FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

BACHELOR OF VOCATION (B.VOC.)- Animation
(Semester – I, II, III & IV)

(Under Credit Based Continuous Evaluation Grading System)

Session: 2019-20

The Heritage Institution

KANYA MAHA VIDYALAYA JALANDHAR (Autonomous)

BACHELOR OF VOCATION(B.VOC.) PROGRAMME

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

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

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

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

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

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

Programme Specific Outcomes

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

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

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

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

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

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

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

BACHELOR OF VOCATION - B.Voc(Animation)

COURSE CODE	COURSE NAME	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	**Total**	**Total**	**Ext.**		**CA**	
						L	**P**		
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi Compulsory / [1]Basic Punjabi/ [2]Punjab History & Culture	C	2-0-0	2	50	40	-	10	3(Theory)
BVAL-1102	Communication Skills in English	C	4-0-0	4	50	40	-	10	3(Theory)
BVAM-1113	Computer Fundamentals for Animation	C	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAM-1114	Foundation Art	S	2-0-2	4	50	25	15	10	3(Theory) 3(Practical)
BVAM-1115	Principles of Animation	S	2-0-2	4	50	25	15	10	3(Theory) 3(Practical)
BVAP-1116	Creative Design-I	S	0-0-4	4	75	-	60	15	3(Practical)
BVAP-1117	Field Visit and Report	S	0-0-2	2	50	-	40	10	-
BVAP-1118	Minor Project - I	S	0-0-4	4	100	-	80	20	3(Practical)
AECD-1161	[3]Drug Abuse: Problem, Management & Prevention **(Compulsory Paper)**	C	2-0-0	2	50	40	-	10	3(Theory)
SECF-1492	[3]Foundation Course	C	2-0-0	2	25	25	-	-	1(Theory)
	Total			**30**	**550**				

SEMESTER – I
(Session: 2019-20)

Note: 1. Special paper on lieu of Punjabi (Compulsory)

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

Grade points or grades of these courses will not be included in SGPA/CGPA of the semester/Programme.

C-Compulsory

S- Skill Enhancement

AC – Audit Course

COURSE CODE	COURSE NAME	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-2421/ BVAL-2031/ BVAL-2431	Punjabi Compulsory / ¹Basic Punjabi/ ²Punjab History & Culture	C	2-0-0	2	50	40	-	10	3(Theory)
BVAM-2102	Communication Skills in English	C	3-0-1	4	50	25	15	10	3(Theory) 3(Practical)
BVAL-2113	Introduction to 3D Maya	S	2-0-0	2	50	40	-	10	3(Theory)
BVAM-2114	Scripting & Screenplay	C	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAM-2115	2D- Digital Animation: Flash	S	2-0-2	4	50	25	15	10	3(Theory) 3(Practical)
BVAP-2116	Creative Design - II	S	0-0-4	4	75	-	60	15	3(Practical)
BVAP -2117	3D Modeling (Set & Props)	S	0-0-4	4	50	-	40	10	3(Practical)
BVAP-2118	Minor Project- II	S	0-0-4	4	100	-	80	20	3(Practical)
AECD-2161	³Drug Abuse: Problem, Management & Prevention **(Compulsory Paper)**	C	2-0-0	2	50	40	-	10	3(Theory)
SECM-2502	³Moral Education	C	2-0-0	2	25	20	-	05	1(Theory)
	Total			30	550				

Note: 1. Special paper on lieu of Punjabi (Compulsory)

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

Grade points or grades of these courses will not be included in SGPA/CGPA of the semester/Programme.

C-Compulsory

S- Skill Enhancement

AC – Audit Course

COURSE CODE	COURSE NAME	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
SEMESTER – III (Session: 2019-20)									
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-3111	Introduction to Texturing and Lighting in 3D Maya	S	2-0-0	2	50	40	-	10	3(Theory)
BVAM -3112	Introduction to Photography	C	2-0-1	3	50	25	15	10	3(Theory) 3(Practical)
BVAM -3113	Storyboarding	C	2-0-1	3	50	25	15	10	3(Theory) 3(Practical)
BVAP -3114	Video Editing	C	0-0-4	4	50	-	40	10	3(Practical)
BVAP -3115	3D Character Modeling	S	0-0-4	4	100	-	80	20	3(Practical)
BVAP -3116	Texturing Sets & Props	S	0-0-4	4	50	-	40	10	3(Practical)
BVAP -3117	Texturing 3D Character	S	0-0-4	4	75	-	60	15	3(Practical)
BVAP -3118	Minor Project - III	S	0-0-4	4	100	-	80	20	3(Practical)
SECP-3512	Personality Development	C	2-0-0	2	25	-			1
	Total			**30**	**550**				

Note:

C-Compulsory

S- Skill Enhancement

BACHELOR OF VOCATION (B.VOC.) (ANIMATION) IV

COURSE CODE	COURSE NAME	COURSE TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 4111	Maintaining Workplace Health and Safety	C	2-0-0	2	50	40	-	10	3(Theory)
BVAM - 4112	Camera Techniques	C	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAM - 4113	Audio Editing	C	1-0-1	2	50	25	15	10	3(Theory) 3(Practical)
BVAP- 4114	Lighting & Rendering	S	0-0-4	4	50	-	40	10	3(Practical)
BVAP - 4115	Motion Graphics	S	0-0-4	4	50	-	40	10	3(Practical)
BVAP - 4116	3D Character Animation using MAYA	S	0-0-4	4	75	-	60	15	3(Practical)
BVAI - 4117	Internship & Minor Project IV	S	0-0-6	6	100	-	100		3(Practical)
AECE- 4221	Environmental Studies (Compulsory)	C	3-0-1	4	100	60	20 (Projectwork)	20	3(Theory)
SECS- 4552	Social Outreach	C	2-0-0	2	25	20	-	05	1
	Total			**30**	**550**				

Note:
C-Compulsory
S- Skill Enhancement

SEMESTER I

COURSE CODE: BVAL-1421

PUNJABI (COMPULSORY)

Course Outcomes:

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

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

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

➢ ਧੁਨੀ ਵਿਉਂਤ ਪੜ੍ਹਣ ਨਾਲ ਵਿਦਿਆਰਥੀ ਧੁਨੀਆਂ ਦੀ ਉਚਾਰਨ ਪ੍ਰਣਾਲੀ ਤੋਂ ਵਾਕਫ ਹੋਣਗੇ।

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

SEMESTER I

COURSE CODE: BVAL-1421

PUNJABI (COMPULSORY)

L - T – P   **Max. Marks: 50**

2– 0 – 0   **Theory: 40**

ਸਮਾਂ : 3 ਘੰਟੇ   **CA: 10**

ਪਾਠ ਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ

ਯੂਨਿਟ_I

➢ ਆਤਮ ਅਨਾਤਮ (ਕਵਿਤਾ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ) ਗੁਰੂ ਨਾਨਕ ਦੇਵ

➢ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।

➢ (ਪ੍ਰਸੰ ਗ ਸਹਿਤ ਹਿਆਹਿਆ, ਸਾਰ)   08 ਅੰਕ

ਯੂਨਿਟ_II

ਗਿਆਨ ਮਾਲਾ(ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ),(ਸੰਪਾ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ,ਅੰਮ੍ਰਿਤਸਰ।

ਲੇਖ :ਪਹੀਆ ਪ੍ਰਦੂਸ਼ਣ, ਭਰੂਣ ਹਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ, ਨਾਰੀ ਸ਼ਕਤੀ, ਵਾਤਾਵਰਣੀ ਪ੍ਰਦੂਸ਼ਣ ਅਤੇ ਮਨੁੱਖ, ਏਡਜ਼ : ਇਕ ਗੰਭੀਰ ਸੰਕਟ।

                                                                                  08 ਅੰਕ

ਯੂਨਿਟ_III

(ੳ) ਪੈਰ੍ਹਾ ਰਚਨਾ

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

ਯੂਨਿਟ IV

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

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

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1.   ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਯੂਨਿਟ ਹੋਣਗੇ।ਸੈਕਸ਼ਨ _ਾ ਤੱਕ ਦੇ ਪ੍ਰਸ਼ਨ ਯੂਨਿਟ ਜ੍ਜਡ਼ ਵਿਚੋਂ ਪੁੱਛੇ ਜਾਣਗ ਹਰ

