SCHEME OF EXAMINATION
&
SYLLABUS
of
UG Programme (Interdisciplinary)
B.Sc. Graphics & Animation (Honours)
&
(Honours with Research)
Scheme: D
As per National Education Policy 2020
(Multiple Entry-Exit, Internships and Choice Based Credit System)
w.e.f. Academic Session: 2025-2026
~~

INSTITUTE OF MASS COMMUNICATION & MEDIA TECHNOLOGY
Kurukshetra University, Kurukshetra
(A+ Grade NAAC Accredited)

under

Faculty of Commerce and Management, Kurukshetra University, Kurukshetra

Scheme of Examination of UG Programme (Interdisciplinary)
B.Sc. in Graphics & Animation (Honours) Scheme: D in accordance with NEP 2020 (Multiple Entry-Exit, Internships and Choice Based Credit System) w.e.f. Academic Session 2025-26

Semester-VII

Course Code	Course Title	Course Type	Contact Hours per Week				Credits				Marks					Duration of Exam
			L	T	P	Total	L	T	P	Total	T	IA (T)	P	IA (P)	Total	
B23-GAG-701	Story, Script & Storyboarding	CC-H1	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-702	Graphic Design	CC-H2	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-703	Multimedia Technologies	CC-H3	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-704	History of Indian Art	DSE-H1 (Choose any one)	3	1	-	4	3	1	-	4	70	30	-	-	100	3 Hours
B23-GAG-705	History of Western Art		3	1	-	4	3	1	-	4	70	30	-	-	100	
B23-GAG-706	Digital Design Lab	PC-H1	-	-	8	8	-	-	4	4	-	-	70	30	100	3 Hours
B23-GAG-707	Visual Art and Creativity	CC-HM1	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
Total Credits :24											**Total Marks**				**600**	

Semester-VIII

Course Code	Course Title	Course Type	Contact Hours per Week				Credits				Marks					Duration of Exam
			L	T	P	Total	L	T	P	Total	T	IA (T)	P	IA (P)	Total	
B23-GAG-801	Research Design	CC-H4	3	1	-	4	3	1	-	4	70	30	-	-	100	3 Hours
B23-GAG-802	User Interface & User Experience (UI /UX)	CC-H5	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-803	Animation Techniques	CC-H6	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-804	3D Modeling Props	DSE-H2 (Choose any one)	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-805	3D Modeling Environment		3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-806	Experimental Animation	PC-H2	-	-	8	8	-	-	4	4	-	-	70	30	100	3 Hours
B23-GAG-807	3D Texturing	CC-HM2	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
Total Credits :24											**Total Marks**				**600**	

Scheme of Examination of UG Programme (Interdisciplinary)
B.Sc. in Graphics & Animation (Honours with Research) Scheme: D in accordance with NEP 2020 (Multiple Entry-Exit, Internships and Choice Based Credit System) w.e.f. Academic Session 2025-26

Semester-VII

Course Code	Course Title	Course Type	Contact Hours per Week				Credits				Marks					Duration of Exam
			L	T	P	Total	L	T	P	Total	T	IA (T)	P	IA (P)	Total	
B23-GAG-701	Story, Script & Storyboarding	CC-H1	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-702	Graphic Design	CC-H2	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-703	Multimedia Technologies	CC-H3	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-704	History of Indian Art	DSE-H1 (Choose any one)	3	1	-	4	3	1	-	4	70	30	-	-	100	3 Hours
B23-GAG-705	History of Western Art		3	1	-	4	3	1	-	4	70	30	-	-	100	
B23-GAG-706	Digital Design Lab	PC-H1	-	-	8	8	-	-	4	4	-	-	70	30	100	3 Hours
B23-GAG-707	Visual Art and Creativity	CC-HM1	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
Total Credits :24											**Total Marks**				**600**	

Semester-VIII

Semester-VIII

Course Code	Course Title	Course Type	Contact Hours per Week				Credits				Marks					Duration of Exam
			L	T	P	Total	L	T	P	Total	T	IA (T)	P	IA (P)	Total	
B23-GAG-801	Research Design	CC-H4	3	1	-	4	3	1	-	4	70	30	-	-	100	3 Hours
B23-GAG-802	User Interface & User Experience (UI /UX)	CC-H5	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-807	3D Texturing	CC-HM2	3	-	2	5	3	-	1	4	50	20	20	10	100	3 Hours
B23-GAG-808	Project /Dissertation	Evaluation Report=8 Credits Viva-Voce Examination = 4 Credits					12				Evaluation Report= 200 Marks Viva-Voce Examination=100 Marks				300	-
Total Credits :24											**Total Marks**				**600**	

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	Story, Script & Storyboarding		
Course Code	B23-GAG-701		
Course Type	CC-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Learn the idea creation for writing a story. CLO 2: Understand the grammar fundamentals for writing content CLO 3: Understand the language, dialect and script CLO 4:Convert the written content into the multimedia formats CLO 5: Learn the practical aspects of storyboarding		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Story : Elements of story, Resources and ideas from life, Story Genres, Characters and the story, character driven stories, Event driven stories. Story structures and styles (Linear, Non-Linear, Circular and Episodic) Narrative, non-narrative, abstract, absurd with reference to stories for animated film Basic writing for Animation, Story Structure, Plot, Dramatic structure, Conflict, Setting mood, Rising action, Falling Action, Dénouement, Resolution	11
II	Script : Anatomy of a Script, Script Elements and Scene Heading, Action, Characters, Dialogue, Parenthetical, Extension, Transition, Shots, Page Breaking, Finer Points, Dual Dialogue, and Adlibs, Abbreviations and Montages, A Series of Shots and Short Lines/Poetry/Lyrics, transitions, continuity etc. Titles or Opening Credits, and Superimpose or Title, Title Page, Production Drafts, Top Continued and Bottom Continued, Locking Script Pages and Locking Scenes, Header, Do's and Don'ts. Script Formats, Radio scripts, TV scripts, Animation film scripts.	11
III	Storyboarding: Introduction to Storyboard, Importance of StoryBoard, difference between storyboard and Graphic Comic, Difference between Story,	11

