

DEPARTMENT OF KAUSHAL KENDRA
B.Voc 3D Animation
U.G. PROGRAMME
SYLLABUS

Effective from the Academic Year 2016-2017



Loyola College (Autonomous)

Chennai- 600 034

RESTRUCTURING-2016 (2016-17 Batch onwards)
UG – B.Voc 3D Animation

Part	Sem 1	Sem 2	Sem 3	Sem 4	Sem 5	X-mas Holidays	Sem 6	Hours	Credits
I	Lang (3)	Lang (3)	Lang (3)	Lang (3)				12	12
II	GE (3)	GE (3)	GE (3)	GE (3)				12	12
III	MC (12)	MC (12)	MC (12)	MC (12)	MC (16)		MC (16)	80	80
					ES1 (6)		ES2 (6)	12	12
					Project (4)		Project (4)	8	8
	AL1 (6)	AL2 (6)	AL3 (6)	AL4 (6)				24	24
						Internship (4)		4	4
IV	FC1 (6)	FC2 (6)	FC3 (3)	FC4 (3)	FC5 (4)			22	22
			FC3 (3)	FC4 (3)				6	6
			T/Lang(3)	T/Lang (3)				6	6
Tot Hrs	30	30	30	30	30		30	180	180

Note:

The students who have taken **Tamil** as their language in all the 4 semesters, will be studying **FC** Papers in their 3rd and 4th semester. Similarly the students who have taken **French** as their language in all the 4 semesters, will be studying **OL (Basic Tamil and Advanced Tamil)** Papers in their 3rd and 4th semester. Though these subjects are optional paper, both the subjects are getting reflected in their overall credit sheet . It should be either FC or OL.

B.Voc. 3D ANIMATION

COURSE SYLLABUS

SEMESTER – I					
Sl. No	SUBJECT CODES	SUBJECT TITLE	T/L/P	CATEGORY	CR
1.	16UTL1RL03/ 16UFR1RL04/ 16UFR1RL05/	Language – I – Tamil/French/Advanced French/Hindi – I	T	RL	3
2.	16UEL1GE03	English – I	T	GE	3
3.	16UAN1MC01	Fundamentals and Principles of Animation	T	MC	6
4.	16UAN1MC02	3D Set-Modeling, Texturing, Lighting and Rendering	L	MC	6
5.	16UDJ1AL01	Basic Drawing Skills, Perspective & Anatomy	L	AL	6
6.	16UAN1FC01	Introduction to Graphic Design & Multimedia	L	FC	3
7.	16UHE1FC02	Personality Development	L	FC	3
Total Credits for Semester - I					30
SEMESTER – II					
8.	16UTL2RL03/ 16UFR2RL04/ 16UFR2RL05	Language – II - Tamil/French/Advanced French/Hindi – II	T	RL	3
9.	16UEL2GE04	English –II	T	GE	3
10.	16UAN2MC01	Advanced 2D Animation and Cartooning	L	MC	6
11.	16UAN2MC02	3D Character Modeling& Rigging	L	MC	6
12.	16UDJ2AL01	Clay-Modeling & Stop-Motion	L	AL	6
13.	16UAN2FC01	Basics of Photography and Videography	L	FC	3
14.	16UHE2FC02	Life Issues and Coping Strategies	L	FC	3
Total Credits for Semester - II					30
SEMESTER – III					
15.	16UTL3RL03/ 16UFR3RL04/ 16UFR3RL05	Language – III - Tamil/French/Advanced French/Hindi – III	T	RL	3
16.	16UEL3GE03	English – III	T	GE	3
17.	16UAN3MC01	3D Animation	L	MC	6
18.	16UAN3MC02	Character Design – 2D & 3D	L	MC	6
19.	16UDJ3AL01	Web Designing	L	AL	6

20.	16UAN3FC01/ 16UTL3OL01	ICT & Soft Skills Training / Basic Tamil - I	T	FC	3/3
21.	16UHE3FC02	Social Awareness	L	FC	3
Total Credits for Semester - III					30
SEMESTER – IV					
22.	16UTL4RL03/ 16UFR4RL04/ 16UFR4RL05	Language - IV - Tamil/French/Advanced French/Hindi - IV	T	RL	3
23.	16UEL4GE03	English – IV	T	GE	3
24.	16UAN4MC01	Advanced 3D Modeling	L	MC	6
25.	16UAN4MC02	Basics of Gaming & Apps Designing	L	MC	6
26.	16UDJ4AL01	Film Studies - Appreciation and Structure	T	AL	6
27.	16UAN4FC01/ 16UTL4OL01	Value Education / Basic Tamil – II	T	FC	3/3
28.	16UHE4FC02	Environmental Studies	L	FC	3
Total Credits for Semester - IV					30
SEMESTER – V					
29.	16UAN5MC01	Dynamics and Effects	T	MC	6
30.	16UAN5MC02	Production Concepts and Applicability	L	MC	6
31.	16UAN5ES01/ 16UAN5ES02/ 16UAN5ES03/	Group Project – Electives	L	ES	6
		a. Story-boarding and Character Design			
		b. Modeling & Texturing			
		c. Lighting & Shading			
32.	16UAN5MC03	VFX & Compositing	L	MC	4
33.	16UAN5PJ01	Project	P	PJ	4
34.	16UAN5FC01	Documentation & Presentation Skills	L	FC	4
Total Credits for Semester - V					30
SEMESTER – VI					
35.	16UAN6MC01	Professional Skills for Animation	T	MC	6
36.	16UAN6ES01 16UAN6ES02 16UAN6ES03	Final Project – Electives	L	ES	6
		a. 2D Animation			
		b. 3D Animation& Rigging			
		c. Rendering& VFX			
37.	16UAN6MC02	Portfolio Creation	L	MC	4
38.	16UAN6MC03	Audio / Video Editing	L	MC	6



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39.	16UAN6PJ01	Short Film Creation	P	PJ	4
40.	16UAN6TP01	Internship	P	TP	4



		Total Credits for Semester - VI	30
		Industry Placement Assistance at successful completion of the course	

JOB ROLES & FIELD OF EXPERTISE

S.No.	FIELD OF EXPERTISE	JOB ROLE
1.	GRAPHICS & MULTIMEDIA	• Creative Director
2.		• Graphic Designer
3.		• Web Designer
4.		• Web /Mobile Banner Designer
5.		• Web App Designer
6.		• Mobile App Designer
7.	2D	• Animation Director
8.		• Key Animator
9.		• Assistant Animator
10.		• In-between Artist
11.		• Clean-up Artist
12.		• Story-Board Artist
13.		• BG Artist
14.		• Character Designer
15.		• 2D Compositing
16.		• Special EFX Artist
17.		• Technical Animator -e Learning
18.		3D
19.	• Character Modeling Artist	



20.

• Set Modeling Artist



21.

• Rigging Artist

22.		• Texturing Artist
23.		• 3D Animator
24.		• Lighting Artist Compositing
25.		• Rendering Artist
26.		• Technical Animator - Engineering/Architectural e-Learning
27.	GAMING	• Creative Director
28.		• Game Designer
29.		• Gaming Artist
30.		• Lead Game Artist
31.	FILM INDUSTRY	• Roto Artist
32.		• Matt Painting
33.		• Film Compositing
34.	AUDIO & VIDEO	• Stereo Conversion
35.		• Video Editing
36.		• Audio Editing

SOFTWARES INCLUDED FOR THE COURSE

S.No.	SOFTWARES	CATEGORY
1.	Adobe Photoshop	Graphics & Multimedia



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2.	Adobe Illustrator	Graphics & Multimedia
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3. Animo

2D – Line tester

4.	Adobe Flash	Graphics & Multimedia
5.	Adobe Dreamweaver	Graphics & Multimedia
6.	Adobe Indesign	Digital Journalism, Graphics
7.	Autodesk Blender	3D
8.	Autodesk 3D Studio Max	3D
9.	Autodesk Maya	3D
10.	Z Brush	3D
11.	Mud Box	3D
12.	Sound Forge	Audio
13.	Monkey Jump	Stop-Motion Animation
14.	Stop Motion Pro	Stop-Motion Animation
15.	Mimic	Lip-synch
16.	FCP – Final Cut Pro	Compositing
17.	Adobe After Effects	Compositing & EFX
18.	Adobe Premiere	Video Editing
19.	Nuke	VFX
20.	Silhouette	VFX
21.	Smoke	VFX
22.	Coral paint	Storyboarding



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SEMESTER – I



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UNIT 2 : Thèmes : Faire une inscription, « tu » et « vous »

Grammaire : l'article défini, indéfini, les présentateurs : c'est/ ce sont, quelques verbes, le pronom tonique

Lexique : les nationalités, les professions, les questions, les réponses au téléphone, dire au revoir

Culture: papiers d'identité

Hours of introduction: 1

Hours of content handling: 4;

Revision: 2

UNIT 3 : Thèmes : Orientation dans l'espace, les espaces de l'école

Grammaire : les prépositions, les pluriels, l'article contracte, le présentateur « il y a », quelques verbes, les chiffres de 50 à l'infini

Lexique : s'orienter, rédiger un emploi de temps, communiquer en classe

Culture : L'école, les études, les différentes matières, les jours, la semaine, Paris, les parfums, le billet de bateau-mouche, la tour Eiffel, la SNCF

Hours of introduction: 1

Hours of content handling: 4;

Revision: 2

UNIT 4 : Thèmes : les moments de la journée, la vie quotidienne

Grammaire : la négation, le pronom « on »

Lexique : fixer un rendez-vous au téléphone, fixer l'heure, l'endroit, pour une réunion

Culture : le calendrier, les mois, l'année

Hours of introduction: 1

Hours of content handling: 4;

Revision: 2

UNIT 5 : Thèmes : les loisirs, envoyer un courriel

Grammaire : les présentateurs « voici, voilà », le pronom tonique

Lexique : parler des prix, dire l'heure, faire des projets pour la soirée

Culture: le fromage, le vin

Hours of introduction: 1

Hours of content handling: 4;

Revision: 2

BOOK FOR STUDY: KHANDEKAR Manjiri et al., Jumelage, Langers, Delhi, 2015

(From Page 8 to 44).

BOOKS FOR REFERENCE:

COCTON Marie-Noelle et al., Saison I, Paris, 2014

BERTHET, Annie et al., Alter Ego I, Paris, 2012

PANCRAZI Laetitia et al., Version Originale I, Edition maison des langues, Paris, 2011

SAMSON, Colette, Amis et Compagnie 1, CLE International, Paris, 2008.

WEBSITES FOR REFERENCE:

www.leplaisirdapprendre.com

www.francaisfacile.com

www.lepointdufle.net



SEMESTER: I

CREDIT: 3

CATEGORY: RL

T / P: THEORY

1. LANGUAGE I – ADVANCED FRENCH- I

OBJECTIVE : To give importance to the oral as well as the written part of the language by inviting students to grasp quickly and easily the basic structures and essential vocabulary and then apply them in day to day life situations: what to say, how to say, how to perform and how to react in different situations. Description of the French grammar with examples and exercises side by side and vocabulary enable the students to perfect their knowledge of the language in creative and essay writing.

A column on civilization at the end of each lesson throws information on French culture and civilization in connection to the title and theme of the lesson.

COURSE CONTENTS

- UNITE I : premiers contacts, saluer, se saluer, remercier
Grammaire : l'article défini/c'est+pronom tonique
- UNITÉ II : demander et donner des informations sur soi et sur les autres-dire ce que l'on aime
Grammaire: / pluriel des noms / des verbes/ adjectives , comparatif
- UNITÉ III: se situer dans l'espace /dire où on est / où on va demander son chemin -expliquer un itinéraire
Grammaire : les articles indéfinis/ les prépositions/ la forme négative ,pronoms
- UNIT IV : Demander et donner des informations sur quelqu'un, dire Ou on va, dire d'où on vient
Grammaire : aller, venir, les prépositions de et a, les Articles contractes, le ou interrogatif
- UNIT V : Demander une information sur un lieu, un horaire, épeler Son nom, indiquer son numéro de téléphone, son email.
Grammaire : nous, article indéfini, quel interrogatif

- PRESCRIBED TEXT : POISSON – QUINTON Sylvie et al.
FESTIVAL I., CLE International / Sejer2005 (1-6)
- BOOKS FOR REFERENCE : MERIEUX Régine, LOISEAU Yves, *Connexions*, Didier, Paris , 2005.
MONNERIE-GOARIN Annie, SIRÉJOLS Evelyne *Champion*, CLE international, Paris ,2007.

SEMESTER: I

CREDIT: 3

CATEGORY: RL

T / P: THEORY

1. LANGUAGE I – HINDI

Objectives:

- To make them understand the various forms of the prose and different aspects of the social issues.

Unit 1: A general introduction about the various type of prose wings and their development.

Unit 2:Humour: ‘BolaaramkaaJeev’byHarishankarParsai.
Reminicence: ‘SonaHirani’ by MahadeviVarma.

Drama: 'Kavipriya' by Agneya.

Unit3: Stories. 'Nimanthran' by Premchandh. 'Deputy Collectory' by Amarkanth.
One Act Play: 'SamaanaantharRekhaayen' by SathyendraSharat.

Unit 4: Translation - Theory.
General introduction about Translation-Meaning & Definition.
Importance of Translation in different fields.

Unit 5: Translation - Practical.
10 Passages based upon the theory - 5 English & 5-
Hindi. Translation of 5 Idiom and Phrases & 5 proverbs.

Books for Study: Edited by the Dept.
Books for reference: Criticism books by various authors about the Hindi
writers.

SEMESTER: I

CREDIT:3

CATEGORY: GE

T/P: THEORY

2. ENGLISH I

Objective:

- To make students understand the concept of script writing. To make students understand the elements of writing for media.
- To guide and direct them on making scripts based on the stories or genres. To train them in the present industrial media standards of work flow



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- To impart to students the skills and tools needed for a creative writer and explore language as an effective medium for engagement with the world; to develop a creative consciousness

of language's role.

- Scope for Visualization of story, Concept and development of visual narratives.

Content

Unit-1: Basic Grammar-Parts of Speech –Sentences-Tenses-Introduction to Writing- Elements of Writing Styles of Writing- Types of Compositions.

Unit-2: Introduction to Writing: Elements of style in writing and type of compositions, Creativewriting. Types of Writing: Frictional and Non-frictional, rules of grammar and usage, Types of media writing, Characteristics of print and broadcast media writing. Editing & re-writing: Principles of editing and techniques of rewriting

Unit-3: Story Writing: Plot, Story, Narrative, Narration and three-part Narrative structure, Animation genres, key script formats, structure of films, television and radio scripts, and characteristics of animation Scripts-Writing for new media & Travel: Internet and mobile media, writing for Blogs

Unit-4: Creative Writing: Developing the story ideas, developing the conflicts and relationships between antagonist and protagonist, developing the sub-plots, character arc and plot twists. Audience specific, genre-driven, fantasy and multimedia specific scripts for animation projects

Unit-5: Scene Construction: Inter- textual adaptation techniques, scene construction, scene break, transformation of scene down into screenplay

Assignments:

Create your own story, Scene by scene construction and script writing

Methodology:

Narrative theoretical sessions on script writing along with practical sessions coupled with meeting industrial experts, Class-room lectures, Critiques in Group and one-on-one settings, Group Activities and Student presentations.

