢ Helps the student to create Digital effects and titles for movies.

➢ To make them understand node-based compositing and the Process of Rotoscoping.

➢ To make the student understand rotopaint and Keying with ChromaKeyer.

➢ Makes them understand camera tracking and multi-Channel Compositing.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	To make the student to understand Digital compositing.
CO2	Learns to Create Text animation and Motion Tracking.
CO3	To make Student to understand node-based compositing and Rotoscopy.
CO4	To make Students to understand rotopaint and Chroma Keying
CO5	To make Student to understand camera tracking and multi-Channel Compositing. .

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	1	0	0	
CO2	1	0	0	
CO3	1	0	0	
CO4	1	0	0	
CO5	1	1	0	

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
							√		

DIGITAL COMPOSITING & VISUAL EFFECTS

UNIT – I   12 Hrs

Introduction–Interface - creating a project and importing footage -Creating a Composition, Composition settings- Tools Panel, Timeline Panel- About Text layers, using text animate pre-set, creating mask with a pen tool- editing a mask, feathering the edges of a mask.

UNIT – II   12 Hrs

Keying – keying techniques using key light, blending mode, Motion Tracking, and Multipoint Motion Tracking - Converting 2D layer into 3D – Converting a Layer to 3D – 3D layer controls – using 3D camera, text animation- Create the Matte Painting- working with particles.

UNIT – III   12 Hrs

Intro of visual effects and Nuke -Intro to node based compositing – Nuke and the UI and Viewers – How to connect the Node - Channal and Basic Merge – Retime and Reformat – Intro of Roto scoping – Roto scoping Technique – Creating Shape.

UNIT – IV   12 Hrs

Object roto – Intro of Rotopaint – Clone and Reveal - Rig Removal and Clean up –racking Technique – Point Tracking and Planer Tracking - Character roto with Compositing- Intro of Keying – Type of Keyer Primate key, Ultimate Key, Chroma Keyer, Key light, IBK Gizmo – Advanced Keying and Channel Operations.

UNIT – V   12 Hrs

Intro of Compositing – Creating 2D and 3D Matte Painting –3D Compositing, Scene Creation, Scanline Render, Read Geo – Export the FBX - Import the OBJ -   Live Action Matte Painting and Compositing – Multi-pass CG compositing -Shuffle and Shuffle Copy – Intro of Color Correction, Grade node– Rendering.

Total No of Hours.: 60

Reference Books:

1. **Ron Brinkmann**, *The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics,* **The Morgan Kaufmann, 2008.**
2. Steve Wright, *Digital Compositing for Film and Video: Production Workflows and Techniques*, Taylor & Francis, 2017.

Subject Code	Subject Name : **3D TITLE ANIMATION LAB**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBAV22L09	Prerequisite : Basic Interest in graphics	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	Understand about playing animations on different backdrops.
CO2	Understand the tools and menus for animation.
CO3	Learn about the timings for animation.
CO4	Analyze the thickness and texture of the special materials
CO5	Create title animations.

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	3	2	3	3	3	3			
CO2	3	3	2	3	2	1	2	3	2			
CO3	2	2	3	3	3	2	3	2	3			
CO4	3	3	2	3	3	3	3	2	3			
CO5	2	2	3	3	2	2	2	3	3			

COs/PSOs	PSO1	PSO2	PSO3	PSO4
CO1	1	0	0	
CO2	1	0	0	
CO3	1	0	0	
CO4	1	0	0	
CO5	1	1	0	

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
							√		

3D TITLE ANIMATION LAB

1.   Create a new Brand mobile animation

2.   Create a Animation for cloth using preset character

3.   Create an Award Title Animation

4.   Create a 3D Animation for movie title animation

5.   Create a title Animation for DR. MGR University with logo

Total No. of Hours: 60

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*

4.   John Jackman, *Lighting for digital video & television*, Focal press.

5.   Lee Lanier, *Advanced Maya Texturing and Lighting,* John Wiley and Sons Publication.

Subject Code		Subject Name : **PROJECT V - FEATURE FILM SCRIPTING**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L10		Prerequisite : None	Lb	0	0/0	6/0	3

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

OBJECTIVES

- 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 show

- To make the student understand about Script Writing

- To prepare them understand about Writing for Documentary

To 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	PO10	PO11	PO12
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	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
							√		

PROJECT V -FEATURE FILM SCRIPTING

1. Create a script for a 1 hour 30 minutes fantasy film containing real life facts in it.

2. Write a script for a fictional movie for about 45 minutes containing action theme in it.

3. Create a script for Documentary.

SEMESTER: VI

1. Internship

Subject Code	Subject Name : **INTERNSHIP- MOVIE DIRECTION**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
HBFT22L11	Prerequisite : None	Lb	0	0	8	4

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

OBJECTIVES

- 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

CO1	Remember and recall to develop a story, script and its scenes and sequences.
CO2	Understand the different types of script writing formats.
CO3	Apply their ideas in production process, financing and direction .
CO4	Analyze the direction and cinematography angles, shots, movements.
CO5	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
					√				

INTERNSHIP-MOVIE DIRECTION

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 HBFT22L12	Subject Name : INTERNSHIP- CINEMATOGRAPHY	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite : None	Lb	3	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

> Students learn about exposure techniques.

> Introduction of lighting and the current trends of cinematography.

> Students learn about the features of the camera

> Students can able to shoot the photographs with models using lighting techniques.