	Script and Storyboard. Advantages of Storyboard in Animation and Anatomy of a Storyboard.	
IV	Shots: Introduction to various shots, Camera angles and Camera Movements used in Storyboard panels. continuity and Timing, Building a sequence of shots. Use of Perspective, Composition, Light & Shadow in Storyboarding. Script to Storyboard Designing a storyboard based on a short script, Use of Thumbnails and Quick story sketches, Creating visual narrative using Animatics	12
V	Practicals 1. Write a one-line summary of the main idea. 2. Define the genre (comedy, drama, horror) and tone (light, dark, emotional). 3. Write a short summary of the entire story. 4. Create character bios — name, age, background, motivation, conflict. 5. Describe main locations and time period. 6. Write key events in order — beginning, middle, end. 7. Identify the main problem and how it's resolved. 8. Define the central message or moral. 9. Share with peers/instructor for critique and refine the story.	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Animation history and production by aparna vats; new delhi publishers; First edition 2017
- Story: Substance, Structure, Style and the Principles of Screenwriting by Robert McKee
- The Way of the Storyteller by Ruth Sawyer
- Comic Book Design: The Essential Guide to Creating Great Comics and Graphic Novels Gary Spencer Millidge
- Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guptill,
- The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press
- The Art of story board by John Hart
- 'How to Write for Animation' by Jeffrey Scott's book
- Animation Art: From Pencil to Pixel, the world of Cartoon Anime and CGI- Jerry Beck

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	Graphic Design		
Course Code	B23-GAG-702		
Course Type	CC-H2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the basic principles of graphic design. CLO 2: Learn the major tools of graphic designing. CLO 3: Know about the color theory and color scheme CLO 4: Understand different kind of layouts in graphic designing. CLO 5: Understand different types of designing.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to graphics, tools of graphics, uses & types of graphics Meaning and definition of graphics design Elements and principles of graphic design Graphics Overview: Raster graphics, Vector graphics	11
II	Understanding the role of graphic design in advertising Design Theory: Gestalt Principal, Visual Perception Elements of Art: Point, Line, Form, Shape, Space, Color, Texture, Value Principles of Art: Balance, Rhythm, Harmony, Contrast, Proportion, • Dominance, Unity	11
III	Logo Design: Principal, element and types Poster Design: Types, Elements Brochure Design: Types Infographics: concept and uses Colour Theory: Colour wheel, colour scheme	11
IV	Authoring and process of publishing Publishing types, newspaper and magazine publishing Research papers and publications	12

	Packaging and its types, Functions of Packaging	
V	Practicals 1. Re Design Logo / New Logo 2. 5 Business Card 3. 2 Social Poster Design 4. 2 Commercial Poster Design 5. 5 Social Media Post 6. Magazine Cover Design 7. 2 Illustration Designs 8. 1 Borcher Design 9. 2 Certificate Design 10. 1 Newsletter Design with contain 4 pages	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Golombisky, K., & Hagen, R. (2017). White space is not your enemy: A beginner's guide to communicating visually through graphic, web & multimedia design. CRC Press.
- Harrington, R. (2012). Understanding Adobe Photoshop CS6: The essential techniques for imaging professionals. Peachpit Press.
- Gulbins, J. (2013). Mastering Photoshop layers: A photographer's guide. Rocky Nook

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	Multimedia Technologies		
Course Code	B23-GAG-703		
Course Type	CC-H3		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the file organization of different multimedia elements. CLO2: Learn the knowledge of various multimedia equipment's and kiosks. CLO 3: Create the linking inputs of interconnected multimedia systems. CLO 4: Learn to secure the created multimedia content. CLO 5: Learn about multimedia technologies in present scenario.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Multimedia Elements, Multimedia Applications, Multimedia System Architecture, Multimedia Databases; Types of Compression, Binary Image Compression Schemes, Color, gray scale, still-video image compression, video Image compression, audio compression; Data and File format standards- RTF, TIFF, RIFF, MIDI, JPEG, AVI, JPEG	11
II	Key Technology Issues, Pen Input, Video and Image Display Systems, Print Output Technologies, Image Scanners, Digital Voice and Audio, Video Images and Animation, Full Motion Video; Magnetic Media Technology, Optical Media, WORM optical drives , Cache Management for storage systems.	11
III	Types of Multimedia systems, Virtual Reality Design, Components of Multimedia system, Distributed Application Design Issues, Multimedia Authoring and User Interface, Hypermedia Messaging, Distributed Multimedia Systems	11
IV	Secured Multimedia, Digital Rights Management Systems, Technical Trends, Multimedia encryption, Digital Watermarking, Security Attacks; Multimedia	12

	Authentication, Pattern, Speaker and Behavior Recognition,	
V	Practicals 1. To prepare a file with Text and Paragraph alignment. 2. To edit an Image by Cropping, resizing the same. 3. To edit a image by using five filters and effects 4. To prepare a power point presentation by using multimedia components 5. To record an audio sample by using microphone and edit it in audio editor 6. To record a video clip from video camera in HD format and edit it in video editor 7. To convert an audio and a video file in different format using audio-video converter	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Weixel, Fulton, Barksdale.Morse, "Multimedia Basics", Easwar Press 2004.
- Andleigh PK and Thakrar K, "Multimedia Systems", Addison Wesley Longman, 1999.
- Fred Halsall, "Multimedia Communications", Addison Wesley, 2000.
- Ralf Steinmetz, KlaraNahrstedt, "Multimedia, computing, communications and applications", Prentice Hall, 1995.
- Tay Vaughan, "Multimedia making It work", TMH 5th Edition 2001.