ਯੂਨਿਟ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।

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

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

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

ਸਕਦਾ ਹੈ।

SEMESTER I

COURSE CODE: BVAL-1031

ਮੁੱਢਲੀ ਪੰਜਾਬੀ - Basic Punjabi

Course Outcomes:

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

➢

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

➢

➢ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

➢

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

➢

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

➢

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

SEMESTER I

COURSE CODE: BVAL-1031

ਮੁੱਢਲੀ ਪੰਜਾਬੀ - Basic Punjabi

L - T – P   **Max. Marks: 50**

2- 0 – 0   **Theory: 40**

ਸਮਾਂ : 3 ਘੰਟੇ   **CA: 10**

ਪਾਠ ਕ੍ਰਮ

ਯੂਨਿਟ- I

ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਪੈਰ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ ਅਤੇ ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ ਅਤੇ ਮਾਤਰਾਵਾਂ (ਮੁਢਲੀ ਜਾਣ ਪਛਾਣ) ਲਗਾਖ਼ਰ (ਬਿੰਦੀ, ਟਿਪੀ, ਅਧਕ) : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ ।   08ਅੰਕ

ਯੂਨਿਟ- II

ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ : ਮੁਢਲੀ ਜਾਣ ਪਛਾਣ (ਸਾਧਾਰਨ ਸ਼ਬਦ, ਸੰਯੁਕਤ ਸ਼ਬਦ, ਮਿਸ਼ਰਤ ਸ਼ਬਦ, ਮੂਲ ਸ਼ਬਦ, ਅਗੇਤਰ ਅਤੇ ਪਿਛੇਤਰ   08ਅੰਕ

ਯੂਨਿਟ- III

ਨਿਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ : ਬਾਜ਼ਾਰ, ਵਪਾਰ, ਰਿਸ਼ਤੇਨਾਤੇ, ਖੇਤੀ ਅਤੇ ਹੋਰ ਧੰਦਿਆਂ ਆਦਿ ਨਾਲ
ਸੰਬੰਧਤ।   08 ਅੰਕ

ਯੂਨਿਟ- IV

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

08ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

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

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

3.   ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

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

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

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

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

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

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

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

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

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

Instructions for the Paper Setter:

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

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

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

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

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

Suggested Readings

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

SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH – I

Course Outcomes:

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

CO1: Reading skills that will facilitate them to become an efficient reader.

CO2: The ability to realise not only language productivity but also the pleasure of being able to articulate well.

CO3: The power to analyse, interpret and infer the ideas in the text.

CO4: The ability to have a comprehensive understanding of the ideas in the text and enhance their critical thinking.

CO5: Writing skills of students which will make them proficient enough to express ideas in a clear and grammatically correct English.

CO6: Ability to plan, organise and present ideas coherently on a given topic.

CO7: The skill to use an appropriate style and format in writing letters (formal and informal.)

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH

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

COURSE OUTCOMES

At the end of this course, the students will develop the following Skills:

CO 1: Reading skills that will facilitate them to become an efficient reader

CO 2: The ability to realise not only language productivity but also the pleasure of being able to articulate well

CO 3: The power to analyse, interpret and infer the ideas in the text

CO 4: The ability to have a comprehensive understanding of the ideas in the text and enhance their critical thinking

CO 5: Writing skills of students which will make them proficient enough to express ideas in clear and grammatically correct English

CO 6: Ability to plan, organise and present ideas coherently on a given topic

CO 7: The skill to use an appropriate style and format in writing letters (formal and informal)

SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH

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

Instructions for the paper setter and distribution of marks:

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

Section-A: Two questions of theoretical nature will be set from Unit I of the syllabus and the candidates will have to attempt one carrying 8 marks.

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

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

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

Important Note:

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

(8 x 5 = 40)

The syllabus is divided in four units as mentioned below:

Unit I

Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for direct meanings.

Unit II

Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.

Activities:
- Comprehension questions in multiple choice format
- Short comprehension questions based on content and development of ideas

Unit III

Writing Skills: Guidelines for effective writing; writing styles for application, personal letter, official/ business letter.

Activities

- Formatting personal and business letters.
- Organising the details in a sequential order

Unit IV

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

Activities:

- Converting a biographical note into a sequenced resume or vice-versa
- Ordering and sub-dividing the contents while making notes.
- Writing notices for circulation/ boards

Recommended Books:

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

SEMESTER I

COURSE CODE: BVAM-1113

COMPUTER FUNDAMENTALS FOR ANIMATION

Course Outcomes:

On Completion of this course, the student will be able to:

CO1: To understand the basic functionality of various parts of computer and terminologies related to computers, peripherals, graphics and supporting software.

CO2: To work with Word documents and apply various formatting techniques, page setup, creation of tables, tables of contents and other functions required in day-to-day word processing tasks.

CO3: To be able to make presentations, adding graphics, charts, audio, video and applying various themes and transition effects required for making an effective PowerPoint presentation.

CO4: to understand internet terms like URL, browser, search engines, and using an email account.

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER I

COURSE CODE: BVAM-1113

COMPUTER FUNDAMENTALS FOR ANIMATION

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

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT- I

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

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

UNIT- II

MICROSOFT WORD: Opening & saving files, editing word documents, converting files to different format and printing documents.
FORMATTING DOCUMENTS:
Text Formatting- Font styles, Font selection- style, size, color etc, Type face- Bold, Italic, Underline, Case settings, Highlighting, Special symbols,
Paragraph Formatting: Alignments, Indents, Line Space, Margins, Bullets & Numbers
Page Setup: Setting margins, layout and orientation.
Creation of table: Table settings, Borders, Alignments, Insertion, deletion, Merging, Splitting
Create Table of Contents: With index, page number, author name, date and time etc., Creating Master Documents, Web page.

UNIT- III

MS POWER POINT: Introduction to presentation – Opening new presentation, Different presentation templates, setting backgrounds, selecting presentation layouts.
Different power point views: Normal, Slide sorter, Slide show and Notes view.
Creating a presentation Setting Presentation style, Adding text to the Presentation
Formatting a presentation - Adding style, Color, gradient fills, arranging objects, Adding Header & Footer, Slide Background, Slide layout.
Adding graphics and animation to the presentation- Inserting pictures, movies, tables etc into presentation, Drawing Pictures using drawing tools.

UNIT- IV

Internet: Definition, Uses of Internet-Definition of Web Addressing-URL, web Browsers.
E-mail: Anatomy of E-mail, managing an e-mail account

Note for the Practical Examiner:
   a) Practical Exam is based on the syllabus covered in the subject.
   b) The question paper will be set on the spot by the examiner.

Suggested Readings:
   1. Sinha P.K., "Computer Fundamentals", BPB Publications
   2. Norton Peter, "Introduction to Computers", McGraw Hill Education
   3. Rajaraman V (Author), Adabala N, "Fundamentals of Computers", Prentice Hall India Learning Private Limited
   4. Peter Weverka, "Microsoft Office 2016 All-In-One for Dummies", Wiley
   5. Joan Lambert Curtis Frye," Microsoft Office 2016 Step by Step", Microsoft Press
   6. Office Complete, BPB Publications

SEMESTER I

COURSE CODE: BVAM-1114

FOUNDATION ART

Course Outcomes:

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

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

SEMESTER I

COURSE CODE: BVAM-1114

FOUNDATION ART

L - T – P	Max. Marks: 50
2 – 0 – 2	Theory:25, Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

BASICS: Visual and creative development of an Artist, Demonstration and lectures on required skills for an artist, difference between seeing and observing. visual elements of Art Form, Shape, Line, Color, Space, Texture.

DRAWING AND SKETCHING: Concept of drawing, free hand drawing exercises from object and nature to study proportion, volume and visual perspective, rapid sketching techniques, rapid sketching from live models, sketching from memory.

UNIT- II

VARIOUS MEDIUMS: Pencil Colors, Charcoal, Pen and Ink, Water Colors, Poster Colors, Oil Pastel Colors, other waste material such as and, stones, grass, hardboard, color papers & clay etc.