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Guffey, Mary Ellen. Essentials of Business Writing. Ohio: South Western College Pubg., 2000.
2. Strunk, William, Jr. and White, E.B. The Elements of Style, 3rd ed. (Macmillan, 1979)
3. Barkas, J.L. How To Write Like a Professional (Arco, 1984).
4. The Cambridge Introduction to Creative Writing- DAVID MORLEY, Cambridge University Publications, First edition, 2007
5. Rules for Writers (Book 7), Bedford/St. Martin's; 7th edition (2011)



SEMESTER: I

CREDIT: 6

CATEGORY: MC

T / P: THEORY

3. Fundamentals & Principles of Animation

Objective:

- To provide an overview of the history of Animation
- Introduction to the fundamentals of Animation - Traditional Animation to CGI Animation till date, Types & Principles of Animation
- Introduction to 2D Cel animation and Flash Animation

Content:

Unit-1: Introduction to Animation & History of Animation: What is Animation, History of Animation – Starting from Early approaches to motion in art, Animation before film, Traditional Animation – The silent era, Walt Disney & Warner Bros., Snow White & the seven dwarfs, The Television era,

Stop-motion, CGI Animation - till date.

Different Types of Animation:

- Traditional Animation - Cel Animation or hand drawn Animation
- Stop Motion Animation – Puppet Animation, Clay Animation, Cut-out Animation, Silhouette Animation, Model Animation, Object Animation etc.
- Computer Animation – 2D Animation, 3D Animation

Unit-2: The 12 basic Principles of Animation: The basic rules of animation including Squash and stretch, Anticipation, Staging, Straight Ahead Action and Pose to Pose, Follow Through and Overlapping Action, Slow In and Slow Out, Arc, Secondary Action, Timing, Exaggeration, Solid drawing, Appeal

Unit-3: Timing for Animation: Ease in & Ease out, X-Sheet handling, Field Chart usage, Camera Panning, Zoom-in & Zoom-out, Cut-shot, Dissolve transform, trick shot, hook-up shot etc. How to create hook-up poses for animation. How to use camera angles to emphasize performance

Unit-4: Animation Production Process: Understand Animation Requirements, Basic steps in Pre-Production, Production and Post-Production. Basic Traditional Animation Samples: To apply the principles of animation, Posing and character emotion. How to observe and study human behavior and expressions to help visualize concepts. How to enact and emote. Sample animations - Bouncing Ball Animation, Walk Cycle, Run Cycle, 4 Leg Walk cycle, Fly Cycle.

Unit-5: Introduction to Flash: Introduction to Adobe Flash, Workspace overview, Using the Stage and Tools Panel, Understanding timeline tools and their usage, Property inspector - Library panel - Movie Explorer - History panel - Color panel, Understanding layers, Basics of Animation in Flash, Methods of Animation, Technical Animation creation. Drawing in Flash - choosing colors, choosing line style, designing and alignment of elements, drawing panels - Time-line animation - applying layer type - adding sounds. Working with project - Importing artwork into Flash.

Assignments:

Flip book animation, Cel animation samples - Bouncing Ball, Walk cycle etc. Animation Movie Studies – Analyzing Traditional Animation Movies – Snow White and Seven Dwarfs, Bambi, Pocohontas, Mulan, Prince of Egypt etc., Create bouncing ball animation and walk cycle in Flash.

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Traditional Animation Sessions using Light-box, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits,



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Movie Showcase

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. The Illusion of Life: Disney Animation - Frank Thomas and Ollie Johnston
2. Cartoon Animation - Preston Blair
3. The Animator's Survival Kit - Richard Williams
4. History of Animation - https://en.wikipedia.org/wiki/History_of_animation
5. Principles of Animation - https://en.wikipedia.org/wiki/12_basic_principles_of_animation
6. YouTube Video - <https://www.youtube.com/watch?v=haa7n3UGyDc&feature=youtu.be>

SEMESTER: I

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

4. 3D Set-Modeling, Texturing, Lighting and Rendering

Objective:

- The objective of the subject is to impart the skills to visualize objects in 3D and also to learn the methodologies of creating 3D environments.
- To make students understand the detailed process of 3D modeling, Texturing, Lighting and Rendering involved in the created models

Content:

Unit-1: Introduction to 3D Software - UI elements – view ports - Different Types of Menus – Customizing windows – Project settings – hot keys - Understanding the 3 Dimensions - 3D and xyz coordinates



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Unit-2: Modeling:Introduction to modeling tools - Introducing tool box - basic primitives - attribute editors - Introduction of different types of modeling geometries - Establishing different type of geometries.

Unit-3: Texturing: UV Layouts- Understand texturing and Apply texture for the created models - Explaining UV resolution settings - capture a UV snapshot from Maya UV - texture editor and getting in to paint / Photoshop software.

Unit-4: Lighting: Types of Light- Lighting properties-default lighting- Create, group & modify light in scene with light editor-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 absorption, reflection & refraction of light.

Unit-5: Rendering: Render settings –IPR- Software Rendering – Hardware Rendering – Using plugins for rendering.

Assignments:

Set Model drawings, Props creation - Chosen Environment – Forest, City, Village etc., Furniture Models, Room Model with objects, Over-layer handling, Set model creation in 3D with texturing, lighting. Experiment exercise on unwrapping techniques using a simple model. How to create photo-realistic textures consistent with the creative look of the production. For eg. Studnetscan shoot the tree texture from the campus and wrap it to the tree form created in MAYA and show a tree trunk.

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Guest Lectures, Industry Experts, Assignments, Industry Visits. 3D Animation Movie Studies – Analyzing 3D Animation Movies – Toy Story Tangled, Rio, Up, Rango etc.

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. DariushDerakhshani, “Introducing Autodesk Maya 2015, Jon Wiley & Sons, (2014).
2. Maraffi, Chris (2004). Maya Character Creation: Modeling and Animation Controls. New Riders.
3. 1. Animation from pencils to pixels: classical techniques for digital animators, Tony White ISBN-10: 0240806700
4. 2. 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for ... By Andrew Gahan
5. 3. Introducing Autodesk Maya 2012 ByDariushDerakhshani.
6. 1. Wright'sCompositing Visual Effects: Essentials for the Aspiring Artist [Paperback]2007) - Paperback (2007) by S.Wright
7. 2. Compositing Visual Effects – Essentials for aspiring artists, Steve Wright
8. 3. Modeling, UV Mapping, and Texturing 3D Game Weapons By Christian Chang, Luke Ahearn
9. 4. Maya Studio Projects: Game Environments and Props By Michael McKinley



SEMESTER: I

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

5. Basic Drawing Skills, Perspective & Anatomy

Objective:

- To introduce students to the principles of Life drawing by exploring the observation of the human form.
- Study focuses on the principles of movement, weight, balance, shape, and anatomy through gesture drawing, long form poses, and humans in motion. The practice of observation and application is the foundation from which students apply these principles.
- Study in shading, shadow, foreshortening, and action analysis further allow students to explore the importance of observing the human form and anatomy.

Content:

Unit-1: Basic Life Drawing Skills - Life drawing including human anatomy, emotions, actions and expressions. Stick Figures, Line of action, Basic Human, Animals and Birds Anatomy

Unit-2: Basic Perspective Drawings – How to draw Shapes, Buildings and Figures in 1 point, 2point and 3 point perspectives, Worm’s Eye View, Bird’s Eye View – Out-door study

Unit-3: Light & Shade in Drawings – Basic Drawings including Humans, Animals, Birds etc.with Light & Shade, Still-life study

Unit-4: Basic Anatomy Drawings - Basic Anatomy Drawings including Humans, Animals, Birdsetc. – using Mannequins, Group figure studies

Unit-5: Actions & Movements, Emotions, Postures& Gestures in Drawings: Live Action /Motion Drawings including Humans, Animals, Birds etc. Including emotions, actions and expressions, attitude, postures and gestures, Facial expressions

Assignments:

Still Life Study - Shapes, Organic & In-organic studies, Indoor and Outdoor Study, Light & Shade, Perspective and Anatomy.

Methodology:

Extensive Practical sessions, Drawing Sessions, Industry Experts, Assignments, Field Visits for outdoor studies – Zoo, Park etc.

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. Thomas, Frank; Ollie Johnston (1997) [1981]. The Illusion of Life: Disney Animation.
2. Allan, Robin. "Walt Disney's Nine Old Men &The Art Of Animation". Animation World Network.
3. Solomon, Charles, “Enchanted Drawings: The History of Animation”. Random House, 1994.
4. Beck, Jerry, “Animation Art: From Pencil to Pixel, The world of Cartoon, Anime and CGI.” Collins, 2004.
5. Lotman, Jeff and Smith, Jonathan, “Animation Art: The Early Years 1911-1953” Schiffer, 1995.
6. Lent, John, “Animation in Asia and Pacific.” Joan Libbey, 2010.
7. Clements, Jonathan and McCarthy, Helen, “The Anime Encyclopedia, “Stone Bridge Press. 2001.
8. Ryder, Anthony, “The Artists Complete Guide to Figure Drawing,” Watson – Guptill, 1999.
9. Goldfinger, Eliot, “Human Anatomy for Artists: The Elements of Form, “OUP, 1991.8.



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- Rockman, Deborah, "The Art of Teaching Art," OUP, 2000.
10. History of Animation - https://en.wikipedia.org/wiki/History_of_animation



SEMESTER: I

CREDIT: 3

CATEGORY: MC

T / P: PRACTICAL

6. Introduction to Graphic Design & Multimedia

Objective:

- To provide an overview of Drawing and Design & its Principles
- Understanding of Computer Graphics & Multimedia
- Introduction to the basics of Software Packages for Design.

Content:

Unit-1: Principles of Drawing - Introduction to Drawing, Various drawing mediums, Sighting & Measuring objects, Skills in Composition, Thumbnail sketches, Line of Action, Form, Overlapping, Size & Space variation, Free flowing designs, Geometric Designs

Unit-2: Elements of Design & Principles of Design: **Elements of Design** - Dot, Line, Shape, Value/Tone, Texture, Space, Color. **Principles of Design** - Balance - Symmetrical or Asymmetrical, Repetition / Rhythm, Focus / Emphasis / Dominance, Unity / Harmony, Scale, Proportion, Contrast, Movement, Depth.

Unit-3: Composition and Concept Creation - Picture Plane, Closed & Open Composition, Gestalt, Positive & Negative Space, Point of View. Concept Creation based on the Elements and Principles of Design

Unit- 4: Introduction to Computer Graphics / CGI & Multimedia: What is Computer Graphics?, What is Multimedia?, It's Applications – Presentation Graphics – Resolution and File Formats, Web / Mobile based categories, Computer Aided Design (CAD) in Education, Training, Entertainment etc. **Design Standards and Specifications** - Including their Final output Formats, Input and Output Devices, Digital Image Editing.

Unit-5: Introduction to Graphics Software - How to work with graphics software including **Adobe Photoshop, Adobe Illustrator** and understand their specifics

Assignments:

Concept Designs in color, Abstract designs representing Principles & Elements of Design, CGI - Software outputs

Methodology:

Extensive Theory & Practical sessions, Drawing & Coloring Sessions, Computer Lab sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. Rawson, Philip, "Design, Prentice Hall, 1987.
2. Bryson, Norman, Ann Holly, Michael, Moxey, Keith, "Visual Theory: Painting and Interpretation," Harper Collins, 1991.
3. Rose Gillian, "Visual Methodologies, "Sage, 2006.
4. Sturken, Marita, "The Practices of Looking," OUP, 2009.
5. Cooper, Alan et.al, "About Face: The Essentials of Interaction Design," Wiley, 2007.
6. Computer Graphics and Multimedia -
http://www.academia.edu/6709255/LECTURE_NOTES_on_Computer_Graphics_and_Multimedia_Table_of_Contents
7. Graphic Design - <http://www.slideshare.net/AfshanKirmani/an-introduction-to-graphic-design-presentation>
8. Multimedia - <http://www.slideshare.net/kenshin1017/introduction-to-multimedia-4663053>
9. Elements & Principles of Design - <http://teaching.ellenmueller.com/drawing-i/resources/elements-principles-of-2d-design/>
10. Design Principles - http://www.design-skills.org/design_principles_guidelines.html

SEMESTER: I

CREDIT: 3

CATEGORY: FC

T / P: THEORY

7. Personality Development

Objective:

To accomplish great things one needs to dream dreams and design a plan to realize those dreams. In a way the sessions in this course help students to reflect upon the nature of successful college life and beyond. In addition, to emphasis on how important it is to have a personal vision and to gain insights into

1. Self motivation
2. Role models and inspiration
3. Pro human Values
4. Personality enrichment
5. Development of one's resources
6. Finding excellence in self

Unit I: Self – knowledge

Exploring habits, attitudes, preferences and experience - Becoming aware of strengths and weaknesses, talents and problems, emotions and ideas - Identifying the optimum means of improving personal performance - Identifying areas of expertise and use these to solve problems in new contexts - Knowing your ambitions, goals, and values - Understanding feelings and emotions: primary feelings



and secondary feelings, Self-regulating emotions - IQ, EQ, SQ, MI

Unit II: Self-management

Understanding of life story - Focusing on Internal narratives - Managing change, confusion and uncertainty - Sharpening the Intellect - Schooling the mind - Socializing the individual.

Unit III: Academic coping strategies

Memory - Art of listening - Note making - Seminar presentation - Art of learning and writing guidelines - How to study - Time management - Receptive skills - Classroom etiquettes - Cyber knowledge.

Unit IV: Personal Competence and Maturity

Motivation - Developing rapport - Giving and receiving constructive criticism - Assertiveness and negotiation skills - Leadership

Unit-V: Integrated Personality Development

Recognizing the gradual growth in different dimension of one's personality such as (a). Physical (b). Intellectual (c). Emotional (d). Moral (e). Social and (f). Spiritual - Learning the Development process- Tools and Skills - Helping to maximize one's potentials - Enhancing one's self image, self-esteem and self- confidence



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SEMESTER – II

SEMESTER: II
CATEGORY: RL

CREDIT: 3
T / P: THEORY

8. LANGUAGE II - TAMIL

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பின்னரும் அனைத்து இயல்புகளிலும் தனித்தனியாக அமைக்கப்பட்டிருக்கிறது. இந்த நூலில் பின்வரும் தலைப்புகள் குறிப்பிடப்பட்டுள்ளன. இவற்றைப் படித்துக் கொள்ளும் போது, கீழ்க்கண்ட விஷயங்களைக் கவனமாகக் கற்றுக் கொள்ள வேண்டும்.

நூலின் ஆரம்பப் பகுதியில் பின்வரும் விஷயங்கள் குறிப்பிடப்பட்டுள்ளன. இவற்றைப் படித்துக் கொள்ளும் போது, கீழ்க்கண்ட விஷயங்களைக் கவனமாகக் கற்றுக் கொள்ள வேண்டும்.

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SEMESTER: II
CATEGORY: RL

CREDIT: 3
T / P: THEORY

8. LANGUAGE II – FRENCH II

Objectives: To enable the students to understand French language through a wide range of spoken and written exercises. The grammar concepts are structured so that the students master the language in a systematic way.