-

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	History of Indian Art		
Course Code	B23-GAG-704		
Course Type	DSE-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO1: Understand and explain major phases of Indian art from prehistoric to colonial periods. CLO2: Identify iconic artworks and their distinguishing characteristics. CLO3: Analyze the influences of religion, patronage, and regional identities on art. CLO4: Develop visual literacy in reading Indian iconography and symbolism.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Origin of the World Kala Division of Art: External and Secret Art Palaeolithic, Mesolithic, Neolithic Age Bhimbetka Caves and Paintings. Indus Valley Civilization: Seals, terracotta, sculpture, and architecture	15
II	Mauryan Art: Characteristics of Maurya Art; Ashokan Pillars The sculptures of Yaksha –Yakshinis Chaamardharini Yakshaini-Didarganj Shunga and Satavahana Period Buddhist art	15
III	Golden age in India-Gupta period	15

	Architecture, Sculpture Paintings of Ajanta Caves Characteristics of Ajanta Paintings Introduction to Elephanta Caves and Temples	
IV	Indian Modern Art Bengal Company School Raja Ravi Verma, Nand Lal Bose, Abanindranath Tagore, Amrita Sher-Gil Satish Gujral, Jamini Roy	15
	Total Contact Hours	60

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- The History of Indian Art – A.L. Basham, Oxford University Press.
- Ancient Indian Art and Architecture – J.C. Harle, Oxford University Press.
- Paintings of India – Swaminathan, Lalit Kala Akademi.
- Indian Art – Partha Mitter, Oxford University Press.
- भारतीय ललित कला. स्टेला क्रामरिश. इंडियन म्यूजियम कोलकाता।
- मुगल एंड राजपूत पेंटिंग्स. पर्सी ब्राउन. एशियन एज पब्लिशर्स

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	History of Western Art		
Course Code	B23-GAG-705		
Course Type	DSE-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO1: Identify major art movements and their characteristics. CLO2: Trace the evolution of Western art in historical context. CLO3: Apply historical art styles and concepts in design and animation projects. CLO4: Discuss about the legendary artist of Western Artist.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Origin of the Art Palaeolithic, Mesolithic, Neolithic Age Mesopotamia and the origins of civilization Funerary art, hieroglyphics, and monumental architecture The Great Khufu Pyramid of Giza	15
II	Classical Greek sculpture and architecture Pottery, Architecture (Parthenon)The Doryphoros by Polyklitos Kouros and Kore Sculpture Discus Thrower by Phidias Greeks Culture Roman Art: Realism, Mosaics, frescoes, Civic Architecture	15
III	Age of Renaissance-Jan Van Eyck, Masaccio; Sandro Botticelli Artist High Period Renaissance Leonardo Michelangelo, Raphael – harmony and ideal beauty	15
IV	Baroque Art Movement Caravaggio, Bernini, Rembrandt Modern Art of Europe, Francisco Goya Claude Monet, Edouard Manet Auguste Renoir, Paul Cezanne	15

		Total Contact Hours	60
Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Gombrich, E.H. The Story of Art. Phaidon Press.
- Janson, H.W. History of Art. Pearson.
- Honour, H., & Fleming, J. A World History of Art. Laurence King.
- Stokstad, M., & Cothren, M. Art History. Pearson.
- Elkins, J. Why Art Cannot Be Taught. University of Illinois Press.
- Berger, J. Ways of Seeing. Penguin Books.
- Animated films and visual art studies from Disney, Pixar, and Studio Ghibli for stylistic influences.

Session: 2025-26			
Part A – Introduction			
Name of the Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	Digital Design Lab		
Course Code	B23-GAG-706		
Course Type	PC-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO:1. Understand the difference between different graphics and image file formats. CLO:2. Understand Vector Graphic tools. CLO:3. Know About Design Process. CLO:4. Learn the Techniques to Create Digital Graphics		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		

Part B-Contents of the Course		
Practical's		**Contact Hours**
	1. Create five Logos	120
	2. Draw two Posters	
	3. Make a Web Banner	
	4. Make two Hoardings	
	5. Create Emailers	
	6. Make four Flyers	
	7. Make two Magazine covers	
	8. Make Two Newspaper Advertisement	
	9. Infographics Discussion	
	10. Make a Trifold brochure	
	11. Make a French fold brochure	
	12. Create a Gatefold brochure	
	13. Make Bi fold brochure	
	14. Create a Accordian brochure	
	15. Create Five PowerPoint presentations	
	16. Make a Webpage	
	17. Typography Practice	
	18. Packaging Drawing Practice	
	19. Make a Vehicle wrap design	
	20. Make a Mock up design	

Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Practicum**	**30**	➢ **Practicum**	**70**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Corel Draw Training Guide, Author: Satish Jain, M. Geetha Basics of Illustration
- Corel draw 2020 User Guide
- A Textbook of Vector Calculus by Shanti Narayan (Author), P.K. Mittal (Author)
- Guide to Graphics Design by Scott W. Santoro, Library of Congress Cataloging-in-Publication Data, ISBN 978-0-13-230070-4 (pbk.)
- Graphic Designer's Essential Reference, Visual Elements, Techniques, and Layout Strategies for Graphic Designers by Timothy Samara, ROCKPORT PUBLISHER