STILL LIFE: Study of different forms (basket, artificial fruits books, containers, bottles, round objects, drapery etc.), still life with line as well light and shade.,

UNIT- III

HUMAN DRAWING:
Introduction to human figure drawing –Drawings from Mannequin, quick Sketching of human figure Study of Ideal proportion of male and female figure with different ages, Focus on Head, Hand and Feet. Study of animal and birds with simple proportion.

PERSPECTIVE DRAWING:
Perspective Drawing, one point, two-point & Three Point perspective. Perspective as applied to objects, furniture, interior and exteriors of the buildings.

UNIT- IV

LIGHT & SHADE: The effects of lights on objects, the high light, middle tone and dark tone. Shading of geometrical shapes

COMPOSITION:, Importance of composition in design, Basic rules of composition, Role of colors in composition, Rural and urban habitation, Poor and rich habitation.

Practical exercises to be implemented:

- Outdoor and indoor study human in action
- Study light and shade using still life,
- Different poses of human, animal and birds
- Perspective Study (One Point, Two Point & Three Point)
- Create Character Design with personality

Note for the Practical Examiner:

a) Practical Exam is based on the syllabus covered in the subject.
b) The question paper will be set on the spot by the examiner.

Suggested Readings:

a) Bancroft Tom, "Creating Character with Personality", Watson-Guptill
b) Victor Perard, "Anatomy and Drawing", Dover Publications
c) Hart Christopher, "Modern Cartooning: Essential Techniques for Drawing Today's Popular Cartoons", Watson-Guptill

SEMESTER I

COURSE CODE: BVAM-1115

PRINCIPLES OF ANIMATION

Course Outcomes:

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

After passing this course the student will be able to:

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

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

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

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

SEMESTER I

COURSE CODE: BVAM-1115

PRINCIPLES OF ANIMATION

L - T – P	Max. Marks: 50
2 – 0 – 2	Theory: 25, Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Animation: Definition, Early examples of Animation, History of Animation: Stop Motion Photo Animation, Zoetrope, Thaumat rope, Cell and Paper Animation, early Disney's Cell Animation Processes

Types of Animation: Cell Animation, Stop Motion Animation, Computer Animation, 2-D Animation, 3-D Animation

UNIT- II

Skills for an Animation Artist: Visual and creative development of an Artist, importance of observation with minute details, efficiency to draw gestures, facial expressions, good listener, hard work and patience, creative and innovative. Introduction to animation production process

UNIT- III

Basic principles in animation: Key framing and in-betweens, Timing and spacing, Squash and Stretch, Anticipation, Straight-ahead and pose to pose, Follow-through and overlapping action,

UNIT- IV

Basic principles in animation: Slow in and slow out, Arcs, Secondary action, Exaggeration, Solid drawing, Staging, Appeal

Practical: Exercises to be implemented:
1.   Bouncing Ball Animation
2.   Pendulum Animation
3.   Flag Animation frame by frame
4.   Hammering a Nail

Note for the Practical Examiner:
   a) Practical Exam is based on the syllabus covered in the subject.
   b) The question paper will be set on the spot by the examiner.

Suggested Readings:
Williams E. Richards, "The Animator's Survival Kit", Faber 3rd Edition.

SEMESTER I

COURSE CODE: BVAP-1116

CREATIVE DESIGN- I

Course Outcomes:

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

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

After passing this course the student will be able to:

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

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

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

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

SEMESTER I

COURSE CODE: BVAP-1116

CREATIVE DESIGN- I

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical: 60
Time: 3 Hours	CA: 15

Exercises to be implemented (in Adobe Photoshop)

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

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:

UNIT- I

Graphic designing and its objective, difference between raster and vector graphics, importing art work

Photoshop: Introduction to Photoshop and its interface, navigation and all tools, working with basic selections, advanced selections, Working with Layers.

UNIT- II

Tools:-Rectangular Marquee Tool , Move Tool , Polygon Lasso Tool , Magic Wand Tool , Crop Tool , Spot Healing Brush Tool , Healing Brush Tool ,Content aware tool , Patch tool, Brush Tool , Clone Stamp Tool ,Eraser Tool , Gradient Tool (, Blur Tool , Smudge tool , Dodge Tool ,Burn tool , Path Selection Tool , Text Type Tool , Pen Tool ,Rectangle Tool ,Notes Tool , Red eye tool,

UNIT- III

Photoshop: Refine edges, Grid and Guides, Adjustment Layers, Color Balance, Hue Saturation, Save Selection & Load selection.

Transformation tools (Distort, skew, perspective, warp), Vanishing point

Color Modes, Color Correction, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.)

UNIT- IV

Masking: Quick Masks, Layer Mask, Layers & Layer Blending Modes.

Photoshop filters – Smart Filters, Filter Gallery,

GIF Animation and Timeline

Create images for the web: Exporting images from Photoshop

Suggested Readings:

1. Caplin Steve, "How to Cheat in Photoshop CC: The art of creating realistic photomontages", Focal Press
2. Danae Lisa, "Adobe Photoshop CC Bible", Wiley
3. Faulkner Andrew,"Adobe Photoshop CC Classroom in a Book", Pearson Education
4. Gary David Bouton, "CorelDRAW X7: The Official Guide", McGraw Hill Education
5. Kogent Learning Solutions Inc. "CorelDraw X7 in Simple Steps",Dreamtech Press

SEMESTER I

COURSE CODE: BVAI-1117

FIELD VISIT & REPORT

Course Outcomes:

The objective of the field visit is to help students to know the kind of work environment a studio/Production house has.

After the field visit the students will come to know:

CO1: the real work environment in companies and production houses.

CO2: how projects are done in coordination and cooperation of various teams.

CO3: first-hand knowledge on project workflow and various deliverables.

BACHELOR OF VOCATION - B.Voc(Animation)

COURSE CODE: BVAI-1117

FIELD VISIT & REPORT

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

Note: The marks will be awarded to the candidate on the basis of report submitted.

COURSE CODE: BVAD-1118

Minor Project – I

Course Outcomes:

The primary objective of the course is to encourage students not only learn various tools but to develop a creative instinct.

While working on the Minor Project, the students will be able to:

CO1: apply the tools and techniques learnt in the course.

CO2: work on assigned/self-identified design

CO3: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

COURSE CODE: BVAD-1118

Minor Project – I

L – T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Instructions to the examiner:

The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

SEMESTER I

COURSE CODE: AECD-1161

DRUG ABUSE: Problem, Management & Prevention

Course outcomes:

CO1. This information can include factual data about what substance abuse is; warning signs of addiction; information about how alcohol and specific drugs affect the mind and body;
CO2. How to be supportive during the detoxification and rehabilitation process.
CO3. Main focus of substance abuse education is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.
CO4.Substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such
as alcohol and marijuana.

SEMESTER I

COURSE CODE: AECD-1161

DRUG ABUSE: Problem, Management & Prevention

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

Instructions for the Paper Setter
Eight questions of equal marks are to be set, two in each of the four Sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any Section.

UNIT-I
1) **Meaning of Drug Abuse**: Meaning, Nature and Extent of Drug Abuse in India and Punjab.
UNIT-II
2) **Consequences of Drug Abuse for**:
Individual: Education, Employment, Income.
Family: Violence.
Society: Crime
Nation: Law and Order problem.
UNIT-III
3) **Management of Drug Abuse**
Medical management: medication for treatment and to withdrawal effects.
UNIT-IV

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

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection.* Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug epidemic among Indian Youth*, New Delhi: Mittal Pub.
5. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
6. National Household Survey of Alcohol and Drug abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
7. Sain, Bhim 1991, *Drug Addiction Alcoholism,* Smoking obscenity New Delhi: Mittal Publications.
8. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab*: A Sociological Study.Amritsar: Guru Nanak Dev University.
9. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.
10. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation,* Cambridge University Press.