UNIT 1 : Thèmes : Aller en pique-nique - Grammaire : le futur proche - Lexique : demander/indiquer un chemin - Culture: les saisons.

Hours of introduction: 1 Hours of content handling: 4; Revision: 2

UNIT 2 : Thèmes : les endroits touristiques, les loisirs - Grammaire l'interrogation, les infinitifs,



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la question négative, quelques verbes - Lexique : demander la direction, donner des indications,
le corps - Culture : les fêtes, la météo, Versailles, Le Mont Saint-Michel.

Hours of introduction: 1 Hours of content handling: 4; Revision: 2

UNIT 3 : Thèmes : alimentation - Grammaire : les articles partitifs - Lexique : commander au restaurant - Culture : les recettes.

Hours of introduction: 1 Hours of content handling: 4, Revision: 2

UNIT 4 : Thèmes : faire les courses - Grammaire : les expressions de quantité, les adjectifs, l'impératif, quelques verbes - Lexique : comprendre une recette écrite, acheter des vêtements dans un magasin - Culture : les légumes, les fruits, les produits laitiers, la Normandie, la Haute-Savoie.

Hours of introduction: 1 Hours of content handling: 4; Revision: 2

UNIT 5 : Thèmes : préparer un voyage, à la gare - Grammaire : le passé récent, le futur, les adjectifs possessifs, les adjectifs démonstratifs, quelques verbes, la comparaison, il faut - Lexique : donner des informations personnelles, exprimer des faits futurs, le voyage, vocabulaire de la gare et du train, exprimer l'ignorance, exprimer la certitude - Culture : billet de train, la Suisse, plurilinguisme et multi culturalité de la Suisse, passer la frontière.

Hours of introduction: 1 Hours of content handling: 4; Revision: 2

Book for study:

KHANDÉKAR Manjiri et al., *Jumelage*, Langens, Delhi, 2015 (From page 45 to 88).

Reference Books:

COCTON Marie-Noelle et al., *Saison I*, Paris, 2014

BERTHET, Annie et al., *Alter Ego I*, Paris, 2012

PANCRAZI Laetitia et al., *Version Originale I*, Edition maison des langues, Paris, 2011

SEMESTER: I

CREDIT: 3

CATEGORY: RL

T / P: THEORY

8. LANGUAGE II – ADVANCED FRENCH- II

Objectives: This course imparts knowledge of French Grammar and is designed to help student to read, write and speak in French with confidence. A more communicative approach, this course offers the beginners in French a way to develop language proficiency especially in listening and speaking.

UNIT I: Expliquer un itinéraire, proposer quelque chose, remercier et refuser, demander son Chemin, situer quelque chose.

Grammaire : interrogation avec est-ce que, les prépositions et les noms de pays, pouvoir, Impératif, la forme négative

UNIT II : Acheter quelque chose, demander le prix, le marché, les fruits et les légumes, prix et



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Quantités, les nombres jusqu'à cent

Grammaire : vouloir, c'est, l'article partitif, pas de, le pronom on, comme ,



UNIT III : aller au restaurant, comprendre un menu, commander , les plats, les boissons, le restaurant, les goûts.

Grammaire : la caractérisation, les adjectifs possessifs, qu'est-ce que c'est,

UNIT IV : proposer quelque chose, demander et donner des informations sur quelqu'un

Grammaire : les adjectifs possessifs , les pronoms COD, pas de, impératif, le pronom y

UNIT V : Etre invite, chez quelqu'un, visiter un appartement

Grammaire : Les pronoms COD, qui c'est, y ,imperatif.

PRESCRIBED TEXT : POISSON – QUINTON Sylvie et al.
FESTIVAL I., CLE International / Sejer2005 (7-12)

BOOKS FOR REFERENCE: MERIEUX Régine, LOISEAU Yves, *Connexions*,
Didier, Paris , 2005.
MONNERIE-GOARIN Annie, SIRÉJOLS Evelyne
Champion, CLE international, Paris ,2007.

SEMESTER: II

CREDIT: 3

CATEGORY: RL

T / P: THEORY

8.LANGUAGE II – HINDI

Objectives:

- To make them understand the beauty of the Ancient Poetry and Modern Poetry and the value system of that period.

Unit 1: General introduction about the ancient period to modern period of Hindi

Literature.SangaKaal-Thiruvalluvar. 5Thirukkural: i) Rahathesumadhurvachan.. ii) Janmatho yon janma ho... iii) Seekhseekhneyogya... iv) Kevalmukhkhiljaye... v) Shishtonkeadhaar par...

Unit 2:Medieval Period-The Bakthi Movement.5Dhohe from Kabir. i)Pothipadipadi jag... ii) Guru



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Govinddhovu... iii) Jaathinapoochonsaadhuki... iv) Saaiithnaadhijiya... v) Hari se thoojanihethkar...

2 Padh (Stanzas) from Soordas. i) Uodho, man nabayedhas bees... ii) Maiya! Main nahimmaakhankhaayo...

Unit 3: Medieval Period-Nature of the Royal Court.5

Dhohe from Bihari.

- i) Sees mukutkatikaachhani..
- ii) Saghankunjchhaayaasukhadh...
- iii) Kanakkanakthainsouguni...
- iv) Are hansyaanagar me...

3 Padh (Stanzas) from GiridharKavirai.

- i. Saai sab sansaar me...
- ii. Binaavicharejokare...
- iii. In therah se bairnakijiye...

Unit 4: Modern Period-Sentimental aspects.

1. Nar ho, naniraashkaro man ko by MaithilisharanGupt.
2. Sneh-nirjhar bah gayaahai by SooryakanthThripaatiNirala.
3. PushpkiAbhilaashaa by MakhanlalChaturvedhi.

Unit 5: Modern Period-Practical aspects.

1. JanathanrakaaJanma by RamdhariSinhDhinakar.
2. Jo beethgayee so baathgayee by HarivamsharaiBachhan.
3. Akaalauruskebaadh by Nagaarjun.

Books for Study: Edited by the Dept.

Books for Reference:

Hindi Literature and its aspects by various authors.

SEMESTER: I I

CREDIT: 3

CATEGORY: GE

T / P: THEORY

9. ENGLISH - II

Objective

- To enhance the critical ability of the students through a close reading of contemporary, challenging and interesting texts (printed, oral and visual)
- To motivate the learners to enhance their communication skills
- Understand Communication Process and Types
- Improve Communication Skills
- Understand and employ the various methods and Techniques of Effective Written and Oral Communication

Content:



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Unit-1: English for enhancing Communication Skills- Appreciation

1. Keeping Upright – M. Asim Nehal
2. The way we see the Problem is the Problem– Stephen Covey (An excerpt from Seven Habits of highly effective people)
3. Care for our Common Home – Pope Francis (An excerpt from Laudato Si)
4. The Red Moon – Pedro Pablo Sacristan
5. The man who knew too much – Alexander Baron

Unit 2: Basic Principles of Communication

Introduction - Understanding Communication - Communication Process - Barriers to Communication
Importance of Communication in the Workplace.

Unit-3: Types and Channels of Communication

Introduction - Types of Communication - Classification of Communication Channel

Unit-4 Forms of Communication

Different External Forms of Communication - Introduction to Types of External Forms - Advantages and Disadvantages Oral Communication - Advantages and Disadvantages - Media Communication Merits and Demerits.

Unit-5- Business Communication

Employment Communication - Resumes and Cover Letters – Introduction - Writing a Resume
Writing Job Application Letters - Other Letters about Employment - Group Discussion -
Attending Job Interviews

Assignments

Written Assignments – Sample Letters, Drafting Mails
Presentations for Oral Communication Skills

Methodology

Classroom Lectures, Group Discussion, Workshops, Guest Lectures

Evaluation

Internal 50% - CA I & CA II = 80 Marks and Faculty Evaluation = 20 Marks
External 50% - End Semester Evaluation – 100 Marks

Reference Books:

1. Adair, John. *Effective Communication*, Pan Macmillan Ltd, London,2003
2. Prasad, H. M. *How to Prepare for Group Discussion and Interview*, Tata McGraw-Hill Publishing Company Limited,New Delhi, 2001
3. Pease, Allan. *Body Language*, Sudha Publications, Delhi,1998
4. Guffey, Mary Ellen. *Essentials of Business Writing*, SouthWestern College Publications, Ohio, 2000.
5. Prasad, H. M. *How to Prepare for Group Discussion and Interview*, Tata McGraw-Hill Publishing Company Limited, New Delhi, 2001

SEMESTER: II
CATEGORY: MC

CREDIT: 6
T / P: PRACTICAL

10. Advanced 2D Animation and Cartooning

Objective:

- To introduce students about the fundamental principles and basic techniques of 2D animation.
- Students will learn advanced timing and weight through a series of projects designed to demonstrate the principles of animation.
- Issues such as key framing, in-betweening and cycling will be addressed and reinforced.

Content:

Unit-1: Basic Cartooning: Shapes, Understand Cartoon Characters and their shapes, Analyzedifferent cartoon characters and their attitudes, their relative props, Create your own cartoon character, is turn-around, lip- synch etc. Posing and Character emotion - Attitudes, expressions, poses and gestures, emotions etc.

Unit-2: Acting Skills for Animation: How to observe, act and emote. Understand and developacting skills. Understand and experiment voice modulations and mimicry and how to use it for animation



and dubbing.

Unit-3: Story, Voice-Over and Story-Board Creation: Story development, Script Writing, Story-telling, Voice modulation, Acting Skills, Character descriptions, Dialogue Writing, Voice-Over creation, Recording, Scene by scene editing using Sound Forge, What is a Story-Board, Elements in a Story-Board, What is Animatics

Unit-4: Flash - BG & Layout Creation: Background Designing, Layout Creation, Over-layerscreation in Flash. Learn about vector and bitmap graphics - Flash drawing mode - About overlapping shapes Using Flash drawing and painting tools - Draw with the pencil tolls - Draw straight lines – Reshaping lines and shape outlines - Snapping (object snapping, pixel snapping, snap alignment) – Working with color, strokes and fills. Selection objects - Moving, copying and deleting objects - Arranging object (Stack, Align, Group, Break apart groups and object) - Transforming object - Using symbols, instances and library assets - Symbols overview - Types of symbols - Create symbols - Convent animation on the Stage into a movie clip.

Unit-5: Advanced Flash Animation: Animation basics - Creating motion - Creating key frames - Representations of animation in the Timeline - Frame rates - Frame-by-frame animation - Onion skinning - Extend still images- Mask layers - Using Timeline effects - Twinned animation - Special effects - Filter – Animation Filters - Create preset filter libraries - Blend modes in Flash - Working with text - Working with sound - Working with video.

Assignments:

Animatics Creation with Sound, Character Bible creation, Characters and Props creation in Flash, Background with over-layers' creation in Flash, Character and Props Rigging, Staging, Character Animation in Flash, Animation with EFX, 2D Compositing in Flash

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. Welles, Paul et al. *Drawing for Animation*, Ava Publishing, 2008.
2. Chong, Andrew, *Digital Animation*, Ava Academia, 2008.
3. Welles, Paul. *Fundamentals of Animation*, Ava Publishing, 2006.
4. Williams, Richard. *The Animator's Survival Hit*, Faber, 2001.
5. Welles, Paul. *Basics Animation: Scriptwriting*, Ava Publishing, 2007.
6. White, Tony, *How to Make Animated Films*, Focal Press,(recent edition)

7. Peaty, Kevin and Kirkpatrick, Glenn, *Flash Cartoon Animation*, Friendssoft, 2002



SEMESTER: II

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

11. 3D Character Modeling & Rigging

Objective:

- To provide an overview of 3D Character & Props Modeling
- To discuss various techniques used by the industrial experts when learning character modeling.
- To create the structure of the human form in 3D modeling.
- Understanding the process of creating 3D models for animation
- Handling the Texturing, Rigging, Lighting and Rendering for the 3D models thus created

Content:

Unit-1: Conversion of 2D drawing to 3D Model: Introduction to Creating Characters and Props, understanding their relation and usage, Collect different characters and its relative props - Human Figures, cartoon characters, Animals, Birds, Props etc. Understanding the connection

between characters and props, understanding how to convert 2D drawings to 3D manually, Understanding volume handling and light & shade

Unit-2: 3D modeling of characters and props & Texturing: Study the principles of Color theory and ways in which it can be explored to meet the needs of the production. Using Lattices for modeling. Covering Nurbs models to Polys, Poly models to Nurbs for achieving certain quick results. Hyper realistic Character Modeling and digital sculpting: Modeling the hyper realistic Human Face-Modeling, the hyper realistic Human body -Quadruped Modeling- Adding hyper realistic detail with Digital sculpting tool and Modeling of related Props. Character Texture painting with Photoshop and 3D painting tool - Image based Texturing (Image Projection) and Painting UV seams -Creating Bump, Normal, Displacement and Specular map-Texturing techniques for Characters and Props.

Unit -3: Rigging Basics: Bones and Joints Skin, Binding Kinematics (IK & FK), Requirements for a clean Model, Clean UVs. Binding - Smooth Binding. Concept of a single cluster. Max Influence & Drop-off rate. Rigid Binding - Concept of a Multiple cluster, Practice of Rigid and Smooth Binding, Editing the Smooth Skin, Adding influence objects, Painting of skin weights, Editing Skin weights, Mirror Skin Weights. Copy skin weights Resetting, Skin weights. Pruning small weights, Normalize Weights, Export / import skin weight maps, Editing Rigid Skin, Creating and Editing Flexors, Lattice, Sculpt, joint Cluster, Painting Cluster weights, Rigid Binding Practice. Rigging the controls - IK and FK, Joints and hierarchies Concept of Skeleton, Connect Joint, Remove, joint, Insert joint, Re-root joint Mirror, Joint, Set preferred angle, Assume preferred angle.

Unit-4: Lighting & Compositing: Working with Maya camera and attributes. Light Theory, Physical properties of light, Classification of lights in MAYA, Types of Lighting, Physical properties of light, Natural and artificial light study, Color, Aesthetics and mood, Roll of lighting in visual composition. Character lighting, Shadows, Lighting effects. Intro to shaders. Understanding Concept of camera, Orthographic projection. Common Light Attributes. Concepts of lighting - 3-Point Lighting, Key – Fill- BG - Rim etc. The Visual Functions of Shadows, Shadow types - Depth map Shadows, Ray traced shadows.

Unit-5: Rendering for characters and props: Essentials of rendering - Types of rendering engines- Using the Render Settings Window- Image & Video formats Resolution, Intro to shaders Rendering optimization - Introduction to mental ray, Render passes.