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	Visual Art and Creativity		
Course Code	B23-GAG-707		
Course Type	CC-HM1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the knowledge of Art Elements. CLO 2: Learn the principles of Art. CLO 3: Understand the knowledge of colours. CLO 4: Understand the knowledge of different types of art. CLO 5: To know the knowledge of visualization.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Define Art Origin of Art: ○ Study of Prehistoric Indian Art ○ Visual Arts & Its Forms & Creative Pedagogies Diversity of Shapes, Form, Lines, Textures Drawing: Line, Contour, Stippling and Hatching Sketching and Concept Drawing Understanding of Light and Shadow Landscapes and Composition Mandala art: Concept Doodling: Concept	11
II	Perception of Color and Color Wheel Pattern Design and 3D Design Perspectives on the Creative Process Typography: Elements and Features Calligraphy: Elements and Features	11
III	Indian art forms: Madhubani Art	11

	Warli, Patta Chitra, Gond Rajasthani Miniature paintings Western art movements: Realism, Impressionism Cubism, Surrealism, Abstract art	
IV	Concept of creativity Brainstorming, thumbnails, mood boards Visual storytelling Principles of good composition Layout planning and framing Poster design, logo design Creative product design	12
V	Practicals 1. Discussion on Anatomy and Create four exercises 2. Create Three Caricatures 3. Poster design 4. Discussion on Colour theory and mixture 5. Painting exercises (landscape, portrait, abstract). 6. Warli Art and Gond Art drawing 7. Creating Mandala Art on Canvas 8. Dot painting Techniques Practice 9. Stone Art Practice 10. Glass Painting or Mirror Image Art Practice	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Animation history and production by aparna vats; new delhi publishers; First edition 2017
- Story: Substance, Structure, Style and the Principles of Screenwriting by Robert McKee
- The Way of the Storyteller by Ruth Sawyer
- Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guptill,
- The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press
- The Illusion of Life: Disney Animation, Ollie Johnston and Frank Thomas, Publisher: Disney Editions;
- Making Comics: Storytelling Secrets of Comics, M... by Scott McCloud
- The Art of story board by John Hart
- 'How to Write for Animation' by Jeffrey Scott's book
- Animation Art: From Pencil to Pixel, the world of Cartoon Anime and CGI- Jerry Beck

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	Research Design		
Course Code	B23-GAG-801		
Course Type	CC-H4		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the core principles, types, and ethical considerations involved in research methodology. CLO 2: Utilize suitable research designs, sampling strategies, and data collection techniques to carry out effective research. CLO 3: Interpret and evaluate data using statistical methods and apply relevant software tools for data analysis. CLO 4: Produce clear and organized research reports with accurate citations and effectively communicate findings through presentations.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Definition and Concept of Research: Meaning, nature, and purpose of research, Characteristics of good research; Types of Research: Basic vs. applied research, Qualitative vs. quantitative research, Exploratory, descriptive and explanatory research Research Process: Identifying the research problem, Review literature, Setting objectives and hypothesis formulation Ethics in Research: Importance of ethical considerations, Plagiarism and academic integrity, Informed consent and confidentiality	15
II	Research Design: Definition and importance, Components of research design, Types of research design (experimental, correlational, observational, etc.) Sampling Methods: Probability sampling (random, systematic, stratified, cluster), non-probability sampling (convenience, purposive, snowball), Sample size determination Data Collection Methods: Primary Data: Surveys, questionnaires,	15

	interviews, Observation methods; Secondary Data: Government reports, articles, journals, and online sources Measurement and Scaling: Nominal, ordinal, interval, and ratio scales, Likert scale and semantic differential scale	
III	Data Preparation: Data cleaning and coding, Tabulation and organization of data Descriptive Statistics: Measures of central tendency (mean, median, mode), Measures of dispersion (range, variance, standard deviation), Frequency distribution and graphical representation Inferential Statistics: Hypothesis testing (null and alternative hypotheses), p-value and significance testing, t-test, chi-square test, ANOVA Correlation and Regression Analysis: Pearson and Spearman correlation, Simple and multiple regression models Use of Software for Data Analysis: Introduction to SPSS, Excel, R, or Python for data interpretation	15
IV	Research Report Writing: Structure of the research report, Title page, abstract, introduction, methodology, results, and conclusion, Formatting and referencing (APA, MLA, Chicago, etc.) Citations and Referencing: In-text citations and bibliography, Reference management tools (Zotero, Mendeley, EndNote) Presentation of Research Findings: Preparing PowerPoint presentations, Data visualization (charts, graphs, and tables), Effective communication and presentation skills Plagiarism and Citation Tools: Checking plagiarism (Turnitin, Grammarly), Importance of originality in research Assessment Methods: Assignments and quizzes, Practical application of data collection and analysis methods, Research report submission, Presentation of research findings	15
Total Contact Hours		60

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS

- Kothari, C. R. (2004). Research Methodology: Methods and Techniques (2nd ed.). New Age International.
- Creswell, J. W. (2018). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (5th ed.). SAGE Publications.
- Bryman, A. (2016). Social Research Methods (5th ed.). Oxford University Press.
- Babbie, E. (2020). The Practice of Social Research (15th ed.). Cengage Learning.Bhattacharyya, D. K. (2009). Research Methodology (2nd ed.). Excel Books.
- Graziano, A. M., & Raulin, M. L. (2013). Research Methods: A Process of Inquiry (8th ed.). Pearson.
- Singh, Y. K. (2006). Fundamentals of Research Methodology and Statistics. New Age International.
- Cooper, D. R., & Schindler, P. S. (2014). Business Research Methods (12th ed.). McGraw-Hill Education.
- Saunders, M., Lewis, P., & Thornhill, A. (2019). Research Methods for Business Students (8th ed.). Pearson.