SEMESTER II

COURSE CODE: BVAL-2421

PUNJABI COMPULSORY

Course Outcomes:

ਆਤਮ ਅਨਾਤਮ ਪੁਸਤਕ ਦੇ ਕਹਾਣੀ ਭਾਗ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਕਹਾਣੀ ਨੂੰ ਪੜੂਨ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਕਹਾਣੀ ਜਗਤ ਨਾਲ ਜੋੜਨਾ ਹੈ।

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

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

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

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

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

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

SEMESTER II

COURSE CODE: BVAL-2421

PUNJABI COMPULSORY

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

ਪਾਠ ਕ੍ਰਮ ਅਤੇ ਪਾਠ ਪੁਸਤਕਾਂ

ਯੂਨਿਟ- I

ਆਤਮ ਅਨਾਤਮ (ਕਹਾਣੀ ਭਾਗ),(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।(ਹਿਸ੍ਾਿਸਤੁ, ਪ੍ਾਤਰ ਹਿਤਰਨ)   08 ਅੰਕ

ਯੂਨਿਟ- II

ਗਿਆਨ ਮਾਲਾ(ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ)(ਸੰਪ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ
ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ,ਅੰਮ੍ਰਿਤਸਰ, 2007

ਲੇਖ :ਸਾਹਿਤ ਤੇ ਲੋਕ ਸਾਹਿਤ, ਅੱਖਾਂ, ਅਚੇਤਨ ਦਾ ਗੁਣ ਤੇ ਸੁਭਾਅ, ਕੰਪਿਊਟਰ ਅਤੇ ਇੰਟਰਨੈਟ, ਮਨੁੱਖੀ
ਅਧਿਕਾਰ।   08 ਅੰਕ

ਯੂਨਿਟ- III

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

(ਅ)ਸ਼ਬਦ ਸ਼ਰੇਣੀਆਂ   08 ਅੰਕ

ਯੂਨਿਟ- IV

(ੳ) ਸੰਖੇਪ ਰਚਨਾ

(ਅ) ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ   08 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

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

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

3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ 08 ਅੰਕ ਹਨ।

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

SEMESTER II
COURSE CODE: BVAL-2031
ਮੁੱਢਲੀ ਪੰਜਾਬੀ

Course outcomes:

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

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

➢ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

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

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

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

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

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

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

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

SEMESTER II

COURSE CODE: BVAL-2031

ਮੁੱਢਲੀ ਪੰਜਾਬੀ

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

ਪਾਠ ਕ੍ਰਮ

ਯੂਨਿਟ- I

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

08 ਅੰਕ

ਯੂਨਿਟ-II

ਪੰਜਾਬੀ ਵਾਕ ਬਣਤਰ : ਮੁਢਲੀ ਜਾਣ ਛਾਣ

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

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

08 ਅੰਕ

ਯੂਨਿਟ- III

ਪੈਰ੍ਹਾ ਰਚਨਾ
ਸੰਖੇਪ ਰਚਨਾ

08 ਅੰਕ

ਯੂਨਿਟ- IV

ਚਿੱਠੀ ਪਤਰ (ਘਰੇਲੂ ਅਤੇ ਦਫਤਰੀ)
ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰੇ

08 ਅੰਕ

ਅੰਕ ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

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

SEMESTER II

COURSE CODE: BVAL-2431

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

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

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

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

SEMESTER II

COURSE CODE: BVAL-2431

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

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

Instructions for the Paper Setter:

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

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

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

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

Section-D

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

Suggested Readings

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

SEMESTER II

COURSE CODE: BVAM-2102

COMMUNICATION SKILLS IN ENGLISH

Course Outcomes

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

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

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

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

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

CO5: The ability of Note-Taking to be able to distinguish the main points from the supporting details and the irrelevant information from the relevant one.

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

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

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER II

COURSE CODE: BVAM-2102

COMMUNICATION SKILLS IN ENGLISH

L - T – P	Max. Marks: 100
3 – 0 – 1	Theory
Time: 3 Hours	Practical

Instructions for the paper setters and distribution of marks:

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

Section-A: Two questions of theoretical nature will be set from Unit I of the syllabus and the candidates will have to attempt one carrying 5 marks.

Section-B: Two questions will be set from Unit II of the syllabus. One will be theoretical and the second will be practical in nature. Candidates will have to attempt one carrying 5 marks.

Section-C: Two questions will be given based on the topics given in the Unit III and the candidates will have to attempt one carrying 5 marks.

Section-D: Two questions will be set from Unit IV of the syllabus. One question will be theoretical in nature and the other will be practical in nature (based on phonetic transcription and stress). Candidates will have to attempt one carrying 5 marks.

Important Note:

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

Course Contents:

Unit I

Listening Skills: Barriers to listening; effective listening skills; feedback skills.

Activities: Listening exercises – Listening to conversation, News and TV reports

Unit II

Attending telephone calls; note taking and note making.
Activities: Taking notes on a speech/lecture

Unit III

Speaking and Conversational Skills: Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.

Activities: 1) Making conversation and taking turns

2) Oral description or explanation of a common object, situation or concept

Unit IV

The study of sounds of English, stress

Situation based Conversation in English

Essentials of Spoken English

Activities: Giving Interviews

Recommended Books:

1. *Oxford Guide to Effective Writing and Speaking* by John Seely.
2. *Business Communication* by Sethi, A and Adhikari, B., McGraw Hill Education 2009.
3. *Communication Skills by Raman, M. & S. Sharma, OUP, New Delhi, India (2011).*
4. *A Course in Phonetics and Spoken English* by J. Sethi and P.V. Dhamija, Phi Learning.

PRACTICAL / ORAL TESTING

Time: 3 hours **Marks: 15**

Course Contents:
1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:
1. Oral Presentation will be of 5 to 7 minutes duration. (Topic can be given in advance or it can be of student's own choice). Use of audio-visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

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

SEMESTER II
COURSE CODE: BVAL- 2115
INTRODUCTION TO 3D MAYA

Course Outcomes:

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

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

SEMESTER II

COURSE CODE: BVAL-2115

INTRODUCTION TO 3D MAYA

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

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Introduction to the interface of Maya
Creating a Project in Maya, about Project Settings
Saving Files and File Types: about .ma and .mb file types.
Viewing Geometry (Navigation)
Introduction to Creating of Simple primitives, poly

UNIT- II

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

UNIT- III

Using hyper shade, hyper graph, Relationship editor and outliner
The channel box, Layer Editor, Attribute Editor, the connection editor
Duplicating objects duplicate with transform and duplicate special options.
Pivot points, Grouping and Parenting, Working with Shelves, Using layers

Suggested Readings:

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

SEMESTER II
COURSE CODE: BVAM-2114
SCRIPTING & SCREENPLAY

Course Outcomes:

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

After passing this course the student will be able to:

CO1: Understand the concept, script and screenplay process.
CO2: Apply three-act structures in screenplay writing
CO3: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.
CO4: Identify and state common preproduction workflow
CO5: Capable to Discuss Scripting and Screenplay process and concepts with professionals in the field.

SEMESTER II

COURSE CODE: BVAM-2114

SCRIPTING & SCREENPLAY

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

Instructions for Paper Setter -
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I
Understanding Script Writing, searching for writing, writing for radio and television, Writing for Commercial, Elements of good script writing.

UNIT- II
Structure of Script, Genres of Script, Formats for Script Writing, Script breakdown, Storyboard for shoot, Laws for writing, role of a writer, qualities and responsibilities of a writer

UNIT- III
Screenplay: Introduction, Script, Three Act Structure, Act One, Act Two, Act Three, Writing Synopsis (Treatment), Dialogue.