Assignments:

Use Maya to create different characters - Human Figures, cartoon characters, Animals, Birds, Props etc. Apply Texturing, Rigging, Lighting and Render the models

Methodology:

Extensive Theory & Practical sessions, Software Practice, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits



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Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. Maraffi, Chris (2004). Maya Character Creation: Modeling and Animation Controls. New Riders.
2. Oliverio, Gary (2006). Maya 8 Character Modeling. Jones & Bartlett Publishers
3. Allen, Eric & Murdock, Kelly L. (2008). Body Language: Advanced 3D Character Rigging. Sybex Publication.
4. Digital Lighting & Rendering, Second Edition by Jeremy Birn
5. Lighting and Rendering in Maya: Lights and Shadows by Jeremy Birn

SEMESTER: II

CREDIT: 6

CATEGORY: AL

T / P: PRACTICAL

12. Clay-Modeling & Stop-Motion

Objective:

- To provide an overview of clay-modeling & stop-motion animation
- Understanding the process of clay-modeling & stop-motion animation
- Introduction to techniques of clay-modeling and software for stop-motion animation

Content

Unit-1: Basics of Clay Modeling: Model from a still life set-up in the classroom, a sculpturalequivalent in clay, emphasizing inter-relationships of form, space and surface.

Unit-2: Types of Clay Modeling: Create different characters in clay modeling, Cartoons, humanfigures, Animals, Props etc. Preparation of a prototype work product/pre-visualisation for



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review. Preparation of the following stop motion animation end-products: Film, Television series, Advertisement, Education content. Application of the following stop motion animation techniques:

- Traditional frame-by-frame capture
- Claymation
- Cut-out
- Using Computer-generated tools

Unit-3: Process and techniques of stop-motion animation: Camera angles, Character positioning, Frame by Frame controls, Positioning and actions of secondary characters and Props.

Clay Modeling Techniques: Sculpting tools handling, Clay handling techniques, Analyzing and understanding the challenges faced during clay modeling and shooting, Props & lip-synch handlings

Unit-4: Concept Creation for clay modeling: How to create your own concept, understanding the limitations and challenges of the medium, Creation and Execution of the concept

Unit-5: Introduction to stop-motion animation software: Introduction to available software for Stop-Motion Animation, Learning to use Monkey Jump Software

Assignments:

Use clay to create a stop-motion animation, use objects like coins, puppets, marbles, toys and mannequins to create a stop-motion animation

Methodology:

Extensive Practical sessions with required theory classes, Drawing Sessions, Sculpting using clay, Studio Practice, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. The Art of Stop motion animation: Ken A Priebe
2. Stop motion: Craft skills for model Animation: Susannah Shaw
3. Stop motion: Passion, Process and Performance: Barry JC Purves
4. Creating 3D Animation - The Aardaman Book of Film making: Peter Lord & Brian Sibley
5. Stop motion Armature Machining: A Construction Manual: Tom Brierton
6. A Century of Stop Motion Animation from Melies to Aardaman: Ray Harry Hausen
7. Stop motion Filming and Performance: Tom Brierton



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8. Stop motion Puppet Sculpting: Tom Brierton

SEMESTER: II
CATEGORY: FC

CREDIT: 3
T/L/P: LAB

13. Basics of Photography and Videography

Objective

- Understand the Basic Techniques of Photography & Videography.
- Visualize Creative Ideas and Concepts for Photography
- Assimilate Technical Know-how of Videography and Editing

Content:

Unit-1 Photography History

Introduction to Photography - History and Evolution - Best Photographers and their Works - Early Pioneers and Experiments - Joseph Niepce - Louis Daguerre - Eadward Muybridge

Unit-2 Photography Basics

Differences between Analog and Digital Photography - Body Parts of Analog and Digital Cameras - Types of Analog and Digital Cameras - Function of Camera - Exposure, Focus, Aperture, Shutter

Speed - Depth of Field - Types of Films, Film Speed, Photograph Printing Paper - Power System, Memory Storage, Resolution - Exposure and Controls, Flash and Lighting

Unit-3 Lighting Techniques

Three Point Lighting - Lighting for Indoor/Outdoor - Artificial, Natural Light, Hard and Soft Lights - Reflectors - Indoor Lights

Unit-4 Composition Basics

Shots, Angles, Positions - Lighting – Natural and Artificial, Shadows - Using Flash - Light Settings - Color Composition

Unit-5 Production Techniques

Basic Videography Rules - Stages of Production, Basics of Editing, Adobe Premiere Pro CC, Aesthetics of Video Production - Grammar Audio – Dubbing, Back ground Music -synchronizing of video and audio - Voice Over.

Assignments

Photographs and Videos: In-door Study & Outdoor Study/ Light & Shade / Perspective and Composition / Portrait Studies / Real Life

Methodology

Classroom Lectures / Workshops / Guest lectures / Interaction with Industry Experts

Evaluation

Internal 50% - CA I & CA II = 80 Marks and Faculty Assessment = 20 Marks

External 50% - End Semester Evaluation – Viva-voce 100 Marks

Reference Books

- Freeman, Michael. *The Photographer's Eye: Composition and Design for Better Photography*
- Bordwell and Thompson, *Film Art: An Introduction*
- Nichols, Bill. *Movies & Methods*
- Langford J. J. *Basic Photography*,
- Mascelli, Joseph V. *Five Cs of Cinematography*



SEMESTER: II

CREDIT: 3

CATEGORY: FC

T / P: THEORY

14. Life Issues and Coping Strategies

Objective:

- To understand Life Skills and how to face the challenges of young people
- Decision making skills and Problem solving techniques
- Managing Stress, right attitude and values

Content

Unit-1: Introduction: What are Life Skills? – Definition - Key Life Skills Listed by WHO–Importance of Life Skills – Challenges faced by Young People: Developmental and Environmental – Life Skills as Key to Success– Role of Media - Ten Life Skills Commandments.

Unit-2: Decision Making Skills: Setting Goals: Short term & Long term – Decision Making Models:

Seven Step Path to Better Decision Making, Three C Model – Problem Solving Models: Critical Questions for Problem Solving, Creative Decision Making.

Unit-3: Emotional Competencies: Managing Stress, Anger and other emotions – Effects of Stress – Peer Pressure – Risk behavior & Substance Abuse – Emotional Quotient- Responsible Behavior & Role Model– Social Psychology: Developing High Self Esteem.

Unit-4: Communication and Interpersonal Skills:

- A. Barriers of Communication – Role of Communication in Behavior Development and Social Change– Effective Communication Models – Communication Strategy.
- B. Healthy Relationships – Key Interpersonal Skills – Interpersonal and Participatory Development Communication.

Unit-5: Life Skills at Workplace: Key Life skills competencies at workplace – Managerial Skills- Skill Development – Attitude, Values and Performance.

Assignments: Seminars and Presentations on Life Coping Skills

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Mark
External 50% - Semester Examination – Theory - Written – 100 Marks

Reference Books & Online References:

1. Dakar Framework for Action, (2000). Education for All: Meeting our Collective Commitments, Dakar, Senegal.
2. Life Skills Resource Manual, Schools Total Health Program, (2006). Health Education and Promotion International Inc., Chennai.
3. Kumar .J. Keval, (2008). Mass Communication in India, JAICO Publication India Pvt. Ltd
4. Morgan and King, (1993). Introduction to Psychology, Tata McGraw-Hill Publishing Company Ltd, New Delhi.
5. Rao P.L. (2008). Enriching Human Capital through Training and Development, Excel Books, Delhi.
6. Singh Madhu, (2003). Understanding Life Skills, Background paper prepared for Education for All: The Leap to Equality



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7. UNESCO and Indian National Commission for Co-operation with UNESCO(2001). Life Skills



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in Non-formal Education: A Review



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SEMESTER– III

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பெரிய நெய்தல் மரம் கிடைக்கிறது பூக்கள் மலர்ந்து

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SEMESTER: III

CREDIT: 3

CATEGORY: RL

T / P: THEORY

15. LANGUAGE III – BASIC FRENCH - III

Objectives: To enable the students to understand French language through a wide range of spoken and written exercises. The grammar concepts are structured so that the students master the language in a systematic way.

UNIT 1 : Arriver à l’hôtel, réserver une chambre à l’hôtel, chercher un logement, acheter, louer, s’installer.

Grammaire : Le passe composé, les nombres ordinaux, les compléments du temps, les formes de négation

UNIT II : indiquer les éléments du passé, racontez un évènement, écrire une lettre personnelle, types de logements.

Grammaire : quelques verbes, le superlatif, le pronom interrogatif



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UNIT III : raconter une journée, s'informer sur les prix, sur la taille, l'échange,



Grammaire : Le passe composé avec la négation, l'interrogation, les connecteurs du temps, le gérondif

UNIT IV : vêtements, équipements de ski, techniques de ski

Grammaire : l'imparfait, imparfait et passe composé, identifier l'objet direct et indirect.

UNIT V : parler d'autrefois, décrire des habitudes présentes et passées, inviter quelqu'un , accepter, refuser

Grammaire : les pronoms relatifs, les adverbes, les pronoms neutres.

BOOK FOR STUDY:

KHANDEKAR Manjiri et al., Jumelage, Langers, Delhi,2015 (From page 90 to 127).

BOOK FOR REFERENCE:

COCTON Marie-Noelle et al., Saison I, Paris, 2014

BERTHET, Annie et al., Alter Ego I, Paris, 2012

PANCRAZI Laetitia et al., Version Originale I, Edition maison des langues, Paris,2011

SEMESTER: III

CREDIT: 3

CATEGORY: RL

T / P: THEORY

15. LANGUAGE III – ADVANCED FRENCH- III

OBJECTIVE:

To initiate the students to express their ideas in writing compositions, letters, emails and invitations. The students will master vocabulary related to habitual situations in daily life and learn to correctly use basic grammatical structures.

UNIT I: choisir un cadeau pour quelqu'un, demander conseil, les cadeaux, les fêtes, les goûts

GRAMMAIRE : Le pronom COI, les adjectifs possessifs, l'interro-négation

UNIT II: Acheter un vêtement, demander et donner des conseils, indiquer sa taille, sa pointure

Grammaire : le comparatif, moi aussi, moi non plus, les adjectifs démonstratifs, l'impératif négatif

UNIT III: Conseiller quelque chose, donner son avis, faire des projets, exprimer un souhait, une intention

Grammaire : le futur simple, les superlatifs, l'hypothèse, la condition

UNIT IV: Parler du temps qu'il fait, comparer deux climats, la météo

Grammaire : les verbes impersonnels, le futur proche, le comparatif

UNIT V: parler de l'heure, comparer deux emplois du temps, les différences de modes de vie

Grammaire : le pronom on, être en train de, venir de, la forme négative,

PRESCRIBED TEXT : POISSON – QUINTON Sylvie et al.

FESTIVAL I, CLE International / Sejer2005 (13-18)

BOOKS FOR REFERENCE : MERIEUX Régine, LOISEAU Yves, *Connexions*,

Didier, Paris, 2005.

MONNERIE-GOARIN Annie, SIRÉJOLS Evelyne
Champion, CLE international, Paris, 2007

SEMESTER: III

CREDIT: 3

CATEGORY: RL

T / P: THEORY

15.LANGUAGE III – HINDI III

Objectives:

- To create the interest to learn the Hindi languages among the students.
- To make them feel the importance of Hindi in the present global environment.
- To Enhance their Communicative Skills in Hindi.

UNIT:1. Importance of Hindi, Vowels, Consonants & small words.

UNIT:2. Conjugation, Half letter formation & Present Tense.



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UNIT:3. Imperative formation & Communication.



UNIT:4. Past Tense, Future Tense & Creative writing.

UNIT:5. Short notes & Translation.

Text Books: Edited by the Dept.

Reference Books:

1. Bharati Bodh
byDakshina Bharat Hindi PracharSabha,
T.Nagar, Chennai-17.
2. Adarsha Hindi Bodhini
byDakshina Bharat Hindi PracharSabha,
T.Nagar, Chennai-17.
3. AnuvaadAbhyaasParat-I.
byDakshina Bharat Hindi PracharSabha,
T.Nagar, Chennai-17.

SEMESTER: III

CREDIT: 3

CATEGORY: GE

T / P: THEORY

16. ENGLISH - III

Objective:

- Creating awareness towards literature by connecting them to digital platform, For this will be the future of education.
- Demonstrate writing ability at the level required for meeting entry-level professional expectations.
- To help the students understand the current trends in the development of literature.
- To discover their inner potentials by appreciating their contribution in electronic medium.
- To extract a multifaceted spectrum of ideas regardless of their stream of education.

Unit-I

Introduction to digital media. -Genres in literature.

Unit -II



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History and evolution of technology - Introduction to electronic literature - What is

electronic literature? (essay)

Unit – III

Understanding Media: The Extensions of Man. - Key Concepts: ‘the global village’, ‘the medium is the message’ & ‘the message’, ‘hot medium’, ‘cool medium’ - The influence of Television & the Computer Revolution

Unit- IV

Drabble - Flash fiction - Visual novels -Hypertext fiction - Micro-dramas - Digital poetry - Games and literature(With Examples and anthologies)

Unit -V

Practical tips for writing and presenting

Write an analysis on a website - A presentation of electronic literature (one genre) - Etiquette of digital world - Tools used in Electronic literature (Photoshop) - Power point presentation of independent exposure to electronic media.

Bibliography

1. Understanding Media: The extensions of man. McLuhan, Marshall. University of Toronto. 1963.
2. Electronic Literature: New Horizons for the Literary (Ward-Phillips Lectures in English Language & Literature) Paperback – by N. Katherine Hayles (Author)
3. The Medium is the Message Paperback – by Marshall McLuhan (Author), Quentin Fiore (Author), Jerome Agel (Author)
4. Szilak, Illya. New World Order: E-lit Plays With Language.

ONLINE REFERENCES

1. *Huffington Post*. 7 Feb. 2013. http://www.huffingtonpost.com/illya-szilak/digital-literature_b_2605389.html. <http://www.w2vr.com/concepts/concepts.html>
2. <http://www2.anglistik.unifreiburg.de/intranet/englishbasics/PDF/BasicConcepts.pdf>
3. <http://web.mit.edu/allanmc/www/mcluhan.mediummessage.pdf>
<http://yews002.tripod.com/id3.html>
4. <https://eliterature.org/pad/elp.html>

SEMESTER: III

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

17. 3D Animation

Objective:

- To introduce fundamental 3D theories and principles of computer animation, basic techniques of 3D Animation.
- To learn the basics of 3D Animation using Maya with Voice-Over
- Apply animation for Characters, Animals, Birds, Aliens, Technical Animations etc.
- How to use Voice-over software - Mimic

Content

Unit-1: Basics of 3D Animation: Introduction to Maya Basic Animation tools. 3D animation



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and film-making to create sequences and scenes/shots. Follow the storyboard for composition i.e. positioning of the character model with respect to the background and camera to create the



desired animation. Communicate requirements to camera and lighting for motion capture, where required. Dope Sheet, Moving Keys in Dope Sheet, Time Line, Setting up output file size and resolution, Previewing Animation using Play blast.

Unit-2: Principles of Movement & Timing: Understand the Principles of movement and timing. Principles of human/ animal/ character anatomy and how they can be applied to animation. How to observe and study human/ animal/ character behavior and expressions to help visualise concepts. How to enact and emote; and thereby animate characters in accordance to the demands of the script and animatic.

Unit-3: Executing Animation principles in 3D space: Executing Basic Principles in 3D space - Different types (Materials) of Ball Bouncing- Ball bouncing on different types of surface. Timing and Spacing; Animating a ball/ made of different material/s, surface/s and texture/s – Metal, Rubber, Plastic, Wood. Arcs: Animating different ball/ made of different material/s, surface/s and texture/s – Wood, Ping Pong, at the same time. Exaggeration: Animating collision between two or more different bouncing ball in a environment in side view.