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	User Interface & User Experience (UI /UX)		
Course Code	B23-GAG-802		
Course Type	CC-H5		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Generating design ideas based on well-defined goals and scenarios CLO 2: Developing impactful user interfaces using design systems CLO 3: Employing Wire framing, prototyping, and testing tools for design evaluation CLO 4: Applying user-centered design principles to enhance User Experiences CLO 5: Create various user interface.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Concept of User Interface Design (UI) Scope of Interface Design Process of UI Design: Empathize, Define, Ideate, Deliver, Test / Components Elements of UI Design: Input Controls, Navigation Components, Informational Components, Containers. Principles of UI Design Clarity, Consistency, Accessibility, Feedback, Familiarity, Design Standards, Structure and Hierarchy, Simplicity, Control, Empathy Types of UI Design	11
II	Concept of UX Design Process of UX Design: Product Definition, Product Research, Analysis, Design, Validation (Testing) 8 Stages: Project Definition and Scope, Understanding the problem, UX Research, Ideation (Sketching and low fidelity prototyping), High fidelity	11

	mockups and prototype, Usability Testing, Design handoff, Quality Assurance or UX Audit, Elements of User Experience Functional Layout & Interaction design, UX Principles: Doherty Threshold, Occam's Razor, Pareto Principle, Postel's Law, Tesler's Law	
III	Gestalt Principles Concept of Microcopy Concept of Wireframing: low fidelity and high fidelity Difference Between UI and UX	11
IV	Concept of Grids User Persona and Scenario Concept Of Prototypes Market Competitive Analysis Research Methodology	12
V	**Practicals:** 1. Login/Signup Screens 2. Home Screen 3. Navigation Screens/Menus 4. List Screens 5. Detail Screens 6. Forms/Input Screens 7. Confirmation/Success Screens 8. Profile Screens 9. Checkout Screens **10.** Prototyping	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- A Project Guide to UX Design: For user experience designers in the field or in the making (2nd. ed.). Russ Unger and Carolyn Chandler. New Riders Publishing, USA, 2012.
- The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques, Third Edition by Wilbert O. Galitz, Wiley Publishing, Inc.
- Adobe XD in CC,Classroom in a Book, The official training workbook from Adobe By Brian Wood, ADOBE PRESS
- The UX Book Process and Guidelines for Ensuring a Quality User Experience, Rex Hartson and Pardha S. Pyla, Elsevier, 2012

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	Animation Techniques		
Course Code	B23-GAG-803		
Course Type	CC-H6		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand about the origin and development of animation. CLO 2: Know about the different Styles of Animation around the word. CLO 3: Learn Different Principals of Animation CLO 4: Understanding of Animation industry and its scope in different areas.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Ancient Origin of animation Development of Animation: 19th Century, Early 20th Century, Golden Age of Animation Techniques of Animation: Cel Animation / Frame by Frame, Traditional Animation, Stop Motion Animation, Computer Animation – 2D, 3D, Particles Animation and VFX. Animation Styles: Anime, Manga-Inspired Animation**, Weston's,** Filipino Animation	11
II	12 Principals of Animation Compare: Straight ahead action and pose-to-pose Pipeline of Animation: Pre-Production, Production and Post-Production Compare production process of 2D and 3D Animation	11
III	Persistence of Vision: Illusion and Motion of Illusion LightBox, FlipBook , Frame with types, X-Sheet Frame Rate (FPS): 8fps, 10fps, 12fps, 24fps, 30fps, 60fps, 120fps Stop Motion Animation: Cut-Out Animation, Sand Animation, Shadow Animation, Clay Animation	11

IV	Scope of Animation in Advertising, E-Learning, Games Pioneers of Indian Animation: Uday Shankar, Ram Mohan, Rajendra Kumar, Rajiv Chilaka Cartoon Channels and about their Animation Styles: Cartoon Network, Nickelodeon, Disney, Pogo, Hungama. Animation Studio and their role in growth of animation: Warner Bros, Disney, Hanna-Barbera, Pixar, Dreamworks, Aardman	12
V	Practicals 1. Animate a wave motion using frame-by-frame technique. 2. Design a 2D character model sheet (front, side, back view). 3. Create character turn-around animation (rotation of head or body). 4. Make a simple facial expression sheet (happy, sad, angry, surprised). 5. Animate squash and stretch using a ball or object. 6. Animate anticipation and follow-through using a simple character (jumping or throwing). 7. Create a walk cycle (8-frame or 16-frame loop). 8. Create a run cycle showing balance and motion. 9. Create foreground, midground, and background layers for parallax animation. 10. Animate a camera pan (left to right or zoom in/out). 11. Create mouth shapes (A, E, O, M, etc.) for lip sync. 12. Create a storyboard of minimum 6 panels for a short scene. 13. Design camera angles and transitions between scenes. 14. Prepare an animatic (storyboard + timing + sound). 15. Create a short 2D animation film (20–30 seconds)	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Animation history and production by aparna vats; new delhi publishers; First edition 2017
- Story: Substance, Structure, Style and the Principles of Screenwriting by Robert McKee
- The Way of the Storyteller by Ruth Sawyer
- Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guptill,
- The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press
- The Illusion of Life: Disney Animation, Ollie Johnston and Frank Thomas, Publisher: Disney Editions;
- Making Comics: Storytelling Secrets of Comics, M... by Scott McCloud
- The Art of story board by John Hart