UNIT- IV
Formatting Script for Animation, Basic Guidelines for Animation Screenplays, Casting, Voice Over

Practical: Exercises to be implemented
1. Write a screenplay using 3-act structure
2. Convert a screenplay into Storyboard (Traditional/Digital)

Note for the Practical Examiner:
1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:
1. Field Syd "Screenplay: The Foundations of Screenwriting", RHUS; Revised ed. edition
2. Vinod Chopra Films "3 Idiots: The Original Screenplay", Om Books

SEMESTER II

COURSE CODE: BVAM-2115

2D DIGITAL ANIMATION: FLASH

Course Outcomes:

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

After passing this course the student will be able to:

CO1: Identify and use various tools in Flash to create vector art and animate it
CO2: Design backgrounds with animated objects where characteristics like color/position/ shape change with respect to time
CO3: To understand the use of various symbols graphic, button and movie and their importance and usage w.r.t various scenarios
CO4: Effectively use timeline, frames, and keyframes to animate objects as well as characters
CO5: Design a cartoon character/basic human character and animate it
CO6: Create a short-animated clip

SEMESTER II

COURSE CODE: BVAM-2115

2D DIGITAL ANIMATION: FLASH

L - T – P	Max. Marks: 50
2 – 0 – 2	Theory: 25, Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

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

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

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

e. Working with the Motion Editor

UNIT- IV

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

Practical: Exercises to be implemented

1. Create Basic Text animation
2. Incorporate Audio with text
3. Create a background for animation
4. Bouncing Ball animation
5. Flag animation
6. Butterfly animation using path
7. Incorporate audio with character facial animation
8. Create a Cartoon character
9. Character walk cycle

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

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

COURSE CODE: BVAP-2116

CREATIVE DESIGN – II

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

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

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

COURSE CODE: BVAP-2116

CREATIVE DESIGN – II

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical: 60
Time: 3 Hours	CA: 15

Practical: CorelDraw (Exercises to be implemented)

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

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:

UNIT- I

Getting Started with Corel Draw, Explore the Corel Draw Interface, Customize the Workspace.

Tools: -Pick tool - Select, position and transform objects.

Freehand pick tool - Select objects by using a freehand selection marquee. Position and transform objects.

Ellipse tool - Draw circles and ellipses by dragging in the drawing window.

Rectangle tool - Draw squares and rectangles by dragging in the drawing window.

Polygon tool - Draw polygons by dragging in the drawing window.

Star tool - Draw uniform, outlined stars.

Arrow Shapes tool - Draw arrows of various shapes and directions.

Banner Shapes tool - Draw ribbon objects and explosion shapes.

Callout Shapes tool - Draw labels and speech bubbles.

UNIT- II

Text tool - Add and edit paragraph and artistic text.

Drop Shadow tool - Apply shadows behind or below objects.

Extrude tool - Apply 3D effect to objects to create the illusion of depth.

Transparency tool - Partially reveal image areas underneath the object.

Uniform Fill - Choose a solid fill color for an object by using color palettes, color viewers, color harmonies, or color blends.

UNIT- III

Blend tool - Blend objects by creating a progression of intermediate objects and colors.

Shape tool - Edit a curve object or text character by manipulating nodes.

Free Transform tool - Rotate, skew, mirror, and scale objects.

Smear tool - Change the edge of an object by dragging along its outline.

Crop tool - Remove the areas outside a selection.

Knife tool - Slice an object to split it into two SECP - IIarate objects.
Eraser tool - Remove unwanted areas in a drawing.

Pen tool - Draw curves in segments, and preview each segment as you draw

UNIT- IV

Drawing: Set Up a Drawing Page, Draw Shapes, Draw Lines, Bezier, Curves, Shape Tool, Include Objects. Working with Fills, Pattern, differentiate between RGB and CMYK color and color settings.

Working with objects: Group and ungroup object, Masking Objects.

Working with Text: Working with text tool, Point Text and Paragraph text, Add Text to Objects, Fit Text on a Path, Work with Paragraph Text, Wrap Paragraph text, Work with a Text Style, Insert Special Characters, Spell Check a Documents.

Create a Table, modify a Table, format a Table, and Apply Artistic Effects to Objects. Convert Bitmap Images to Vector Images, Work with Print Styles,

Interactive effect tool: Transparency, Extrude, Envelop, Blend, and Drop Shadow.

Suggested Readings:

1. Caplin Steve, "How to Cheat in Photoshop CC: The art of creating realistic photomontages", Focal Press
2. Danae Lisa, "Adobe Photoshop CC Bible", Wiley
3. Faulkner Andrew,"Adobe Photoshop CC Classroom in a Book", Pearson Education
4. Gary David Bouton, "CorelDRAW X7: The Official Guide", McGraw Hill Education
5. Kogent Learning Solutions Inc. "CorelDraw X7 in Simple Steps",Dreamtech Press

SEMESTER II

COURSE CODE: BVAP-2117

3D MODELING (SET & PROPS)

Course Outcomes:

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

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

CO1: apply knowledge gained about the basic concepts and tools related to 3D production. (Low Poly & High Poly), loops, Polygon count etc.

CO2: comfortably use basic modelling techniques like Polygon modelling, Nurbs Modelling.

CO3: understand the fundamentals of 3D design

CO4: model set & Props ready for Texturing & Rigging.

SEMESTER II

COURSE CODE: BVAP-2117

3D MODELING (SET & PROPS)

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

Practical: Exercises to be implemented

1. Creating all types of Polygon like Cube, Sphere, Cylinder
2. Creating all types of NURBS like NURBS Circle, NURBS Square
3. Create Table Chair, Bed, and LED screen Using polygon
4. Create Flower pot and Guitar using NURBS
5. Creating Doors, Windows frame, Panel using Boolean
6. Import 3D Model File
7. Rendering Model View using Default Render
8. Setting the furniture in rooms according to its requirement
9. Creating Blanket with Bed, curtains and Table Cloth using special modifiers

Syllabus to be covered for the practical:

UNIT- I

Introduction to 3D Maya Modeling: Types of Modeling: Nurbs, polygon, subdivision.
Image plane for Modeling: Create, edit, or position an image plane.

UNIT- II

Duplicating objects duplicate with transform and duplicate special options.

Pivot points, Grouping and Parenting

Introduction to snapping (to grid, point, curves and view planes)

Basic Introduction to Creating of Simple primitives, surface normals,

Polygon Modeling: Polygons (edge, vertex, face, vertex face, UVs), Combining, and splitting, Polygon selection (object mode, sub-object mode: edge, vertex, face, vertex face, UV, edge loop, edge ring, border edge), Create polygon primitives (create polygon primitives interactively from shelf & from create menu), Move, rotate, or scale polygon components,

UNIT- III

Polygon Modeling: Modifying polygon meshes (chamfer, split poly, insert edge loop tool, merge vertex, detach component, extrude, multi-cut, bridge, append to poly, combine, extract, triangulate, quadrangulate, create polygon tool, sculpt geometry, smooth, mirror geometry, Converting poly and subdivision.

UNIT- IV

Nurbs Modeling: What are Nurbs, Components of Nurbs curves, degree of Nurbs curves, Bezier curves. insert knot, reverse curve direction.

Loft, Revolve Surface, Extruded Surface, Planar Surface, Beveled Surface, Boundary Surface – Combining Techniques– Modeling with Deformers – Editing NURBS Surfaces – Using NURBS Surfacing to Create Polygons – Converting NURBS to Polygons

Suggested Readings:

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

SEMESTER II

COURSE CODE: BVAD-2118

MINOR PROJECT - II

Course Outcomes:

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

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

CO3: The students also learn to manage projects.

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER II
COURSE CODE: BVAD-2118
MINOR PROJECT- II

L - T – P	Max. Marks: 100
0– 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Note: The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

SEMESTER II
COURSE CODE: AECD-2161
DRUG ABUSE: Problem, Management & Prevention

Course outcomes:

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

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

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

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

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER II
COURSE CODE: AECD-2161
DRUG ABUSE: Problem, Management & Prevention

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

Instructions for the Paper Setter

Eight questions of equal marks are to be set, two in each of the four Sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any Section.

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

References:

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection.* Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug epidemic among Indian Youth*, New Delhi: Mittal Pub.
5. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
6. National Household Survey of Alcohol and Drug abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
7. Sain, Bhim 1991, *Drug Addiction Alcoholism,* Smoking obscenity New Delhi: Mittal

Publications.

8. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab*: A Sociological Study. Amritsar: Guru Nanak Dev University.

9. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.

10. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation,* Cambridge University Press.