Unit-4: 3D Animation with Voice-Over: Animate expressions and lip movements to match dialogues and sound. The typical processes involved 3D Animation Production i.e. Staging, Blocking, 1st. level Animation, lip-Sync and Facials, Final Animation

Unit-5: EFX Animation: Properties of the surfaces that are being used in the animation. Specialised Animation (cloth and hair simulation), Secondary Animation (accessories), Lighting & Rendering, Sfx and Compositing. Pendulum Animation in 3d: Classical Pendulum and Hinged Pendulum. Follow Through, overlap; Animate a Ball with a tail (like a Squirrel). Wave Motion.

Assignments:

Create your own 3D Character animation with lip-synch and Voice over

Methodology:

Extensive Theory & Practical sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. 3D Animation Essentials by Andy Beane



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2. 3D Art Essentials by Ami Chopine
3. Understanding 3D Animation Using Maya by John Edgar Park



4. Basics Animation: Digital Animation by Andrew Chong

SEMESTER: III

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

18. Character Design – 2D & 3D

Objective:

- To enable students to understand and create different characters and environments, with a focus on robotic, futuristic, outer space, mechanical and automobile areas.
- Study and Creation of Characters in 2D & 3D with respective environment
- Creating the Character Bible

Content

Unit-1: Advanced Drawing Skills: Advanced Figure Drawing, Anatomy Drawings including Humans, Animals, Birds etc. – using Mannequins, Group figure studies, different approaches to composition in figure drawing



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Unit-2: Introduction to Character Designing: Introduction to character designing, Various character

study with backgrounds and Props, Understanding Model-sheets, Lip-synch, Poses. **Creating own Character Design:** Creating your own character design its relative environment and props, Create accurate and aesthetically appealing character design. Character's look, colors, dressing, attitude and behavior. Character expressions, emotions, poses. Character movements (e.g. walk, run, jump etc.) and timing (acting and body mechanics) and Shadow

Unit-3: Creating Character Bible: Character turn around, Lip-synch chart, Attitude chart, Expressions chart, Size-relation chart, Describe characteristics of well-designed and executed characters

Unit-4: Convert 2D drawings to 3D Models: Create 3D models based on the 2D drawings – Character models, backgrounds and props. **Rigging of the created 3D Models:** Rigging the created 3D models to get ready for animation.

Unit-5: Staging: Creating the staging for the created characters, Camera Locking (like Animatics)

Assignments:

Create your own Character in 2D with the character bible. Convert the 2D drawing to a 3D Model and Rigging of the created model

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. The Encyclopedia of Animation Techniques: A Comprehensive Step-By-Step Directory of Techniques, with an Inspirational Gallery of Finished Works: Richard Taylor
2. How to Write for Animation: Jeffrey Scott
3. Writing for Animation, Comics and Games: Christy Marx
4. Animation Writing and Development: From Script Development to Pitch: Jean Ann Wright
5. How to Draw Animation- Learn the Art of Animation from Character Design to Storyboards and Layouts: Christopher Hart
6. The Art of the Storyboard - Storyboarding for Film, TV, and Animation: John Hart
7. Exploring Storyboarding: Wendy Tumminello



SEMESTER: III

CREDIT: 6

CATEGORY: AL

T / P: PRACTICAL

19.WebDesign

Objective

- Understand the Methods and Techniques of Developing a Simple Website
- Familiarize with the Standard Web Page Language
- Create and Maintain Web Page

Unit-I: Introduction to the Internet - Basic principles involved in developing a web site - Planning process - Five Golden rules of web designing - Designing navigation bar - Page design - Home Page Layout - Design Concept.

Unit-II: Brief History of Internet – World Wide Web – Importance of creating website –web standards –HTML _ HTML Documents – Basic structures of HTML document – Mark up Tgas – HTML Tags.

Unit-III: Elements of HTML – working with text – Lists – Tables and frames – Hyperlinks – Images – and Multimedia – forms and controls.

Unit IV: CSS – Style sheet – css Properties – CSS styling - Lists and Tables – CSS Advanced: (Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Images sprites, Attribute sector), CSS color.

Unit V: Creating web site –Adding audio and Video - saving the site –Themes – Publishing websites

Assignments

Creating Website
Creating Portfolio

Methodology

Classroom Lectures
Lab Sessions
Presentations

Evaluation

Internal 50% - CA I & CA II = 80 Marks and Faculty Evaluation = 20 Marks
External 50% - End Semester Evaluation – Practical - 100 Marks

Reference Books:

- Rankin, John R. *Computer Graphics Software Construction*, Prentice Hall Publications, Australia, 1989
- Newman, William M. and Sproull, Robert F. *Principle of Interactive Computer Graphics*, McGraw Hill Publications, New York, 1989
- Salman, Rod and Slater, Mel. *Computer Graphics: Systems and Concepts*, Wesley Publications, Boston Addison, 1987

SEMESTER: III

CREDIT: 3

CATEGORY: FCT / P: THEORY

20. ICT & Soft Skills Training

Objective:

- To develop soft skills, particularly time management, leadership qualities, lateral thinking, interpersonal skills and communication skill.
- The curriculum also focuses on listening, office communication, presentation and netiquette.
- To improve Personal Development and Professional Development Skills

Content

Unit -1: Behavioral Skills: Attitude and Altitude Lateral Thinking, Time is Money, Are Leadersborn or made? Team Building, Interpersonal Skills

Unit-2: Business Communication: Business Communication in English, Presentation Skills, Business Correspondence

Unit-3: Group Dynamics: Interviews Group Dynamics



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Unit-4: Internet and Soft Skills: Internet for Job Seekers

Unit-5: Soft Skills Training: To handle interpersonal relations: To take appropriate decisions, To communicate effectively, To have good impression and impact to gain professional development.

Assignments:

Assignments and Seminars on given topics

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. G. Ravindran, S.P. Benjamin Elango and L. Arockiam, “ Success Through Soft Skills”, ICT, 2007. (To be published in June 2007)

SEMESTER: III
CATEGORY: FC

CREDIT: 3
T/L/P: THEORY

20. Basic Tamil - I

■ மூன்று அடிகள் கொண்ட சொற்கள்

பெரிய அட்டை ஒன்றில் கீழ்க்கண்டவற்றை எழுதி
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மதுரை நகரில் உள்ள லூயோலா கல்லூரி (ஆதரிக்கப்பட்ட) சென்னை - 600 034.
 மதுரை நகரில் உள்ள லூயோலா கல்லூரி (ஆதரிக்கப்பட்ட) சென்னை - 600 034.



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ಅನುಭವ ಮತ್ತು ಸಂವಾದಗಳ ಮೂಲಕ
ಜನಜನಿತ ಮತ್ತು ಜನಜನಕ ಸಮಸ್ಯೆಗಳನ್ನು
ಪರಿಗಣಿಸಿ, ಅವುಗಳ ನಡುವಣ ಸಂಬಂಧಗಳನ್ನು
ಅರ್ಥೈಸಿಕೊಳ್ಳುವ ಮತ್ತು ಸಂವಾದದ ಮೂಲಕ
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ಉಳಿಸಿಕೊಳ್ಳುವುದು ಮತ್ತು
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ಪರಿಗಣಿಸಿ, ಅವುಗಳ ನಡುವಣ ಸಂಬಂಧಗಳನ್ನು
ಅರ್ಥೈಸಿಕೊಳ್ಳುವ ಮತ್ತು ಸಂವಾದದ ಮೂಲಕ
ಅವುಗಳನ್ನು ಪರಿಹರಿಸುವ ಕೌಶಲಗಳನ್ನು
ಉಳಿಸಿಕೊಳ್ಳುವುದು ಮತ್ತು
ಅವುಗಳನ್ನು ಉಪಯೋಗಿಸುವುದು
ಇವುಗಳ ಮೂಲಕ

SEMESTER: III

CREDIT: 3

CATEGORY: FC

T/P: THEORY

21. SOCIAL AWARENESS

Objectives:

- To understand clearly and observe critically society and its network of relationships.
- To develop skills and abilities to analyses a local as well as global social problems or an issue.
- To acquire the talent to articulate a perspective on an issue that contributes to social change.
- To help the students become and act as persons who are change makers with a deep sense compassion to the marginalized sections of the society.

Introduction: Indianness Indian social ethos: Indian society- characteristics of Indian society-The concept of social problems-characteristics of social problem- types of social problem-methods of studying social problems-social problem and social change in India

Unit – 1 World trends today
Some basic data-Globalization- World Social Forum vs. World Economic Forum-the North South divide. Emerging challenges in contemporary India- (social, political, economic and cultural issues).

Unit – 2 India: A land of cultural and religious diversity
secularism-communalism- Fundamentalism-Indian politics and religion-problems of the minority – casteism - Dalit and woman empowerment

Unit -3 Major social problems and Mindset in India
Indian resources and Poverty; Manifestation and Measurement; Incidence and Magnitude; Causes, problems of poor and pains of poverty-the remedy - Ignorance in Governance and corruption- The Concept; Causes and Impact of Corruption; Combating Corruption- Right to information act.
Indian education system and illiteracy: Illiteracy-Magnitude, Causes and Consequences - -China a case Study-Functional illiteracy - Caste Discrimination – caste discrimination and process of exclusion, untouchability, caste and politics, Reservation policy.
Child abuse, child labour -Child Population and the Working Children; Effects of Abuse on Children; Violence against woman- Women’s Harassment; Nature, Extent and Characteristics of Violence Against Women; Trans Gender issues

Unit – 4 Role of the youth in social engineering



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Concept of Youth Unrest; Youth Protests, Agitations and Movements; Important Youth Agitations in India; Youth Leadership.



Social Demands and Terrorism- The Concept; Characteristics, Causes and Consequences.
Alcoholism, Drug Abuse, Drug Addiction and other social deviations- Aberrant Behaviour; Basic Concepts; Nature and Impact of Abusable Drugs; Extent and Nature of Drug Abuse; Role of Family & Peer Group in Drug Abuse; Control over Drug Abuse.
Youth and politics effective intervention by youth Effective intervention by youth.

Unit – 5 Emerging alternatives

Participation in governance and Social Activism - Discovering social roles of individuals and groups
Making your voice heard. Mobilizing people to take action.
Human rights: Know your rights: Human rights (Universal Declaration of Human Rights-Concepts in human rights- Human rights violations.)and Economic, Social, Cultural rights .
Educating the community - Influencing key decision makers.
Changing local and national politics - Making our world a better place.



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SEMESTER– IV



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லெண்டன் ஓடுவது போல நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை

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நம்ம வாழ்க்கை நம்ம வாழ்க்கை

நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை நம்ம வாழ்க்கை

SEMESTER: IV

CREDIT: 3

CATEGORY: RL

T / P: THEORY

22. LANGUAGE IV – BASIC FRENCH - IV

Objectives: To motivate the students to express their views, ideas and their opinions independently. The grammar concepts will be taught to enable students to express themselves in different situations of the past, present and future.

UNIT 1: répondre a une offre d’emploi, rédiger une demande d’emploi, répondre à une interview, écrire un CV

Grammaire : les pronoms directs, les pronoms indirects, la place des pronoms

UNIT II : poser des questions sur les activités de quelqu’un, répondre à des questions dans le domaine professionnel



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Grammaire : Le pronom en, le pronom y, la place des pronoms, les pronoms indéfinis.

UNIT III : Faire faire quelque chose, laisser faire quelque chose, faire un compte rendu
Grammaire : le pronom relatif ou, le pronom relatif dont, la comparaison

UNIT IV : Une soirée culturelle, les danses, les instruments indiens
Grammaire : les pronoms possessifs, les pronoms interrogatifs

UNIT V : quelques expressions avec « avoir » et « être », des proverbes, des dictons.
Grammaire : les pronoms démonstratifs, la cause et la conséquence.

BOOK FOR STUDY:

KHANDEKAR Manjiri et al., Jumelage, Langers, Delhi, 2015 (From pages 129 - 175).

BOOK FOR REFERENCE : COCTON Marie-Noelle et al., Saison I, Paris, 2014

BERTHET, Annie et al., Alter Ego I, Paris, 2012

PANCRAZI Laetitia et al., Version Originale I, Edition maison des langues, Paris, 2011

SEMESTER: IV

CREDIT: 3

CATEGORY: RL

T / P: THEORY

22. LANGUAGE IV – ADVANCED FRENCH IV

OBJECTIVES: The emphasis of this introductory course is on pronunciation, vocabulary building and basic conversation. The students will develop their oral and aural competency through activities and exercises.

UNIT I: Comparer deux lieux, donner son avis sur un lieu, Paris, les régions, les gens, chaque, chacun, les gens, tout le monde

Grammaire : la forme négative, ne...rien, ne.... Personne, le conditionnel

UNIT II : comparer deux situations, répondre en justifiant sa réponse

Grammaire : l'expression de la cause, l'expression du but

UNIT III : Evoquer un souvenir, raconter quelque chose, les jeux, l'enfance

Grammaire : l'imparfait, la place des adjectifs, la forme restrictive ne..que



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UNIT IV : expliquer son curriculum vitae, donner des informations sur son parcours



Grammaire : le passe compose, les auxiliaires être et avoir,

UNIT V : raconter ses vacances, exprimer un sentiment, la famille, les vacances

Grammaire : la forme négative ne.. jamais, la négation, la place de l'adverbe

PRESCRIBED TEXT : POISSON – QUINTON Sylvie et al.

FESTIVAL I., CLE International / Sejer2005 (19-23)

BOOKS FOR REFERENCE : MERIEUX Régine, LOISEAU Yves, *Connexions*,
Didier, Paris , 2005.

MONNERIE-GOARIN Annie, SIRÉJOLS Evelyne
Champion, CLE international, Paris ,2007

SEMESTER: IV

CREDIT: 3

CATEGORY: RL

T / P: THEORY

22.LANGUAGE IV – HINDI IV

Objectives: -

- To create the interest to learn the Hindi languages among the students.
- To make them feel the importance of Hindi in the present global environment.
- To Enhance their Communicative & Writing skills in Hindi.

UNIT:1. Hints Developing & Gender.

UNIT:2. Short stories, special usages & Number.

UNIT:3. Small Lessons, Proverbs & Numerals.

UNIT:4. Translation Passages,Creative writing &Conversation in connection with various situations.



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UNIT:5. 2 Small poems & 5 Dhohe with English meaning.
Self-introduction, Leave letter.

Text Books: Edited by the Dept.

Reference Book:

1. Hindi Sopan Part-I
by Dakshina Bharat Hindi Prachar Sabha,
T.Nagar, Chennai-17.
2. Navin Hindi Pattamala,
by Dakshina Bharat Hindi Prachar Sabha,
T.Nagar, Chennai-17.
3. Anuvadh Abhyaas Part-II & Part-III.
by Dakshina Bharat Hindi Prachar Sabha,
T.Nagar, Chennai-17.