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	3D Modeling Props		
Course Code	B23-GAG-804		
Course Type	DSE-H2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Students will be able to identify different types of props, understand their role CLO 2: Understanding navigate 3D software effectively and set up a clean scene for prop modeling. CLO 3: Students will be able to produce optimized low-poly game-ready props while maintaining visual clarity. CLO 4: Understanding unwrap models cleanly and create efficient UV layouts for texturing. CLO 5: Understand the knowledge of create props.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to 3D Props and Basic Modeling Overview of 3D props and their applications in games, animation, and VR Basics of 3D modeling techniques including polygonal modeling, primitives, and box modeling Introduction to 3D software tools (Blender, Maya, 3ds Max) Master fundamental 3D transformations like translation, rotation, and scaling for effective model manipulation.	11
II	Advanced Modeling and Sculpting Techniques for hard surface and organic modeling Using digital sculpting tools like ZBrush for high detail Concepts of topology, edge loops, and mesh optimization Understand the importance of clean topology for animation and real-time performance.	11
III	Texturing and Material Creation UV unwrapping of 3D models	11

	Texture painting and procedural texturing workflows Material creation and shader basics using Substance Painter or similar tools Learn how to create realistic materials by combining texture maps such as diffuse, normal and specular maps.	
IV	Lighting, Rendering, and Optimization Lighting setups suitable for 3D props Rendering techniques in different engines or software Optimization strategies for real-time rendering in games and VR Optimize models for performance by reducing polygon count and using Level of Detail (LOD) techniques	12
V	Practicals 1. Wooden shield 2. Leather pouch 3. Goblet/Chalice 4. Crossbow or daggers 5. Create a cohesive prop kit for a specific themed environment: 6. Cyberpunk alley props 7. Abandoned lab props 8. Ancient temple ruins 9. Pirate ship deck props 10. Mechanical props 11. Modified gun 12. Long range shooter scope	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- The Art of 3D Computer Animation and Effects – Isaac Victor Kerlow
- Digital Modeling – William Vaughan
- Introducing Autodesk Maya – Dariush Derakhshani
- 3D Modeling for Games: Creating Low Poly Game Assets – Andrew Gahan
- Stop Staring: Facial Modeling and Animation – Jason Osipa
- Digital Sculpting with Mudbox / ZBrush – Mike de la Flor & Bridgette Mongeon

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	3D Modeling Environment		
Course Code	B23-GAG-805		
Course Type	DSE-H2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand Environment Modeling Fundamentals CLO 2: Create Environment Blockouts and Model Low-Poly Environment Assets CLO 3: Apply PBR Texturing to Environments CLO 4: Understanding unwrap models cleanly and create efficient UV layouts for texturing. CLO 5: Understand the knowledge of create environment.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to 3D Environments What is a 3D Environment and its importance Basics of 3D modeling, key terms, and uses Role of 3D Environments in different Industries Interface introduction (such as unreal or 3ds Max)	11
II	Modeling and Terrain Creation Creating 3D objects from 2D shapes (extrude, bevel, loft, etc.) Terrain modeling and landscaping techniques Basics of modular modeling Creating simple and complex scenes	11
III	Texturing, Lighting, and Materials Basic material and texturing techniques Lighting basics and camera setup Tips for making environments look realistic Introduction to rendering	11
IV	Animation, Effects, and Optimization Basic animation (keyframes, movement)	12

	Simulation and environment effects (wind, water, fire) Environment optimization (LODs, polygon reduction) Practical project: Create your own small 3D environment	
V	Practicals 1. Personalized Name Keychains: Learning how to turn text into 3D form. 2. Smart Desk Organizer: Designing a practical and creative object. 3. Geometric Puzzle Set: Designing interactive and mathematical puzzles. 4. Miniature Architectural Models: Making scaled architectural models. 5. Eco-Friendly Plant Pots: Designing sustainable plant holders. 6. Custom Game Tokens: Creating custom game tokens and dice. 7. Safety Whistles: Designing useful and functional safety whistles. 8. Reusable Cup Design: Improving everyday usable cup designs. 9. Terrain Sculpting and Texturing: Creating 3D terrain models and applying textures. 10. Lighting and Effects in 3D Environment: Setting up lighting and applying effects.	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- **Ahearn, Luke.** *3D Game Environments: Create Professional 3D Game Worlds.* CRC Press, 2016.
- **Hamdani, Abdelilah.** *3D Environment Design with Blender.* Packt Publishing, 2022.
- **Vaughan, William.** *Digital Modeling.* New Riders Publishing, 2012.
- **Gahan, Andrew.** *3ds Max Modeling for Games.* Focal Press, 2011.
- **Kelly, Henry.** *Environment Art in the Game Industry: A Guide to Rich and Realistic Environments Using Substance Designer.* CRC Press, 2021.
- **Kerlow, Isaac Victor.** *The Art of 3D Computer Animation and Effects.* Wiley, 2009.
- **Mongeon, Bridgette & De La Flor, Mike.** *Digital Sculpting with Mudbox.* Focal Press, 2010.
- **Owen Demers.** *Digital Texturing and Painting.* New Riders, 2001

Session: 2025-26			
Part A – Introduction			
Name of the Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	Experimental Animation		
Course Code	B23-GAG-806		
Course Type	PC-H2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO:1. Understand the knowledge of flipbook. CLO:2. Understand the principles of animation CLO:3. Know About the techniques of adding sound CLO:4. Learn the knowledge of typography in stop motion		
Credits	Theory	Practical	Total
	0	4	4
Teaching Hours per week	0	8	8
Internal Assessment Marks	0	30	30
End Term Exam Marks	0	70	70
Max. Marks	0	100	100
Examination Time	4 hours		

