



**Dr.M.G.R.  
Educational and Research Institute  
UNIVERSITY**

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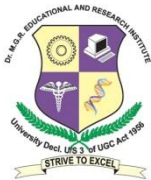
**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**B.Sc– Animation and Visual Communication (Full Time)  
Curriculum & Syllabus  
2018 Regulations**

I SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17001/ HBHI17001/ HBFR17001	Tamil/Hindi/French – I	3	0	0	3
2.	HBEN17001	English – I	3	0	0	3
3.	HBAV18A01	Anatomy Drawing – (Allied I Paper I)	3	1	0	4
4.	HBAV18001	Animation and Visual Communication	3	1	0	4
5.	HBAV18002	Visualization Techniques and Image Editing	3	0	1	4
6.	HBAV18L01	Project I – Graphic Designing	0	0	4	4
<b>Total</b>			<b>15</b>	<b>2</b>	<b>5</b>	<b>22</b>

II SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17002/ HBHI17002/ HBFR17002	Tamil/Hindi/French – II	3	0	0	3
2.	HBEN17002	English – II	3	0	0	3
3.	HBAV18A02	Art & Aesthetics (Allied I Paper II)	3	1	0	4
4.	HBAV18003	Basic Photography	3	0	1	4
5.	HBAV18004	Audio and Video Editing	3	0	1	4
6.	HBAV18L02	Audio and Video Lab	0	0	2	2
7.	HBAV18L03	Project II –Photography	0	0	4	4
<b>Total</b>			<b>15</b>	<b>1</b>	<b>8</b>	<b>24</b>

III SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAV18005	Script Writing	3	1	0	4
2.	HBAV18A03	Story Boarding(Allied II Paper I)	3	1	0	4
3.	HBAV18006	Advertising	3	1	0	4
4.	HBAV18007	3D Modelling ( Max )	3	0	1	4
5.	HBMG17L01	Soft skills I	2	0	0	2
6.	HBAV18L04	Advertising Lab	0	0	2	2
7.	HBAV18L05	3D Modelling Lab	0	0	2	2
8.	HBAV18L06	Project III –Advertising /3D Modelling	0	0	4	4
<b>Total</b>			<b>14</b>	<b>3</b>	<b>9</b>	<b>26</b>



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IV SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAV18008	Television Production	3	1	0	4
2.	HBMG17L02	Soft skills 2	2	0	0	2
3.	HBAV18009	3D Animation (3d-max) (Credit Based Internal Evaluation)	0	0	4	4
4.	HBAV18A04	Media Management & compression techniques (Allied II- Paper II)	3	1	0	4
5.	HBAV18L07	Acting Lab	0	0	2	2
6.	HBAV18L08	3D Animation Lab	0	0	2	2
7.	HBAV18L09	Project IV –Television Production (Program Production)	0	0	4	4
<b>Total</b>			<b>8</b>	<b>2</b>	<b>12</b>	<b>22</b>

V SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAV18010	Film Making Process	3	1	0	4
2.	HBMG17001	Environmental Studies	3	0	0	3
3.	HBAV18011	Advanced Modelling - Maya	3	0	1	4
4.	HBAV18L10	Maya Modelling Lab	0	0	2	2
5.	HBAV18L11	Clay Modeling and Animation with Stop Motion Animation	0	0	2	2
6.	HBAV18L12	Project V –Short Film	0	0	4	4
<b>Total</b>			<b>9</b>	<b>1</b>	<b>9</b>	<b>19</b>

VI SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBMG17G01	Entrepreneurial Development	3	0	0	3
2.		Elective - 1 ( Internal Evaluation – Online Test)	0	0	4	4
3.		Elective - 2 Portfolio Development	0	0	10	10
<b>Total</b>			<b>3</b>	<b>0</b>	<b>14</b>	<b>17</b>

**Total Credits to be earned for the award of the Degree (RE): 130**



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**Summary Of Credits**

1<sup>st</sup> Semester - 22

2<sup>nd</sup> Semester -24

3<sup>rd</sup> Semester -26

4<sup>th</sup> Semester -22

5<sup>th</sup> Semester -19

6<sup>th</sup> Semester -17

Total -130

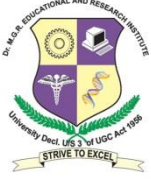
**LIST OF ELECTIVES:**

**Elective-1 Internal Evaluation – Online Test**

S.NO	Sub.Code	Title of the Subject
1.	HB AV18E01	Animation
2.	HB AV18E02	Direction
3.	HB AV18E03	Advanced Photography
4.	HB AV18E04	Television Production

**Elective-2**

S.NO	Sub.Code	Title of the Subject
1.	HB AV18EL1	Portfolio Development - Animation
2.	HB AV18EL2	Portfolio Development - Direction
3.	HB AV18EL3	Portfolio Development - Advanced Photography
4.	HB AV18EL4	Portfolio Development - Television Production



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HBTA17001

Tamil-I

3 0 0 3

**நோக்கம்:**

- வாய்மொழிஇலக்கியத்தையும்செய்யுள்இலக்கியத்தையும்அறிந்துகொள்ளல்
- சிறுகதைமரபினைப்புரிந்துகொள்ளல்
- பிழைஇன்றித்தமிழ்எழுதுவதற்குஅடிப்படைஇலக்கணத்தைப்பயிற்றுவித்தல்
- கவிதைமரபினையும்சிறுகதைமரபினையும்வரலாற்றுநிலையிலிருந்துவிளக்குதல்

**முதற்பருவம் – தமிழ்த்தாள்1**

**அலகு – 1**

செய்யுள்திரட்டு

வாய்மொழிஇலக்கியம்: நாட்டுப்புறப்பாடல்கள்

1. தாலாட்டு
2. காதல்
3. ஒப்பாரி
4. காணிநிலம்வேண்டும் – பாரதி
5. நல்லதோர்வீணை – பாரதி
6. தமிழ்காதல் – பாரதிதாசன்
7. தமிழ்வளர்ச்சி – பாரதிதாசன்
8. எந்நாளோ? – பாரதிதாசன்
9. ஆறுதன்வரலாறுகூறுதல் – கவிமணிதேசியவிநாயகம்பிள்ளை

**அலகு – 2**

1. வழித்துணை – ந.பிச்சமூர்த்தி
2. குருடர்களின்யானை - அப்துல்ரகுமான்
3. முள்முள்முள் - சிற்பி

**அலகு – 3 புதுமைப்பித்தன்கதைகள்**

1. கடவுளும்கந்தசாமிப்பிள்ளையும்
2. செல்லம்மாள்
3. துன்பக்கேணி
4. ஆற்றங்கரைப்பிள்ளையார்
5. ஒருநாள்கழிந்தது



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**அலகு – 4**

பெயர், வினை, இடை, உரிச்சொற்களின்பொதுஇலக்கணம், வலிமிகும்இடங்கள், வலிமிகாஇடங்கள்

**அலகு – 5**

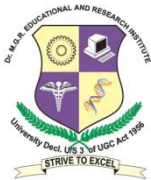
1. தமிழ்க்கவிதையின்தோற்றமும்வளர்ச்சியும்  
(மரபுக்கவிதை, புதுக்கவிதை)
2. தமிழ்ச்சிறுகதையின்தோற்றமும்வளர்ச்சியும்

மரபுத்தொடர்கள், பொருந்தியசொல்தருதல்கலைச்சொற்கள், நேர்காணல்

**மேற்பார்வைநூல்கள்:**

1. சென்னைப்பல்கலைக்கழகவெளியீடு – 2013
2. பொதுஇலக்கணம்

**Total no. of Hrs:45**



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**HBHI17001** **HINDI – I** **3 0 0 3**

Prose, Administrative Hindi and Grammar.

**UNIT I** **9 Hrs**

1. Sabhyatakaarahasya – lesson and annotations ,Questions & answers,
2. Administrative terms ( Prayojanmulak Hindi)

**UNIT II** **9 Hrs**

1. Mitrathakarahasya - lesson and annotations questions and answers
2. Patralekhan, definitions, correspondence in hindi

**UNIT III** **9 Hrs**

Paramanuoorjaevam and kadhyasanrakshan (lesson ) annotations and answers,

1. Technical terms and words, letter writing

**UNIT IV** **9 Hrs**

1. Yuvavon se (lesson), annotations, essay and questions and answers
2. Types of official correspondence, technical terms
3. Grammar(Change of voice, correcting the sentences)

**UNIT V** **9 Hrs**

1. Yogyataaurvyavasaykachunav (Lesson) essay, questions and answers
2. Letter writing
3. grammar& technical terms

**Total no. of Hrs:45**

**TEXT BOOK:**

1. Dr. Syed Rahmatullah&PoornimaPrakashan, Hindi gadhyamaala

**REFERENCES:**

1. Dr. Syed Rahmatullah&PoornimaPrakashan, *Prayojanmulak Hindi*
2. Dakshin Bharat Hindi Prachara Sabha, T.Nagar,*Saral Hindi Vyakaran-2*



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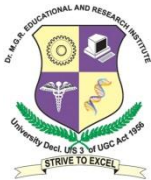
<b>HBFR17001</b>	<b>FRENCH – I</b>	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>UNITÉ 1</b>					<b>9 Hrs</b>
Découvrir le langue française					
<b>UNITÉ 2</b>					<b>9 Hrs</b>
Faire connaissance					
<b>UNITÉ 3</b>					<b>9 Hrs</b>
Organizer son temps					
<b>UNITÉ 4</b>					<b>9 Hrs</b>
Découvrir son environnement					
<b>UNITÉ 5</b>					<b>9 Hrs</b>
S'informer, Se faire plaisir					
		<b>Total no. of Hrs: 45</b>			

**TEXT BOOK:**

Authors: Jacky Girardet, Jacques Pécheur

Available at :Goyal Publishers Pvt Ltd 86, University

Block JawaharNagar ,New Delhi – 110007. Tel : 011 – 23858362 / 23858983



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**HBEN17001**

**ENGLISH – I**

**3 0 0 3**

**OBJECTIVES:**

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays, paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.

**UNIT I PROSE**

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

Headache	- R.K Narayan
A Little Bit of What You Fancy	- Desmond Morris
My Early Days	- Abdul Kalam
How to Escape from Intellectual Rubbish	- Russell
Town by the Sea	- Amitav Ghosh

**UNIT II POETRY Verse (Macmillan Publishers India Limited)**

**8 Hrs**

Written in Early Spring	- Wordsworth
When I have Fears	- John Keats
Ulysses	- Tennyson
The Unknown Citizen	- Auden
For Elkana	- Ezekiel

**Unit III Short Stories**

**8 Hrs**

Vignettes: A Collection of Short Stories Ed.Dr.P.N.Ramani

**(New Century Book House(p)Limited)**

Upper Division Love	- Manohar Malgonkar
The Doll's House	- Katherine Mansfield
Marriage is a Private Affair	- Chinua Achebe
The Man Who Knew Too Much	- Alexander Baron
The Ransom of Red Chief	- O Henry

**Unit IV Functional English & Soft Skills**

**8 Hrs**

Synonym, Antonym, Prefix-Suffix, Word Formation, Tense, Auxiliaries (Primary and Modal), Types of Sentences, Voice, Interrogatives (Yes or No, Wh questions), Tag questions, Adjectives, Degrees of Comparison, Adverb, Conditional Sentences, Sentences Expressing Cause and Effect, Purpose, Concord or subject-verb agreement, Common errors

Letter Writing –seeking permission, requests, comprehension, note-making.

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part I – Speech Sounds in English Language

Part II – Group Talk

**Unit V One Act Plays**

**5 Hrs**

**Six One Act Plays Ed;Dr.NafeesaKaleem –**

**(AnuChitra Publications)**

The Dear Departed	- Stanley Houghton
The Discovery	- Herman Ould
The Shirt	- Francis Dillon
The Pie and the Tait	- Hugh Chesterton
Refund	- Fritz Karinthy

**Test and Written Exercises:**

**4 Hrs**





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**Total no. of Hrs: 45**

**TEXTBOOK:**

1. English Pronunciation in Use-Marks Hancock Cambridge Univ – 2003.

**REFERENCE:**

1. Sharda Kaushik et al Orient Black Swan ( 2014) Spring Board to Success.

**HBAV18A01**

**0**

**4**

**ANATOMY DRAWING - I(ALLIED I PAPER I)**

**3**

**1**

**OBJECTIVES :**

- To enhance the students to understand the concepts of drawing in all forms and perspectives.
- Makes them familiarize about the facial expressions
- To understand basics of 2D and 3D Shapes
- Makes them to understand about camera angles
- Making them to understand about colors

**CO I**

Making the students to understand Elements of Drawing

**CO II**

Enhancing the students to get to know about Basic Shapes & Forms which is used in character Animation

**CO III**

Getting the students to know about Converting 2D into 3D Forms & Camera Angles – Colors & Lights

**CO IV**

Making the students to understand Perspective Drawing

**CO V**

Understanding Composition of the Figure , Creating a Layout - Staging Characters on Layout.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12 Hrs**

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

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12 Hrs**

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

**UNIT V**

**12 Hrs**

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

**Total No. of Hrs: 60**

**TEXT BOOK:**



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

**REFERENCES:**

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

**HBAV18001**

**ANIMATION AND VISUAL COMMUNICATION**

**3 1 0 4**

**OBJECTIVES :**

- To make the student understand the concepts of Human communication
- Ensures the students understand the concepts of animation
- Makes the students familiarize about the colors
- Student learn about typography
- To Make the students to understand the industry and to visualize.

**CO- 1**

To Learn about different type communication, Signs, Symbols & Code systems.

**CO- 2**

To learn about History of Animation and Introduction to Animation Technologies.

**CO- 3**

Introduction to Design and its principles. Role of design in society.

**CO- 4**

To learn about Elements of Design, Color Wheel, Understanding Lighting and Shading-Thinking in various point of view.

**CO- 5**

Introduction to History of Typography and its Design, Anatomy of Type..

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12 Hrs**

History of Animation - Animation: Meaning, definition & types - Basic Principles of Animation - Anatomy & Body Language - Introduction to Animation Technologies

**UNIT III**

**12 Hrs**

Introduction to Design - History of Design - Role of design in society (Impact / Function of Design) - Basic Design - Elements of design, principles of design - Rules for making good design - Graphic Design Process

**UNIT IV**

**12Hrs**

Principles of Design - Elements of Design - Color Wheel - Primary and Secondary Colors - Black & White - Warm and Cool Colors - Understanding Lights – Lighting and Shading – Visual and Imagery Techniques - Direct & Indirect Approach - Thinking in various point of view

**UNIT V**

**12 Hrs**

History of Typography - Expressive Typography - Choosing a Typeface - Family classification of type - Type – Design & Anatomy

**Total No. of Hrs: 60**

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

**REFERENCES:**

1. McQuailDennis(1981) *Communication Models*, Longman, London.
2. Chris Patmore,*The Complete Animation Course* – Barons Educational Series (New York)
3. John Adair(2004)*The Concise Adair on Creativity and Innovation* , Thorogood Publishers

**HBAV18002**

**VISUALIZATION TECHNIQUES & IMAGE EDITING**

**3 0 1 4**

**OBJECTIVES :**

- Ensures that the student can create any kind of layouts , for print media .
- Guide the student to visualize the product for a perfect delivery

**UNIT I**

**12 Hrs**

Introduction to Image Editing - Image Size and Resolution - Monitor Resolution \_ Printer Resolution - Creating a New Document - Opening & Placing Images - Saving a Document - Creating Workspace - Tool Bar - Selection Tools - Copying & Pasting a Selection - Copy & Copy Merge - Paste & Paste Special

**UNIT II**

**12 Hrs**

Color Modes - Type tool options – Layer - Adjustment Layer - Working with Layer Comps - Creating Layer Groups - Organizing Layers - Locking & hiding Layers - Linking Layers - Layer Effects - Painting Tools - Shape Tools - Work Path - Clipping Path - Cropping Images

**UNIT III**

**12 Hrs**

Filters - Artistic Filter - Brush Stroke Filter - Distort Filter - Sketch Filter - Blur Gallery - Field Blur - Iris blur - Tilt Shift - Liquefy - Vanishing Point - Render Filter

**UNIT IV**

**12 Hrs**

Retouching Tools - Clone Stamp Tool - Pattern Stamp Tool - Patch & Healing Brush Tool - Red Eye Tool - Blur , sharpen , smudge Tool - Histogram

**UNIT V**

**12 Hrs**

Actions Palette - Batch Command - Photomerge - slices - saving files for web - zoomify - creating rollover - web photo gallery

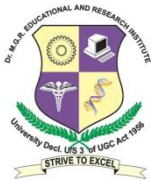
**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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



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**HBAV18L01**

**PROJECT – I GRAPHIC DESIGNING**

**0 0 4 4**

**OBJECTIVES :**

- Gives them hands on experience in creating brochures and pamphlets which ensures them a confident delivery in work place.

**Project:**

Create a 4 page brochure for an International Boutique, displaying all their products and features with USP (Unique Selling Point) of the boutique with images of the product created using any software where the last page should have only the LOGO and the address panel of the boutique. And, the first page should have the LOGO, establishment name and their USP as baseline.

**Total No. of Hrs Needed to Complete the Project: 60**



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**HBTA17002**

**TAMIL II**

**3 0 0 3**

**நோக்கம்:**

- தமிழிலக்கியவரலாற்றில் சிற்றிலக்கியங்கள் பெறும் இடத்தைப்பற்றி எடுத்துரைத்தல்
- சைவ, வைணவ சமயங்களோடு தமிழிலக்கியமரபுகொண்டுள்ள உறவினைப்போலப்பிற சமயங்களான கிறித்துவ, இஸ்லாம் சமயங்களோடும் தமிழிலக்கியம் உறவுகொண்டு விளங்குவதனை எடுத்துரைத்தல்
- காப்பியமரபினை எடுத்துரைத்து ஒரு சில சிறுகாப்பியங்களைப்பயிற்றுவித்தல்
- அடிப்படை இலக்கணத்தைப்பயிற்றுவித்தல்

**இரண்டாம் பருவம் – தமிழ்த்தாள் 2**

**அலகு – 1**

1. சிற்றிலக்கியவரலாறு
2. கிறித்துவ இலக்கியவரலாறு
3. இஸ்லாமிய இலக்கியவரலாறு

**அலகு – 2**

1. நந்திக்கலம்பகம்
2. முத்தொள்ளாயிரம்
3. தமிழ்விடுதாது (36 கண்ணிகள்)

**அலகு – 3**

1. திருக்குற்றாலக்குறவஞ்சி (குறத்திமலைவளம்கூறுதல்)
2. முக்கூடற்பள்ளு (நாட்டுவளம்)
3. இயேசு பிரான் பிள்ளைத்தமிழ் (செங்கீரைப்பருவம் முதல் 5 செய்யுட்கள்)

**அலகு – 4**

1. நளவெண்பா (கலிநீங்குகாண்டம்)
2. சீறாபுராணம் (மானுக்குப்பிணைநின்றபடலம்)

**அலகு – 5**



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1. இலக்கணக்குறிப்பு: உவமைத்தொகை, பண்புத்தொகை, உம்மைத்தொகை, வேற்றுமைத்தொகை, வினைத்தொகை, இருபெயரொட்டுப்பண்புத்தொகை, அன்மொழித்தொகை...
2. ஒருபொருள்குறித்தபலசொல், பலபொருள்குறித்தஒருசொல்
3. ஒருமைபன்மைமயக்கம், பிறமொழிச்சொற்களைநீக்குதல், அகரவரிசைப்படுத்துதல்

**மேற்பார்வைநூல்கள்:**

3. சென்னைப்பல்கலைக்கழகவெளியீடு – 2013
4. பொதுஇலக்கணம்

**Total No of Hrs :45**



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**HBHI17002**

**HIINDI II**

**3 0 0 3**

**OBJECTIVES:**

- Famous ancient and modern poets from the Hindi literature are prescribed
- Navrasas and meters are taught
- To keep with latest trends in modern Hindi, Computer applications in Hindi, provisions of official language Act etc are included

**UNIT I**

**9 Hrs**

(Poetry, Hindi computing ,alankar)

1. Poetry Manu Ki chintna – kaviparichay, annotation, summary, Madhushala and kabirdhas , two padhya only
2. Alankaaranupras, and upma only

**UNIT II**

**9 Hrs**

1.PoetrySurdas (two padh only), kaviparichay, annotation , Kaikeyikapaschatap

2. Utprekshaalankar

**UNIT III**

**9 Hrs**

1. Meerabai only one padya
2. Kaamkajihindi, concept of official language, and hindi computing theory

**UNIT IV**

**9 Hrs**

1. Jugnu ,summary & meaning annotation
2. Hindi software packages,

**UNIT V**

**9 Hrs**

1. Kaviparichay
2. Kabirdas, MeerabaiMythili saran gupta
3. Jaishankar Prasad
4. Sleshaalankar.

**Total No of Hrs :45**

**TEXT BOOK:**

- 1.Dakshin Bharat hindipracharasabha, *KavyaKusum*- 3

**REFERENCES:**

- 1.Murali Manohar&vidhyanilaya,*Ras Chand Alankar*
- 2.Hareeshvishwavidyalayprakashan, agra, *Kaamkajihindi and hindi computing*



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**HBFR17002**

**FRENCH II**

**3 0 0 3**

**UNIT - 1**

Cultiver les relations

**UNIT - 2**

Découvrir le passé

**UNIT - 3**

Entreprendre

**UNIT - 4**

Prendre des décisions

**UNIT - 5**

Faire face aux problèmes et s'évader

**9 Hrs**

**9 Hrs**

**9 Hrs**

**9 Hrs**

**9 Hrs**

**Total No of Hrs :45**

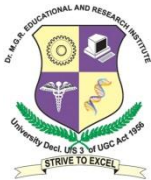
**TEXT BOOK:**

Authors : Jacky Girardet, Jacques Pécheur

Available at : Goyal Publishers Pvt Ltd 86, University Block Jawahar Nagar

New Delhi – 110007. Tel : 011 – 23858362 / 23858983





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**HBEN17002**

**ENGLISH – II**

**3 0 0 3**

**OBJECTIVES:**

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays, paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.