> Ensures the student to photographs with models.

COURSE OUTCOMES (Cos)
Students completing this course were able to

CO1	Students can remember and recall the exposure techniques..
CO2	Students understand the different types of lightings and concepts.
CO3	Students understand the different types of camera and its specifications.
CO4	Students made to analyze the camera angles and shoot with models.
CO5	Students can able to create photograph with models.

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	2	2	3	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	3	1	2
CO5	3	3	3	1	0	3	3	1	1

COs/PSOs	PSO1	PSO2	PSO3
CO1	3	3	2
CO2	3	3	2
CO3	3	3	3
CO4	3	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
					√				

INTERNSHIP-CINEMATOGRAPHY

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 **HBFT22L13**	Subject Name : **INTERNSHIP-EDITING**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite : None	Lb	1	0/0	2/0	2

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

OBJECTIVES

- To make the student understand about edit using nonlinear method.
- Makes them understand about create new videos.
- To make the student understand editing terminologies and working with key frames.
- To make the student understand about working with MAC OS and understand about Video Editing.
- Makes them understand about applying effects and adding transitions to Audio and Video.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	To make the student understand about Editing – types of editing.
CO2	To make the student gain knowledge on Importing Footage, digital audio, sequences , clips.
CO3	To make the student understand about Editing Audio, in time line, Animation& key frames.
CO4	To introduce the students about Mac software and get knowledge on importing the video in software.
CO5	To build the student with footage duration and matching the footage and explain about sequence, title and rendering process.

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
							√		

INTERNSHIP-EDITING

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.

2. Portfolio

Subject Code **HBFT22L14**	Subject Name : **PORTFOLIO- DIRECTION**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite : None	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

➢	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

CO1	Remember and recall to develop a story, script and its scenes and sequences.
CO2	Understand the different types of script writing formats.
CO3	Apply their ideas in production process, financing and direction .
CO4	Analyze the direction and cinematography angles, shots, movements.
CO5	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
					√				

PORTFOLIO- DIRECTION

Create a portfolio on a Feature Film – duration not exceeding with a proper script, usage of camera – lights – indoor and outdoor shoots with clap board

The Feature Film should include

- Proper Script

- Artist Finalization

- Proper Location (fixing the location)

- Budgeting

- Call sheet

- Shooting Schedule

- Production Process (shooting)

Subject Code **HBFT22L15**	Subject Name **PORTFOLIO-CINEMATOGRAPHY**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite : None	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

- ➢ Students learn about exposure techniques.
- ➢ Introduction of lighting and the current trends of cinematography.
- ➢ Students learn about the features of the camera
- ➢ Students can able to shoot the photographs with models using lighting techniques.
- ➢ Ensures the student to photographs with models.

COURSE OUTCOMES (Cos)
Students completing this course were able to

CO1	Students can remember and recall the exposure techniques..
CO2	Students understand the different types of lightings and concepts.
CO3	Students understand the different types of camera and its specifications.
CO4	Students made to analyze the camera angles and shoot with models.
CO5	Students can able to create photograph with models.

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	2	2	3	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	3	1	2
CO5	3	3	3	1	0	3	3	1	1

COs/PSOs	PSO1	PSO2	PSO3
CO1	3	3	2
CO2	3	3	2
CO3	3	3	3
CO4	3	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
					√				

PORTFOLIO-CINEMATOGRAPHY

- Exposure practice in Sun rise and Sun set situations

- Study of different styles of lighting

- Operating with an Film Camera

- Exposure practice in shooting with daylight type film in indoor and outdoor

- Exposure practice in shooting with Tungsten type film in indoor and outdoor

- Human faces and lighting techniques for different faces

- Study of different styles of lighting

- Subject with direct and side lighting with soft and hard light source

.Subject Code **HBFT22L16**	Subject Name : **PORTFOLIO-EDITING**	Ty/ Lb/ ETL	L	T/SLr	P/R	C
	Prerequisite : None	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

- To make the student understand about edit using nonlinear method
- Makes them understand about create new videos.
- To make the student understand editing terminologies and working with key frames
- To make the student understand about working with MAC OS and understand about Video Editing.
- Makes them understand about applying effects and adding transitions to Audio and Video.

COURSE OUTCOMES (Cos)

Students completing this course were able to

CO1	To make the student understand about Editing – types of editing
CO2	To make the student gain knowledge on Importing Footage, digital audio, sequences , clips
CO3	To make the student understand about Editing Audio, in time line, Animation& key frames
CO4	To introduce the students about Mac software and get knowledge on importing the video in software
CO5	To build the student with footage duration and matching the footage and explain about sequence, title and rendering process

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
							√		

PORTFOLIO-EDITING

- Creating Multi and Individual clip
- Creating multi clip sequence
- Collapsing and Expanding a Multi clip
- Trimming Clips Using the Trim Edit Window
- Adding Transitions
- Sequence-to-Sequence Editing
- Working with Freeze Frames and Still Images
- Compositing and Layering
- Creating Titles
- Color Correction Features
- Rendering and Video Processing Settings
- Exporting QuickTime Movies

Subject Code :	Subject Name-UNIVERSAL HUMAN VALUES	Ty/Lb/ETL	L	T/ SLr	P/R	C
HBCC22ET1	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 :
- ➢ 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
									√

UNIVERSAL HUMAN VALUES

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