SEMESTER: I V

CREDIT: 3

CATEGORY: GE

T / P: THEORY

22.ENGLISH - IV

Objectives

- To help the learners to realize, analyze and express in/for the new technologies
- To hone LSRW skills through suitable materials, writings and publications on emerging technologies and familiarize the learners to technological tools that support language learning
- To train students to contribute and participate in the technological zone in terms of writing articles, interacting with overseas students, participating in newsgroups, web blogging and content writing.

Unit I Orientation

1. Introduction to new technologies
 - Web 2.0 revolution
2. Technology and language change (words, phrases, technical terms and registers, general essays by technocrats and scientists)
Tech vocabulary/terms - Word choices - Languages at risk: a challenge for language technology
3. Understanding New Technologies through Internet
Technology, Digital Media, and Writing - Writing for internet, social media - Mobile-Assisted



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Language Learning

(APPLICATION/SEMINAR PRESENTATION)

Unit II Technology and Student Participation

1. Using technology to interact with groups of similar interests
2. Internet, Intranet, Intranet, Internet etiquette
3. Hands on experience with emerging technologies such as blogs, social network websites, messengers etc.

(APPLICATION/SEMINAR PRESENTATION)

Unit III Presentation of Language through Technology

1. Preparing various texts for websites
2. Integrated skills for careers based on technology
 - a) Web based Technical writing
 - b) Creating e-learning websites
3. Creating smart communities
4. Use of audio-visual aids for different types of presentation

(APPLICATION/SEMINAR PRESENTATION)

Unit IV Writings Used for Internet Technologies

1. Weblogs
Definition/description - Important terms/glossary/vocabulary - Target readers and Appropriate language - How to use Blogs and Ning Networks in the Classroom - How the language has to be - Themes/issues - Content writing - Brevity and preciseness - Samples: do's and don't's
Exercises - Wikis - Definition/description - Important terms/glossary/vocabulary - Target readers and Appropriate language - How to use Wiki in the Classroom - How to write for Wiki
Samples: do's and don'ts - Exercises
2. Video: Podcasting, Screencasting & Videoconferencing
Digital storytelling using photo story - Writing for online audio & video programs
3. Social Networks: Facebook, Twitter, Connections
Definition/description - Important terms/glossary/vocabulary - Target readers and Appropriate language - How to use Facebook/twitter in the Classroom - How to write for Facebook/twitter
-
Brevity rules - Visuals and appropriate captions - How the language has to be - Samples: do's and don'ts - Exercises
4. Messengers
5. Social bookmarking, Tagging & Folksonomies
6. Web content voting

(APPLICATION/SEMINAR PRESENTATION)

Unit V Practical Tips for Writing and Presenting

1. Case study of existing pieces such as blogs, twitter, emails, SMS etc
2. PowerPoint Presentation
 - a. Compressing information in slides
 - b. Developing explication skills for elaboration of concise points
3. Using PowerPoint as a supplement for effective communication by preparation of visuals, audio clips etc.

Methodology



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Lectures and Guest lectures by experts from relevant technologies
Projects and assignments

Online activities, PowerPoint presentations, walkthroughs, virtual tours
Case studies and problem management

Bibliography

1. Nassbit, John. High Tech, High Touch. London: Harper Collins, 2002
2. Cutts, Martin. The Plain English Guide: How to Write and Communicate Better. New Delhi: OUP, 1995.

SEMESTER: IV

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

24.Advanced 3D Modeling

Objective:

- To make students understand the detailed process of 3D modeling and texturing involved in Animation film making and the methodologies involved in creating 3D stylized cartoon characters
- Architectural walk-through with texturing, Interiors and exterior creation
- Matte Painting for BGs
- Camera handling for staging, Lighting & Compositing

Content

Unit-1: Advanced 3D Modeling: How to use modeling software and tools such as Maya, 3DStudio Max, Blender, Mud-Box, Zbrush, Mari etc. Learn how to optimize mesh to reduce file size, Preparation of computer generated 3D models, which would include: Characters, Machines, Sets and



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Props, Objects, Locations/ Background elements such as Environment, landscapes, interiors etc.
Blend shapes. Understand the final display medium and adapt / suggest the model for its polycounts,



mesh complexity, movement capability etc.

Unit-2: Advanced 3D Character Modeling: Principles of 3D modeling and animation including concepts like polygons, prepare computer generated models, nurbs and sub surface modeling etc. Human anatomy, skeleton structure, joints, facial muscles etc. Human mannerisms, emotions, behavior, facial expressions etc. Basics of rigging to help build models with the minimum necessary spline, nurbs and polygons. Techniques and workflow of UV mapping

Unit-3: Advanced 3D Product Modeling – Machines & Buildings: Principles of engineering. Physics of motion, resistance and volume. Form, scale and proportion of various models. The techniques of sculpting (added advantage). Drawing and illustration techniques. How to create various types of models (organic, non-organic, simple, complex)

Unit-4: Advanced Texturing: Create textures for human, animal, character, location, set and props etc. which may include organic and inorganic surfaces such as: Bones, Wrinkles, Bricks, Ground, Rust, Wood, Tiles, Plastic, Paper, Metal, Food, Water, Fire, Skin and Eyes, Walls and ceiling, Imaginary. Understand the final exhibition medium and adapt the textures accordingly. Manage quality of textures during the animation process and ensure uniformity and consistency in the final output



Unit-5: Advanced Rigging: Creating rigs for models which could include creating: Movements of characters, Bends, Stretches, Expressions, Exaggeration, Movement of Accessories, objects, props, sets and locations, Movement of bipeds and quadrupeds. Ensure that the final rigs are clean, efficient, have realistic movements (using muscle based rigging) and are animation friendly. Ensure that final rigs are smooth and suitable for exhibition on the applicable medium e.g. feature, television, game, e-Learning etc.

Assignments: Create your own scene with character modeling and apply texturing, lighting, Rigging and Rendering

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Practical – 100 Marks

Reference Books & Online References:

1. Maraffi, Chris (2004). *Maya Character Creation: Modeling and Animation Controls*. New Riders.
2. Oliverio, Gary (2006). *Maya 8 Character Modeling*. Jones & Bartlett Publishers.
3. Allen, Eric & Murdock, Kelly L. (2008). *Body Language: Advanced 3D Character Rigging*. Sybex Publication.
4. *Introducing Autodesk Maya 2012* - By Dariush Derakhshani
5. *Stop Staring: Facial Modeling and Animation Done Right* - By Jason Osipa
6. *Digital art masters, Volume 3* - By 3DTotal.com
7. *Maya character creation: modeling and animation controls* By Chris Maraffi

SEMESTER: IV

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

25. Basics of Gaming & Apps Designing

Objective:

- To creatively and effectively apply design knowledge to gaming environments
- Designing the Game assets, Backgrounds and characters etc. Development of a style and visual quality. Drawing story boards. To understand the role of the designer / artist in game development
- To develop skills in designing Web Pages, Web and Mobile Applications, Understanding User Interface designing.
- Course will be supported with case studies and example to illustrate digital content migration to new media and its challenges and tips and tricks to make it effective and appealing.

Content

Unit-1: Basics and History of Game Design: Introduction to gaming and concepts. Meaning and definition, Classification of gaming, Game production process, Pre production for Gaming – Concepts and ideas, Game assets design, Production environment steps and planning – Implementation in 2D Flash. Post production – Compositing and editing, sound designing.

Unit-2: Websites: Introduction to Game design, Designing Web pages, creating websites and pages using Dream Weaver - editing cross-platform and cross-browse pages. Flash to HTML 5 Conversion: Flash to HTML 5 Conversion, understanding basics of HTML 5 to create web pages – Building information Management, Planning and designing web page - HTML programming, Text, Table, Image and audio

Unit-3: Web Apps: Introduction to Web Applications, Understanding Graphical User Interfacedesigning

Unit-4: Mobile Apps: Introduction to Mobile Applications, Designing of apps for Android, IOS, Symbian operating systems – Windows Touch apps, Understanding the limitations of the different devices and their specifics

Unit-5: Virtual Reality & Augmented Reality: Virtual sets – Application and uses of Virtual reality in day to day life. Augmented Reality – Immersive – Location based – Aided Learning. **3D Bio Printing:** Conversion of 3D objects from digital to real life models.

Assignments:

Design a Website, an UI for Web app and Mobile App

Methodology:

Extensive Theory & Practical sessions, Drawing Sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits



Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Karl.M.Kapp (2013).The Gamification of Learning and Instruction Fieldbook: Ideas into Practice
2. Brenda Braithwaite, Ian Schreiber (2008). Challenges for Game Designers.
3. Tracy Fullerton,(2014). Game Design Workshop: A Playcentric Approach to Creating Innovative Games.
4. Jesse Schell, (2008). The Art of Game Design: A book of lenses.
5. Duckett Jon, “Beginning Web Programming with HTML, XHTML, and CSS”, Wrox (2004).
6. Adobe Creative Team, “ Adobe Dreamweaver CS6 Classroom in a book”, Adobe (2012).
7. Bill phillips, (2013), " Android Programming: The Big Nerd Ranch Guide"
8. Ray wenderlich, Mike Berg, Tom Bradely, Mike Daley,(2014) " iOS games by tutorials:Second Edition: Beginning 2D iOS Game Development with Swift"
9. Jens Grubert, Raphael Grasser, (2013), " Augmented Reality for Android Application Development"
10. Tony Parisi,(2015)," Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web and Mobile
11. I. The Art of Game Design: A book of lenses BY Jesse Schell / CRC Press, 04-Aug-2008
12. II. Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) by Steve Swink
13. III. On the Way to Fun: An Emotion-Based Approach to Successful Game Design by Roberto Dillon



SEMESTER: IV

CREDIT: 6

CATEGORY: AL

T / P: THEORY

26.Film Studies – Appreciation & Structure

Objective:

- To impart basic knowledge about Film making. Introduces History, Film language, Film Grammar etc
- To empower students to create a Short Film of their own

Content

Unit-1: History of Cinema Research & Script: A brief history of early evolution of cinema; Era of silent films - Story/script/Story boarding – Introduction to different approaches in story telling as seen from Live Action, Documentary and Animation. Students will study various films (World Cinemas) and try to understand and analyze the essence of filmmaking. Films from Director's like Satyajit Ray, Vittorio De Sica, Francis Ford Coppola will be shown and taught to students. Research Finding and Collecting materials and facts related to your story. Where and How to find the materials related to your story. Things to consider before sketching down your story.

Unit-2: The History and Evolution of Genres: Study of different Genre Types. Audience-based Approaches, Critical/Ideological Analysis of Genres, Devising Genre-analysis Activities

Unit- 3: Film Language, Grammar and Analysis: Story / script / Story boarding; Developing Story ideas, designing the Plot, Plot development and Plot devises, Story narration, Character development in the story.

Unit-4: Film Grammar & language: Mise-En Scene, Elements of Mise en scene: Representation of space. Set designing – colour design and symbolism in sets – lighting – costume designing - Acting and types of acting

Unit- 5: Create a Short Film: Case studies/Film viewing and analysis and Creating your own short film

Assignments:

Short Film Creation

Methodology:

Extensive Theory & Practical sessions, Group Discussions, Movie previews and analyzing the movie, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks



Reference Books & Online References:

1. The Analysis of Film by Raymond Bellour and Constance Penley (Editor)
2. How to Read a Film: Movies, Media, and Beyond by James Monaco
3. Film Art: An Introduction - Paperback (Nov. 25, 2009) by David Bordwell and Kristin Thompson
4. Film Form: Essays in Film Theory - Paperback (Mar. 19, 1969) by Sergei Eisenstein and Jay Leyda

SEMESTER: IV

CREDIT: 3

CATEGORY: FC

T / P: THEORY

27.Value Education

Objective:

- To improve the overall development and integral growth of students and to create the right attitudes and balanced improvement towards sustainable lifestyle.

Content

UNIT-1: Concept of Human Values, Value Education Towards Personal Development: Aim of education and value education; Evolution of value oriented education; Concept of Human values; types of values; Components of value education. Personal Development: Self analysis and introspection; sensitization towards gender equality, physically challenged, intellectually challenged. Respect to - age, experience, maturity, family members, neighbors, co-workers. Character Formation towards Positive Personality: Truthfulness, Constructivity, Sacrifice, Sincerity, Self Control, Altruism, Tolerance, Scientific Vision.

UNIT-2: Value Education towards National and Global Development: National and International Values: Constitutional or national values - Democracy, socialism, secularism, equality, justice, liberty, freedom and fraternity. Social Values - Pity and probity, self control, universal brotherhood. Professional Values - Knowledge thirst, sincerity in profession, regularity, punctuality and faith. Religious Values - Tolerance, wisdom, character. Aesthetic values - Love and appreciation of literature and fine arts and respect for the same. National Integration and international understanding.

UNIT-3: Impact of Global Development on Ethics and Values: Conflict of cross-cultural influences, mass media, cross-border education, materialistic values, professional challenges and compromise. Modern Challenges of Adolescent Emotions and behavior; Sex and spirituality: Comparison and competition; positive and negative thoughts. Adolescent Emotions, arrogance, anger, sexual instability, selfishness, defiance.

UNIT-4: Therapeutic Measures: Control of the mind through a. Simplified physical exercise b. Meditation – Objectives, types, effect on body, mind and soul c. Yoga – Objectives, Types, Asanas d. Activities: (i) Moralisation of Desires (ii) Neutralisation of Anger (iii) Eradication of Worries (iv) Benefits of Blessings.

UNIT-5: Human Rights: 1. Concept of Human Rights – Indian and International Perspectives a. Evolution of Human Rights b. Definitions under Indian and International documents 2. Broad classification of Human Rights and Relevant Constitutional Provisions. a. Right to Life, Liberty and Dignity b. Right to Equality c. Right against Exploitation d. Cultural and Educational Rights e. Economic Rights f. Political Rights g. Social Rights 3. Human Rights of Women and Children a. Social Practice and Constitutional Safeguards (i) Female Foeticide and



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Infanticide (ii) Physical assault and harassment (iii) Domestic violence (iv) Conditions of



Working Women 4. Institutions for Implementation a. Human Rights Commission b. Judiciary
5. Violations and Redressal a. Violation by State b. Violation by Individuals c. Nuclear
Weapons and terrorism d. Safeguards

Assignments:

Presentation / Seminar on a given topic

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest
Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Value Education for Health, Happiness and Harmony, The World Community Service
Centre Vethari Publications
2. http://www.b-u.ac.in/syl_college/ug_ve.pdf.



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

Unit-2: Ecosystems, Biodiversity and its conservation:

Concept, 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 – Definition: genetic, species and ecosystem diversity - Bio-geographical 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-3: Environmental Pollution

Definition, Cause, effects and control measures of :- Air, Water, Soil, Marine, Noise, Thermal pollution and Nuclear hazards - 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-4 Social Issues and the Environment

From Unsustainable to Sustainable development - Urban problems related to energy - Water conservation, rain water harvesting, watershed management - Resettlement and rehabilitation of people; its problems and concerns. 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 Acts and issues involved in enforcement of environmental legislation.

Unit-5 Human Population and the Environment

Population growth, variation among nations - Population explosion – Family Welfare Programme - 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.