**UNIT I PROSE**

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

History of Chess

- Barbara Mack

To Know When to Say, "It's None of Your Business

-McCormick

The India of My Dreams

-Indira Gandhi

The Second Crucifixion

-Collins and Lapiere

How to Avoid Argument

-Sam Horn

UNIT II POETRY

Verse (Macmillan Publishers India Limited)

**8 Hrs**

Lcave this Chanting

-Tagore

The Stonc

-Gibson

Mending Wall

-Frost

The Ballad of Father Gilligan

-W.B. Yeats

The Listeners

-De La Mare

**UNIT III BIOGRAPHICAL SKETCHES**

**8 Hrs**

Portraits in Prose-An Anthology of Biographical Sketches

Ed:S.Jagadisan, Orient Blackswan Private Limited

Socrates

-Sir Richard Livingstone

Leo Tolstoy

-Ronald Seth

Alexander Fleming

-Philip Cane

Mother Teresa

-John Frazer

Martin Luther King

-R.N.Roy

**UNIT IV FUNCTIONAL ENGLISH & SOFT SKILLS**

**8 Hrs**

Prepositions, Reported Speech, Editing, Phrasal Verbs and Idioms, Gerunds Infinitives, Beginning Sentences with 'It', Common Errors, Use in sentence words as different word classes – (Text based) Writing CV, Completing a dialogue, Expansion of hints

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part III English Usage

Part IV Listening Skills

Part V Face to Face Interaction

**Unit V Scenes from Shakespeare – Emerald Publication**

**5Hrs**

**Test and Written Exercises**

**4Hrs**

**Total No of Hrs:45**

**TEXTBOOK:**

1. *English Pronunciation in Use-Marks Hancock*  
Cambridge Univ – 2003.

**REFERENCE:**

1. Sharda Kaushik etal Orient Black Swan(2014) *Spring Board to Success*



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**HBAV18A02**

**ART & AESTHETICS (ALLIED I PAPER II)**

**3 1 0 4**

**OBJECTIVES :**

- To encourage the student to enquire knowledge of Art and to appreciate Arts in various forms .
- Student know about the historical understanding of Art of India

**UNIT I:** 12hrs

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

**UNIT II:** 12hr

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

**UNIT III:** 12hrs

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

**UNIT IV:** 12hrs

Western approach to art and aesthetics: Plato, Aristotle and others. Aesthetic categories: beauty, tragic, comic, sublime. Manifestos of modern art movements. Theory of Avante-Garde. Implication of theories of Semiotics. Structuralism, Post-modernism and Feminism on Art thinking and writing.

**UNIT V:** 12hrs

European Art: Pre European Art: Pre-historic art, Greek, Roman, Early Christian art, Byzantine, Gothic, Renaissance, Mannerist, Baroque, Romanticism, Realism, Impressionism, Cubism, Expressionism. Futurism, Dadaism, Surrealism, Abstract expressionism, Neo-figuration and art in Post-modern period–German Neo-expressionism,.

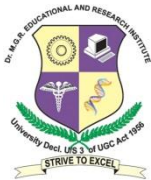
**Total No. of Hrs: 60**

**TEXT BOOK:**

1. Valerie L. Winslow, (2008) Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement, Watson-Guption

**REFERENCES:**

1. Victor Perard(2004), *Anatomy Drawing*, Courier Corporation,
2. Aditya Chari(2008), *Figure Drawing made Easy*(1<sup>st</sup> ed.), Grace Prakashan.



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**HBAV18003**

**BASIC PHOTOGRAPHY**

**3 0 1 4**

**OBJECTIVES :**

- Student learns to operate camera and take shots at its best
- Ensures the student to take photographs with professionalism

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12 Hrs**

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

**UNIT III**

**12 Hrs**

Film types – Manipulation of Colour and Light – Recommended equipment for outdoor lighting - Black and White and Color Photography – Negatives – Colour Materials – Basic requirements – developing Process – Control factors – Fixing – Washing – Drying – Identifying faults – Processing – Printing

**UNIT IV**

**12 Hrs**

Do's and Don't of Professional Photography – avoiding mistakes amateurs often make - tricks and tips to shoot like a professional – Nature Photography – Landscape photography – how lighting affects your photo – Macro Photography - Focusing in macro photography - Macro images of insects - How lighting affects macro photography – Portrait – wedding photography

**UNIT V**

**12 Hrs**

Product and advertising photography - Why you should consider having a specialty in advertisement- selecting one or more specialties -Photographing products -How to choose your lighting -Tips on setting up a professional photo studio - finding potential clients

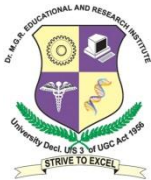
**Total No. of Hrs: 60**

**TEXT BOOK:**

1. Michael Freeman J *The Photographer's Eye*

**REFERENCES:**

1. Tony Northrup (2011) *Tony Northrup's Dslr Book : How to Create Stunning Digital Photography*(1<sup>st</sup> ed.),Mason Press
2. Doug Harman(2007), *The Digital Photography Handbook*(2<sup>nd</sup> ed.), Quercus



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**HBAV18004**

**AUDIO AND VIDEO EDITING**

**3 0 1 4**

**OBJECTIVES :**

- Based on the script created, the student will produce a 2D animation short film.
- Ensures that the animation comes out effectively with the addition of sound and video as per the script requirement.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12Hrs**

.Editing the audio - copying and pasting audio - cropping the audio - mixing audio - marking - transition - fade in - fade out - Linear fade - Logarithmic fade - cosine fade - saving files - exporting files

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12 Hrs**

Creating a new project - importing files - Adding titles to the video - applying transition to the title - Editing the clip - marking the clip - saving a project - Setting the preferences - Importing File - File formats

**UNIT V**

**12 Hrs**

Creating a new sequence - adding clips - rearranging clips - removing gaps between the clips - deleting the clips - filters - effects control - transitions - adding audio -editing the audio - volume adjustments - exporting & rendering the file

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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



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**HBAV18L02**

**AUDIO AND VIDEO LAB**

**0 0 2 2**

**OBJECTIVES :**

- To make the student confident in terms of editing the existing sounds and at the same time do a perfect video editing.
- Makes them confident to in making a simple movie using editing.

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

**Total No. of Hrs needed to complete the Lab: 30**



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**HBAV18L03**

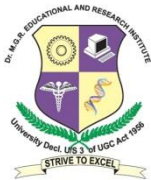
**PROJECT II – PHOTOGRAPHY**

**0 0 4 4**

**Project:**

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

**Total No. of Hrs needed to complete the Project: 60**



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**HBAV18005**

**SCRIPT WRITING**

**3 1 0 4**

**OBJECTIVES :**

- 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

**UNIT – I**

**12 Hrs**

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

**UNIT – II**

**12 Hrs**

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

**UNIT – III**

**12 Hrs**

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

**UNIT – IV**

**12 Hrs**

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

**UNIT – V**

**12 Hrs**

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

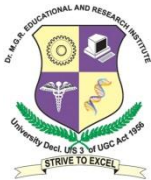
**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

1. Syd Field , The Definitive Guide to Screen Writing



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2. David Trotter, The screenwriter's bible

**HBAV18A03**

**STORY BOARDING( ALLIED II- PAPER I)**

**3 1 0 4**

**OBJECTIVES :**

- To make the student to pre visualize the whole script and create a sequence which will help the student to create a product delivery.
- Make him familiarize the character creation and psychology of characters.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12 Hrs**

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

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12 Hrs**

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

**UNIT V**

**12 Hrs**

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

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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





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**HBAV18006**

**ADVERTISING**

**3 1 0 4**

**OBJECTIVE:**

- To make the student knowledgeable in creating advertisements according to the target audience.
- Makes him understand the types of advertisements and the requirements for each type.

**UNIT I**

**12Hrs**

Nature & Scope of Advertising - Roles of Advertising - Advertising as a process of communication.

**UNIT II**

**12Hrs**

Print Advertising: Types of print advertising, advantages and its disadvantages, are using pictures in print advertisements, Creating Headlines, Creating Body content. Production Techniques and Methods – Basic Printing Process, Desktop publishing, artworks and pre-press technology.

**UNIT III**

**12Hrs**

Radio Spot: From concept to production. Creating scripting for the spot, working with captions for the spot commercial, adding background music.

**UNIT IV**

**12Hrs**

Television Commercial: From Concept to Production, Creating Script for the Commercial, Commercial planning and execution

**UNIT V**

**12Hrs**

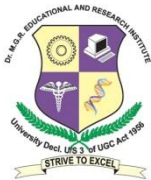
Types of advertisement: Consumer, Corporate, Retail, Industrial. Television Commercials – From concept to production, Planning, Production and Execution, Strategy Planning and Brand Management.

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**



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

**HBAV18007**

**3D MODELLING (MAX)**

**3 0 1 4**

**OBJECTIVES :**

- Make him understand the concepts behind 3 dimensional objects and also the different types of modeling.
- Familiarize him with special effects and easy methods to create 3D model.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12Hrs**

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

**UNIT III**

**12Hrs**

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

**UNIT IV**

**12Hrs**

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

**UNIT V**

**12Hrs**

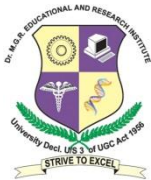
Creating Models with NURBS – Understanding NURBS-advantages and Limitations of Nurbs- Nurbs at sub – object level- Nurbs surfaces – nurbs rollout- create curves – create surfaces, creating head with NURBS, Integration of various Modeling techniques.

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**



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

**HBMG17L01**

**SOFT SKILLS I**

**2 0 0 2**

**Carrier & Confidence Building**

**OBJECTIVES:**

To improve

- Value system
- Interpersonal skills
- Behaving in corporate culture
- Self awareness/confidence
- Communication skill

**UNIT I**

**6 Hrs**

Creation of awareness of the top companies / different verticals / courses for improving skill set matrix, Industry expectations to enable them to prepare for their career – Development of positive frame of mind – Avoiding inhibitions – Creation of self awareness – Overcoming of inferiority / superiority complex.

**UNIT II**

**6 Hrs**

Selection of appropriate field vis-à-vis personality / interest to create awareness of existing industries, Preparation of Curriculum Vitae – Objectives, Profiles vis-à-vis companies.

**UNIT III**

**6 Hrs**

Group discussions: Do's and Don'ts – handling of group discussions – What evaluators look for! Interpersonal relationships – with colleagues – clients – understanding one's own behavior – perception by others, How to work with persons whose background, culture, language / work style different from one's, behavior pattern in multi-national offices.

**UNIT IV**

**6 Hrs**

Interview – awareness of facing questions – Do's and Don'ts of personal interview / group interview, Enabling students prepare for different Procedures / levels to enter into any company – books / websites to help for further preparation, Technical interview – how to prepare to face it. Undergoing employability skills test.

**UNIT V**

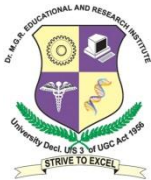
**6 Hrs**

Entrepreneurship development – preparation for tests prior to the interview – Qualities and pre-requisites for launching a firm.

**Total No of Hrs :30**

**TEXT BOOK:**

1. Aggarwal R,S (1989) *Quantitative Aptitude*, S.Chand,



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**REFERENCES:**

1. ShaliniVerma(2009) *Soft Skills* Pearson.
2. Shaliniverma (2012) *Enhancing employability @ SOFT SKILLS*, Pearson.
3. KiranmaiDutt,P&GeethaRajeevan(2010) *A Couse in Communication Skills*, Foundation Books.
4. Nirakonar (2011) *English Language Laboratories*, PHI Learning.
5. Anandamurugan, S(2011) *Placement Interviews*, Tata McGraw Hill Education.

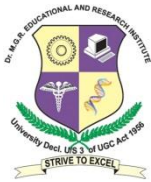
**HBAV18L04**

**ADVERTISING LAB**

**0 0 2 2**

1. Create a Hoarding Campaign for any Consumer Product in the Food & Beverage section.
2. Create a Radio Spot for any upcoming TAMIL MOVIE
3. Create a Television Commercial for any Confectionary product.
4. Create an Advertising Campaign Layout with necessary details for a Fast Food Joint with pre-press details.

**Total No. of Hrs needed to Complete the Lab: 30**



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**HBAV18L05**

**3D MODELLING LAB**

**0 0 2 2**

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

**Total No. of Hrs needed to Complete the Lab: 30**



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**HBAV18L06**

**PROJECT III - ADVERTISING / 3D MODELLING**

**0 0 4 4**

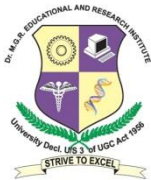
**PROJECT:**

**ADVERTISING**

Create a 30 Second Television Advertisement for any new Product

**3D Modelling**

Create a complete model of a bungalow or create a ROBOT



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**HBAV18008**

**TELEVISION PRODUCTION**

**3 1 0 4**

**OBJECTIVES:**

- Gives him a platform to create programs for television with multiple cameras.
- Familiarize the student about acting , voice characterization and expressions which add value to the final output.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12Hrs**

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

**UNIT III**

**12Hrs**

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

**UNIT IV**

**12Hrs**

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

**UNIT V**

**12Hrs**

Working with Actors - Voice Characterization – Dialogue Expressions

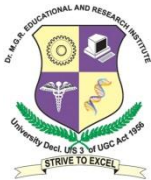
**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

1. Ed Hooks (2003) *Acting for Animators, Revised Edition : A Complete Guide to Performance Animation, Heinemann Drama*
2. Richard E. Williams(2001), *The Animator's Survival Kit (2nd ed.)*, Faber and Faber



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## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBMG17L02**

**SOFT SKILLS -II**

**2 0 0 2**

To be organized by the Placement & Training department with the assistance of external agencies.

### **OBJECTIVES:**

The purpose of this is to build confidence and inculcate various Soft skills and to help students to identify and achieve their personal potential

At the end of this training program the participant will be able to,

Explain the concept problem solving

- Outline the basic steps in problem solving
- List out the key elements
- Explain the use of tools and techniques in problem solving
- Discuss the personality types and problem in solving techniques
- By adapting different thinking styles in group and lean environment
- Recognizing and removing barriers to thinking in challenging situations
- Make better decision through critical thinking and creative problem solving

### **Methodology**

The entire program is designed in such a way that every student will participate in the class room activities. The activities are planned to bring out the skills and talent of the students which they will be employing during various in their life.

Group activities + individual activities

1. Collaborative learning
2. Interactive sessions
3. Ensure participation
4. Empirical learning

### **UNIT I**

**6**

#### **Hrs**

Self Introduction – Narration – Current news update – Current Tech update – GD

### **UNIT II**

**6**

#### **Hrs**

Verbal Aptitude Test I – odd man out series – GD I – Mock Interview I

### **UNIT III**

**6**

#### **Hrs**

Verbal Aptitude Test II – Resume Writing- Mock Interview II – reading comprehension

### **UNIT IV**

**6**

#### **Hrs**

GD III – Numbers – Height and distance – directions – permutation and combination – odd man out – problem on ages.

### **UNIT V**

**6**

#### **Hrs**

Mock Interview III – ratio and proportion – clocks – HCF and LCM – Time and work – profit and loss – partnership.

**Total No of**

**Hrs :30**

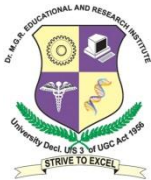
### **TEXT BOOK:**

1. Pushpalata a& Sanjaykumar (2007) *Communicate or Collpase: A Handbook of Effective Public Speaking, Group Discussions and Interviews*. Prentice-Hall, Delhi.

### **REFERENCES:**

1. Thorpe &Edgar(2003) *Course in Mental Ability and Quantitative Aptitude*, Tata McGraw-Hil.
2. Thorpe &Edgar(2003) *Test of Reasoning*, Tata McGraw-Hill.
3. Prasad, H.M,(2001) *How to prepare for Group Discussion and Interview*, Tata McGraw-Hill.
4. Agarwal, R.S(2004) *A Modern Approach to verbal non-Verbal Reasoning*, S.Chand& Co.
5. Mishra Sunita&Muralikrishna, *Communication Skills for Engineers*(1<sup>st</sup> ed.), Pearson Education.





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**HBAV18009**

**3D ANIMATION (3d - max) (Credit Based Internal Evaluation ) 0 0 4 4**

**OBJECTIVES:**

- To make the student learn and understand the types of cameras and the usage of different cameras.
- Helps the student to create a realistic view, comprising lights and respective materials.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12 Hrs**

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

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12Hrs**

Extended Parameters, Dynamic Properties, Using Compound Materials, Top/Bottom, Using Raytrace Materials, Using Matte/Shadow Materials, Ink and Paint, Basic Material Extensions – Paint Controls – Ink Controls- Advanced Lighting – Override Material animating Materials

**UNIT V**

**12Hrs**

Maps, Coordinates, time Configuration , Bitmap, Checker Map, Gradient Map, Gradient Ramp Map, 3D Maps, Cellular Map, Dent Map, Falloff Map, Marble Map, Noise Map, Particle Mblur map, Smoke Map, Splat Map, Stucco Map, Thin Wall Refraction Map, flat Mirror Map, Normal Mapping , UVW Mapping, Unwrapping , Modifying Unwrap, Objects Mesh Flow

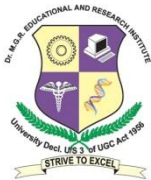
**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

1. TudorNita (2011), *3D Modelling Tutorials for Beginners*.
2. Doug Kelly, *Character animation in depth*, Creative professionals press
3. Eadweard Muybridge, *The Human Figure in Motion*
4. John Jackman, *Lighting for digital video & television*, Focal press.
5. Lee Lanier, *Advanced Maya Texturing and Lighting*, John Wiley and Sons Publication.



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**HBAV18A04 MEDIA MANAGEMENT AND COMPRESSION TECHNIQUES (ALLIED II - PAPER II)**

**3 1 0 4**

**OBJECTIVES:**

- Ensures that the student understand the various compression of Media Management.
- Also ensures that the student will gain knowledge on compression.

**UNIT – I** **12Hrs**

Theories used in Media Management, Challenges in media management practice

**UNIT – II** **12Hrs**

Issues in Media Management and Technology, Issues in Marketing and Branding.

**UNIT – III** **12Hrs**

Newspaper and magazine management, Book management, TV Management, Radio Management

**UNIT – IV** **12Hrs**

What is Compression Technology, History of compression technology, Compression standards, lossless technique, lossy techniques.

**UNIT – V** **12Hrs**

JPEG, Mpeg – 1, Mpeg – 2, Mpeg – 3, Mpeg – 4, Frame Types,

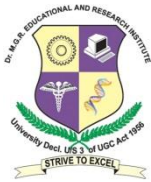
**Total No of Hrs: 60**

**TEXT BOOK:**

1. Arun Pathnaik, *Text Book on Media Management*, Neha Publishers and Distributors

**REFERENCES:**

1. A White Paper on *Compression Techniques*
2. E.P.Z.Tozer, *Broadcast Engineers Reference Book*, Focal Press



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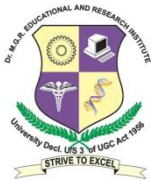
**HBAV18L07**

**ACTING LAB**

**0 0 2 2**

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

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



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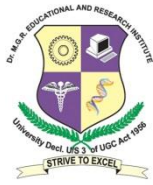
**HBAV18L08**

**3D ANIMATION LAB**

**0 0 2 2**

1. Create Rainfall Animation against a background
2. Animate a flag
3. Create grass and animate the same
4. Create a 3D Logo and animate
5. Create a title animation for the College Name
6. Create Cloth falling on a Table

**Total No. of Hrs needed to Complete the Lab: 30**



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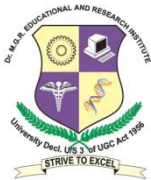
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**HBAV18L09 PROJECT-IV - TELEVISION PRODUCTION (PROGRAM PRODUCTION ) 0 0 4 4**

**TELEVISION PRODUCTION**

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

**Total No. of Hrs needed to Complete the Project: 60**



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**HBAV18010**

**FILM MAKING PROCESS**

**3 1 0 4**

**OBJECTIVES:**

- Familiarize the student about the process involved in film production.
- Make the student to understand the techniques involved in film making.