Part B-Contents of the Course		
Practical's		**Contact Hours**
	Flipbook: Ball Slide with Direction Change	120
	Clock Movement: Mechanical Clock Gears Experiment	
	Pendulum Clock Swing	
	Ball Bounce: Squash & Stretch, Timing & Spacing	
	Multi-Material Bounce Comparison: Weight, Spacing, and Squash & Stretch	
	Water Balloon Bounce	
	Push and Drag Mass Study: Follow-Through, Drag	
	Pinball: Timing & Spacing, Arcs	
	Arrow: Anticipation, Staging	
	Water Drop Animation	
	Under Water Animation	
	Capturing and Editing	
	Adding Sound	
	Cut out Animation: Letter Reveal	
	Clay Shape Changing	
	Kinetic Typography Stop Motion	
	Object Animation: Household Item Movement	
	Mix Media Animation	
	Commercial by using original Product	

	Title animation	

Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Practicum**	**30**	➢ **Practicum**	**70**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Norman McLaren, Neighbours (1952), Begone Dull Care (1949)
- Len Lye, A Colour Box (1935), Free Radicals (1958), Rainbow Dance (1936)
- Oskar Fischinger, An Optical Poem (1938), Motion Painting No.1 (1947)
- Mary Ellen Bute, Synchromy No. 4: Escape (1937), Spook Sport (1939)
- Harry Smith, Early Abstractions (1946–1957)

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	3D Texturing		
Course Code	B23-GAG-807		
Course Type	CC-HM2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand Environment Modeling Fundamentals CLO 2: Create Environment Blockouts and Model Low-Poly Environment Assets CLO 3: Apply PBR Texturing to Environments CLO 4: Understanding unwrap models cleanly and create efficient UV layouts for texturing. CLO 5: Understand the knowledge of create environment.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to PBR (Physically Based Rendering) workflow Understanding texture maps: Base Color, Roughness, Metallic, Normal Height / Displacement Ambient Occlusion Basics of UV Mapping, UV layout, seams, unwrapping Introduction to the UV Editor in 3ds Max	11
II	Understanding Substance Painter interface Texture Baking, Normal map Ambient Occlusion, Curvature, Position, Thickness Creating Smart Materials & Smart Masks Layer-based painting, Procedural texturing techniques Exporting texture maps (Arnold, V-Ray, Unreal, Unity presets)	11
III	Introduction to Substance Designer Node-based procedural material creation	11

	Working with noise nodes, blend nodes, generators Creating tileable materials (wood, metal, stone, fabric) Exporting Substance materials (.sbsar) 3ds Max Material Editor (Slate Editor) Applying materials to 3D models in 3ds Max Using V-Ray or Arnold materials	
IV	Advanced texture painting (edge wear, dirt, scratches, gradients) Creating realistic materials (metals, skin, fabric, leather) Texture optimization for games and films UDIM workflow Rendering textured models using Arnold / V-Ray	12
V	**Practicals** 1. 3D model (mug, crate, hammer, etc.) 2. Create basic PBR maps (Base Color, Roughness, Metalness) using Photoshop/any 2D tool. 3. Import a low-poly and high-poly model and texture 4. UV unwrapping a 3D object sword, mug 5. Hand painted texture assignment 6. Organic texturing skin creature and cloth 7. Hard surface texturing gun, robot, drown 8. Creating tile able texturing 9. Exporting game ready texturing	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- "3ds Max Bible" – UVW Mapping and Material Editor chapters
- "Substance Painter User Guide" – PBR basics and texture sets
- "The PBR Guide" (Allegorithmic/Substance) – PBR theory
- "Substance Painter Fundamentals" – Layers, baking, export workflows
- "Substance Designer Official Documentation" – node library, material graphs
- "Autodesk 3ds Max Essentials" – Material Editor and shader workflows
- Substance Painter – Advanced Techniques Guide
- 3ds Max – Rendering & Shading chapters (V-Ray/Arnold)

Honours with Research

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	Story, Script & Storyboarding		
Course Code	B23-GAG-701		
Course Type	CC-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Learn the idea creation for writing a story. CLO 2: Understand the grammar fundamentals for writing content CLO 3: Understand the language, dialect and script CLO 4:Convert the written content into the multimedia formats CLO 5: Learn the practical aspects of storyboarding		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Story : Elements of story, Resources and ideas from life, Story Genres, Characters and the story, character driven stories, Event driven stories. Story structures and styles (Linear, Non-Linear, Circular and Episodic) Narrative, non-narrative, abstract, absurd with reference to stories for animated film Basic writing for Animation, Story Structure, Plot, Dramatic structure, Conflict, Setting mood, Rising action, Falling Action, Dénouement, Resolution	11
II	Script : Anatomy of a Script, Script Elements and Scene Heading, Action, Characters, Dialogue, Parenthetical, Extension, Transition, Shots, Page Breaking, Finer Points, Dual Dialogue, and Adlibs, Abbreviations and Montages, A Series of Shots and Short Lines/Poetry/Lyrics, transitions, continuity etc. Titles or Opening Credits, and Superimpose or Title, Title Page, Production Drafts, Top Continued and Bottom Continued, Locking Script Pages and Locking Scenes, Header, Do's and Don'ts. Script Formats, Radio scripts, TV scripts, Animation film scripts.	11