Assignments:

Presentation / Seminar on a given topic

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Textbook of Environmental Studies for undergraduate courses, II edition, 2005 by ErachBharucha
2. Perspectives in Environmental Studies, Fourth Edition, Anubha Kaushik and C. P. Kaushik; Published by New Age International Publishers.
3. Down to Earth, Center for Science and Environment (R)
4. Hawkins RE, Encyclopedia of Indian Natural History, Bombay Natural History Society,



LOYOLA COLLEGE (AUTONOMOUS)
CHENNAI - 600 034.

Bombay(R)

5. Miller TG, Jr. Environmental Science, Wadsworth Publishing CO. (TB)

SEMESTER – V

SEMESTER: V

CREDIT: 6

CATEGORY: MC

T / P: PRACTICAL

29. Dynamics and Effects

Objective:

- To provide an overview of Advanced 3D Dynamics, Particles, Effects, Crowd Multiplication, Cloth Effects.
- To provide strong knowledge on creating Hair, Fur, Fire, Smoke, fog creation,
- Advanced Rendering

Content

Unit- 1: Particles and fields: Emitting Particles - Particle Grid -Fill objects with particles- create liquids from particles – particle collision- goals – Sprites – rendering the particle – control particles using fields.

Unit -2: Rigid body and Soft body: Constraint types – (point, hinge, slider, cone-twist, spring hinge)- create collision between compound objects -

Unit-3:Fluids: Creating fluid – Modifying –object interaction with dynamic fluids – playing fluids – texturing and shading fluids

Unit-4:Open water effects:Ocean – pond – wakes – floating objects – convert wave displacement to polygons – add locators.

Unit-5:Effects: Creating fire- fireworks – flow effects – curve flow – surface flow – create lightning – creating shatter effects – creating smoke effects.

Assignments:

To apply the learned 3D dynamics, lighting, Compositing and Rendering skills in the created 3D models and animation

Methodology:

Extensive Theory & Practical sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Digital compositing for Film and Video: Steve Wright
2. Special Effects: An Oral History: Pascal Pinteau
3. Special Effects: The History and Technique: Richard Rickitt
4. Maya Visual Effects: The Innovator’s Guide: Eric Kellur

SEMESTER: V

CREDIT: 6

CATEGORY: MC

T / P: THEORY

30. Production Concepts & Applicability

Objective:

To provide an overview about understanding the project brief, product requirements and methodology/technique(s) to be used for production

Content

Unit-1: Understanding Production Concepts & their Applicability: Understanding Production concepts & their applicability to each project, The various techniques available for animating objects, How to observe, act and emote, The technical aspects of the job undertaken by other members of the production team (before and after the work of an animator)

Unit-2: Understanding Animation Requirements: Understanding the following from the Director and Art Director: Objective - Concept/style of animation - Script - Storyboard and Animatic - Do’s and don’ts for Animation - Target audience - Project Pipeline/ asset - anagement/ scheduling and

activities - Project timelines and constraints - Production brief/ key milestones for delivery - Creative brief/Desired look of the end-product – using similar projects for reference - Quality standards to be maintained - Technical details like aspect ratio, output format - List of deliverables and their respective output format.

Unit-3: Understanding the type of end-product that needs to be produced: Film- Television series - Mobile/Tablet/ Handheld episodes - Advertisement - Education content/ edutainment - Work-products for the Internet - Promotional material/Corporate presentations - Game art (Player Animation, Environment Animation, Background etc.) - Simulation 3D - Augmented reality - Industry specific content such as Scientific Animation, Legal, Architecture, Medical, Research wings of Armed forces etc. - Specifics for delivery with respect to the web/mobile platform.

Unit -3: Post-Production Techniques: Applicability of various techniques to post production of each project. To understand the objective/purpose that the end-product intends to achieve, The animation process and technical pipeline to be followed for animation KA6. The format of the end-product and the medium on which it would be exhibited

Unit-4: Production Requirements: Understand, clarify and agree on the project brief from the Director, Art Director and Supervisors - Understand various parameters of the end-product that would influence production requirements (e.g. duration, style, number of characters, storyline, effects required, format, music etc.) - Understand the treatment of the output that needs to be produced and the volume of the final output - Understand the shot sequence (high-level) and continuity/consistency required

Unit-5: Copyrights: Intellectual property rights to ensure that the end-product, elements, artwork etc. created is unique and does not infringe upon the rights of other products

Assignments:

Assess and critique past and current animation design trends, critically analyze your creative work and the work of others, Define and apply design principles and theories to animation production, Demonstrate skills in the use of industry standard tools for animation, Create traditional and computer generated animation based on current industry trends and practices

Methodology:

Extensive Theory & Practical sessions, Group Discussions, Presentations, Creative thinking sessions, Critical thinking sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. The Art of story board by John Hart
2. 'How to Write for Animation' by Jeffrey Scott's book
3. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash

[Paperback], Maureen Furniss

4. Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures [Paperback], Walt Stanchfield
5. Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: WatsonGuptill, ISBN-10: 0823016714, ISBN-13: 978-0823016716

SEMESTER: V

CREDIT: 8

CATEGORY: ES

T / P: PRACTICAL

GROUP PROJECT – Electives – 2D & 3D

31. A. Story-board and Character designing

Objective:

- How to create a story-board and understanding the standard practices
- Character designing techniques and acquiring professional skills in designing characters

Content:

Unit-1: Understanding the Concept and Story Development: Introduction to Principles of Drawing, Scripting & Story boarding for animation: Creation and Development.

Unit-2: Introduction of Story Board and Types of Story Board: Scripting & Story boarding for animation: Creation and Development.

Unit-3: Applying Angles and Shots: Understanding different camera angles and shots and applying in your own group project. Camera Panning techniques, Zoom-in & Zoom-out, Cut - shot, Dissolve

transform, trick shot, hook-up shot etc. Using standard symbols in story-board to depict the camera angles, zooming options etc. Creating your own animatics

Unit-4: Principles of Characters and Props Design: Different types of characters, different body shapes for cartoon characters, Head shapes and characteristics, Hands – on Characters and Props Design, Create your own cartoon character and its relative props. Understanding the Character Bible: Original character creation and its turn-around, lip-synch, size relation chart and their respective props etc.

Unit-5: Understanding the 2D Animation Workflow: Understanding the entire pre-production process involved in 2D Animation.

Assignments:

Story creation, story-board creation, animatics creation, character turn-around and other charts.

Methodology:

Extensive Theory & Practical sessions, Drawing & Coloring Sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. How to Draw Animation- Learn the Art of Animation from Character Design to Storyboards and Layouts: Christopher Hart
2. The Art of the Storyboard - Storyboarding for Film, TV, and Animation: John Hart
3. Exploring Storyboarding: Wendy Tumminello

31.B. Modeling & Texturing

Objective:

- Advanced Modeling and Texturing Techniques
- Character Modeling in Maya, Modeling with NURBS
- Create your own character in Maya

Content:

Unit-1: Polygonal modeling: poly model overview- polygon normal – component loops and rings – polygonal geometry – planar & non planar poly – interactive creations. Polygon selection and creation – editing polygons – sculpting with soft selection – coloring polygons.

Unit-2: Nurbs modeling: creating nurbs curves – creating nurbs surfaces – editing nurbs – trimming – stitching – sculpting nurbs surface

Unit-3: sculpting a mesh – preparing & sculpting a model – sculpting tools – sculpt target tools – freeze regions on a model – sculpt using symmetry – produce smooth tool strokes –hotkeys. Stamps: sculpt using stamps – save images for stamps – turn off a stamp image.

Unit-4:Preparing texture map using Photoshop: preparing the texture – choosing and creating colors and patterns – fixing the size of the of the texture – maintaining resolution and quality of the image.

Unit-5:Mapping UVs: creating UVs – viewing and evaluating UVs – UV Editor – UV sets – UV tiles

– UV mapping: planar, cylindrical, spherical, automatic.Editing UVs - UV sets – -Specular and Bump

Assignments:

Concept Designs in color, Abstract designs representing Principles & Elements of Design, CGI - Software outputs

Methodology:

Extensive Theory & Practical sessions, Computer Lab sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. The Art of 3D Computer Animation and Effects: Isaac Kerlow
2. Autodesk 3ds Max 2014 Essentials: Randi L. Derakhshani, Dariush Derakhshani
3. Autodesk Maya 2014 Essentials: Paul Naas
4. Blender Master Class - A Hands-On Guide to Modeling, Sculpting, Materials, and Rendering: Ben Simonds
5. Blender Studio Projects: Digital Movie Making: Tony Mullen, Claudio Andaur

31.C. Lighting & Shading

Objective:

- To teach advanced lighting and compositing techniques
- Introduction to Camera tracking concepts

Content:

Unit-1: Lighting: Light and Shadow in real world – indirect vs global illumination – default lighting- direct light sources – absorption, reflection & refraction of light. Setup light source – interactively place spot, area or directional light.

Unit-2: Light specific surfaces: Light linking – link light source to surfaces – control shadow calculation. Link set of lights and objects – select light illuminating a specific object – select object illuminated by specific light.

Unit-3: 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-4: Shading: shading networks – assign materials to surfaces – identify shaders assigned to each object in the scene – identify objects to which a material assigned – creating atmosphere using lights – Creating backgrounds & image plane

Unit-5: Reflection and Environment: True reflection - simulated reflection - create true reflection - simulate reflection with Env ball - simulate reflection with Env cube - simulate reflection with Env sphere . surface relief: bump maps – displacement maps.

Assignments:

Concept Designs in color, Abstract designs representing Principles & Elements of Design, CGI - Software outputs

Methodology:

Extensive Theory & Practical sessions, Drawing & Coloring Sessions, Computer Lab sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks
External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. Post Production[Compositing Techniques] by Arun.L , i-Nurture Education Solutions Pvt Ltd.
2. Digital Lighting & Rendering, Second Edition by Jeremy Birn
3. Lighting and Rendering in Maya: Lights and Shadows by Jeremy Birn
4. Compositing Digital Images, T. Porter and T. Duff, Proceedings of SIGGRAPH '84, 18 (1984)
5. The Art and Science of Digital Compositing, Ron Brinkmann
6. The Art of story board by John Hart
7. 'How to Write for Animation' by Jeffrey Scott's book
8. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash [Paperback], Maureen Furniss
9. Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures [Paperback], Walt Stanchfield
10. Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: WatsonGuptill, ISBN-10: 0823016714, ISBN-13: 978-0823016716

SEMESTER: V

CREDIT: 4

CATEGORY: MC

T / P: PRACTICAL

32.VFX&Compositing

Objective:

- To make students understand the use of Visual effects in media and animation industry
- To make them fully understand the latest VFX techniques and software
- Handling VFX for 2D, 3D and Live shoot
- To prepare the learners to design and execute compositing in Visual Effects using digital electronic media and develop the students in a core set of technical and creative skills related to digital filmmaking.

Content

Unit-1:Interface: User Interface – playback controls – timeline – project setting – working with node – keyframe animation – dope sheet – curve editor.

Unit-2:Merge images: Merge node – compositing multipass – mixnode , color correction: colorsopes – grading – color correction. Transforming images: transform – 2D node – position node-reformatting – cropping.

Unit-3:Tracking and stabilization: Auto track – keyframe track – stabilizing – match moving.

Roto and paint: Rotoshapes – animating shapes – masking – rotopaint – clone and reveal.

Unit-4:Warping and morphing: Grip warp – animating the warp – morphing with warp – spline warp – warp one image to another.

Unit-5:Compositing: 3D viewer – adding geometry and texture maps – adding cameras – adding lights – camera projection -rendering 3D scene

Assignments:

Composite the 3d generated objects with BG footage.

Methodology:

Intensive Practical sessions coupled with workshops and discussion with expert from the industry, Workshops & Seminars, Guest Lectures, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Beck, Jerry, "Animation Art: From Pencil to Pixel, The World of Cartoon, Anime and CGI" Collins, 2004.
2. Clements, Jonathan and McCarthy, Helen, "The Anime Encyclopedia," Stone Bridge Press, 2001.
3. Ryder, Antony, "The Artists Complete Guide to Figure Drawing," Watson-Guptill, 1999.
4. Goldfinger, Eliot, "Human Anatomy for Artists :The Elements of Form," OUP, 1991.
5. Rawson, Philip, "Design," Prentice Hall, 1987.
6. Bryson, Norman, Ann Holly, Michael, Moxey, Keith, "Visual Theory: Painting and Interpretation," Harper Collins, 1991.
7. Cancellaro, Joseph, "Exploring Sound Design for Interactive Media," Delmar Cengage, 2005.
8. McAlister, Michael, "The Language of Visual Effects", Eagle, 1993.
9. The Invisible Art by Mark Cotta Vaz
10. Visual Effects Cinematography [Paperback] Zoran Perisic (Author)
11. Industrial Light & Magic: The Art of Special Effects by Thomas G. Smith
12. The Art and Science of Digital Compositing (The Morgan Kaufmann Series in Computer Graphics) by Ron Brinkmann
13. The Language of Visual Effects by Micheal J. McAlister
14. Special Effects: The History and Technique by Richard Rickitt

SEMESTER: V

CREDIT: 4

CATEGORY: PJ

T / P:PROJECT

33.Industry Visit & Project-I

Objective:

- Student will be given Project works on the relative subjects.
- Will be taken for Industry Visits and put under the guidance of an external resource person from the Industry / Research / Similar Organization.

Projects:

- Submission of Final Group Project
- A PowerPoint Presentation and Documentation of the Group Project

Industry Visit:

- Animation Studio – 2D / 3D
- Website creation studio

Evaluation:

Internal 50%

External 50%

34. Documentation & Presentation Skills

Objective:

- To improve the documentation and presentation skills of students to better their performance in work and business settings.

Content

Unit-1: Documentation Skills: The user/individual on the job needs to know and understand how to: Document the project brief that can serve as a reference document for circulation to the production team - Document decisions on the technique to be used and reasons thereof - Document other areas (e.g. requirements of the target audience, market, end-product, reference links, videos etc.) that may be relevant for the production team - Document notes on the project brief, techniques and other useful information for personal use - Document links, animation videos, artwork etc. that can be used as references during the production process - Document character profiles and background descriptions, to help present to the team, and guide the production process

Unit-2: Reading Skills: The user/individual on the job needs to know and understand how to: Read and understand the script and determine animation requirements (including specifics of the characters, country, culture etc.) - Read about emerging techniques in animation and update skills accordingly - Read and understand the comments given by the supervisor, director or customer - Research the various types of end-products that have been produced and are available in the public domain

Unit-3: Listening & Speaking Skills: The user/individual on the job needs to know and understand how to: Understand, clarify and agree on the project brief and parameters of the end product with the team - Discuss and agree on the technique to be used with the Director and Art Director - Communicate the project brief effectively to team members, other animators and members from various departments involved in the animation process - Clarify needs and communicate with clients (knowledge of English is preferred) - Suggest creative ideas to the team - Communicate clearly and collaborate effectively with colleagues from various departments

Unit-4: Principles of Communication: Introduction to LSRW Skills – Importance and Scope – How to develop these skills? Oral skills– Articulation and Speaking. Written communication – Generating ideas/ gathering data organizing ideas, setting goals, Note taking, Outlining, Drafting, Revising, Editing and Proof reading.