**UNIT – I**

**12 Hrs**

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

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

**UNIT – II**

**12 Hrs**

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

**UNIT – III**

**12 Hrs**

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

**UNIT – IV**

**12 Hrs**

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

**UNIT – V**

**12 Hrs**

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

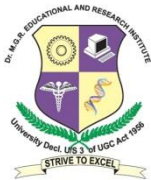
**Total No of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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



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**HBMG17001**

**ENVIRONMENTAL STUDIES**

**3 0 0 3**

**OBJECTIVES:**

- Understanding of the human and natural environment
- Demonstrate in-depth understanding of the environment.
- Demonstrate an ability to integrate the many disciplines and fields that intersect with environmental concerns

**UNIT I**

**ENVIRONMENT AND ECOSYSTEMS:** 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:** 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:** 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:** 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.

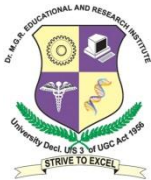
**UNIT V**

**HUMAN POPULATION AND THE ENVIRONMENT:** 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 Hrs: 45**

**PERIODS TEXT BOOKS:**

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



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**HBAV18011**

**ADVANCED MODELING – MAYA**

**3 0 1 4**

**OBJECTIVES:**

- Ensures the student is confident in creating advanced object and human modelling.

**UNIT – I**

**12 Hrs**

Introduction to Modelling , Exploring the Maya Interface, Customizing the Menu , Modelling menu , Techniques in Modelling – Polygon Modelling, Nurbs Modelling, subdivision surfaces modelling, Primitive Objects – Polygon Basics, Poly Editing Tools.

**UNIT – II**

**12 Hrs**

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

**UNIT – III**

**12 Hrs**

Boolean operations – Booleans union, Booleans difference, Boolean intersection. New object creating using Boolean, Modelling using Object Components, Modifying object components, smooth modifier, duplicate special option, Box Modelling , models using extrude – face extrusion.

**UNIT – IV**

**12 Hrs**

Animation in Maya – Squash & Stretch- Anticipation – staging- straight ahead action and pose to pose action, follow through and overlapping action, ease – in and out, - Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound.

**UNIT – V**

**12 Hrs**

Camera - Types of camera, View Port Camera, Turn Table Camera - Lights – Standard Lights, Mental Ray Rendering - Texturing : Normal Mapping, UV unwrapping, Mental Ray Shaders, Rendering Techniques.

**Total No of Hrs :60**

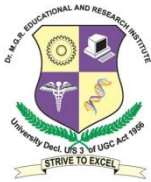
**TEXT BOOK:**

1. Mastering Autodesk Maya : Autodesk Official Press

**REFERENCES:**

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





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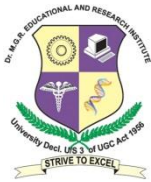
**HBAV18L10**

**MAYA MODELLING LAB**

**0 0 2 2**

1. Create a Tea Table along with the provision for keeping books at the bottom
2. Create a model of a Chair using only primitive shapes
3. Create a model of a door using primitives
4. Create a Spiral Structure using duplicate special
5. Create a Merry – Go - Round
6. Create a model of a machine part using Boolean

**Total No. of Hrs needed to Complete the Project: 30**



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**HBAV18L11      CLAY MODELLING AND ANIMATION WITH STOP MOTION ANIMATION**

**0 0 2 2**

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

**Total No. of Hrs needed to Complete the Lab: 30**



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**HBAV18L12**

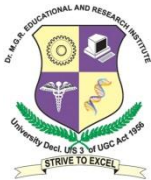
**PROJECT V - SHORT FILM**

**0 0 4 4**

**PROJECT:**

Create a 2 Minutes Short Film( shoot with a camera or create it in 3D ) on the issues faced by WOMAN in modern society.

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



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**HBMG17G01**

**ENTREPRENEURIAL DEVELOPMENT**

**3 0 0 3**

**OBJECTIVES:**

- Understand the process and procedure involved in setting up a small enterprise.
- Acquire the necessary managerial skills required to run a small-scale industry.
- Know the pros and cons in becoming an entrepreneur.

**UNIT I - Concept of Entrepreneurship**

Entrepreneur –Meaning – Types – Qualities of Entrepreneur – Classification of entrepreneur – Factors influencing Entrepreneurship - Functions of Entrepreneurship .

**UNIT II - Entrepreneurship Development Agencies**

Commercial Banks- District Industries Centre - National Small Industries Corporation -Small Industries Development Organization - Small Industries Service Institute, All India Financial Institutions - IDBI-IFCI- ICICI-IRDBI

**UNIT III -Project Management**

Business idea Generation techniques - Identification of Business Opportunities - Feasibility study Marketing, Finance , Technology and Legal Formalities- Preparation of project report-Tools of Appraisal

**UNIT IV - Entrepreneurial Development Programmes**

Entrepreneurial Development Programmes (EDP) Role, relevance and achievement-Role of Government in organized EDPs-Critical Evaluation

**UNIT V - Economic Development and Entrepreneurial Growth**

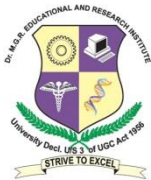
Role of Entrepreneurs in Economic Growth -Strategic approaches in the changing Economic scenario for small scale Entrepreneurs - Networking . Niche Play, Geographic Concentration. Franchising /Dealership- Development of Women Entrepreneurship

Total No of Hrs: 45

**BOOK:**

Dr.Balu - ENTRPRNEURIAL DEVELOPMENT

Dr.P.T. Vijayashree & Dr.M.Alagammai-ENTRPRENEURIAL DEVELOPMENT



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**HBAV18E01**

**ANIMATION (INTERNAL EVALUATION- ONLINE TEST)**

**0 0 4 4**

**OBJECTIVES:**

- Enhance the student knowledge in all the aspects of 3D Modelling and Animation, and make the student to create any kind of 3D Model or Animation or Special Effects.

**UNIT – I**

**12Hrs**

Modelling & Animation: Nurbs Modelling, Character Modelling, Animation in Maya – Timing, arcs, exaggeration, personality, Time line – Timeline Slider, Range Slider, Play back Controls, Edit Animation Preferences, Key frame Animation, graphic Editor and animate keys. Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound. Deformers- Blend Shape, Lattice, Cluster, Non Linear Deformers, Anticipation of Weight Lift – Timing for Weight Lift- Walk Cycle Poses – Timing for Walk Cycle- Body Weight When Walking – Poses for Run Cycle- Poses for Weight Push, Sound Track Dialogue Delivery,- About Blend Shapes, using blend shapes deformers for different types of nose, mouth etc. Different mouth shapes, lip synchronization, head synchronization.

**UNIT – II**

**12Hrs**

Rigging & IK: Rigging, Elements of Rigging, Intro to joint hierarchies, creating joint hierarchy, gimbal lock, joint display size, adding extra joints, orientation of joints ,naming joints, mirroring joints, connecting and disconnecting a joint chain, Inverse Kinematics, IK handlers and solvers, Forward Kinematics, Custom Attributed, Intro to Skinning Geometry and the Maya Muscle System, Binding Geometry, skin weights, muscles, sliding weights.

**UNIT – III**

**12Hrs**

Paint Effects: Introduction to Paint Effects, Paint Effect Canvas, paint Effect Interface, Painting a Scene, Painting Canvas – Default brush strokes – modifying and saving brush strokes – blending brushes - Brushes, - working with brushes, Rendering Paint Effects - Introduction – Illumination – Scene Light - Shading – Shadow – shadow Options - Texturing – converting Strokes to Geometry – Cartoon Fills and Outlines.

**UNIT – IV**

**12Hrs**

Maya Dynamics: Creating Clothing for Character – Creating n loth –ncloth Node – Applying the ncloth Pre-sets, Making the Surface Sticky, Creating nconstraint's making nCloth , Expand creating nCloth and nParticle interactions.

**UNIT – V**

**12Hrs**

Hair and Fur: About Fur – Adding fur to Character –fur of sheep, human hair, Preparing Polygons for Maya Fur, Preparing Polygon for Maya Fur – Creating and Editing Fur Adding Hair to Character

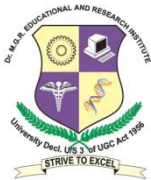
**Total No of Hrs :60**

**TEXT BOOK:**

1. Tom Meade and Shinsaku Arima, *Maya 8 : The Complete Reference*, Mcgrawhill Osborne Publication.

**REFERENCES:**

1. John Edgar Part, *Understanding 3D Animation using Maya*
2. Gary Oliverio, *Maya Character Modelling*
3. Lee Lanier, *Creating Visual Effects in Maya*



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4. Tina O' Hailey, *Rig it Right – Maya Animation Rigging Concepts*

**HBAV18E02**

**DIRECTION (INTERNAL EVALUATION- ONLINE TEST)**

**0 0 4 4**

**OBJECTIVES:**

- Ensures that the students learn to work on any kind of visual effects in the Computer Graphics industry.

**UNIT – I**

**12Hrs**

Introduction to Script – Develop a Story - Idea – Theme – Outline – Scenes & Sequences

**UNIT – II**

**12Hrs**

Elements of Script writing – Screen Play Formats – Narrative structure

**UNIT – III**

**12Hrs**

Pre-Production – Process – Planning – Budgeting – casting – Location – financing - Role of Contemporary Direction – Screen Grammar – Spatial Connections - Temporal Connection

**UNIT – IV**

**12Hrs**

Production Process & Direction – Role of Cinematographer – Angles - Shots – Movements – Misc-en-scene

**UNIT – V**

**12Hrs**

Post Production – Dimension of Editing – Continuity – Power Of Sound – Effects & titles – BGM - Distribution & Exhibitor

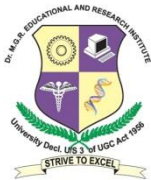
**TOTAL HRS : 60**

**TEXT BOOK:**

1. Film Directing Shot by Shot – Visualizing from concept to screen – Steven d Katz

**REFERENCES:**

1. Making movies – by Sidney Lumet
2. Directing Actors – Judith Weston



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**HBAV18E03                      ADVANCED PHOTOGRAPHY (INTERNAL EVALUATION- ONLINE TEST)**  
**0      0      4      4**

**OBJECTIVES:**

To make the student to handle camera on any different situations. Making the student to apply things practically.

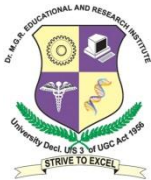
Unit – I	<b>12Hrs</b>
How to shoot a product – setting up cameras – positioning	
Unit – II	<b>12Hrs</b>
Setting Lights – Different Moods of Lights ( theme based)	
Unit – III	<b>12Hrs</b>
Camera tricks techniques to capture the scenes.	
Unit – IV	<b>12Hrs</b>
Live shoot with models – Product Positioning – camera angles	
Unit – V	<b>12Hrs</b>
Photo Editing – Photo effects - theme based collage – Photo album designing	
	<b>TOTAL HRS:60</b>

**TEXT BOOK:**

1. Langford's Advanced Photography

**REFERENCES:**

1. Close-Up and Macro Photography - Robert Thompson Blain Brown,
2. Cinematography: Image making for Cinematographer, Directors and Videographers, Gerard Production



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**HBAV18E04      TELEVISION PRODUCTION(INTERNAL EVALUATION- ONLINE TEST)**  
**0    0    4    4**

**OBJECTIVES:**

- Ensures that the student create different type of program from the scratch to an successful finished product.

**UNIT – I** **12Hrs**

Practical training on talk shows, interviews, single and multi-camera production.

**UNIT – II** **12Hrs**

Composing the Scenes - background - lighting

**UNIT – III** **12Hrs**

Video Editing - adding sound - titles - effects

**UNIT – IV** **12Hrs**

Program Production – From Start to End – A Practical Training

**UNIT – V** **12Hrs**

Indoor Vs. Outdoor

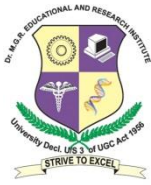
**TEXT BOOK:**

1. Jim Owens, Gerald Millerson, *Television Production Handbook 15<sup>th</sup> Edition*– Focal Press

**REFERENCES:**

1. Roger Inman /Grey Smith, *Television Production Handbook*
2. K Gk Jackson, G.B. Townsend, *TV & Video Engineer's Reference Book* – Butterworth Hinnemann
3. Herbert Zetti, *Television Production Handbook* – Cengage Learning





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**HBAV18EL01**

**PORTFOLIO DEVELOPMENT-ANIMATION**

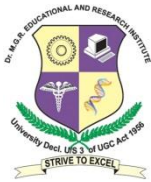
**0 0 10 10**

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

Portfolio should include the following

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

Models should have LIP SYNC with necessary facial expressions



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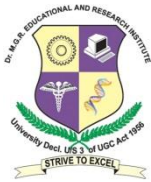
**HBAV18EL02**

**PORTFOLIO DEVELOPMENT - DIRECTION      0   0   10   10**

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

The telefilm should include

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



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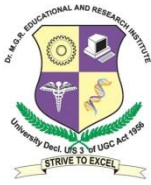
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**HBAV18EL03 PORTFOLIO DEVELOPMENT – ADVANCED PHOTOGRAPHY 0 0 10 10**

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

Portfolio should include the following

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



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**HBAV18EL04**

**PORTFOLIO DEVELOPMENT-TELEVISION PRODUCTION 0 0 10 10**

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

Portfolio should include the following

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

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### B.Sc–Game Art & Design( Full Time) Curriculum & Syllabus 2020 Regulations

I SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17001/ HBHI17001/ HBFR17001	Tamil/Hindi/French – I	3	0	0	3
2.	HBEN17001	English – I	3	0	0	3
3.	HBGA20001	Animation and Game Designing	3	1	0	4
4.	HBAV18A01	Allied Anatomy Drawing – I	3	1	0	4
5.	HBAV18002	Visualization Techniques & Image Editing	3	0	1	4
6.	HBGA20L01	Interface Design - Laboratory	0	0	2	2
7.	HBGA20L02	Project I – Game Layout Designing	0	0	4	4
<b>Total</b>			<b>15</b>	<b>2</b>	<b>7</b>	<b>24</b>

II SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17002/ HBHI17002/ HBFR17002	Tamil/Hindi/French – II	3	0	0	3
2.	HBEN17002	English – II	3	0	0	3
3.	HBGA20002	Mobile Layout - UI & UX Design	3	0	1	4
4.	HBGA20A01	Allied Concept Design for Game character	3	1	0	4
5.	HBGA20L03	User Interface Design- Laboratory	0	0	2	2
6.	HBGA20L04	Project II – UI Designing for Game	0	0	4	4
<b>Total</b>			<b>12</b>	<b>1</b>	<b>7</b>	<b>20</b>

III SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBGA20003	Introduction to Unity 3D - Level 1	3	0	1	4
2.	HBAV18A03	Allied Storyboarding	3	0	1	4
3.	HBAV18007	3D Modeling( Max )	3	1	0	4
4.	HBMG17L01	Soft Skills -I	2	0	0	2
5.	HBGA20L05	3D Game Character -Laboratory	0	0	2	2
6.	HBGA20L06	Project III – 3D Character Models for Games	0	0	4	4
<b>Total</b>			<b>11</b>	<b>1</b>	<b>8</b>	<b>20</b>



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IV SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBGA20A02	Allied Substance Painter	3	0	1	4
2.	HBMG17L02	Soft skills 2	2	0	0	2
3.	HBGA20004	Advanced Character Modeling - Maya	3	1	0	4
4.	HBGA20005	Advanced Character Animation - Maya (Credit Based Internal Evaluation )	0	0	4	4
5.	HBGA20L07	Advanced Game Modeling - Laboratory	0	0	2	2
6.	HBGA20L08	Project IV – 3D Character Animation & Rigging for Games	0	0	4	4
Total			5	0	15	20

V SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBGA20006	Unity 3D -Level 2	3	0	1	4
2.	HBGA20007	Game Design for Mobile Application (Credit based Internal Evaluation )	0	0	4	4
3.	HBGA20008	Unreal Engine for 3D	3	0	1	4
4.	HBGA20009	Basics of Blueprint nodes	3	1	0	4
5.	HBMG17001	Environmental Studies	3	0	0	3
6.	HBGA20L09	Environment Creation for Games - Laboratory	0	0	2	2
7.	HBGA20L10	Project V - Environment Level designing	0	0	4	4
Total			12	1	12	25

VI SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1	HBMG17G01	Entrepreneurial Development	3	0	0	3
2.	HBGAXXEXX	Elective - 1 ( Internal Evaluation – Online Test)	0	0	4	4
3.	HBGAXXELX	Elective 2 - Portfolio Development	0	0	14	14
Total			3	0	18	21



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**Elective 1**

S.NO	Sub.Code	Title of the Subject
1.	HBGA20E01	Mobile Game Creation- unity
2.	HBGA20E02	PC Game Creation- unreal engine
3.	HBGA20E03	Level Designing

**Elective 2**

S.NO	Sub.Code	Title of the Subject
1.	HBGA20EL01	Portfolio Development Mobile Game Creation
2.	HBGA20EL02	Portfolio Development PC Game Creation
3.	HBGA20EL03	Portfolio Development Level Designing

Summary Of Credits

1<sup>st</sup> Semester - 24

2<sup>nd</sup> Semester - 20

3<sup>rd</sup> Semester - 20

4<sup>th</sup> Semester - 20

5<sup>th</sup> Semester - 25

6<sup>th</sup> Semester - 21

Total -130

**Total Credits to be earned for the award of the Degree (RE): 130**

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**HBTA17001**

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- ஸ்கைட் டிரைவ் டிரைவ்



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**Total no. of Hrs:45**

**HBHI17001**

**HINDI – I**

**3 0 0 3**

Prose, Administrative Hindi and Grammar.

**UNIT I**

**9 Hrs**

- Sabhyatakaarahasya – lesson and annotations ,Questions& answers,
- Administrative terms ( Prayojanmulak Hindi)

**UNIT II**

**9 Hrs**

- Mitrathakarahasya - lesson and annotations questions and answers
- Patralekhan, definitions, correspondence in hindi

**UNIT III**

**9 Hrs**

Paramanuorjaevam and kadhyasanrakshan (lesson ) annotations and answers,

- Technical terms and words, letter writing

**UNIT IV**

**9 Hrs**

- Yuvavon se (lesson), annotations, essay and questions and answers
- Types of official correspondence, technical terms
- Grammar(Change of voice, correcting the sentences)

**UNIT V**

**9 Hrs**

- Yogyataaurvyavasaykachunav (Lesson) essay, questions and answers
- Letter writing
- grammar& technical terms

**Total no. of Hrs:45**

**TEXT BOOK:**

- Dr. Syed Rahmatullah&PoornimaPrakashan, Hindi gadhyamaala

**REFERENCES:**

1. Dr. Syed Rahmatullah&PoornimaPrakashan, *Prayojanmulak Hindi*



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2. Dakshin Bharat Hindi Prachara Sabha, T.Nagar, *Saral Hindi Vyakaran-2*

<b>HBFR17001</b>	<b>FRENCH – I</b>	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>UNITÉ 1</b>					<b>9 Hrs</b>
Découvrir le langue française					
<b>UNITÉ 2</b>					<b>9 Hrs</b>
Faire connaissance					
<b>UNITÉ 3</b>					<b>9 Hrs</b>
Organizer son temps					
<b>UNITÉ 4</b>					<b>9 Hrs</b>
Découvrir son environnement					
<b>UNITÉ 5</b>					<b>9 Hrs</b>
S’informer, Se faire plaisir					
		<b>Total no. of Hrs: 4</b>			

**TEXT BOOK:**

Authors: Jacky Girardet, Jacques Pécheur

Available at :Goyal Publishers Pvt Ltd 86, University

Block JawaharNagar ,New Delhi – 110007. Tel : 011 – 23858362 / 23858983



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**HBEN17001**

**ENGLISH – I**

**3 0 0 3**

### OBJECTIVES:

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays, paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.
- 

### UNIT I PROSE

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

Headache

- R.K Narayan

A Little Bit of What You Fancy

- Desmond Morris

My Early Days

- Abdul Kalam

How to Escape from Intellectual Rubbish

- Russell

Town by the Sea

- Amitav Ghosh

### UNIT II POETRY Verse (Macmillan Publishers India Limited)

**8 Hrs**

Written in Early Spring

- Wordsworth

When I have Fears

- John Keats

Ulysses

- Tennyson

The Unknown Citizen

- Auden

For Elkana

- Ezekiel

### Unit III Short Stories

**8 Hrs**

Vignettes: A Collection of Short Stories Ed.Dr.P.N.Ramani

(New Century Book House(p)Limited)

Upper Division Love

- Manohar Malgonkar

The Doll's House

- Katherine Mansfield

Marriage is a Private Affair

- Chinua Achebe

The Man Who Knew Too Much

- Alexander Baron

The Ransom of Red Chief

- O Henry

### Unit IV Functional English & Soft Skills

**8 Hrs**

Synonym, Antonym, Prefix-Suffix, Word Formation, Tense, Auxiliaries (Primary and Modal), Types of Sentences, Voice, Interrogatives (Yes or No, Wh questions), Tag questions, Adjectives, Degrees of Comparison, Adverb, Conditional Sentences, Sentences Expressing Cause and Effect, Purpose, Concord or subject-verb agreement, Common errors

Letter Writing –seeking permission, requests, comprehension, note-making.