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER III

COURSE CODE: BVAL 3111

INTRODUCTION TO TEXTURING & LIGHTING IN 3D MAYA

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: understand the application of textures on interior, exteriors and 3D character
CO2: understand different types of lighting
CO3: understand lighting in 3d environment i.e. for interior and exterior

SEMESTER III

COURSE CODE: BVAL- 3111

INTRODUCTION TO TEXTURING, LIGHTING IN 3D MAYA

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

Instructions for Paper Setter -
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

MAYA TEXTURING
Unit I

Introduction to UV mapping.
Types of UV Mapping Automatic UV mapping, Planar UV mapping, Cylindrical UV mapping, Spherical UV mapping, User-defined UV mapping, Camera UV mapping, Transfer UVs between meshes,UV Texture editor overview UV sets: Create UV sets, Switch between UV sets, Duplicate, rename, or delete a UV set, assign a texture to a UV set, Copy UVs from one UV set to another.
Editing UV's in Texture editor: Select UVs, Display a subset of UVs, Display a texture behind the UVs, Delete UVs, Update a texture image after UV modification, Use the UV Texture Editor grid, Save an image of the UV layout, Modify UVs using the UV Lattice Tool, Modify UVs using the UV Smudge Tool, Separate & attach UV shells, Relax UV's, Unfold a UV mesh, Flip or rotate UV shells, Copy UVs,.

Unit II

Maya shader Blinn, Lambert Ocean shader
Texture Map: Color maps, Transparency maps, specular maps, Reflection maps, Bump maps, Displacement maps.
Toon Shading: Assign Fill shader, Assign outline.
Mia X Materials and presets and ambient occlusion

MAYA LIGHTING
Unit III

Introduction to Lighting.
Working with Maya Lights 1-Point, Direct, Spot.
Working with Maya Lights 2-Ambient, Area and Volume.
Three Point Lighting and Exterior Lighting.

Cast shadows, decay rate, Previewing lighting and shadows
Creating depth map Shadow, creating ray traced shadows

Unit IV

Creating area light shadows, setting area light visibility,
Creating soft shadows with spot lights
Setting illumination for interiors
Tuning global illumination and Global illumination photons
Using final gather for indirect lighting
Tuning final gather

Suggested Readings:

1. Lanier Lee, "Advanced Maya Texturing and Lighting", Wiley
2. Birn Jeremy, "Digital Lighting and Rendering", New Riders; 2 edition

SEMESTER III

COURSE CODE: BVAM - 3112

INTRODUCTION TO PHOTOGRAPHY

Course Outcomes:

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

CO1: develop good understanding of different types of photography, various camera angles and shot

CO2: application of different elements of exposure and variation of each w.r.t another as the situation demands

CO3: understand and apply various composition techniques of photography

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER III

COURSE CODE: BVAM - 3112

INTRODUCTION TO PHOTOGRAPHY

L - T – P	Max. Marks: 50
2 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Introduction to photography, meaning of Photography and its applications
Types of Photography: Product Photography, Nature Photography, Event Photography, Travel Photography, Sport photography

Unit II

Camera Lens and its Types,
Aperture, Shutter Speed, Depth of Field, Types of Still Camera

Unit III

Different types of camera angles and shots
Camera angles and shots: Low angle, High angle, Dutch tilt, Ariel shot, Close up shot, mid shot, long shot

Unit IV

Composition: Rule of Thirds, Golden Section, Head room, Frame within a frame, Symmetry
Photography golden hours

Suggested readings:

1. Woods Nicole, "Photography: Complete Guide to Taking Stunning, Beautiful Digital Pictures". CreateSpace Independent Publishing Platform

2. Northrup Tony, "Tony Northrup's DSLR Book". Mason Press; 2nd edition

SEMESTER III

COURSE CODE: BVAM-3113

STORYBOARDING

Course Outcomes:

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

After passing this course the student will be able to:

CO1: Understand the storyboarding process

CO2: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO3: Identify and state common preproduction workflow

CO4: Capable to discuss Storyboard, its process and concepts with professionals in the field.

SEMESTER III

COURSE CODE: BVAM-3113

STORYBOARDING

L - T – P	Max. Marks: 50
2 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -
Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Storyboard:
Introduction to Storyboard, different styles of storyboard, difference between storyboard and animatic. Advantages of Storyboard in Animation and Anatomy of a Storyboard.

UNIT- II

Shot Types:,Long Shot or Establishing Shot, Full Shot, Close-up, Medium shot, aerial shot, Extreme Close-up, Sequence, Scene, Shot, Camera Movements, Dialogue, Page Numbering, Flops

UNIT- III

Steps for a Great Storyboard, Medium and target audience, and how this may affect animation processes

Camera movements: -Pan, Tilt, Dolly/Track, Zoom in Zoom out, Whip Pan

UNIT- IV

Preparing Storyboards Using Digital Software: Animatics or Story Reel, Translate the script/story into a series of illustrated frames

Practical: Exercises to be implemented
1. Convert a screenplay into Storyboard (Traditional/Digital)
2. Application of various shots and Camera movements in Storyboard

Note for the Practical Examiner:
1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:
1. Hart John "The Art of StoryBoard", Focal Press.
2. Simon A Mark "Storyboards: Motion in Art", Focal Press.

SEMESTER III

COURSE CODE: BVAP - 3114

VIDEO EDITING

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: understand and apply the digital video production process: pre-production, shooting, editing, and post-production.
CO2: apply various video editing tools and techniques
CO3: work on a video editing project

SEMESTER III

COURSE CODE: BVAP-3114

VIDEO EDITING

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

Exercises to be implemented (Practical)

1. Slideshow of images
2. Synchronize text with audio
3. Create news ticker (lower third)
4. Mash up
5. Create a video includes shots from different angles
6. Create a one-minute short film

Syllabus to be covered for the practical:

Unit I

Introduction: What is Premiere Pro, Why and What for, Concept of Non-linear editing.
Digital video principles: Video formats, frame rates, aspect ratios and Video outputs
Introductory project: Workflow, Adding footage, Time code, Basic, Interface of premiere pro, All panels of premiere (tools, project, monitor, source, Timeline, audio meters, misc).
Importing and organizing footage: Project, Sequence, Capturing, Importing, Sorting.

Unit II

Basic video editing: Rough editing, Layers, Ripple edit, Slip edit, Razor tool, moving edit, Navigating, understand all Tools on toolbox for editing clips.
Helpful editing techniques: Markers, replacing footage, exporting still, rearranging clips, Targeting, Disconnecting and Offline.
Adjusting clip properties: Rubber band, Position, Anchor, Size.
Playing with time: Speed, Rate, and Backwards

Unit III

Attributes of video: Pixels, Frame rates, HD
Creating moving elements: Layered, Animating and Fading.
Applying video transitions: Applying (various types), Effectively, Default.
Working with audio: Cutting music, Changing and fixing
Applying video effects: Flare, Lightning, Mirror, Making titles, credits and lower thirds
Various effects: adjust, blur, sharpen, channel, Distort, generate, image control, keying, noise, perspective, Stylize, time, transition, transform.

Unit IV

Basic compositing: Compositing, Green (keying)

Color correction: Color balance, color balance (HLS), Three way color corrector, brightness contrast, Hue saturation.
Exporting video: Sequences, Media encoder, Formats.
Introduction to other similar applications: Final cut Pro.

Suggested Readings:

2. Adobe "Adobe Premiere Pro CC Classroom in a Book", Pearson Education India

SEMESTER III

COURSE CODE: BVAP-3115

3D CHARACTER MODELING

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: create character biped or quadruped
CO2: design clothes, props and hair style
CO3: understand different types of character modelling technique used in gaming, movies

SEMESTER III

COURSE CODE: BVAP- 3115

3D CHARACTER MODELING

L - T – P	Max. Marks: 100
0 – 0 – 4	Theory: 80
Time: 3 Hours	CA: 20

Practical: Exercises to be implemented

1. Create biped character (Cartoon, realistic and semi realistic)
2. Create quadruped character

Syllabus to be covered for the practical:

UNIT- 1

Introduction to unit setup
Use of image plane in character modelling
Importance of blue prints
Anatomy study

UNIT- II

Character modeling basics
Instruction for character modeling (Poly count, T pose, Quad faces, loops)

UNIT- III

Understand the Cartoon, realistic and semi realistic character design

UNIT- IV

Model clothes, hair and character assets

SEMESTER – III

COURSE CODE: BVAP-3116

TEXTURING SETS & PROPS

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: understand different types of UVs.
CO2: texture in photoshop
CO3: texture all kinds of set and props

SEMESTER – III

COURSE CODE: BVAP-3116

TEXTURING SETS & PROPS

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

Practical: Exercises to be implemented

1. Texture a wine glass
2. Texture a Note book
3. Texture an interior
4. Texture rusty look exterior

Syllabus to be covered for the practical:

UNIT- 1

UV mapping of the objects.
UV texturing: Preparing the textures from Photoshop for set & props –
Import/Export Texture

UNIT- II

Exporting snapshot (resolution, file format)

UNIT- III

Creating seamless textures
Use of brushes in texturing

UNIT- IV

Understanding of Maps (Normal map, bump map, transparency map, specular map)

SEMESTER – III

COURSE CODE: BVAP-3117

TEXTURING 3D CHARACTER

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: prepare textures for a 3D character
CO2: apply texture to Cartoon(biped) character
CO3: apply texture to realistic(biped) character

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER III

COURSE CODE: BVAP-3117

TEXTURING 3D CHARACTER

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical: 60
Time: 3 Hours	CA: 15

Practical: Exercises to be implemented

1. Texture a Biped Character (Cartoon or Realistic)

Syllabus to be covered for the practical:
UNIT- 1
UV texturing: Preparing the textures from Photoshop for Biped character –
UV mapping of the biped character
UNIT- II
Painting & Compositing the Complex Textures, Painting the Face and Body Textures,
Painting the Clothing Textures
UNIT- III
Creating seamless textures
Use of brushes in texturing
UNIT- IV
Exporting snapshot (resolution, file format)

SEMESTER II

COURSE CODE: BVAD-3118

MINOR PROJECT - III

Course Outcomes:

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

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

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

BACHELOR OF VOCATION - B.Voc(Animation)

SEMESTER III

COURSE CODE: BVAD- 3118

MINOR PROJECT- III

L - T – P	Max. Marks: 100
0– 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Note:

The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

SEMESTER – IV
COURSE CODE: BVAL-4111
MAINTAINING WORKPLACE HEALTH AND SAFETY

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand various workplace-related hazards, emergency situations

CO2: understand and observe safety guidelines

CO3: will learn to know the types, symptoms and ways to handle medical conditions

SEMESTER – IV

COURSE CODE: BVAL-4111

MAINTAINING WORKPLACE HEALTH AND SAFETY

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

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Importance of High Standards of Health and Safety at workplace

Identification of health and Safety hazards

Identification of people responsible for health and safety and mechanisms to reach out to them

Unit II

Ensuring the success of safety and health management system: monitoring, reporting various incidents and revision of plan.

Types of emergencies, Emergency plans, Evacuation and other emergency procedures in case of fire, flood, earthquake etc.

Unit III

Fire safety in the workplace, Different types of fire extinguishers, classification and usage

Medical assistance in case of health, symptoms and first aid for different medical conditions like cardiac failure, choking, unconsciousness etc.

Unit IV

Safety guidelines of System/equipment and machines, various safety symbols: meaning and importance.

Governmental norms and regulations regarding Health and Safety at workplace

A fire drill exercise

Suggested Readings:

1. Schneid D. Thomas, "Workplace Safety and Health: Assessing Current Practices and Promoting Change in the Profession (Occupational Safety & Health Guide Series)", CRC Press; 1 Edition
2. GuptaA.K, "Industrial Safety and Environment Paperback", Laxmi Publications; Second edition

SEMESTER – IV

COURSE CODE: BVAM-4112

CAMERA TECHNIQUES

Course Outcomes:

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

CO1: utilize various camera techniques, settings to the best as per requirement of the shoot

CO2: understand different type of angle and shots and how to take the same using camera

CO3: differentiate between various types of lighting and requirement of the same as per the shoot

CO4: handle the camera, its equipment and use of monitor during shoot.

SEMESTER – IV

COURSE CODE: BVAM-4112

CAMERA TECHNIQUES

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

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Digital Photography: Introduction
Camera Techniques and its uses
Different types of Color profiles (Natural, Portrait, Landscape etc.)

Unit II

Creative white balance
Nature Photography with different angles
Using Marcos in an indoor and outdoor setting
Different types of image and video format

Unit III

Time lapse shots
Image editing and standard image formats
Advanced editing techniques in product photography
Lighting: Three point of lighting techniques, Types of lights used according to the shoot.

Unit IV

Travel Photography
Sport Photography
Crew: Handling the camera and its equipment, clapper board, use of monitor during shoot.
Picture Composition.

Suggested Readings:

1. Woods Nicole, "Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures", CreateSpace Independent Publishing Platform

SEMESTER – IV
COURSE CODE: BVAM-4113
AUDIO EDITING

Course Outcomes:

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

CO1: understand the basic sound editing techniques

CO2: record and manipulate and clean-up audio

CO3: apply various audio effects

CO4: edit a recording and add background music

SEMESTER – IV
COURSE CODE: BVAM-4113
AUDIO EDITING

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

Unit I

INTRODUCTION: Analog and digital audio, Basic Preferences, working in the Waveform View, Level Meters, Supported File Types, Basic Recording. Understanding various digital audio formats like .WAV, .MP3, etc.,

SOUND FILE EDITING: Trimming, Adjusting Volume Levels, Opening Files with Bridge, Applying Fades with Fade in and Fade Out, Applying and Controlling fades, Changing Volume with Key frames, Editing Key frames, Adjusting Volume, Combining Sound files with Mix Paste, Workflow, waveform volume, and pan envelopes.

Unit II

MANIPULATING AUDIO: trim/crop, mute, reverse, smooth/enhance, Fade in/out, insert silence, etc.

WORKING WITH MULTI TRACK PROJECTS: Starting a Multi-track Project, Adding Tracks to an Existing Multi track Project, Multi track Project Control and Tools, Muting and Soloing, Trimming and Fading, Key framing, Replacing and Moving Tracks, Internal Edits, Finalizing the Two-Track Mix, insert track markers, adding multiple tracks, adjusting track, time.

Unit III

CLEAN UP AUDIO: Automatic Noise Reduction, Noise Reduction with a Captured Noise Print, Hum Noise Reduction with a Captured Noise Print, Limitations of Noise Reduction, Removing Clicks and Pops, Rumble Removal.

CREATE LOOP: Create Loop Overview, Selecting and Trimming the Loop, Multi tracking with Loops, Equalize Volume and Match Volume.

Unit IV

OVERVIEW OF EFFECTS: Working with the Effects Rack, optimizing a Voice Track, mastering a Music Track, Working more with Presets, Reverb, Delay, Sound level, Equalization, Special.

AUDIO EFFECTS: EQ, Volume, chorus, distortion, Delay/echo, pitch

Practical:

1. Record one-minute voiceover using microphone
2. Editing the recording and add background music

Suggested Readings:

1. Schroder Carla, "The book of Audacity", No Starch Press; 1 edition

SEMESTER – IV
COURSE CODE: BVAP-4114
LIGHTING & RENDERING

Course Outcomes:

On successful completion of this course the students will be able to:

CO1: understand the different type of lighting

CO2: light an interior or exterior

CO3: render properties and output

SEMESTER – IV
COURSE CODE: BVAP-4114
LIGHTING & RENDERING

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

Practical Exercises:

Lighting & rendering for the given scene
1. 3 Point lighting on a character
2. lighting of an interior or exterior
Syllabus to be covered for the practical:

Unit I

Lighting: Light and Shadow in real world – indirect vs global illumination – default lighting-direct light sources –reflection & refraction of light. Setup light source –spot, area or directional light**.**

Unit II

Create, group & modify light in scene with light editor: create and group lights – snap lights to object. Adjust lighting: turn default light on or off – adjust light source attributes – control area lights – control spot lights – glows, halos, and lens flares – shadow catching – remove shadows.

Unit III

Image based lighting, Physical sun & sky, mia exposure photographic lens
Hardware, software, and mantal ray render, Camera setup: create and use camera – camera types – framing objects with camera –locking current camera – focus and blur – panning and zooming. Quality, render speed diagnostics – tessellation and approximation: rendering methods – render outputs: color, Mask (alpha) and depth channels – file formats – output location – aspect ratio - render passes.