Unit-5: Core Presentation Skills: Preparation of presentation –Basics–Target audience, Structure, Principles and Presentation Techniques, Business presentation specifications, Report Writing, Developing Effective Presentation Skills. Oral Presentation:

Principles of oral presentation, factors affecting presentation, sales presentation, training presentation, speeches to motivate. Slide Presentation: Prepare an Outline, Draft your message, Use of Visuals, Creative Content. Writing skills– Writing CV's, Report writing, copy writing. Essay writing - Essay writing on any current issues -Writing Research papers – Dissertation.

Assignments:

Presentation / Seminar on a given topic

Methodology: Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Effective Presentation Skills – Robert Dilts, Meta Publication
2. Business Communication Today - Bovee and Thill: Tata McGraw Hill.
3. Peter, Francis. Soft Skills and Professional Communication. New Delhi: Tata McGraw Hill.

SEMESTER – VI

SEMESTER: VI

CREDIT: 4

CATEGORY: MC

T / P: THEORY

35. Professional Skills for Animation

Objective:

- This class reviews employment resources available to the students.
- Provides practical tips on résumé preparation and interview skills.
- A list of local, national, and international studios is provided along with résumé guidelines

Content

Unit-1: Business Opportunities in Animation: Discuss about the business opportunities in Animation, Creative usage of Animation, Existing studios and Industry visits

Unit-2: Presentation Skills: Etiquettes for Business presentations – Team presentations and Individual presentation. Preparing successful presentations, thinking about audience, making effective use of visual aid, Delivering presentation, engaging the audience, dealing with questions and interruptions, Mock presentations.

Unit-3: Public Speaking Skills: Formal and Informal conversations- **INFORMAL:** Introducing, Opening and closing Speeches, Inviting, thanking, Apologizing, Expressing anger Resolving conflict, Giving and taking information. **FORMAL:** Etiquettes for Public Speaking (extempore and lectures), Interviews and Group Discussions, Telephone conversations and Business Meetings.

Unit-4: Interview Skills: Interviews – Types of Interviews, preparing for interviews, facing interviews, reviewing performance, participating in mock interviews.

Unit-5: Careers in Animation: Career opportunities in animation

Assignments:

Presentation / Seminar on a given topic

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Digital Animation Bible - Creating Professional Animation with 3ds Max, Lightwave and Maya: George Avgerakis
2. 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design: Andrew Gahan

SEMESTER: VI

CREDIT: 8

CATEGORY: ES

T / P: PRACTICAL

36. Final 3D Project - Electives

Objective:

Students will choose any one of the following concepts to build their final projects for submission.

a) 2D Animation
b) 3D Animation & Rigging
c) Rendering & VFX

36. A. 2D ANIMATION

Objective:

- To make students experiment the advanced techniques of 2D animation.
- To teach them to apply fundamental principles of animation in both traditional cel animation and in Flash space.
- Experiment different types of animation like cut-out animation, silhouette animation etc.
- Understand the entire workflow of 2D animation process and apply them in own group project

Content:

Unit-1: Advanced 2D Animation: Advanced cel animation practices, How to use storyboard effectively, How to plan the action before starting animation, How to work in a team for animation, Applying the principles of animation, Expertising in Posing and Character emotion for different actions, Animating for own story.

Unit-2: Applying different types of 2D Animation: Create original ideas to apply different types of animation like Cut-out Animation, Silhouette Animation etc.

Unit-3: Advanced Flash Animation: Understanding and applying complex movie clip properties, layers, library etc. Understanding advanced timing in animation, Coloring in flash, BG and Layout creation in flash. Creating your own group project in flash

Unit-4: Understanding the Production workflow for 2D animation: Understanding the entire workflow involved in the Production process. Apply the process for the group project

Unit-5: Different domains to use Flash Animation: Understanding the different industries and domains where 2D animations can be used like – Entertainment, Education, Technical, elearning etc.

Assignments:

Characters and Props creation in 2D and Flash, Background with over-layers creation, Staging, Character Animation in Flash, Animation with EFX, 2D Compositing in Flash

Methodology:

Extensive Theory & Practical sessions, Drawing & Coloring Sessions, Computer Lab sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. The Animator's Survival Kit: Richard Williams
2. Cartoon Animation : Preston Blair
3. Timing for Animation : Harold Whitaker and John Halas
4. How to Make Animated Films: Tony White
5. Character Animation-2D Skills for Better 3D: Steve Roberts
6. Horses and Other Animals in Motion: Eadweard Muybridge
7. The Illusion of Life: Disney Animation: Ollie Johnston, Frank Thomas
8. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator: Tony White
9. The Animator's Workbook: Step-By-Step Techniques of Drawn Animation: Tony White

36. B. 3D Animation & Rigging

Objective:

- To make the student understanding the techniques of animation and rigging

Content:

Unit-1: Animated rotation – adding audio – time warping –customize time slider – playback animation – previewing – mute animation – turntable animation.

Unit-2: Key frame animation: Keys – auto key –key frame animation & graph editor – set keys – edit keys – edit curves – driven keys – breakdowns – in-betweens.

Unit-3: Nonlinear animation: trax editor – camera sequencer - Graph editor – path animation - motion path markers – animate along motion path.

Unit-4: Character animation: Using skeletons – skinning your character – human IK – deformation – constraints.

Unit-5: Animate your own model: Understanding 3D Animation workflow, Animate your own character

Assignments:

Concept Designs in color, Abstract designs representing Principles & Elements of Design, CGI - Software outputs

Methodology:

Extensive Theory & Practical sessions, Drawing & Coloring Sessions, Computer Lab sessions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Written – 100 Marks

Reference Books & Online References:

1. How to Draw What You See: Rudy De Reyna
2. Figure Study Made Easy: Aditya Chari
3. Figure Drawing Without a Model: Ron Tiner
4. Classic Human Anatomy: The Artist's Guide to Form, Function and Movement: Valerie L. Winslow
5. Anatomy for the Artist: Sarah Simblet
6. The Art of Animal Drawing: Construction, Action, Analysis, Caricature: Ken Hultgen
7. Animal Drawing: Anatomy and Action for Artists: Charles R. Knight
8. Animal Anatomy for Artists: Eliot Goldfinger
9. Bird Anatomy for Artists: Natalia Balo
10. Cartoon Animation: Preston Blair

36. C. Rendering & VFX

Objective:

- To make the student understanding the techniques of rendering and various method for compositing the 3D outputs with real footage

CONTENT

Unit 1: Hardware, software, and vector render: render setup – render layers – create lights override in render layer – override shading of the object.

Unit 2: Camera setup: create and use camera – camera types – framing objects with camera –lock ing current camera – focus and blur – panning and zooming – using stereoscopic camera.

Unit 3: 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 4: Keying: Advanced keying and channel operations: Rotoscopy and paint – color correction – grading – filters – live action.

Unit 5: 3D compositing: adding geometry and texture maps - adding cameras – adding lights – rendering 3D scene – compositing multipass rendering - adding shaders - rendering: converting to video / image sequence.

Reference Books & Online References:

- 1 Post Production [Compositing Techniques] by Arun.L , i-Nurture Education Solutions Pvt Ltd.
- 2 Digital Lighting & Rendering, Second Edition by Jeremy Birn
- 3 Lighting and Rendering in Maya: Lights and Shadows by Jeremy Birn
- 4 Compositing Digital Images, T. Porter and T. Duff, Proceedings of SIGGRAPH '84, 18 (1984)
- 5 The Art and Science of Digital Compositing, Ron Brinkmann
- 6 The Art of story board by John Hart
- 7 'How to Write for Animation' by Jeffrey Scott's book
- 8 The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash [Paperback], Maureen Furniss
- 9 Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures [Paperback], Walt Stanchfield
- 10 Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: WatsonGuptill, ISBN-10: 0823016714, ISBN-13: 978-0823016716

37. Portfolio Creation

Objective:

To help students showcase their skills, projects and potential for future employers by creating effective portfolios.

To assist students to create work and organize and preserve them in an online and physical portfolio, as a vital part of the department to engage in preparation for professional realm of writing

Content

Unit 1: Portfolio Creation Basics: Introduction to Portfolio Creation- Types of Portfolios:Physical and Online Portfolio Creation – Strategies for effective portfolio creation – Outline, Drafting, Preparation.

Unit 2: Physical Portfolio Creation: Broad, Non client based samples- Include case studies and examples- Redrafting- Efficient Print presentation techniques- Print Portfolios- Photographs, Illustrations, Ad campaigns, Design Projects.

Unit 3: Digital Portfolio Creation: Introduction to Portfolio websites: Yola.com, Joimdo.com,weebly.com- Portfolio creation tools – Use of visuals- Online Portfolio creation techniques.

Unit 4: Presentation Techniques:Portfolios for Business – Etiquettes for Business Presentations- Key Selling Strategies for Business – Developing effective presentation designs for portfolios.

Unit 5: Final Portfolio Creation:Portfolio creation with your own best works. Physical and Digital Portfolio Creation

Methodology:

Extensive Practical sessions, Drawing Sessions, Guest Lectures, Industry Experts, Assignments

Evaluation:

Internal 50%

External 50%

Reference Books & Online References:

1. The Animator's Survival Kit: Richard Williams
2. Cartoon Animation : Preston Blair
3. Timing for Animation : Harold Whitaker and John Halas
4. How to Make Animated Films: Tony White
5. Character Animation-2D Skills for Better 3D: Steve Roberts
6. Horses and Other Animals in Motion: Eadweard Muybridge

SEMESTER: VI

CREDIT: 4

CATEGORY: MC

T / P: PRACTICAL

38. Audio /Video Editing

Objectives:

- To know the Basic Concepts and Principles of Editing.
- To Know the Techniques of Video Editing.
- To Know the how to compile the Videos.

Unit-I: Non-Linear Editing Introduction: General Introduction, Non Linear editing system-system requirements, Video capture cards-modern web based editing systems.

Initiation: Starting a new project, saving project manually and automatically, Interface Monitor window, Action and title safe margins, Source window controls, Insert, overlay and toggle, Programme window controls.

Unit-II: Capturing and Editing TimeLine window, working area tabs, Video tracks, Audio tracks Project window tabs, Capturing and importing source clips, Capture window, Capturing Clip, Batch capture. Assembling and insert edit, overlay edit, setting in and Out points, three-point edit, four-point edit, deleting clips, Moving clips.

Unit-III: Final Cut: Tool Palette, Track select and Ripple Edit, Rolling Edit and Rate stretch tool, Razor and Slip tool, Slide and Pen Tool, Hand and Zoom Tool, Trim Window, Project Manager.

Unit-IV: Transition and Effects: Transitions, Effects control window, Video Effects, Audio Effects, Pan and Tilt Effect, Rotation and custom made effects, Colour corrections.

Unit-V: Titling and Exporting: Using Templates, Saving Titles, Creating New titles, Application of Motion in Titles, Exporting.

Assignments:

Creating montage for one minute.

Methodology:

Extensive practical sessions in multimedia Lab

Evaluation:

By scrutinizing the quality creativity implemented in the given assignment and practice.

Reference Books:

1. Video Production Handbook: (Focal Press)
2. HD Cinematography: (Focal Press)
3. Non linear Editing: Bryce Button (Focal Press)
4. Grammar of edit (Second edition): Roy Thompson (Focal Press)
5. Make the cut: Lori Jane Coleman A.C.E & Diana Friedberg
6. Grammar of Shot: Roy Thompson (Focal Press)

Online References: www.lynda.com/tutorials/adobe-premiere-pro

SEMESTER: VI

CREDIT: 4

CATEGORY: PJ

T /P: PROJECT

39. Short Film Creation

Objective:

- To create your own Group short film project

Content

Unit-1: Script: Scriptwriting Process and its various phases Film Grammar for Scriptwriting Story: Pitching a Story (includes Shot, scene, sequence) Outline: Attempt at putting a story into a dramatic structure from catalyst to climax, identifying the beginning, middle & end of the story, the theme and concept. Treatment: Structure & Composition, the more detailed version of Story told in scenes with plots, characters and dialogues

Unit-2: Digital Video Cinematography: To focus on advanced digital video cinematography techniques for both studio and field. Students will operate HD video cameras, use lights, determine set and lighting needs, roll and need of a jib, block scenes and become familiar with topics including film-space, continuity, lenses, color, filters and camera control.

Unit-3: Pre-production 2: Activities between Final Draft and the First day of shooting Goals of Pre-production as Directors and Producers

Casting Exercises (First) Choosing actors/actresses for the main characters, Recording each actors/actresses in the same way, with same text and same frame - Casting Exercise (Second) Choosing the final cast among several shortlisted casts from the First Casting Exercise - Actors Exercise Taking one scene from the script and realizing it with two different approaches based on the script but allowing some improvisation to see how written characters can be adapted to the personality of living actors - One Scene, Two approaches (The Master Shot & Coverage Shots): Recording one scene with a single moving shot and recording the same shot with multiple small shots - Opening Scene Shooting the first scene from the film in a few different ways to get proper visual language and rhythm for the entire project - Climax Exercise Focus and find the best way to present the final moment (final scene) - Storyboard How written words can be translated into Visual, Distinguishing characters, Coverage (how characters fit into the Frame and how frame angle matters), Camera movement

Unit-4: Production, Post-Production & Distribution

Production: Shooting, Directing the actors, directing the camera and working with the crew Post Production / Final Project: Editing Video, Rough cuts and Final cuts Editing Audio, Sound Effects, Scoring, Pre-mix and Final mix Transferring Final edit to appropriate media Students have to edit their short films as their final project.

Unit-5: Digital Video Editing: To focus on advanced digital video editing techniques where student will learn the basic as well as advanced level of Video Editing with Final Cut Pro X. The Following chapters will be covered in detail: Introduction to Video Editing & System

requirements. Effective Editing Principles of Video Editing Non-Linear Editing (NLE). Three-Point Edit, Non-Linear Editing (NLE). Working in the Timeline Transitions, Keyframing, Applying Filters, Ingesting Advanced Editing Techniques NLE Compositing, Color Correction & Color Grading, Working on Audio Titling

Distribution: Learn about Film distribution, Digital distribution, various ways of distribution.

Assignments:

Sample animation project with Documentation and Presentation

Methodology:

Extensive Theory sessions, Group Discussions, Workshops & Seminars, Guest Lectures, Industry Experts, Assignments, Industry Visits

Evaluation:

Internal 50% - CA I & II = 35 Marks & Assignment – 15 Marks

External 50% - Semester Examination – Theory – 100 Marks

Reference Books & Online References:

1. Horses and Other Animals in Motion: Eadweard Muybridge
2. The Illusion of Life: Disney Animation: Ollie Johnston, Frank Thomas
3. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator: Tony White
4. The Animator's Workbook: Step-By-Step Techniques of Drawn Animation: Tony White

SEMESTER: VI

CREDIT: 6

CATEGORY: PJ

T /P: PROJECT

40. Internship -III

Objective:

- To impart practical work experience to students to a particular job and business enterprise in order to strengthen their professional skills and interpersonal relationships in a professional environment.
- Objective of providing an internship to the students is to provide them exposure to the outside world on which their confidence builds.

Methodology:

In this Course students will be working on a live project in a Design Studio environment / an Organization similar to that with hands on experience in Research and Product development.

Evaluation:

Internal 50%

External 50%