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part I – Speech Sounds in English Language

Part II – Group Talk



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### Unit V One Act Plays

5 Hrs

Six One Act Plays Ed; Dr. Nafeesa Kaleem –

#### (AnuChitra Publications)

The Dear Departed	- Stanley Houghton
The Discovery	- Herman Ould
The Shirt	- Francis Dillon
The Pie and the Tait	- Hugh Chesterton
Refund	- Fritz Karinthy

### Test and Written Exercises:

4 Hrs

**Total no. of Hrs: 45**

### TEXTBOOK:

- English Pronunciation in Use-Marks Hancock Cambridge Univ – 2003.

### REFERENCE:

- Sharda Kaushik et al Orient Black Swan ( 2014) Spring Board to Success.



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**HBGA20001**

**ANIMATION AND GAME DESIGNING**

**3 1 0 4**

### Course Objectives:

- To make the student understand the concepts of animation and colors,
- To make them familiarize with UX Design and layout balancing.
- Makes them understand about design principles
- Ensures the student to create Product designs
- Enabling the student to face the industry with a strong foundation in designs

### UNIT I

**12 Hrs**

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

### UNIT II

**12 Hrs**

History of Animation - Animation: Meaning, definition & types - Basic Principles of Animation - Anatomy & Body Language - Introduction to Animation Technologies

### UNIT III

**12 Hrs**

Introduction to UxDesign, Concepts UI & UX Design, Design Thinking & stages, Divergent and Convergent Thinking, Brainstorming versus Game storming & Observational Empathy

### UNIT IV

**12Hrs**

Principles of Design - Elements of Design - Color Wheel - Primary and Secondary Colors - Black & White - Warm and Cool Colors - Understanding Lights – Lighting and Shading – Visual and Imagery Techniques - Direct & Indirect Approach - Thinking in various point of view

### UNIT V

**12 Hrs**

Principles of product design - Types of Products & Solutions - Design Psychology - Strategy of UX Business - Design Thinking Life Cycle - Design thinking, 7 Keys of Design Thinking - Importance of User Research & Iteration - Ideation - Storyboarding & evaluating a prototype

**Total No. of Hrs: 60**

### TEXT BOOK:

- Paul Martin Lester (2006) *Visual Communication: Image with messages* (5<sup>th</sup> ed.), Thomson Wadsworth

### REFERENCES:

- McQuail Dennis (1981) *Communication Models*, Longman, London.

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- Chris Patmore, *The Complete Animation Course* – Barons Educational Series (New York)
- [John Adair](#) (2004) *The Concise Adair on Creativity and Innovation*, Thorogood Publishers

**HBAV18A01**

**ANATOMY DRAWING – I (ALLIED I PAPER I)**

**3 1 0 4**

### Course Objectives:

- To enhance the students to understand the concepts of drawing in all forms and perspectives.
- Makes them familiarize about the facial expressions
- Make them understand about basic forms in animation
- Enhances them to create industry oriented layouts
- Makes them to visualize and create objects

### UNIT I

**12 Hrs**

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

### UNIT II

**12 Hrs**

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

### UNIT III

**12 Hrs**

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

### UNIT IV

**12 Hrs**

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

### UNIT V

**12Hrs**

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

**Total No. of Hrs: 60**

### TEXT BOOK:

- Thomson & Arthur (2011) *Anatomy of the Artist*, Oxford, Clarendon Press.

### REFERENCES:

1. Aditya Chari, *Figure drawing made easy*
2. Valerie L. Winslow (2008), *Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement Hardcover*
3. [Wynn](http://www.amazon.in/s/ref=dp_byline_sr_book_1?ie=UTF8&field-author=Wynn+Kapit&search-alias=stripbooks) [HYPERLINK](http://www.amazon.in/s/ref=dp_byline_sr_book_1?ie=UTF8&field-author=Wynn+Kapit&search-alias=stripbooks) "http://www.amazon.in/s/ref=dp\_byline\_sr\_book\_1?ie=UTF8&field-author=Wynn+Kapit&search-alias=stripbooks" Kapit & Lawrence M. Elson (2013), *The Anatomy Coloring Book*.

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBAV18002                      VISUALIZATION TECHNIQUES & IMAGE EDITING                      3   0   1   4**

### Course Objectives:

- Ensures that the student can create any kind of layouts , for print media .
- Guide the student to visualize the product for a perfect delivery
- Makes him to unleash his creativity with filters
- Enables him to convert black &whit to color and vice versa and retouch the images for better quality
- Make the student create layouts for the web

### UNIT I

**12 Hrs**

Introduction to Image Editing - Image Size and Resolution - Monitor Resolution \_ Printer Resolution - Creating a New Document - Opening & Placing Images - Saving a Document - Creating Workspace - Tool Bar - Selection Tools - Copying & Pasting a Selection - Copy & Copy Merge - Paste & Paste Special

### UNIT II

**12 Hrs**

Color Modes - Type tool options – Layer - Adjustment Layer - Working with Layer Comps - Creating Layer Groups - Organizing Layers - Locking & hiding Layers - Linking Layers - Layer Effects - Painting Tools - Shape Tools - Work Path - Clipping Path - Cropping Images

### UNIT III

**12 Hrs**

Filters - Artistic Filter - Brush Stroke Filter - Distort Filter - Sketch Filter - Blur Gallery - Field Blur - Iris blur - Tilt Shift - Liquefy - Vanishing Point - Render Filter

### UNIT IV

**12 Hrs**

Retouching Tools - Clone Stamp Tool - Pattern Stamp Tool - Patch & Healing Brush Tool - Red Eye Tool - Blur , sharpen , smudge Tool - Histogram

### UNIT V

**12 Hrs**

Actions Palette - Batch Command - Photomerge - slices - saving files for web - zoomify- creating rollover - web photo gallery

**Total No. of Hrs: 60**

### TEXT BOOK:

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

### REFERENCES:

- Mike Wooldridge & Brianna Stuart,(2012)*Teach yourself Visually Adobe Photoshop*, Wiley
- The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks - [GlynHYPERLINK"https://www.google.com/search?sa=X&q=Glyn+Dewis&stick=H4sIAAAAAAAAAAO](https://www.google.com/search?sa=X&q=Glyn+Dewis&stick=H4sIAAAAAAAAAAO)  
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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

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**HBGA20L01**

**INTERFACE DESIGN - LABORATORY**

**0 0 2 2**

**Course Objectives:**

- Gives them hands on experience in creating templates for the web site
- Gives them hands on experience in creating templates for the game interface
- Gives them hands on experience in creating templates for the mobile interface
- Ensures that the student can design the templates in the work place
- Enables the student to create icons for the game interface

1. Create a main page template for a web site
2. Create a Game interface design template for a 2D game
3. Create a Mobile interface design template for a 2D game
4. Create a leaflet interface design for a game brochure
5. Create five icons for the game interface .

**Total No. Of Hrs : 30 hrs**



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBGA20L02**

**PROJECT – I GAME LAYOUT DESIGNING**

**0 0 4 4**

### Course Objectives:

- Gives them hands on experience in creating templates for the games , along with links and buttons and icons .
- Ensures the student a confident work delivery in office place.
- Gives him confidence in creating layouts for games
- Helps him to work in specified time frames which will enable him to work in set the target times in work place

**60 hrs**

### Project:

Create a game layout design template for a new 2D game which should have a front page ,sub pages , back page . Name the Game and using 3D Effects. Create a logo for the game . Add proper backgrounds for each page use CMYK colors so that it can sent for print .Create new game company name , Add the address in the back page and the LOGO in the front page .

**Total numbers of hours required to complete the Project : 60 Hrs**

## DEPARTMENT OF VISUAL COMMUNICATION &amp; ANIMATION

**HBTA17002**

TAMIL II

**3 0 0 3**

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## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

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## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**Total No of Hrs :45**

**HBHI17002**

**HIINDI II**

**3 0 0 3**

### **COURSE OBJECTIVES::**

- Famous ancient and modern poets from the Hindi literature are prescribed
- Navrasas and meters are taught
- To keep with latest trends in modern Hindi, Computer applications in Hindi, provisions of official language Act etc are included

### **UNIT I**

**9 Hrs**

- (Poetry, Hindi computing ,alankar)
- Poetry Manu Ki chintha – kaviparichay, annotation, summary, Madhushala and kabirdhas , two padhya only
- 2. Alankaaranupras, and upma only
- 

### **UNIT II**

**9 Hrs**

- 1.PoetrySurdas (two padh only), kaviparichay, annotation ,Kaikeyikapaschatap
2. Utprekshaalankar

### **UNIT III**

**9 Hrs**

- Meerabai only only one padya
- Kaamkajihindi, concept of official language, and hindi computing theory

### **UNIT IV**

**9 Hrs**

- Jugnu ,summary& meaning annotation
- Hin di software packages,

### **UNIT V**

**9 Hrs**



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

- Kaviparichay
- Kabirdas, MeerabaiMythili saran gupta
- Jaishankar Prasad
- Sleshaalankar.

**Total No of Hrs :45**

### TEXT BOOK:

- 1.Dakshin Bharat hindipracharasabha, *KavyaKusum*- 3

### REFERENCES:

- 1.Murali Manohar&vidhyanilaya,*Ras Chand Alankar*
- 2.Hareeshvishwavidyalayprakashan, agra, *Kaamkajihindi and hindi computing*

### HBFR17002

### FRENCH II

**3 0 0 3**

#### UNIT - 1

Cultiverses relations

#### UNIT - 2

Découvrir le passé

**9 Hrs**

#### UNIT - 3

Entreprendre

**9 Hrs**

#### UNIT - 4

Prendre des décisions

**9 Hrs**

#### UNIT - 5

Faire face aux problems and S' evader

**9 Hrs**

**9Hrs**

**Total No of Hrs :45**

### TEXT BOOK:

Authors : Jacky Girardet, Jacques Pécheur

Available at :Goyal Publishers Pvt Ltd 86, University Block Jawahar Nagar

New Delhi – 110007.Tel : 011 – 23858362 / 23858983



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBEN17002**

**ENGLISH – II**

**3 0 0 3**

### **COURSE OBJECTIVES::**

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays, paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.

### **UNIT I PROSE**

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

History of Chess - Barbara Mack

To Know When to Say, “It’s None of Your Business -McCormick

The India of My Dreams -Indira Gandhi

The Second Crucifixion -Collins and Lapierre

How to Avoid Argument -Sam Horn

### **UNIT II POETRY Verse (Macmillan Publishers India Limited)**

**8 Hrs**

Leave this Chanting -Tagore

The Stone -Gibson

Mending Wall -Frost

The Ballad of Father Gilligan -W.B. Yeats

The Listeners -De La Mare

### **UNIT III BIOGRAPHICAL SKETCHES**

**8 Hrs**

Portraits in Prose-An Anthology of Biographical Sketches

Ed:S.Jagadisan, Orient Blackswan Private Limited

Socrates -Sir Richard Livingstone

Leo Tolstoy -Ronald Seth

Alexander Fleming -Philip Cane

Mother Teresa -John Frazer

Martin Luther King -R.N.Roy

### **UNIT IV FUNCTIONAL ENGLISH & SOFT SKILLS**

**8 Hrs**

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Prepositions, Reported Speech, Editing, Phrasal Verbs and Idioms, Gerunds Infinitives, Beginning Sentences with 'It', Common Errors, Use in sentence words as different word classes – (Text based) Writing CV, Completing a dialogue, Expansion of hints

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part III English Usage

Part IV Listening Skills

Part V Face to Face Interaction

**Unit V Scenes from Shakespeare – Emerald Publication**

**5Hrs**

**Test and Written Exercises**

**4Hrs**

**Total No of Hrs:45**

### TEXTBOOK:

- *English Pronunciation in Use-Marks Hancock Cambridge Univ – 2003.*

### REFERENCE:

- *Sharda Kaushik etal Orient Black Swan(2014) Spring Board to Success*

**HBGA20002**

**MOBILE LAYOUT -UI & UX DESIGN**

**3    1    0    4**

### Course Objectives:

- Student learns to how to create UI& UX DESIGN
- Helps the student to work on user interface design
- Helps them to learn about Android mobile UX designs
- Make them familiarize with the Typography
- Enables the student to create assets

### UNIT I:

**12hrs**

Understanding the interface - Understanding various design methods - Properties- Shortcuts - Design task - Color theory and Typography - Understanding the usage of colors on UI -

### UNIT II:

**12hrs**

Resources for colors - Finding inspirations for iOS screens -Setting a visual design strategy -Converting the wireframes into visual design- Interactions and micro interactions- Assets and style guides - overview of Sharing for development

### UNIT III :

**12hrs**

Interface Shapes - Pen Tool - Text Tool -Art boards - Layers -Components -Plug-in- Panel ,Repeat Grid - Guides Grids - Masks - Shortcuts- Prototyping - Tools Interaction -Panel Triggers & Actions - Mobile and Desktop Previews -Recording Prototype -Sharing - Working With Files

### UNIT IV:

**12hrs**

Introduction to Android mobiles UX designs -Reviews -Introduction to material design- Understanding various sections of a screen in android and Apple mobiles - -Reviewing the entire progress





## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### UNIT V :

12hrs

Static designs & dynamics designs - Responsive and adaptive designs - responsive website - review of all the designs

**Total No. of Hrs: 60**

### TEXT BOOK:

- *Essential Mobile Interaction Design: Perfecting Interface Design in Mobile Apps (Usability)* by Cameron Banga (Author), Josh Weinhold (Author)
- *Adobe XD Classroom in a Book (2020 release)* by Brian Wood Released May 2020

**REFERENCE:** *Mobile User Experience* -by **Adrian Mendoza**

**HBGA20A01**

**CONCEPT DESIGN FOR GAME CHARACTER (ALLIED I PAPER II) 3 1 0 4**

### Course Objectives:

- To encourage the student to acquire knowledge about game concepts
- Student knows about creating art works for the game
- Makes the student understand about lights
- Helps him to create new ideas for the game
- Helps the student to learn about sketching the characters

### UNIT I

12hrs

Introduction to Concept designs for game - game art - Indian art- Visualizing new ideas - create story board for the newly generated ideas - Story generation - ideas for new games

### UNIT II

12 hrs

Environment concept design - -develop and visualize the idea -sketching and drawing -photography - game concept - use Matte painting generate the story

### UNIT III

12hrs

Design shapes -silhouette -design shape for show language - character shapes -sketching - creating a story concept design -working with matte painting -showing sequence of matte painting in Image editing software -working with Image editing matte painting.



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### UNIT IV

12hrs

Basic level design -concept of lighting & its value -visual development for game concept -concept of color theory - story telling -3d visualizing for character -environment design

### UNIT V

12hrs

Creating new ideas for game world - - objects - characters - vehicles -furniture -clothing -level design - color scheme -mood and feel of the game using art -perspective - Brining the concept to shape

**Total No. of Hrs: 60**

TEXT BOOK: # The Art of Game Design: A Book of Lenses - jesse Schell

# Fundamentals of Game Design by - Ernest Adam

REFERENCE:Cartooning: The Ultimate Character Design Book- by Christopher Hart

**HBGA20L03**

**USER INTERFACE DESIGN -LAB**

**0 0 2 2**

### Course Objectives:

- Ensures that student creates icons for the mobile games
- Make the student create icons for the PC games
- Make him to plan and execute a user interface design
- Ensures that the student is confident in sketching 2D layouts
- Gives him hands on experience in creating user interface designs for the games

1)Create five icons - play button- company logo - stop button and arrow keys

2) Create two new mobile interface design for Temple run game

3) Create two new PC interface design for Car games

4) Create a User Interface design for a new game and name it

5) Sketch a 2D Layout for a new game

**30Hrs**



**Dr. M.G.R.**  
**EDUCATIONAL AND RESEARCH INSTITUTE**  
**DEEMED TO BE UNIVERSITY**

University with Graded Autonomy Status  
(An ISO 21001 : 2018 Certified Institution)  
Periyar E.V.R. High Road, Maduravoyal, Chennai-95, Tamilnadu, India.



## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBGA20L04**

**PROJECT II - UI DESIGNING For GAME**

**0 0 4 4**

### **Course Objectives:**

- Ensures that the Student is able to create user interface design with various types of design
- Makes him to create a concept using matte painting
- Make the student to do creative background designs
- Makes him job oriented by giving industry oriented designs
- Helps the student to do create interactive pages for game interface

Create a game concept and produce it as a story , Should have a minimum 5 pages , front page should have the links for all the 4 pages . Each page should have designer icons .

The Interface should have a designer background created with the characters/objects involved in the game .

**60 Hrs**

**Total numbers of hours required to complete the Project : 60 Hrs**



## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

### **SEMESTER III**

**HBGA20003**

**INTRODUCTION TO UNITY 3D - LEVEL-1**

**3 0 1 4**

#### **Course Objectives:**

- Make the student learn the interface of UNITY 3D
- Ensures that he will be able to create objects for games
- Helps the student to get familiarize in Lighting Effects
- Make the student to create realistic nature's effects
- Make him confident in giving movements for the game character

#### **UNIT I**

**12 Hrs**

Introduction to Unity Editor - Prototyping in Unity -Level Design -Creating a Player Controller -

Creating User Interface and Audio -Post Processing and Cinemachine -Building your project .

#### **UNIT II**

**12 Hrs**

Unity Interface - Scene Navigation - Game Object Concepts- Reviewing the Game Design Document-

Prototyping with Primitives -Prototyping the Mouse Manager

#### **UNIT III**

**12 Hrs**

Introduction to ProBuilder - Configuring Environment Assets- Creating Environment Prefabs -Lighting &Environment

#### **UNIT IV**

**12 Hrs**



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Creating Particle Systems - smoke - image particles - fog - Creating Light Streaks- lights - spot light - Emission lights

### UNIT V

12 Hrs

Setting up the Character - Configuring the Animator Controller -Creating the Player Controller - Adding Accessories to Characters

**TEXT BOOK:** *Game Development with Unity* - by **Michelle Menard**

*Unity 3D Game Development by Example Beginner's Guide: Lite Edition* - by **Ryan Henson Creighton**

**REFERENCES:** <https://forum.unity.com/threads/looking-to-buy-unity-book-for-studying.512492/>

HBAV18A03

STORY BOARDING( ALLIED II- PAPER I)

3 1 0 4

### Course Objectives:

- To make the student to pre visualize the whole script and create a sequence which will help the student to create a product delivery.
- Make him familiarize the character creation and psychology of characters.
- Makes the student to understand the terminologies in storyboarding
- Helps the student understand the formats used in storyboarding
- Helps him creating new layouts

### UNIT I :

12 Hrs

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

### UNIT II:

12 Hrs

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

### UNIT III:

12 Hrs

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

### UNIT IV:

12 Hrs

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

### UNIT V:

12 Hrs

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

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

**Total No. of Hrs: 60**

### TEXT BOOKS:

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

### REFERENCES:

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

**HBAV18007**

**3D Modeling (MAX)**

**3 1 0 4**

### Course Objectives:

- Make him understand the concepts behind 3 dimensional objects and also the different types of modeling.
- Familiarize him with special effects and easy methods to create 3d model
- Make the student to create new innovative 3D Objects
- Make the student understand the limitations in Nurbs modelling
- Ensures that the student gets familiarized with the editing of 3D objects

### UNIT I

**12 Hrs**

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

### UNIT II

**12Hrs**

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

### UNIT III

**12Hrs**

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

### UNIT IV

**12Hrs**

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



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### UNIT V

12Hrs

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

**Total No. ofHrs: 60**

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

### REFERENCES:

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

### HBMG17L01

### SOFT SKILLS I

2 0 0 2

#### Carrier & Confidence Building

### COURSE OBJECTIVES:

#### To improve

- Value system
- Interpersonal skills
- Behaving in corporate culture
- Self awareness/confidence
- Communication skill

### UNIT I

6 Hrs

Creation of awareness of the top companies / different verticals / courses for improving skill set matrix, Industry expectations to enable them to prepare for their carrer – Development of positive frame of mind – Avoiding inhibitions – Creation of self awareness – Overcoming of inferiority / superiority complex.