Unit IV

Rendering: Working with cameras, Software rendering, Hardware rendering. , Mental Ray rendering. Batch rendering

SEMESTER – IV
COURSE CODE: BVAP-4115
MOTION GRAPHICS

Course Outcomes:

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

CO1: understand the interface and workflow of a motion graphic project

CO2: use layers, green screen, color correction, text and tile effects

CO3: apply rendering & different outputs for various platforms

SEMESTER – IV
COURSE CODE: BVAP-4115
MOTION GRAPHICS

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

Practical based on the following syllabus:
1. Create and Animate text
2. Build a Custom Transition
3. Create 2D slide show
4. Create visual effects
5. Create Animated backgrounds

Syllabus to covered for practical:

Unit I

Introduction to After effects
Key-framing and Transform
Workflow, Exporting and File Formats
Masks, Layer Modes, Basic Effects

Unit II

Understanding Animation basics in after effects. Introduction to graph editor.
Layer Properties, 3D Layers, adjustment layer & Null
Nesting, Pre-composing
Non-destructive Workflow

Unit III

Color Correction in After Effects
Manipulating Footage
Green Screening
Text & Title effect

Unit IV

Rendering: Fundamentals of rendering and exporting, Using Render Queue.

Exporting still images and sequences, Learning output formats

Suggested Readings:

1. Adobe "Adobe After Effects CC Classroom in a Book", Pearson Education India
2. Perkins Chad, "How to Cheat in After Effects", Focal Press.

SEMESTER – IV
COURSE CODE: BVAP-4116
3D CHARACTER ANIMATION USING MAYA

Course Outcomes:

On the successful completion of the course students will be able to:
CO1: effectively use timeline, framerates and key framing for creating realistic animation
CO2: apply principles of animation to the 3d animation
CO3: animate a character with expressions, dialogues and audio
CO4: animate character walk cycle

SEMESTER – IV

COURSE CODE: BVAP-4116

3D CHARACTER ANIMATION USING MAYA

L - T – P	Max. Marks: 75
0 – 0 – 4	Practical: 60
Time: 3 Hours	CA: 15

Note: The question paper will be set on the spot by the examiner.

1. Maya Timeline, Manual key & Auto Key
2. Animation Graph editor
3. Play blast
4. Principles of Animation in MAYA
5. Create a character and animate it
6. Create a Walk cycle
7. Animating a character using Blocking Techniques
8. Creating an interaction between two characters
9. Creating and Animating grappling hook
10. Creating a Character poses using blend shapes
11. Creating Anatomy of expression for facial Animation
12. Facial expressions' animation
13. Creating and Animating realistic eyes
14. Creating and Animating a dialogue scene
15. Incorporate music / audio assets to a character

Suggested Readings:

1. Williams E. Richards, "The Animator's Survival Kit", Faber 3 edition.
2. Roy Kenny, "How to Cheat in Maya 2014: Tools and Techniques for Character Animation", Focal Press
3. Rodriguez David, "Animation Methods", CreateSpace Independent Publishing Platform

SEMESTER – IV
COURSE CODE: BVAI-4117
INTERNSHIP & MINOR PROJECT - IV

Course Outcomes:

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

CO1: apply various tools and techniques studied during the first two years on a practical usage

CO2: will get experience of specific requirements and outcome of different stages of any 2D/3D project

CO3: get to know how to tailor the project as per the target audience and make it more realistic and relevant

SEMESTER – IV
COURSE CODE: BVAI-4117
INTERNSHIP & MINOR PROJECT IV

L - T – P	Max. Marks: 100
0 – 0 – 6	
Time: 3 Hours	

During Semester-IV, the students need to submit an animation project prepared using techniques and tools taught during the course (Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Flash, Adobe Premiere, Autodesk Maya and Adobe After effects).

Following points should be taken care of while working on project:

1. Students can choose themselves the subject matter and scenes
2. A project can be done jointly by maximum of two students
3. Minimum of 750 frames
4. Use at least two different software
5. Effective use of cameras, focus on viewers' attention
6. Project report showcasing the stages of the project

COURSE OUTCOMES:
AECE-4221- Environmental Studies

- CO1. Reflect upon the concept and need of environmental education.
- CO2. Define major eco-systems and their conservation.
- CO3. Understand the role of different agencies in the protection of environment.
- CO4. Develop desirable attitude, values and respect for protection of environment.

Semester-IV (Session 2019-20)
Environmental Studies (Compulsory paper)
Course Code: AECE-4221
(Theory)

Time: 3 Hrs   **Max. Marks: 100**
Credit: 4-0-0   **Theory: 60**
                                                         Project report: 20
                                                         CA: 20

Instructions for the Paper Setter

The question paper should carry 60 marks.

The structure of the question paper being:

Part-A, Short answer pattern – 20 marks

Attempt any five questions out of seven. Each question carries 4 marks. Answer to each question should not exceed 2 pages

Part-B, Essay type with inbuilt choice – 40 marks

Attempt any five questions out of eight. Each question carries 8 marks. Answer to each question should not exceed 5 pages.

Unit 1

The multidisciplinary nature of environmental studies

Definition, scope and importance, Need for public awareness

Unit 2

Natural Resources: Renewable and non-renewable resources:

Natural resources and associated problems.

(a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.

(b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.

(c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.

(d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.

(e) Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, case studies.

(f) Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification.

- Role of an individual in conservation of natural resources.
- Equitable use of resources for sustainable lifestyles.

Unit 3

Ecosystems

- Concept of an ecosystem
- Structure and function of an ecosystem
- Producers, consumers and decomposers
- Energy flow in the ecosystem
- Ecological succession
- Food chains, food webs and ecological pyramids
- Introduction, types, characteristic features, structure and function of the following ecosystem: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, ocean estuaries)

Unit 4

Biodiversity and its conservation

- Introduction – Definition: genetic, species and ecosystem diversity
- Biogeographical classification of India
- Value of biodiversity: consumptive use, productive use, social, ethical aesthetic and option values
- Biodiversity at global, national and local levels
- India as a mega-diversity nation
- Hot-spots of biodiversity
- Threats to biodiversity: habitat loss, poaching of wildlife, man wildlife conflicts
- Endangered and endemic species of India
- Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity

Unit 5

Environmental Pollution

Definition

- Causes, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear pollution
- Solid waste management: Causes, effects and control measures of urban and industrial wastes.
- Role of an individual in prevention of pollution
- Pollution case studies
- Disaster management: floods, earthquake, cyclone and landslides

Unit 6

Social Issues and the Environment

- From unsustainable to sustainable development
- Urban problems and related to energy
- Water conservation, rain water harvesting, watershed management
- Resettlement and rehabilitation of people; its problems and concerns. Case studies.
- Environmental ethics: Issues and possible solutions
- Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
- Wasteland reclamation
- Consumerism and waste products
- Environmental Protection Act, 1986
- Air (Prevention and Control of Pollution) Act, 1981
- Water (Prevention and control of Pollution) Act, 1974
- Wildlife Protection Act
- Forest Conservation Act

Issues involved in enforcement of environmental legislation
Public awareness

Unit 7

Human Population and the Environment

- Population growth, variation among nations
- Population explosion – Family Welfare Programmes
- Environment and human health
- Human Rights
- Value Education
- HIV / AIDS
- Women and Child Welfare
- Role of Information Technology in Environment and Human Health
- Case Studies

Unit 8

Field Work

- Visit to a local area to document environmental assets river/forest/grassland/hill/mountain
- Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
- Study of common plants, insects, birds
- Study of simple ecosystems-pond, river, hill slopes, etc

BACHELOR OF VOCATION - B.Voc(Animation)

References:

1. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.

2. Down to Earth, Centre for Science and Environment, New Delhi.

3. Heywood, V.H. & Waston, R.T. 1995. Global Biodiversity Assessment, Cambridge House, Delhi.

4. Joseph, K. & Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.

5. Kaushik, A. & Kaushik, C.P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.

6. Rajagopalan, R. 2011. Environmental Studies from Crisis to Cure. Oxford University Press, New Delhi.

7. Sharma, J. P., Sharma. N.K. & Yadav, N.S. 2005. Comprehensive Environmental Studies, Laxmi Publications, New Delhi.

8. Sharma, P. D. 2009. Ecology and Environment, Rastogi Publications, Meerut.

9. State of India's Environment 2018 by Centre for Sciences and Environment, New Delhi

10. Subramanian, V. 2002. A Text Book in Environmental Sciences, Narosa Publishing House, New Delhi