### UNIT II

6 Hrs

Selection of appropriate field vis-à-vis personality / interest to create awareness of existing industries, Preparation of Curriculum Vitae – Objectives, Profiles vis-à-vis companies.

### UNIT III

6 Hrs

Group discussions: Do's and Don'ts – handling of group discussions – What evaluators look for! Interpersonal relationships – with colleagues – clients – understanding one's own behavior – perception by others, How to work with persons whose background, culture, language / work style different from one's, behavior pattern in multi-national offices.

### UNIT IV

6 Hrs

Interview – awareness of facing questions – Do's and Don'ts of personal interview / group interview, Enabling students prepare for different Procedures / levels to enter into any company – books / websites to help for further preparation, Technical interview – how to prepare to face it. Undergoing employability skills test.

### UNIT V

6 Hrs



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Entrepreneurship development – preparation for tests prior to the interview – Qualities and pre-requisites for launching a firm.

**Total No of Hrs :30**

### TEXT BOOK:

- Aggarwal R,S (1989) *Quantitative Aptitude*, S.Chand,
- 
- **REFERENCES:**
- ShaliniVerma(2009) *Soft Skills* Pearson.
- Shaliniverma (2012) *Enhancing employability @ SOFT SKILLS*, Pearson.
- KiranmaiDutt,P&GeethaRajeevan(2010) *A Couse in Communication Skills*, Foundation Books.
- Nirakonar (2011) *English Language Laboratories*, PHI Learning.
- Anandamurugan, S(2011) *Placement Interviews*, Tata McGraw Hill Education.

**HBGA20L05**

**3D GAME CHARACTER - LABORATORY**

**0 0 2 2**

### Course Objectives:

- Give the student hands on experience in creating game characters
- Make him familiarize with the animal character development
- Makes the student understand about lights and shadows while creating 3d objects
- Improves his knowledge in creating cartoon creation
- Ensures that the student gets familiarized with the shortcuts while creating a character

1. Create a game character model and so a uv mapping
2. Create game asset ( tanker , gun model , war dress)
3. Create any one animal model
4. Create an House with necessary facilities



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

5. Create a cartoon game character

**30 Hrs**

**Total No. of Hrs needed to Complete the Lab: 30Hrs**

**HBGA20L06                      PROJECT III- 3D Character models for games                      0      0      4      4**

### Course Objectives:

- Make the student create 3D characters as per the specifications
- To give confidence to the student by making him to create industry oriented models
- Make him create photorealistic models with proper lightings
- To create new textures
- Ensures that the student to create models in the given time frame.

### PROJECT:

Using 3dsstudio max create a I - ROBOT . Apply proper materials for the Robot. The ROBOT should have legs , hands and a body and two eyes .

ROBOT should wear the spectacle or a shield .

Submit it as rendered output . Set proper lightings for the same and it should have a colorful background .

**60 Hrs**

**Total numbers of hours required to complete the Project : 60 Hrs**



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### SEMESTER IV

**HBGA20A02**

**SUBSTANCE PAINTER ( ALLIED II PAPER II )**

**3 0 1 4**

#### Course Objectives :

- Ensures that the students learn to create image maps
- Helps them to understand the different types of image maps
- Ensures him to paint and create new image maps
- Make him understand how to bring 3d models to painter
- Makes him familiarize with plugins

#### UNIT I :

**12 Hrs**

Getting Started-Preparing the 3D Model -User Interface & Tools Overview -Basic PBR Texturing -Workflow - Rendering Overview - Main Menu - Sliders -Settings- Project Configuration - Toolbars- Properties- Viewport - Texture Set -Layer Stack -History -Shelf -Display Settings

#### UNIT II :

**12 Hrs**

Importing 3d model in substance painter - working with Image Editing tools -types of brushes - working with 3d models

#### UNIT III :

**12 Hrs**

Working with Maya to substance painter - Introduction to Texture baking - working with uv maps- Maya to substance masking -layers -layer mask -rendering - exporting final output as image maps

#### UNIT IV:

**12 Hrs**

Importing substance painter 3d to unity 3d - exporting maps - masking exporting maps - paint effect in substance painter

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### UNIT V:

12 Hrs

Baking -Effects -smart Materials and Masks - Automatic UV Unwrapping - UV Reprojection - UV Tiles - Post ProcessingSubsurface Scattering - Iray Renderer - Plugins - Dynamic Material Layering - Sparse Virtual Textures.Custom Shaders

**Total No. of Hrs: 60**

### TEXT BOOK:

#Beginning PBR Texturing: Learn Physically Based Rendering with Allegorithmic's  
# Substance Painter - by Abhishek Kumar

### REFERECE:

<https://www.scribd.com/document/426545857/Substance-Painter-Documentation-pdf>

**HBMG17L02**

**SOFT SKILLS -II**

**2 0 0 2**

To be organized by the Placement & Training department with the assistance of external agencies.

### OBJECTIVES:

The purpose of this is to build confidence and inculcate various Soft skills and to help students to identify and achieve their personal potential

At the end of this training program the participant will be able to,

Explain the concept problem solving

- Outline the basic steps in problem solving
- List out the key elements
- Explain the use of tools and techniques in problem solving
- Discuss the personality types and problem in solving techniques
- By adapting different thinking styles in group and lean environment
- Recognizing and removing barriers to thinking in challenging situations
- Make better decision through critical thinking and creative problem solving

### Methodology

The entire program is designed in such a way that every student will participate in the class room activities. The activities are planned to bring out the skills and talent of the students which they will be employing during various in their life.

Group activities + individual activities

1. Collaborative learning
2. Interactive sessions
3. Ensure participation
4. Empirical learning

### UNIT I

**6 Hrs**

Self Introduction – Narration – Current news update – Current Tech update – GD

### UNIT II

**6 Hrs**

Verbal Aptitude Test I – odd man out series – GD I – Mock Interview I

### UNIT III

**6 Hrs**

Verbal Aptitude Test II – Resume Writing- Mock Interview II – reading comprehension

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**UNIT IV** **6 Hrs**  
 GD III – Numbers – Height and distance – directions – permutation and combination – odd man out – problem on ages.

**UNIT V** **6 Hrs**  
 Mock Interview III – ratio and proportion – clocks – HCF and LCM – Time and work – profit and loss – partnership.  
**Total No of Hrs :30**

**TEXT BOOK:**

1. Pushpalata a& Sanjaykumar (2007) *Communicate or Collpase: A Handbook of Effective Public Speaking, Group Discussions and Interviews*. Prentice-Hall, Delhi.

**REFERENCES:**

1. Thorpe & Edgar(2003) *Course in Mental Ability and Quantitative Aptitude*, Tata McGraw-Hil.
2. Thorpe & Edgar(2003) *Test of Reasoning*, Tata McGraw-Hill.
3. Prasad, H.M,(2001) *How to prepare for Group Discussion and Interview*, Tata McGraw-Hill.
4. Agarwal, R.S(2004) *A Modern Approach to verbal non-Verbal Reasoning*, S.Chand& Co.
- Mishra Sunita&Muralikrishna, *Communication Skills for Engineers*(1<sup>st</sup> ed.), Pearson Education.

**HBGA20004** **ADVANCED CHARACTER MODELING - MAYA** **3    1   0   4**

**Course Objectives :**

- To make the student understand about the interface
- Helps them to understand the different types of creating and editing tools
- Ensures him to create complicated 3D objects using modifiers
- Make him understand about the different types of cameras ad their movements
- Enables him to create 3D characters and to set key frames as per the industry standards

**UNIT I** **12 Hrs**

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

**UNIT II** **12 Hrs**

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

**UNIT III** **12 Hrs**

Boolean operations – Booleans union, Booleans difference, Boolean intersection. New object creating using Boolean, Modeling using Object Components, Modifying object components, smooth modifier, duplicate special option, Box Modeling, Game models using extrude – face extrusion for games.

**UNIT IV** **12 Hrs**

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Camera - Types of camera, View Port Camera, Turn Table Camera - Lights – Standard Lights, Mental Ray Rendering - Texturing : Normal Mapping, UV unwrapping, Mental Ray Shader's, Rendering Techniques-Rendering for games

### UNIT V

12 Hrs

Animation in Maya for games – Squash & Stretch- Anticipation – staging- straight ahead action and pose to pose action, follow through and overlapping action, ease – in and out, - Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound.

### TEXT BOOK:

Total No of Hrs :60

Mastering Autodesk Maya : Autodesk Official Press

### REFERENCES:

Gary Oliverio, *Maya Character Modelling*2. Todd Palamar, *Mastering Autodesk Maya 2014*, Sybex Publications

**HBGA20005**

## **ADVANCED CHARACTER ANIMATION MAYA**

**0 0 4 4**

( Credit based Internal Evaluation )

### Course Objectives:

- Ensures the student is confident in creating advanced 3D object
- Make the student confident in creating human modeling.
- To make the student familiar in animating the characters
- Make him understand the usage of camera in viewing the objects
- Ensure that the students is able to create realistic animations with proper key framing

### UNIT – I

12 Hrs

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

### UNIT – II

12 Hrs

Introduction to UV maps for Games -planer -cylinder - working with UV mapping in Maya - working with UV editor -understand UV unwrapping . Maya to uv mapping .intro to x-gen - hair and fur for game characters- animation - hair & fur.-dynamic hair and fur -working mash - bifrost - introduction to boss dynamic

### UNIT – III

12 Hrs

Working with render setup – Arnold , hyper shade node, Arnold light -mesh light - HDRI light - sky dome . Arnold render setting , Batch render render sequence ,

### UNIT – IV

12 Hrs

Animation in Maya –working with track editor -working with dope sheet – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound.- adding time editor. exporting to fbx -importing fbx in Maya.

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**UNIT – V**

**12 Hrs**

Camera - Types of camera, View Port Camera, Arnold render setting - Lights – Standard Lights, Arnold render Rendering - Texturing : Normal Mapping, , Arnold shape - Rendering Techniques.

**Total No of Hrs :60**

**TEXT BOOK:**

1.Mastering Autodesk Maya : Autodesk Official Press

**REFERENCES :**

1.Maya Advanced Character Animation (paperback) Paperback by LV XIN XIN2. Mastering the Art of Exaggerated Animation (Required Reading Range) Paperback by Keith Osborn (Author)

**HBGA20L07**

**ADVANCED GAME MODELING - LABORATORY**

**0 0 2 2**

**Course Objectives:**

- Gets and on experience in creating environmental designs
- Make the student familiarize in crating assets for games
- To make the student familiar in creating character model for games
- Make him understand the techniques of using maps
- Ensure that the students is able to create photorealistic outputs

1. Create an environment set model - forest or a city
2. Create any five property for games
3. Create a character and render it with any 2 different animation game pose (like sitting, standing, jumping )
4. Create a war shield model with uv maps
5. Create a face model with hair and fur with photorealistic output

**30Hrs**



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## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBGA20L08      PROJECT I V-3D GAME CHARACTER ANIMATION & RIGGING      0   0   4   4**

### Course Objectives:

- Ensures the student is confident in creating advanced game character with photorealism model with hair and fur details.
- Ensures that the students learn to work in any kind of 3d Rigging & Animation
- Knows to import the 3D characters in Game engines
- Able to apply kinematics IK & FK for characters
- Enhance him with the shortcut tools which help him to do a fast work in work place
- Makes him to give a realistic character animation

Use a character model from the assets give it photorealistic effect, rig the character, apply x-gen hair and fur dynamic cloth simulation for character model

Use Arnold render to get photorealistic output.

Render the shaded character model and import this game character in any game engine.

Give the output in the executable format.

Use proper mapping and textures

**60Hrs**



## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**Total numbers of hours required to complete the Project : 60 Hrs**

### **SEMESTER V**

**HBGA20006**

**UNITY 3D -LEVEL 2**

**3 1 0 4**

#### **Course Objectives :**

- Ensures that the students learn to work on any kind of render time game render in the Computer Graphics industry.
- Enables the student to create environment for the games
- Learns to reduce the memory size of the characters and objects so as to use in Mobiles
- Makes him familiarize with the lights and shadow effects
- Make him understand the process of game creation

#### **UNIT 1:**

**12 Hrs**

Views - Front view , 3/4 front view , Side view (profile), 3/4 back view, back view - creating character turn around sheet- materials required - step by step process

#### **Unit II :**

**12 Hrs**

Character Development - Definition - Working with Art tools - Shapes - Forms - Character Hierarchy - Shape Symbolism - Circle - Square - triangle - strong character creation

#### **UNIT III:**

**12 Hrs**

Creating Model Sheets - Commission Analysis - short information - expanded meaning - personality of the character - Preparation Process - Skeleton Comparison - Muscular Comparison - Design - Silhouette

#### **Unit IV**

**12 Hrs**

Choosing characters - main character - supporting character - types of characters - character identification - character development



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Unit V

12 Hrs

Defining the character - subtle touches - the visual element - binding the characters - making distinctive characters - creating line of actions

**TEXT BOOK:**

**Total No. of Hrs: 60**

The Art of Game Design: A Book of Lenses - by Jesse Schell

Drawing Basics and Video Game Art - by CHRIS SOLARSKI

**REFERENCE:**

Unity Game Development Cookbook: Essentials for Every Game - by Paris Buttfield-addis ,Jonathon Manning ,Tim Nugent .

**HBGA20007**

**GAME DESIGN FOR MOBILE APPLICATION**  
**(Credit based Internal Evaluation )**

**0 0 4 4**

**Course Objectives :**

- Enables the student to install the mobile applications
- Makes the student familiarize in creating elements for the game
- Enables him to give movements to characters
- Make him understand about collisions and their effects
- Ensures him to execute a game

**UNIT I**

**12 Hrs**

Introduction to mobile application - Installation and Setting Up - working with unity interface -mobile application - AR application- working knowledge for UI/UX-

**UNIT II**

**12 Hrs**

Application development - - Starting with UI- Button - Text Element- The Slider - Materials and Shaders - The Particle System - Using the Asset Store.

**UNIT III**

**12 Hrs**

Creating Sprites - Modifying Sprites -Transforms and Object Parenting- Internal Assets- - Saving and Loading Scenes- - Basic Movement Scripting.

**UNIT IV**

**12 Hrs**

Understanding Collisions- Physical Rigid bodies - Custom Collision Boundaries - Understanding Prefabs - - Game Object Destruction.

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### UNIT V

12 Hrs

Project planning and execution - project Development - working with concepts design- making project on live - digital planning and execution of game.

**Total No. of Hrs: 60**

**TEXT BOOK:** *The Ultimate Guide to Video Game Writing and Design- by Flint Dille*  
*Level Up! The Guide to Great Video Game Design- by WILEY*

**REFERENCE:** <https://techbeacon.com/app-dev-testing/4-fundamentals-mobile-game-design>

**HBGA20008**

**UNREAL ENGINE FOR 3D**

**3 1 0 4**

#### Course Objectives :

- Make e student familiarize in installation and the tools
- Enables him to learn about select and move multiple actors
- Familiarize him with the viewports and viewing
- Enables him to create nature's wonders
- Make him understand about collisions and about game creation

### UNIT I :

12 Hrs

Introduction -registration & installation --project -levels- actors- difference between the Unreal Engine and the Unreal Editor- Level Editor - Viewport, Toolbar- Content Browser- Modes Panel-World Outliner- customize the interface- place Actors into a Level- different tabs of Place Mode -Lights

### UNIT II

12 Hrs

Viewport I - Navigating Within the Viewport -Viewport - mouse navigation, WASD navigation, and Maya navigation Viewport II –move, rotate, and scale tools. Learn how to -select multiple Actors and move them all at once.

Viewport III – snapping to perfectly align your Actors -with one another within your Level- Learn the difference between Surface Snapping- Grid Snapping, Rotation Snapping, and Scale

### UNIT III

12 Hrs

Viewport IV – Different Ways To View Your Level- Content Browser I - Learn about the Sources Panel- Asset Window-searching- the Content Browser- and breadcrumbs.

### UNIT IV

12 Hrs

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Actors -Static Meshes -Brushes -Materials- Lights- Atmospheric Fog - Player Start- Components- Volumes-  
 Creating the Sky

### UNIT V

**12 Hrs**

Collisions- and collision properties -Simulation Generates Hit Events, Generate Overlap Events-Collision Enabled- ,  
 Physics Collisions Only, Query Collisions Only - difference between ECB Yes, ECB No, and ECB Owner.

**Total Hrs : 60**

**TEXT BOOK:***Learning Unreal Engine Game Development: A step-by-step guide that paves the way for developing fantastic games with Unreal Engine 4 - by Joanna Lee*

**REFERENCES:** *3D Game Design with Unreal Engine 4 and Blender - by Justin Plowman*

### HBGA20009

### BASICS OF BLUEPRINT NODES

**3 1 0 4**

#### Course Objectives :

- Ensures that the students learns to work interactive links in game
- Learn how to work on collision in a game
- Make him familiarize with map nodes
- Learns to use Math and algorithm nodes
- Make him understand the techniques involved in integrating blueprint node outputs

### UNIT I

**12 Hrs**

Intro to blueprint nodes - events- mouse up - mouse down - clicks - custom events -blueprint variables - integer ,  
 boolean , variables ,strings

### UNIT II

**12 Hrs**

Structural variables in blueprints - arrays - blueprint maps -array nodes - array structural nodes - conditional  
 statements

### UNIT III

**12 Hrs**

casting in blueprints -blueprint map nodes -add,clear ,contains height ,remove - blueprint set nodes - connecting  
 nodes.

### UNIT IV

**12 Hrs**

Introduction to math - expression nodes -definition nodes, algorithm nodes - mobile patch utility nodes -random  
 streams .

### UNIT V

**12 Hrs**

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

Concept of level blueprint -blueprint macro library -bitmask blueprint variables -Integrating blueprint node output

**Total No. of Hrs: 60**

**TEXT BOOK:***Blueprints Visual Scripting for Unreal Engine- by Marcos Romero*

**REFERENCE:** *Unreal Engine 4 for Design Visualization: Developing Stunning Interactive Visualizations, Animations, and Renderings (Game Design) - by Tom Shannon*

**HBMG17001**

**ENVIRONMENTAL STUDIES**

**3 0 0 3**

### OBJECTIVES:

- Understanding of the human and natural environment
- Demonstrate in-depth understanding of the environment.
- Demonstrate an ability to integrate the many disciplines and fields that intersect with environmental concerns

### UNIT I

**ENVIRONMENT AND ECOSYSTEMS:** 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:** 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:** 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:** 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.

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### UNIT V

**HUMAN POPULATION AND THE ENVIRONMENT:** 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 Hrs: 45**

#### PERIODS TEXT BOOKS:

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

**HBGA20L09**

**Environment Creation for Games - Laboratory**

**0 0 2 2**

#### Course Objectives :

- Give the student hands on experience in creating lighting
- Enables him to learn about applying UV mapping
- Makes him to create environments for the game
- Enables him to create collisions
- Make him understand the usability of shortcuts enabling him to finish task quickly in work place

1. APPLY LIGHTING AND TEXTURE FOR 3D MODEL in Unreal game engine.
2. Apply TEXTURE mapping for the character in game engine and apply proper UV mapping
3. Create a forest and set bumps and floral in the forest
4. Create a first person control so that the character cannot cross the next object , and it should fall down.
5. Create a new environment of your choice for a kids game

**30 Hrs**



## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBGA20L10**

**PROJECT V - ENVIRONMENT LEVEL DESIGNING**

**0 0 4 4**

### **Course Objectives::**

- Enabling the student to create realistic environments for the games
- Enables him to set the lightings and texturing
- Make the student to create 3D games
- Makes him to understand how to reduce the memory size of characters without reduction in quality
- Enables him to create a final game with proper controls

Create a Level design - create a 3D city background or forest background

using Unreal engine,

using the arrows keys we have to move through the city or forest background .

apply proper materials for the background objects ,

set proper lightings . Final output to be in .exe format .

**60Hrs**

**Total numbers of hours required to complete the Project : 60 Hrs**

## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

### SEMESTER VI

**HBMG17G01                      ENTREPRENEURIAL DEVELOPMENT                      3   0   0   3**

#### **OBJECTIVES:**

- Understand the process and procedure involved in setting up a small enterprise.
- Acquire the necessary managerial skills required to run a small-scale industry.
- Know the pros and cons in becoming an entrepreneur.

#### **UNIT I - Concept of Entrepreneurship**

Entrepreneur –Meaning – Types – Qualities of Entrepreneur – Classification of entrepreneur – Factors influencing Entrepreneurship - Functions of Entrepreneurship .

#### **UNIT II - Entrepreneurship Development Agencies**

Commercial Banks- District Industries Centre - National Small Industries Corporation -Small Industries Development Organization - Small Industries Service Institute, All India Financial Institutions - IDBI-IFCI- ICICI-IRDBI

#### **UNIT III -Project Management**

Business idea Generation techniques - Identification of Business Opportunities - Feasibility study Marketing, Finance , Technology and Legal Formalities- Preparation of project report-Tools of Appraisal

#### **UNIT IV - Entrepreneurial Development Programmes**

Entrepreneurial Development Programmes (EDP) Role, relevance and achievement-Role of Government in organized EDPs-Critical Evaluation

#### **UNIT V- Economic Development and Entrepreneurial Growth**



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Role of Entrepreneurs in Economic Growth -Strategic approaches in the changing Economic scenario for small scale Entrepreneurs - Networking . Niche Play, Geographic Concentration. Franchising /Dealership-  
Development of Women Entrepreneurship

Total No of Hrs: 45

BOOK:

Dr.Balu - ENTRPRNEURIAL DEVELOPMENT

Dr.P.T. Vijayashree & Dr.M.Alagammai-ENTRPRENEURIAL DEVELOPMENT

**HBGA20E01**

**ELECTIVE -1-MOBILE GAME**

**0 0 4 4**

### Course Objectives :

- Enables the student to create interface design
- Makes him to apply materials and textures
- Enables him to create augmented reality applications
- Make him to give controls for the game characters
- Enables him to create mobile games

### UNIT I

**12 Hrs**

Creation of mobile application - creating interface design- interactive navigation -buttons- text tools - Horizontal Box and Vertical Box -working with -Canvas Panel-Common Widget Properties

### UNIT II

**12 Hrs**

Materials- Textures, and Elements - Learn about the Surface Materials -Geometry, and Surface Properties - categories in the Details panel.

### UNIT III

**12 Hrs**

Introduction in Augmented Reality , creating Augmented reality apps, working with Augmented reality control panels

### UNIT IV

**12 Hrs**

First person control - third person control - navigating the controls - applying properties - adjusting property values - basics of bolt

### UNIT V

**12 Hrs**

Behaviors of Bolt - Connecting bolt nodes - scripts in unity for interactivity - variables, strings , integers - strings - functions - game output





## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**Total Hrs : 60Hrs**

**TEXT:** *Game Development Essentials: Mobile Game Development*”, - by **Kimberly Unger**

*The Book of Games Volume I: The Ultimate Guide to PC and Video Games* - by **Bendik Stang**

**REFERENCES:** *Mobile Game Development with Unity* - by **Jonathon Manning, Paris Buttfield-Addison**

**HBGA20E02**

**ELECTIVE -1 - PC Game Creation- unreal engine**

**0 0 4 4**

### Course Objectives:

- Enables the student to bring characters from other applications
- Makes him to apply materials and textures
- Enables him to set proper lightings and textures
- Allows him to create play area for the game
- Enables him to work with unreal motion graphics

### UNIT 1

**12 Hrs**

Interface designing in unreal engine - baking lights - material bakings - importing 3 D models in unreal engine

### UNIT II

**12 Hrs**

Applying blueprint nodes in materials- Textures - Learn about the Surface Materials -Surface Properties - color nodes

### UNIT III

**12 Hrs**

Introduction to light effect - five types of Light Actors - the Directional Light, Point Light, Spot Light - Rect Light.

### UNIT IV

**12 Hrs**

Creating the Playing Area - construct - playing area for our game- using Brushes-Meshes -Materials.

- the internal structures for our Level-including walls- platforms -houses.

### UNIT V

**12 Hrs**

Working with UMG( UNREAL MOTION GRAPHICS)-Learn how UMG used to create menus and HUDs- Visual Designer- Layout Transform vs Render Transform -Text Widget - Font, Shadow Offset, Shadow Color, Justification,

**Total Hrs : 60 Hrs**



## DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION

**HBGA20E03**

**ELECTIVE -1 -LEVEL DESIGNING FOR GAMES**

**0 0 4 4**

### Course Objectives:

- To make the Student create assets for the games
- Makes him to add lights and controlling it to occupy less memory as in the industry
- Enables him to give navigation
- Make him create realistic textures
- Learns to implement and give interaction in the game

### UNIT I

**12 Hrs**

Level design in unity -asset creation - browsing assets from asset store- arranging asset store- creating asset in maya - working in painter for creating tree using paint effects.

### UNIT II

**12 Hrs**

Working with terrain in unity - adding light baking -adding texture baking - replacing first person control- creating environment lighting using sky light .

### UNIT III

**12 Hrs**

Working with unreal engine - collision - adding blueprint for collision-Working with buttons -navigativebuttons- Adding navigation to buttons

### UNIT IV

**12 Hrs**

Creating maps in unreal engine -uvmaps - working with image optimization- importing substance painter maps .

### Unit V

**12 Hrs**

Converting asset in level player- testing with player controls- adding sounds using blueprint script -interaction with blueprint.

**Total Hrs : 60 Hrs**



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## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBGA20EL01**

### **ELECTIVE -2- PORTFOLIO DEVELOPMENT- MOBILE GAME CREATION**

#### **Course Objectives:**

- Enable the student to create a mobile game as per industry standards
- Enhances him to create characters for the game
- Make the student job oriented by making him to create demo reels as per norms
- Enable the student to create realistic backdrops
- Make him confident by making him to deliver the projects within set duration enabling to maintain deadlines

Create your portfolio for a 3D mobile game play through , animate the characters , gaming can be fighter games or car games , game player should move around

Portfolio should include the following :

- 1) Newly created game character
- 2) Characters to be animated and proper sound effects to be added in the required places
- 3) Characters should be mapped with textures and proper lights to set
- 2) Game walkthrough and the character should move around on key presses and proper collision effects



## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBGA20EL02**

### **ELECTIVE -2-PORTFOLIO DEVELOPMENT PC GAME CREATION**

#### **Course Objectives:**

- Enable the student to create a game for PC as per industry standards
- Enhances him to create characters for the game
- Make the student job oriented by making him to create demo reels as per norms
- Enable the student to create realistic backdrops
- Make him confident by making him to deliver the projects within set duration enabling to maintain deadlines

Create your portfolio for a 3D PC game play through , animate the characters , gaming can be hide and seek or war games or cooking games

Portfolio should include the following :

- 1) Newly created game character
- 2) characters to be animated and proper sound effects to be added in the required places
- 3) characters should be mapped with textures and proper lights to set
- 4) character should be interactive with key presses and mouse clicks



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## **DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBGA20EL03**

### **ELECTIVE -2- PORTFOLIO DEVELOPMENT LEVEL DESIGNING**

#### **Course Objectives:**

- Enable the student to create a Level designing as per industry standards
  - Enhances him to create characters for the game
  - Make the student job oriented by making him to create demo reels as per norms
  - Enable the student to create realistic backdrops and navigate
  - Make him confident by making him to deliver the projects within set duration enabling to maintain deadlines
- 
- Create a Modern city or forest or cowboy city village in unity 3d or unreal engine
  - Apply respective textures and backgrounds
  - Navigate the scene with respective assets
  - Add first player .
  - Navigate the scene with up arrow & down arrow for moving the scene
  - Use play stop button for user interface design



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**B.Sc–Advanced Animation (Full Time)**  
**Curriculum & Syllabus**  
**2018 Regulations**

I SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17001/ HBHI17001/ HBFR17001	Tamil/Hindi/French – I	3	0	0	3
2.	HBEN17001	English – I	3	0	0	3
3.	HBAV18A01	Anatomy Drawing – I (Allied I Paper I )	3	1	0	4
4.	HBAV18001	Animation and Visual Communication	3	1	0	4
5.	HBAV18002	Visualization Techniques & Image Editing	3	0	1	4
6.	HBAA18L01	Image Editing Lab	0	0	2	2
7.	HBAA18L02	Project I – Brochure Designing	0	0	4	4
<b>Total</b>			<b>15</b>	<b>2</b>	<b>7</b>	<b>24</b>

II SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBTA17001/ HBHI17001/ HBFR17001	Tamil/Hindi/French – II	3	0	0	3
2.	HBEN17001	English – II	3	0	0	3
3.	HBAA18A01	Anatomy Drawing - II (Allied I Paper II)	3	1	0	4
4.	HBAA18003	Digital Designs (Credit based - Internal Evaluation )	0	0	4	4
5.	HBAV18004	Audio and Video Editing	3	0	1	4
6.	HBAV18L02	Audio and Video Lab	0	0	2	2
7.	HBAA18L03	Project II – Short Film	0	0	4	4
<b>Total</b>			<b>12</b>	<b>1</b>	<b>11</b>	<b>24</b>

III SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAA18002	Media Publishing	3	0	1	4
2.	HBAV18A03	Animation - Story Boarding (Allied II )	3	0	1	4
3.	HBAA18006	2D Animation (Credits based - Internal Evaluation )	0	0	4	4
4.	HBAV18007	3 D Modeling(Max)	3	1	0	4
5.	HBMG17L01	Soft Skills -I	2	0	0	2
6.	HBAA18L04	3 D Modeling Max Lab	0	0	2	2
7.	HBAA18L05	Project III – 2D Animation Movie	0	0	4	4
<b>Total</b>			<b>11</b>	<b>1</b>	<b>12</b>	<b>24</b>



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

IV SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAV18009	3DAnimation(3dmax) (Credit based Internal Evaluation )	0	0	4	4
2.	HBAA18004	Digital Compositing	3	0	1	4
3.	HBMG17L02	Soft Skills 2	2	0	0	2
4.	HBAA18L06	Digital Compositing Lab	0	0	2	2
5.	HBAV18L08	3D Animation Lab	0	0	2	2
6.	HBAA18L07	Project IV – 3D Walkthrough	0	0	4	4
<b>Total</b>			<b>5</b>	<b>0</b>	<b>13</b>	<b>18</b>

V SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBAV18011	Advanced Modeling - Maya	3	0	1	4
2.	HBMG17001	Environmental Studies	3	0	0	3
3.	HBAA18008	Visual Effects (Credit Based Internal Evaluation)	0	0	4	4
4.	HBAA18009	Advanced Animation - Maya (Credit Based Internal Evaluation )	0	0	4	4
5.	HBAA18L08	Advanced Modeling - Lab	0	0	2	2
6.	HBAV18L11	Clay Modeling and Animation with Stop Motion Animation	0	0	2	2
7.	HBAA18L09	Project V – Human Modeling	0	0	4	4
<b>Total</b>			<b>6</b>	<b>0</b>	<b>17</b>	<b>23</b>

VI SEMESTER						
S.NO	Sub.Code	Title of the Subject	L	T	P	C
1.	HBMG17G01	Entrepreneurial Development	3	0	0	3
2.		Elective - 1 ( Internal Evaluation – Online Test)	0	0	4	4
3.		Elective - 2 Portfolio Development	0	0	10	10
<b>Total</b>			<b>3</b>	<b>0</b>	<b>14</b>	<b>17</b>

**Total Credits to be earned for the award of the Degree (RE): 130**



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**LIST OF ELECTIVES:**

**Elective-1 Internal Evaluation – Online Test**

S.NO	Sub.Code	Title of the Subject
1.	HBAA18E01	Rigging & Animation
2.	HBAA18E02	Visual Effects

**Elective-2**

S.NO	Sub.Code	Title of the Subject
1.	HBAA18EL1	Portfolio Development- Rigging & Animation Film
2.	HBAA18EL2	Portfolio Development-Visual Effects

**Summary Of Credits**

1 <sup>st</sup> Semester	- 24
2 <sup>nd</sup> Semester	- 24
3 <sup>rd</sup> Semester	- 24
4 <sup>th</sup> Semester	- 18
5 <sup>th</sup> Semester	- 23
6 <sup>th</sup> Semester	- 17
Total	-130









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1. Mitrathakarasya - lesson and annotations questions and answers
2. Patralekhan, definitions, correspondence in hindi

**UNIT III**

**9 Hrs**

Paramanuorjaevam and kadhyasanrakshan (lesson ) annotations and answers,

1. Technical terms and words, letter writing

**UNIT IV**

**9 Hrs**

1. Yuvavon se (lesson), annotations, essay and questions and answers
2. Types of official correspondence, technical terms
3. Grammer(Change of voice, correcting the sentences)

**UNIT V**

**9 Hrs**

1. Yogyataaurvyavasaykachunav (Lesson) essay, questions and answers
2. Letter writing
3. grammer& technical terms

**Total no. of Hrs:45**

**TEXT BOOK:**

1. Dr. Syed Rahmatullah&PoornimaPrakashan, Hindi gadhyamaala

**REFERENCES:**

1. Dr. Syed Rahmatullah&PoornimaPrakashan, *Prayojanmulak Hindi*
2. Dakshin Bharat Hindi Prachara Sabha, T.Nagar,*Saral Hindi Vyakaran-2*

**HBFR17001**

**FRENCH – I**

**3 0 0 3**

**UNITÉ 1**

**9 Hrs**

Découvrir le langue française

**UNITÉ 2**

**9 Hrs**

Faire connaissance

**UNITÉ 3**

**9 Hrs**

Organizer son temps

**UNITÉ 4**

**9 Hrs**

Découvrir son environnement



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**UNITÉ 5**

S'informer, Se faire plaisir

**9 Hrs**

**Total no. of Hrs: 45**

**TEXT BOOK:**

Authors: Jacky Girardet, Jacques Pécheur

Available at :Goyal Publishers Pvt Ltd 86, University

Block JawaharNagar ,New Delhi – 110007. Tel : 011 – 23858362 / 23858983

**HBEN17001**

**ENGLISH – I**

**3 0 0 3**

**OBJECTIVES:**

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays,paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.

**UNIT I PROSE**

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

Headache

- R.K Narayan

A Little Bit of What You Fancy

- Desmond Morris

My Early Days

- Abdul Kalam

How to Escape from Intellectual Rubbish

- Russell



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

Town by the Sea	- Amitav Ghosh	
<b>UNIT II POETRY</b> Verse (Macmillam Publishers India Limited)		<b>8 Hrs</b>
Written in Early Spring	- Wordsworth	
When I have Fears	- John Keats	
Ulysses	- Tennyson	
The Unknown Citizen	- Auden	
For Elkana	- Ezekiel	

**Unit III Short Stories** **8 Hrs**

Vignettes: A Collection of Short Stories Ed.Dr.P.N.Ramani

(New Century Book House(p)Limited)

Upper Division Love	- Manohar Malgonkar
The Doll's House	- Katherine Mansfield
Marriage is a Private Affair	- Chinua Achebe
The Man Who Knew Too Much	- Alexander Baron
The Ransom of Red Chief	- O Henry

**Unit IV Functional English & Soft Skills** **8 Hrs**

Synonym, Antonym, Prefix-Suffix, Word Formation, Tense, Auxiliaries (Primary and Modal), Types of Sentences, Voice, Interrogatives (Yes or No, Wh questions), Tag questions, Adjectives, Degrees of Comparison, Adverb, Conditional Sentences, Sentences Expressing Cause and Effect, Purpose, Concord or subject-verb agreement, Common errors

Letter Writing –seeking permission, requests, comprehension, note-making.

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part I – Speech Sounds in English Language

Part II – Group Talk

**Unit V One Act Plays** **5 Hrs**

**Six One Act Plays Ed;Dr.NafeesaKaleem –**  
**(AnuChitra Publications)**

The Dear Departed	- Stanley Houghton
The Discovery	- Herman Ould
The Shirt	- Francis Dillon
The Pie and the Tait	- Hugh Chesterton
Refund	- Fritz Karinthy

**Test and Written Exercises:** **4 Hrs**

**Total no. of Hrs: 45**

**TEXTBOOK:**

1. English Pronunciation in Use-Marks Hancock Cambridge Univ – 2003.

**REFERENCE:**

1. Sharda Kaushik etal Orient Black Swan ( 2014) Spring Board to Success.

**HBAV18A01**

**ANATOMY DRAWING - I(ALLIED I PAPER I)**

**3 1 0 4**

**OBJECTIVES :**

- To enhance the students to understand the concepts of drawing in all forms and perspectives.
- Makes them familiarize about the facial expressions

**UNIT I** **12 Hrs**

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

**UNIT II** **12 Hrs**



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

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

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12 Hrs**

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

**UNIT V**

**12 Hrs**

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

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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

**HBAV18001**

**ANIMATION AND VISUAL COMMUNICATION**

**3 1 0 4**

**OBJECTIVES :**

- To make the student understand the concepts of animation, communication, colours, typography and layout balancing.
- Makes them familiarize about the colors, that will suit as per the industry and to visualize .

**UNIT I**

**12Hrs**



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

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

**UNIT II**

**12 Hrs**

History of Animation - Animation: Meaning, definition & types - Basic Principles of Animation - Anatomy & Body Language - Introduction to Animation Technologies

**UNIT III**

**12 Hrs**

Introduction to Design - History of Design - Role of design in society (Impact / Function of Design) - Basic Design - Elements of design, principles of design - Rules for making good design - Graphic Design Process

**UNIT IV**

**12 Hrs**

Principles of Design - Elements of Design - Color Wheel - Primary and Secondary Colors - Black & White - Warm and Cool Colors - Understanding Lights – Lighting and Shading – Visual and Imagery Techniques - Direct & Indirect Approach - Thinking in various point of view

**UNIT V**

**12 Hrs**

History of Typography - Expressive Typography - Choosing a Typeface - Family classification of type - Type – Design & Anatomy

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

1. McQuailDennis(1981) *Communication Models*, Longman, London.
2. Chris Patmore,*The Complete Animation Course* – Barons Educational Series (New York)
3. John Adair(2004)*The Concise Adair on Creativity and Innovation* , Thorogood Publishers

**HBAV18002**

**VISUALIZATION TECHNIQUES & IMAGE EDITING**

**3 0 1 4**

**OBJECTIVES :**

- Ensures that the student can create any kind of layouts , for print media .
- Guide the student to visualize the product for a perfect delivery



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**UNIT I**

**12 Hrs**

Introduction to Image Editing - Image Size and Resolution - Monitor Resolution \_ Printer Resolution - Creating a New Document - Opening & Placing Images - Saving a Document - Creating Workspace - Tool Bar - Selection Tools - Copying & Pasting a Selection - Copy & Copy Merge - Paste & Paste Special

**UNIT II**

**12 Hrs**

Color Modes - Type tool options – Layer - Adjustment Layer - Working with Layer Comps - Creating Layer Groups - Organizing Layers - Locking & hiding Layers - Linking Layers - Layer Effects - Painting Tools - Shape Tools - Work Path - Clipping Path - Cropping Images

**UNIT III**

**12 Hrs**

Filters - Artistic Filter - Brush Stroke Filter - Distort Filter - Sketch Filter - Blur Gallery - Field Blur - Iris blur - Tilt Shift - Liquefy - Vanishing Point - Render Filter

**UNIT IV**

**12 Hrs**

Retouching Tools - Clone Stamp Tool - Pattern Stamp Tool - Patch & Healing Brush Tool - Red Eye Tool - Blur , sharpen , smudge Tool - Histogram

**UNIT V**

**12 Hrs**

Actions Palette - Batch Command - Photomerge - slices - saving files for web - zoomify - creating rollover - web photo gallery

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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

**HBAA18L01**

**IMAGE EDITING LAB**

**0 0 2 2**

**Objectives :**

**To give hands on experience in designing and editing**

To make the student familiar with image editing for all the medias





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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

1. Change a black and white photograph to color photograph
2. Create a heading with the fire effect
3. Create a magazine cover page
4. Create a web banner
5. Create a Poster for our college Animation Event

**Total No. of Hrs needed to Complete the Lab: 30**

**HBAA18L02**

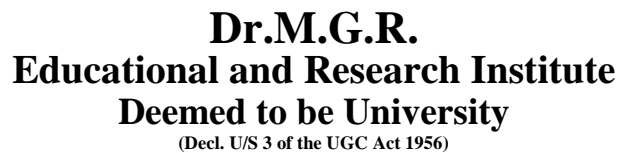
**BROCHURE DESIGNING**

**0 0 4 4**

**OBJECTIVES :**

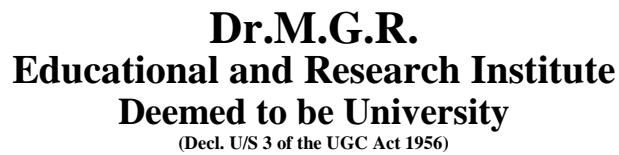
- Gives them hands on experience in creating brochures and pamphlets which ensures them a confident delivery in work place.

**Project:**



Create an attractive travel brochure for a travel agency - displaying the facilities and all the features they have - USP( Unique Selling Point) use images with respect to the tourist spot - (images should be placed with in frames or border ), place the Logo , address with contact phone & Agency Name , number of pages 4 .

***B.Sc(Advanced Animation )-2018  
Regulation***





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**HBHI17002**  
**OBJECTIVES:**

**HIINDI II**

**3 0 0 3**

- Famous ancient and modern poets from the Hindi literature are prescribed
- Navrasas and meters are taught
- To keep with latest trends in modern Hindi, Computer applications in Hindi, provisions of official language Act etc are included

**UNIT I**

**9 Hrs**

(Poetry, Hindi computing ,alankar)

1. Poetry Manu Ki chintha – kaviparichay, annotation, summary, Madhushala and kabirdhas , two padhya only
2. Alankaaranupras, and upma only

**UNIT II**

**9 Hrs**

1. Poetry Surdas (two padh only), kaviparichay, annotation , Kaikeyikapaschatap
2. Utprekshaalankar

**UNIT III**

**9 Hrs**

1. Meerabai only one padya
2. Kaamkajihindi, concept of official language, and hindi computing theory

**UNIT IV**

**9 Hrs**



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

1. Jugnu ,summary & meaning annotation
2. Hin di software packages,

**UNIT V**

**9 Hrs**

1. Kaviparichay
2. Kabirdas, MeerabaiMythili saran gupta
3. Jaishankar Prasad
4. Sleshaalankar.

**Total No of Hrs :45**

**TEXT BOOK:**

- 1.Dakshin Bharat hindipracharasabha, *KavyaKusum*- 3

**REFERENCES:**

- 1.Murali Manohar&vidhyanilaya,*Ras Chand Alankar*
- 2.Hareeshvishwavidyalayprakashan, agra, *Kaamkajihindi and hindi computing*

**HBFR17002**

**FRENCH II**

**3 0 0 3**

**UNIT - 1**

Cultiverses relations

**UNIT - 2**

**9 Hrs**

Découvrir le passé

**UNIT - 3**

**9 Hrs**

Entreprendre

**UNIT - 4**

**9 Hrs**

Prendre des décisions

**UNIT - 5**

**9 Hrs**

Faire face aux problems and S' evader

**9 Hrs**

**Total No of Hrs :45**

**TEXT BOOK:**

Authors : Jacky Girardet, Jacques Pécheur

Available at :Goyal Publishers Pvt Ltd 86, University Block Jawahar Nagar

New Delhi – 110007.Tel : 011 – 23858362 / 23858983



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**HBEN17002**

**ENGLISH – II**

**3      0      0      3**

**OBJECTIVES:**

- To make students improve their vocabulary and its usage .
- To inculcate in them the pleasure of reading stories, plays and dramas.
- To promote their skill of writing essays, paragraph etc.
- To make them learn grammar in an informal way.
- To improve their speaking skill.
- To facilitate the learners in enhancing their LSRW skills.

**UNIT I PROSE**

**12 Hrs**

Textures of English (Cambridge University Press India Pvt. Limited)

History of Chess

- Barbara Mack

To Know When to Say, "It's None of Your Business

-McCormick

The India of My Dreams

-Indira Gandhi

The Second Crucifixion

-Collins and Lapiere

How to Avoid Argument

-Sam Horn

**UNIT II POETRY Verse (Macmillan Publishers India Limited)**

**8 Hrs**

Leave this Chanting

-Tagore

The Stone

-Gibson

Mending Wall

-Frost

The Ballad of Father Gilligan

-W.B. Yeats

The Listeners

-De La Mare

**UNIT III BIOGRAPHICAL SKETCHES**

**8 Hrs**

Portraits in Prose-An Anthology of Biographical Sketches

Ed: S. Jagadisan, Orient Blackswan Private Limited

Socrates

-Sir Richard Livingstone

Leo Tolstoy

-Ronald Seth

Alexander Fleming

-Philip Cane

Mother Teresa

-John Frazer

Martin Luther King

-R.N. Roy

**UNIT IV FUNCTIONAL ENGLISH & SOFT SKILLS**

**8 Hrs**

Prepositions, Reported Speech, Editing, Phrasal Verbs and Idioms, Gerunds Infinitives, Beginning Sentences with 'It', Common Errors, Use in sentence words as different word classes – (Text based) Writing CV,

Completing a dialogue, Expansion of hints

Soft Skill: Spring Board to Success, Sharda Kaushik. Etal Orient Black Swan – 2014.

Part III English Usage

Part IV Listening Skills

Part V Face to Face Interaction

**Unit V Scenes from Shakespeare – Emerald Publication**

**5Hrs**

**Test and Written Exercises**

**4Hrs**

**Total No of Hrs:45**

**TEXTBOOK:**

1. *English Pronunciation in Use-Marks Hancock Cambridge Univ – 2003.*

**REFERENCE:**

1. Sharda Kaushik etal Orient Black Swan(2014) *Spring Board to Success*



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**HBAA18A02**

**ANATOMY DRAWING II(ALLIED I PAPER II)**

**3 1 0 4**

**OBJECTIVES :**

- To encourage the student to create body structures along with realistic features.
- Student learns to animate and trace out all kind of body structures starting from child to adult

**UNIT I**

**12 Hrs**

Human Body Proportions: Importance of Anatomy in Animation - How different is drawing from Animation - About the Human Body - Parts of the Human Body - Standard Human Body Proportions - Male Human Body – Front, Side, and Back Angle - Different Forms of the Male Figure - Female Human Body - Difference between Male and Female Body Proportions

**UNIT II**

**12 Hrs**

Skull - Facial Muscles - Constructing the face - Neck and Shoulders - Arms, Hands, Torso, Legs. Feet - Construction of the Feet - Stick Figure - Solids Basic - Line of Action – Balance – Rhythm - Turning & Twisting - Fore Shortening

**UNIT III**

**12 Hrs**

Child Anatomy – Face study of child - Parts of Childs face - Symmetry with proportions - Chubbiness of child - Feet study - Proportions of Feet – Animal Anatomy. Drawing animal figure in basic form - Drawing animal character - Face study - Leg study - Leg movement - Understanding material quality of tail - Creating animal in perspective

**UNIT IV**

**12 Hrs**

From Anatomy to Cartooning - Constructing Poses in Different Actions – Running – Jumping – Sitting – Walking

**UNIT V**

**12 Hrs**

Computer Animation – Computer Animation Process – Traditional Animation Process – Animation Production Stages – Thumb nail Story boarding.

**Total No. of Hrs: 60**

**TEXT BOOK:**

1. Valerie L. Winslow , (2008) Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement, Watson-Guptill

**REFERENCES:**

1. Victor Perard(2004) , *Anatomy Drawing* ,Courier Corporation,
2. Aditya Chari(2008) , *Figure Drawing made Easy*(1<sup>st</sup> ed.), Grace Prakashan.





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HBAA18001      **DIGITAL DESIGNS(CREDIT BASED INTERNAL EVALUATION)**

**0 0 4 4**

**OBJECTIVES :** Ensures the student to create vector based logos and designs

**UNIT I**

**12 Hrs**

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**

**12Hrs**

Create a new document - options in dialog box - Artboard panel - Preview mode - Outline mode - Aligning & distributing objects - save - save a copy

**UNIT III**

**12 Hrs**

Modes of color - Fill & Stroke - stroke size - Swatches Panel - Edit Colors - Blend Colors - Blend options - Smooth color - Specified Steps - Specified Distance - Gradient Colors - Types of Gradient - Gradient Mesh

**UNIT IV**

**12 Hrs**

Path Finder - Shape modes - Grouping the objects - aligning the objects - about layers - merging the layers - Text Tools - Types of Text Tools - Paragraph Panel - Character Panel - Text Wrapping - Live Paint Tool

**UNIT V**

**12 Hrs**

Brushes & its types - Effects - Compound Path - Clipping mask - Creating symbols - editing - converting 2D to 3D using extrude - bevel - Slicing tool and saving for the web

**Total No. of Hrs: 60**

**TEXT BOOK:**

1. *Adobe Illustrator CS6 Digital Classroom* - [Jennifer Smith](#)

**REFERENCE :**

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



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**HBAV18004**

**AUDIO AND VIDEO EDITING**

**3 0 1 4**

**OBJECTIVES :**

- Based on the script created, the student will produce a 2D animation short film.
- Ensures that the animation comes out effectively with the addition of sound and video as per the script requirement.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12Hrs**

.Editing the audio - copying and pasting audio - cropping the audio - mixing audio - marking - transition - fade in - fade out - Linear fade - Logarithmic fade - cosine fade - saving files - exporting files

**UNIT III**

**12 Hrs**

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

**UNIT IV**

**12 Hrs**

Creating a new project - importing files - Adding titles to the video - applying transition to the title - Editing the clip - marking the clip - saving a project - Setting the preferences - Importing File - File formats

**UNIT V**

**12 Hrs**

Creating a new sequence - adding clips - rearranging clips - removing gaps between the clips - deleting the clips - filters - effects control - transitions - adding audio -editing the audio - volume adjustments - exporting & rendering the file

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBAV18L02**

**AUDIO AND VIDEO LAB**

**0 0 2 2**

**OBJECTIVES :**

- To make the student confident in terms of editing the existing sounds and at the same time do a perfect video editing.
- Makes them confident to in making a simple movie using editing.

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

**Total No. of Hrs needed to complete the Lab: 30**



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**HBAA18L03**

**PROJECT – SHORT FILM**

**0 0 4 4**

**OBJECTIVES :**

- Make the student create a short film either about a well known personality or a product

**Project:**

Create a short film using audio, video and images and titles in any of the below mentioned list , and a create story board for the same .

1. About the Animation department & the facilities
2. About a famous Actor - their awards & achievements
3. About any disease - causes - preventions - with a social message

**Total No. of Hrs needed to complete the Project: 60**



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**HBAA18002**

**MEDIA PUBLISHING**

**3 0 1 4**

**OBJECTIVES:**

- To introduce the concept of Publishing and make the student to familiarize on Publishing Software.
- Also, make the student to understand Web Technology and Designing to create own Web Pages.

**UNIT – I**

**12 Hrs**

About Media Publishing – Workspace – Document Window, Colour Panel, Pages Panel, Menu Bar, Control Panel, Tools Panel, Tools and its uses, creating and saving documents, working with layouts, number and sectioning, rulers, guides and grids. Creating layers, working with templates, master pages, object library, keyboard shortcuts.

**UNIT – II**

**12 Hrs**

Create a document, working with text, creating text frames - modifying text frames, threading text - formatting, character formatting - paragraph formatting, creating Text styles, character styles, paragraph styles, Nested styles, text edit and change, spell check.

**UNIT – III**

**12 Hrs**

Creating objects - lines & paths - types of anchor points - their use - adjusting anchor points - resizing objects - object transformations - aligning - grouping

**UNIT – IV**

**12 Hrs**

Importing graphics, placing - editing the graphic - Fitting in the frame - Fit content to frame - Fit frame to content - Centre Content - Fit content proportionally - Fill frame proportionally- auto fit- Clipping path

**UNIT – V**

**12 Hrs**

Creating a table - convert text to table - modify table - fills & strokes to table - styles to table - Creating a book - table of contents - styles - exporting - printing

**Total No. of Hrs: 60**

**TEXT BOOK:**

1. Software Essentials for Graphic Designers:, InDesign,– Paper Back, Amazon.com

**REFERENCES:**

2. Adobe Creative Team (2012), *Adobe In Design Class Room in a Book*
3. Adobe Indesign ( English , paperback, Bittu Kumar )



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**HBAV18A03**

**Animation - Story Boarding (Allied II)**

**3 0 1 4**

**OBJECTIVES :**

- To make the student to pre visualize the whole script and create a sequence which will help the student to create a product delivery.
- Make him familiarize the character creation and psychology of characters.

**UNIT I**

**12 Hrs**

Introduction - What is story board – History of story board - Usage of story board – How a story board looks - Story board terminology – Advantages of Story board – Points to remember – Using Arrows in Story boards

**UNIT II**

**12 Hrs**

Story board & their uses - Materials used for story board - Benefits to Production, Animation, Visual Effects Industry, Quick Thumbnail Story Boards – Thumb nail sketches – Shot variations and their types Perspective Basics – One Point, Two Point, Three Point, Forced and Aerial. Rule of thirds

**UNIT III**

**12 Hrs**

Importance of Drawing & camera angles - Drawing quick thumb line story board , drawing thumb line story board - Perspective drawing for Story board - Elements of perspective - one point perspective , two point perspective and Three point perspective, -,Forced Perspective and Aerial Perspective- Drawing Parallel Objects in Perspective - Types of Camera angles

**UNIT IV**

**12 Hrs**

Story board for Animation- Shapes in Motion – Line of Action – Drawing an Animal, Characters and Objects for animation-Drawing Animation Story board ,Background Elements - Human Sketches and Figures for Story Boarding- Proportions of a Body

**UNIT V**

**12 Hrs**

Character Creation and Development - Final Storyboarding - Clean up and numbering - story boarding a single panel.

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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



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**HBAA18003**

**2D ANIMATION(CREDIT BASED INTERNAL EVALUATION)**

**0 0 4 4**

**OBJECTIVES :**

- Make him understand the concepts behind 2 dimensional drawings
- Familiarize him with animation concepts and animation
- Based on the script created, the student will produce a 2D animation short film.

**UNIT I**

**12 Hrs**

Introduction to 2D Animation - Types of 2D Animation - Flash Work Flow - Introduction to Flash - Customize the workshop using the stage and tools panel - Introduction to timeline - Using panels, property inspector, Library Panel, Movie Explorer, History Panel, Color Panel - Introduction to flash files, create or open a document and set its properties - View a document when multiple documents are open. - Working with project, importing art work into flash

**UNIT II**

**12 Hrs**

Adding media to library - Working with libraries and its items, - Working with timeline - Working with scenes - Drawing Basics – About vector and bitmap graphics, drawing module, about overlapping shapes - drawing and painting tools: Draw with pencil tools, draw straight lines, - reshaping lines and shape outlines, snapping (object snapping, pixel snapping and snap alignment), - Working with color, strokes and fills.

**UNIT III**

**12 Hrs**

Frame by Frame animation – Changing Frame Rate – Key frames – Onion Skin –Understanding Motion tween – Creating Motion tween and adjusting properties - Motion Editor – Property Key frames – Color Effects & Filters – Editing Motion Tween path – Motion Tween Presets – Ease in and Ease out - Classic Tweening – Shape Tweening –Creating Motion paths - editing - Masks –Scenes

**UNIT IV**

**12 Hrs**

Filters - Bevel - bevel inner - bevel Outer - Drop Shadow - its types - Glow - its types - Blur - Color adjustments - converting object into a movie clip - copying and pasting a filter - removing a filter - blending modes

**UNIT V**

**12 Hrs**

Using Sound and Video for animation - importing video - exporting video - file formats - importing audio - supporting file formats - synchronizing audio with animation exporting audio - Publishing - publishing for web - publishing for mobile devices

**Total No. of Hrs: 60**

**TEXT BOOK:**

1. Adobe Creative Team(2012) *Adobe Flash Professional Class Room in a Book(1<sup>st</sup> ed.)*, Adobe

**REFERENCES:**

5. Chris Grover(2012) , *Flash CS6 – The Missing Manual(1<sup>st</sup> ed.)*, O'Reilly Media
6. Katherine Ulrich(2012), *Flash Professional : Visual Quick Start Guide(1<sup>st</sup> ed.)*, Peachpit Press



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**HBAV18007**

**3D MODELLING (MAX)**

**3 1 0 4**

**OBJECTIVES :**

- Make him understand the concepts behind 3 dimensional objects and also the different types of modeling.
- Familiarize him with special effects and easy methods to create 3D model.

**UNIT I**

**12 Hrs**

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

**UNIT II**

**12Hrs**

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

**UNIT III**

**12Hrs**

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

**UNIT IV**

**12Hrs**

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

**UNIT V**

**12Hrs**

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

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

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





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**HBMG17L01**

**SOFT SKILLS I**

**2 0 0 2**

**Carrier & Confidence Building**

**OBJECTIVES:**

To improve

- Value system
- Interpersonal skills
- Behaving in corporate culture
- Self awareness/confidence
- Communication skill

**UNIT I**

**6 Hrs**

Creation of awareness of the top companies / different verticals / courses for improving skill set matrix, Industry expectations to enable them to prepare for their career – Development of positive frame of mind – Avoiding inhibitions – Creation of self awareness – Overcoming of inferiority / superiority complex.

**UNIT II**

**6 Hrs**

Selection of appropriate field vis-à-vis personality / interest to create awareness of existing industries, Preparation of Curriculum Vitae – Objectives, Profiles vis-à-vis companies.

**UNIT III**

**6 Hrs**

Group discussions: Do's and Don'ts – handling of group discussions – What evaluators look for! Interpersonal relationships – with colleagues – clients – understanding one's own behavior – perception by others, How to work with persons whose background, culture, language / work style different from one's, behavior pattern in multi-national offices.

**UNIT IV**

**6 Hrs**

Interview – awareness of facing questions – Do's and Don'ts of personal interview / group interview, Enabling students prepare for different Procedures / levels to enter into any company – books / websites to help for further preparation, Technical interview – how to prepare to face it. Undergoing employability skills test.

**UNIT V**

**6 Hrs**

Entrepreneurship development – preparation for tests prior to the interview – Qualities and pre-requisites for launching a firm.

**Total No of Hrs :30**

**TEXT BOOK:**

1. Aggarwal R,S (1989) *Quantitative Aptitude*, S.Chand,

**REFERENCES:**

1. ShaliniVerma(2009) *Soft Skills* Pearson.
2. Shaliniverma (2012) *Enhancing employability @ SOFT SKILLS*, Pearson.
3. KiranmaiDutt,P&GeethaRajeevan(2010) *A Course in Communication Skills*, Foundation Books.



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4. Nirakonar (2011) *English Language Laboratories*, PHI Learning.
5. Anandamurugan, S(2011) *Placement Interviews*, Tata McGraw Hill Education.

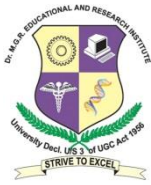
**HBAA18L04**

**3D MODELLING MAX LAB**

**0 0 2 2**

1. Create a living room with properties
2. Create a model of a car with colors
3. create a villa house - exterior view
4. Create a military tanker
5. Create a kitchen model

**Total No. of Hrs needed to Complete the Lab: 30**



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**HBAA18L05**

**PROJECT III - 2D ANIMATION MOVIE**

**0 0 4 4**

**PROJECT:**

**2D ANIMATION**

**Create a 2D Animation movie not exceeding 3 mints . The movie should have**

- 1) Title animation**
- 2) Colorful backgrounds ( created )**
- 3) Newly designed characters**
- 4) Voice over**
- 5) background music**
- 6) A proper Theme**
- 7) End should have message to the audience**
- 8 ) Credits**

**Total No. of Hrs needed to Complete the Project: 60**



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**HBAV18009      3D ANIMATION (3DMAX) (CREDIT BASED INTERNAL EVALUATION)**  
**0   0   4   4**

**OBJECTIVES:**

- To make the student learn and understand the types of cameras and the usage of different cameras.
- Helps the student to create a realistic view, comprising lights and respective materials.

**UNIT I** **12 Hrs**

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

**UNIT II** **12 Hrs**

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

**UNIT III** **12 Hrs**

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

**UNIT IV** **12Hrs**

Extended Parameters, Dynamic Properties, Using Compound Materials, Top/Bottom, Using Raytrace Materials, Using Matte/Shadow Materials, Ink and Paint, Basic Material Extensions – Paint Controls – Ink Controls- Advanced Lighting – Override Material animating Materials

**UNIT V** **12 Hrs**

Maps, Coordinates, time Configuration , Bitmap, Checker Map, Gradient Map, Gradient Ramp Map, 3D Maps, Cellular Map, Dent Map, Falloff Map, Marble Map, Noise Map, Particle Mblur map, Smoke Map, Splat Map, Stucco Map, Thin Wall Refraction Map, flat Mirror Map, Normal Mapping , UVW Mapping, Unwrapping , Modifying Unwrap, Objects Mesh Flow

**Total No. of Hrs: 60**

**TEXT BOOK:**

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

**REFERENCES:**

1. TudorNita (2011), *3D Modelling Tutorials for Beginners*.
2. Doug Kelly, *Character animation in depth*, Creative professionals press
3. Eadweard Muybridge, *The Human Figure in Motion*
4. John Jackman, *Lighting for digital video & television*, Focal press.



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

HBAA18004

**DIGITAL COMPOSTING**

**3 0 1 4**

**OBJECTIVES:**

- To make the student learn the advantages of post production .
- Helps the student to create special effects and titles for movies

**UNIT – I**

**12Hrs**

Introduction to Visual Effects –Interface - creating a project and importing footage - importing illustrator and Photoshop files, importing image sequence , Creating a Composition ,Composition settings, Tools Panel , Timeline Panel.

**UNIT – II**

**12Hrs**

creating layers from footage, arranging and managing layers, applying effects to a layer, applying an animation pre-set, Creating Type of Shapes, Creating the Motion Graphics – Creating the Null Object – Creating the Solid Layer – Parenting Objects – Using the Shy and Solo – Adding Motion blur.

**UNIT – III**

**12Hrs**

About Text layers, using text animate pre-set, Masks – about mask , creating mask with a pen tool , editing a mask, feathering the edges of a mask, replacing, adding a reflection, Basic Clone and Wire removal - Colour Keying – keying techniques using key light, blending modes, tracking mattes – types of track mattes – applying track mattes.

**UNIT – IV**

**12Hrs**

Motion Stabilization – Track Point Fundamentals-Motion Stabilization Basics, Motion Tracking, and Multipoint Motion Tracking Time Remapping Techniques – Time Remap – Time wrap Effect – Converting 2D layer into 3D – Converting a Layer to 3D – 3D layer controls – using 3D camera, text animation , particles, previewing the work.

**UNIT – V**

**12Hrs**

Intro of Compositing – Basic Compositing – Using the Color Correction, Hue Saturation, Curve & Levels, Broadcasting color, Channel Mixer – Adjustment Layers – Layer Styles – Camera Animation – Adding Lights – Nesting, Pre Composition – Effects Panel – Advanced Compositing – Create the Matte Painting – Using Render Passes – Add render Queue – Taking Multiple Outputs.

**Total No of Hrs :60**

**TEXT BOOK:**

1. Adobe Creative Team(Author) (2010)*Adobe Aftereffects Classroom in a Book,Adobe Press*

**REFERENCES:**

2. After Effects Apprentice: Real-world Skills for the Aspiring Motion Graphics ...Book by Chris Meyer and Trish Meyer
3. Adobe After Effects CC Visual Effects and Compositing Studio Techniques



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Book by Mark Christiansen

**HBMG17L02**

**SOFT SKILLS -II**

**2 0 0 2**

To be organized by the Placement & Training department with the assistance of external agencies.

**OBJECTIVES:**

The purpose of this is to build confidence and inculcate various Soft skills and to help students to identify and achieve their personal potential

At the end of this training program the participant will be able to,

Explain the concept problem solving

- Outline the basic steps in problem solving
- List out the key elements
- Explain the use of tools and techniques in problem solving
- Discuss the personality types and problem in solving techniques
- By adapting different thinking styles in group and lean environment
- Recognizing and removing barriers to thinking in challenging situations
- Make better decision through critical thinking and creative problem solving

**Methodology**

The entire program is designed in such a way that every student will participate in the class room activities. The activities are planned to bring out the skills and talent of the students which they will be employing during various in their life.

Group activities + individual activities

1. Collaborative learning
2. Interactive sessions
3. Ensure participation
4. Empirical learning

**UNIT I**

**6 Hrs**

Self Introduction – Narration – Current news update – Current Tech update – GD

**UNIT II**

**6 Hrs**

Verbal Aptitude Test I – odd man out series – GD I – Mock Interview I

**UNIT III**

**6 Hrs**

Verbal Aptitude Test II – Resume Writing- Mock Interview II – reading comprehension

**UNIT IV**

**6 Hrs**

GD III – Numbers – Height and distance – directions – permutation and combination – odd man out – problem on ages.

**UNIT V**

**6 Hrs**

Mock Interview III – ratio and proportion – clocks – HCF and LCM – Time and work – profit and loss – partnership.

**Total No of Hrs :30**

**TEXT BOOK:**

1. Pushpalata a& Sanjaykumar (2007) *Communicate or Collpase: A Handbook of Effective Public Speaking, Group Discussions and Interviews*. Prentice-Hall, Delhi.

**REFERENCES:**

1. Thorpe &Edgar(2003) *Course in Mental Ability and Quantitative Aptitude*, Tata McGraw-Hil.
2. Thorpe &Edgar(2003) *Test of Reasoning*, Tata McGraw-Hill.
3. Prasad, H.M,(2001) *How to prepare for Group Discussion and Interview*, Tata McGraw-Hill.
4. Agarwal, R.S(2004) *A Modern Approach to verbal non-Verbal Reasoning*, S.Chand& Co.
5. Mishra Sunita&Muralikrishna, *Communication Skills for Engineers*(1<sup>st</sup> ed.), Pearson Education.



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**HBAA18L06**

**DIGITAL COMPOSITING LAB**

**0 0 2 2**

1. Create a character Rotoscope
2. Create a corner pin tracking
3. Create motion Graphics
4. Create a title animation for a movie
5. Green a matte removal for shot

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



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**HBAV18L08**

**3D ANIMATION LAB**

**0 0 2 2**

1. Create Rainfall Animation against a background
2. Animate a flag
3. Create grass and animate the same
4. Create a 3D Logo and animate
5. Create a title animation for the College Name
6. Create Cloth falling on a Table

**Total No. of Hrs needed to Complete the Lab: 30**





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**HBAA18L07**

**PROJECT-IV 3D WALKTHROUGH**

**0 0 4 4**

**PROJECT:**

**Modeling**

Create a Virtual 3D Model City road with street lights, shops, vehicles etc...(similar to Mount Road)

**Total No. of Hrs needed to Complete the Project: 60**



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**HBAV18011**

**ADVANCED MODELING (MAYA)**

**3 0 1 4**

**OBJECTIVES:**

- Ensures the student is confident in creating advanced object and human modelling.

**UNIT – I**

**12 Hrs**

Introduction to Modelling , Exploring the Maya Interface, Customizing the Menu , Modelling menu , Techniques in Modelling – Polygon Modelling, Nurbs Modelling, subdivision surfaces modelling, Primitive Objects – Polygon Basics, Poly Editing Tools.

**UNIT – II**

**12 Hrs**

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

**UNIT – III**

**12 Hrs**

Boolean operations – Booleans union, Booleans difference, Boolean intersection. New object creating using Boolean, Modelling using Object Components, Modifying object components, smooth modifier, duplicate special option, Box Modelling , models using extrude – face extrusion.

**UNIT – IV**

**12 Hrs**

Animation in Maya – Squash & Stretch- Anticipation – staging- straight ahead action and pose to pose action, follow through and overlapping action, ease – in and out, - Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound.

**UNIT – V**

**12 Hrs**

Camera - Types of camera, View Port Camera, Turn Table Camera - Lights – Standard Lights, Mental Ray Rendering - Texturing : Normal Mapping, UV unwrapping, Mental Ray Shader's, Rendering Techniques.

**Total No of Hrs :60**

**TEXT BOOK:**

1. Mastering Autodesk Maya : Autodesk Official Press

**REFERENCES:**

1. Gary Oliverio, *Maya Character Modelling*
2. Todd Palamar, *Mastering Autodesk Maya 2014*, Sybex Publications



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**HBMG17001**

**ENVIRONMENTAL STUDIES**

**3 0 0 3**

**OBJECTIVES:**

- Understanding of the human and natural environment
- Demonstrate in-depth understanding of the environment.
- Demonstrate an ability to integrate the many disciplines and fields that intersect with environmental concerns

**UNIT I**

ENVIRONMENT AND ECOSYSTEMS: 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: 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: 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: 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: 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 Hrs: 45**

**PERIODS TEXT BOOKS:**

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



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**DEPARTMENT OF VISUAL COMMUNICATION & ANIMATION**

**HBAA18005 VISUAL EFFECTS (CREDIT BASED INTERNAL EVALUATION)**

**0 0 4 4**

**OBJECTIVES:**

- Ensures that the student is confident in creating visual effects for the movies

**UNIT – I**

**12 Hrs**

Intro of Compositing - Introduction to Nuke - Nuke Interface -Using Menu Bar – Using Tool Bar – Properties Panel –Viewers – Crating the Project Setting – Importing the Footage using Read Node - Adding Nodes – Selecting Node – Renaming the Node – Editing Node – Creating the Constant Node -Basic Connecting Node - Indicators on Nodes - Searching for Nodes .

**UNIT – II**

**12 Hrs**

Footages Retime Node – Reformat, Changing Footage size – Transform node – Merging Node - Introduction to Roto –Using the Ellipse, Rectangle, and cusped rectangle, Bezier and B-Spline - Basic Roto and Object Roto – Character Roto – Basic Paint – Roto paint node, Using the brush tool, Eraser tool, Clone Tool , Reveal Tool , Blur Tool, Sharpen Tool, Smear Tool, Burn Tool – Wire Removal.

**UNIT – III**

**12 Hrs**

Intro of Tracking – Difference of 2D and 3D Tracking – Adding Tracker Node – Point Tracking Using the Transform Match move and Stabilizing – Planer Tracker – Camera Tracking – Add the Feature – 3D Tracking – Analyzing – Solving – Exporting Scene & Scene + and Camera – Read geo node – Add OBJ For mate file – and Export the FBX format to 3D Software.

**UNIT – IV**

**12 Hrs**

Intro of Keying – Difference of Blue matte and Green Matte – Keying Tool and Technique – Basic Keying Primatte Keyer, Primatte node, Initialize Section , Primatte Viewers tool, Adjust Highlights, Hybrid Matte, Fine Tuning, Spill process Section – Ulitimatte keyer, Sampling, Screen Correct, Matte, Spill Control, Color and Film Controls – IBK Gizmo – IBK Color –Advance Multi Keyer Keylight, Screen Gain, Tuning, Mattes, Inside and Outside mask, Color Replacement

**UNIT – V**

**12 Hrs**

Advanced Composting – 3D Projection – Camera Mapping – Matte Painting Introduction to Channels, Creating Channels and Layers, Add Channels, Channel Merge, Copy, Shuffle, Shuffle Copy – – Multi Passes, Separate Passes and EXR Passes - Color Correction, Grade Node, Hue Shift, Color Correct - Tracking a dense point cloud – Smart Vector – Merge Matte – Particle, Emitting particles, Creating the Crowed – Write Node

**Total No of Hrs: 60**

**TEXT BOOK : The Foundry Nuke X7 for Compositors Paperback -**



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REFERENCE : **The Foundry Nuke X 7 for Compositors Paperback**  
by Prof. Sham Tickoo

**HBAA18006      ADVANCED ANIMATION - MAYA ( CREDIT BASED INTERNAL EVALUTAION)**

**0 0 4 4**

**OBJECTIVES:**

- Ensures the student is confident in creating advanced animation along with realistic texturing and lighting

**UNIT I** **12 Hrs**

Lofting and revolving surfaces - Procedural Modeling - Create complex objects scenes using scripts as an alternative to GUI – based tools. Sculpting

**UNIT II** **12 Hrs**

Maya Texturing and Rendering Overview Creating Uvs – Planar Mapping – Cylindrical Mapping - What is rendering - Render setup in Maya - Shader Networks - Shading Groups – Materials – Lights - Maya architecture - Nodes and Attributes - Hyper Graph - IPR (Interactive Photo realistic Rendering)

**UNIT III** **12 Hrs**

Camera Setup-Network rendering-Quality, render speed, diagnostics-Tessellation & Approximation- Color Management- Mental ray Rendering-Rendering Utilities - Lighting - Type of lights – Linking Lights – matching live footage lighting - Light attributes – reasons for adjusting lights - Light Fog - Intensity Curves – Shadows - Depth map

**UNIT IV** **12 Hrs**

Polygon text - polygon meshes from SVG objects -MASH Procedural Effects- Selective Ray tracing - Multithreaded tile – based batch renderer concepts - Bifrost-Bullet Rigid and Soft Body Dynamics-nDynamics Simulation Framework--nParticles--Fluid Effects-Maya Fields--Effects and Effects Assets-Dynamics Windows and Editors--Maya Classic Dynamics

**UNIT V** **12 Hrs**

Using skeletons- Skinning your character -Human IK-Deformation effects-Constraints-Character Sets-Character Animation Reference- Animation play blast for rapid review of complex scenes - Path Animation - Set Driven Key -Dope sheet - Rapid and intuitive global editing of key frame timing - Channel Box - Graph Editor -Motion Blur

**Total No of Hrs : 60**

**TEXT BOOK:**

1. Mastering Autodesk Maya : Autodesk Official Press

**REFERENCES**

1. 1. Todd Palamar, *Mastering Autodesk Maya 2014*, Sybex Publications



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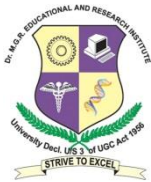
**HBAA18L08**

**ADVANCED MODELLING LAB**

**0 0 2 2**

1. Create a i-robot model (with textures)
2. Create a t-rex dynosarus model
3. Create a face model
4. Create a Alien character
5. Create a 3D cartoon animal

**Total No. of Hrs needed to Complete the Project: 30**



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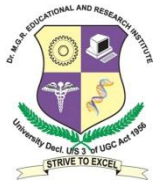
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**HBAV18L11 CLAY MODELLING AND ANIMATION WITH STOP MOTION ANIMATION**

**0 0 2 2**

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

**Total No. of Hrs needed to Complete the Lab: 30**



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**HBAA18L09      PROJECT V - HUMAN MODELLING**

**0   0   4   4**

**PROJECT:**

**HUMAN MODELLING**

Create any ORGANIC Model such as Male Character or Female Character or Animal Character with all the necessary details.

**Total No. of Hrs needed to Complete the project : 60**





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**HBMG17G01**

**ENTERPRENEURIAL DEVELOPMENT**

**3 0 0 3**

**OBJECTIVES:**

- Understand the process and procedure involved in setting up a small enterprise.
- Acquire the necessary managerial skills required to run a small-scale industry.
- Know the pros and cons in becoming an entrepreneur.

**UNIT I - Concept of Entrepreneurship**

Entrepreneur –Meaning – Types – Qualities of Entrepreneur – Classification of entrepreneur – Factors influencing Entrepreneurship - Functions of Entrepreneurship .

**UNIT II - Entrepreneurship Development Agencies**

Commercial Banks- District Industries Centre - National Small Industries Corporation -Small Industries Development Organization - Small Industries Service Institute, All India Financial Institutions - IDBI-IFCI- ICICI-IRDBI

**UNIT III -Project Management**

Business idea Generation techniques - Identification of Business Opportunities - Feasibility study Marketing, Finance , Technology and Legal Formalities- Preparation of project report-Tools of Appraisal

**UNIT IV - Entrepreneurial Development Programmes**

Entrepreneurial Development Programmes (EDP) Role, relevance and achievement-Role of Government in organized EDPs-Critical Evaluation

**UNIT V Economic Development and Entrepreneurial Growth**

Role of Entrepreneurs in Economic Growth -Strategic approaches in the changing Economic scenario for small scale Entrepreneurs - Networking . Niche Play, Geographic Concentration. Franchising /Dealership- Development of Women Entrepreneurship

Total No of Hrs: 45

**BOOK:**

Dr.Balu - ENTRPRNEURIAL DEVELOPMENT

Dr.P.T. Vijayashree & Dr.M.Alagammai-ENTRPRENEURIAL DEVELOPMENT



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**HBAA18E01**

**RIGGING & ANIMATION( Internal Evaluation - Online Test)**

**0 0 4 4**

**OBJECTIVES:**

- Enhance the student knowledge in all the aspects of 3D Modelling and Animation, and make the student to create any kind of 3D Model or Animation or Special Effects.

**UNIT – I**

**12Hrs**

Modelling & Animation: Nurbs Modelling, Character Modelling, Animation in Maya – Timing, arcs, exaggeration, personality, Time line – Timeline Slider, Range Slider, Play back Controls, Edit Animation Preferences, Key frame Animation, graphic Editor and animate keys. Animation control menus – snap, Keys, Tangents, Playback Speed, Playback Looping, Play blast, Sound. Deformers- Blend Shape, Lattice, Cluster, Non Linear Deformers, Anticipation of Weight Lift – Timing for Weight Lift- Walk Cycle Poses – Timing for Walk Cycle- Body Weight When Walking – Poses for Run Cycle- Poses for Weight Push, Sound Track Dialogue Delivery,- About Blend Shapes, using blend shapes deformers for different types of nose, mouth etc. Different mouth shapes, lip synchronization, head synchronization.

**UNIT – II**

**12Hrs**

Rigging & IK: Rigging, Elements of Rigging, Intro to joint hierarchies, creating joint hierarchy, gimbal lock, joint display size, adding extra joints, orientation of joints ,naming joints, mirroring joints, connecting and disconnecting a joint chain, Inverse Kinematics, IK handlers and solvers, Forward Kinematics, Custom Attributed, Intro to Skinning Geometry and the Maya Muscle System, Binding Geometry, skin weights, muscles, sliding weights.

**UNIT – III**

**12Hrs**

Paint Effects: Introduction to Paint Effects, Paint Effect Canvas, paint Effect Interface, Painting a Scene, Painting Canvas – Default brush strokes – modifying and saving brush strokes – blending brushes - Brushes, - working with brushes, Rendering Paint Effects - Introduction – Illumination – Scene Light - Shading – Shadow – shadow Options - Texturing – converting Strokes to Geometry – Cartoon Fills and Outlines.

**UNIT – IV**

**12Hrs**

Maya Dynamics: Creating Clothing for Character – Creating n loth –ncloth Node – Applying the ncloth Pre-sets, Making the Surface Sticky, Creating nconstraint's making nCloth , Expand creating nCloth and nParticle interactions.

**UNIT – V**

**12Hrs**

Hair and Fur: About Fur – Adding fur to Character –fur of sheep, human hair, Preparing Polygons for Maya Fur, Preparing Polygon for Maya Fur – Creating and Editing Fur Adding Hair to Character

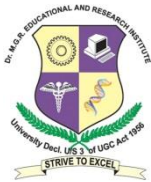
**Total No of Hrs :60**

**TEXT BOOK:**

1. Tom Meade and Shinsaku Arima, *Maya 8 : The Complete Reference*, Mcgrawhill Osborne Publication.

**REFERENCES:**

1. John Edgar Part, *Understanding 3D Animation using Maya*
2. Gary Oliverio, *Maya Character Modelling*
3. Lee Lanier, *Creating Visual Effects in Maya*
4. Tina O' Hailey, *Rig it Right – Maya Animation Rigging Concepts*



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**HBAA18E02**

**VISUAL EFFECTS( Internal Evaluation - Online Test)**

**0 0 4 4**

**OBJECTIVES:**

- Ensures that the students learn to work on any kind of visual effects in the Computer Graphics industry.

**UNIT – I**

**12Hrs**

Rotoscoping - Rotopaint - working with Rotopaint - user interface controls - Rotopaint Toolbar - Rotopaint Node - applying new colors - brush tool - clone tool - blur tool - reveal tool

**UNIT – II**

**12Hrs**

Bezier Shapes - B-spline Tool - Ellipse, rectangle & cusped rectangle tool - Editing Color - Editing Opacity - Editing Blending Modes - Transformation - Strokes - Shapes - Groups Editing Existing Shapes - Strokes

**UNIT – III**

**12Hrs**

Curve Editor - Dope Sheet - Copy - paste-Cut - Bezier and Paint nodes - How to cut a stroke - how to paste a stroke - reproducing strokes /shapes in other views

**UNIT – IV**

**12Hrs**

Keying - Output - Connection Type - Connection name - function - Output - Pulling a key with IBK - Primatte Keyer-1- Initialize Section -Primatte Operation Methods - Primatte Keyer 2 - Light Mode - Hybrid Matte Mode - Spill Process Section - Output Section - Keylight I, Keylight II - Ultimatte -

**UNIT – V**

**12Hr**

Wire Removal - About wire removal - Techniques of wire removal - using roto paint for wire removal - Wire removal using furnace - Tracker F\_Wireremoval Tracker

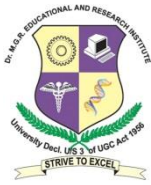
**Total No of Hrs :60**

Text

Digital Compositing with Nuke Paperback - Lee Lanier

**REFERENCES:**

Digital Compositing for Film & video – Steve Wright



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**HBAA18EL01 PORTFOLIO DEVELOPMENT–RIGGING & ANIMATION FILM**

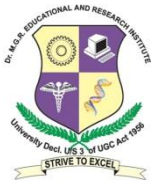
**0 0 10 10**

1. Create your portfolio on 3D Modelling and Animation on any topic ,related to any MORAL STORY with detail SCRIPT and STORY BOARD

**Portfolio should include the following**

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

Models should have LIP SYNC with necessary facial expressions



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**HBAA18EL02      PORTFOLIO DEVELOPMENT - VISUAL EFFECTS      0   0   10   10**

1. Create your portfolio on Visual Effects for a duration of 5 Minutes using existing footage and newly recorded footage with detail CONCEPT and STORY BOARD.

Portfolio should include the following

- A title animation for the concept
- Superimpose necessary content with a different backdrop using Rotoscoping
- Should have an double action role
- Should have an visual effects such as car light effect or bullet piercing the body or skull
- Should have an paint work on any of the characters involved in the concept
- Should have LIVE TRACKING involved in the concept
- Should have BLUE / GREEN MATTE content