III	Storyboarding: Introduction to Storyboard, Importance of StoryBoard, difference between storyboard and Graphic Comic, Difference between Story, Script and Storyboard. Advantages of Storyboard in Animation and Anatomy of a Storyboard.	11
IV	Shots: Introduction to various shots, Camera angles and Camera Movements used in Storyboard panels. continuity and Timing, Building a sequence of shots. Use of Perspective, Composition, Light & Shadow in Storyboarding. Script to Storyboard Designing a storyboard based on a short script, Use of Thumbnails and Quick story sketches, Creating visual narrative using Animatics	12
V	Practicals 10. Write a one-line summary of the main idea. 11. Define the genre (comedy, drama, horror) and tone (light, dark, emotional). 12. Write a short summary (½–1 page) of the entire story. 13. Create character bios — name, age, background, motivation, conflict. 14. Describe main locations and time period. 15. Write key events in order — beginning, middle, end. 16. Identify the main problem and how it's resolved. 17. Define the central message or moral. 18. Share with peers/instructor for critique and refine the story.	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Animation history and production by aparna vats; new delhi publishers; First edition 2017
- Story: Substance, Structure, Style and the Principles of Screenwriting by Robert McKee
- The Way of the Storyteller by Ruth Sawyer
- Comic Book Design: The Essential Guide to Creating Great Comics and Graphic Novels Gary Spencer Millidge
- Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guptill,
- The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press
- The Art of story board by John Hart
- 'How to Write for Animation' by Jeffrey Scott's book
- Animation Art: From Pencil to Pixel, the world of Cartoon Anime and CGI- Jerry Beck

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	Graphic Design		
Course Code	B23-GAG-702		
Course Type	CC-H2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the basic principles of graphic design. CLO 2: Learn the major tools of graphic designing. CLO 3: Know about the color theory and color scheme CLO 4: Understand different kind of layouts in graphic designing. CLO 5: Understand different types of designing.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to graphics, tools of graphics, uses & types of graphics Meaning and definition of graphics design Elements and principles of graphic design Graphics Overview: Raster graphics, Vector graphics	11
II	Understanding the role of graphic design in advertising Design Theory: Gestalt Principal, Visual Perception Elements of Art: Point, Line, Form, Shape, Space, Color, Texture, Value Principles of Art: Balance, Rhythm, Harmony, Contrast, Proportion, • Dominance, Unity	11
III	Logo Design: Principal, element and types Poster Design: Types, Elements Brochure Design: Types Infographics: concept and uses Colour Theory: Colour wheel, colour scheme	11
IV	Authoring and process of publishing Publishing types, newspaper and magazine publishing Research papers and publications Packaging and its types, Functions of Packaging	12

V	Practicals 11. Re Design Logo / New Logo 12. 5 Business Card 13. 2 Social Poster Design 14. 2 Commercial Poster Design 15. 5 Social Media Post 16. Magazine Cover Design 17. 2 Illustration Designs 18. 1 Borcher Design 19. 2 Certificate Design 20. 1 Newsletter Design with contain 4 pages	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Golombisky, K., & Hagen, R. (2017). White space is not your enemy: A beginner's guide to communicating visually through graphic, web & multimedia design. CRC Press.
- Harrington, R. (2012). Understanding Adobe Photoshop CS6: The essential techniques for imaging professionals. Peachpit Press.
- Gulbins, J. (2013). Mastering Photoshop layers: A photographer's guide. Rocky Nook

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	Multimedia Technologies		
Course Code	B23-GAG-703		
Course Type	CC-H3		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the file organization of different multimedia elements. CLO2: Learn the knowledge of various multimedia equipment's and kiosks. CLO 3: Create the linking inputs of interconnected multimedia systems. CLO 4: Learn to secure the created multimedia content. CLO 5: Learn about multimedia technologies in present scenario.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Multimedia Elements, Multimedia Applications, Multimedia System Architecture, Multimedia Databases; Types of Compression, Binary Image Compression Schemes, Color, gray scale, still-video image compression, video Image compression, audio compression; Data and File format standards- RTF, TIFF, RIFF, MIDI, JPEG, AVI, JPEG	11
II	Key Technology Issues, Pen Input, Video and Image Display Systems, Print Output Technologies, Image Scanners, Digital Voice and Audio, Video Images and Animation, Full Motion Video; Magnetic Media Technology, Optical Media, WORM optical drives , Cache Management for storage systems.	11
III	Types of Multimedia systems, Virtual Reality Design, Components of Multimedia system, Distributed Application Design Issues, Multimedia Authoring and User Interface, Hypermedia Messaging, Distributed Multimedia Systems	11
IV	Secured Multimedia, Digital Rights Management Systems, Technical Trends, Multimedia encryption, Digital Watermarking, Security Attacks; Multimedia	12

	Authentication, Pattern, Speaker and Behavior Recognition,	
V	Practicals 8. To prepare a file with Text and Paragraph alignment. 9. To edit an Image by Cropping, resizing the same. 10. To edit a image by using five filters and effects 11. To prepare a power point presentation by using multimedia components 12. To record an audio sample by using microphone and edit it in audio editor 13. To record a video clip from video camera in HD format and edit it in video editor 14. To convert an audio and a video file in different format using audio-video converter	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Weixel, Fulton, Barksdale.Morse, "Multimedia Basics", Easwar Press 2004.
- Andleigh PK and Thakrar K, "Multimedia Systems", Addison Wesley Longman, 1999.
- Fred Halsall, "Multimedia Communications", Addison Wesley, 2000.
- Ralf Steinmetz, KlaraNahrstedt, "Multimedia, computing, communications and applications", Prentice Hall, 1995.
- Tay Vaughan, "Multimedia making It work", TMH 5th Edition 2001.
-

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	History of Indian Art		
Course Code	B23-GAG-704		
Course Type	DSE-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO1: Understand and explain major phases of Indian art from prehistoric to colonial periods. CLO2: Identify iconic artworks and their distinguishing characteristics. CLO3: Analyze the influences of religion, patronage, and regional identities on art. CLO4: Develop visual literacy in reading Indian iconography and symbolism.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Origin of the World Kala Division of Art: External and Secret Art Palaeolithic, Mesolithic, Neolithic Age Bhimbetka Caves and Paintings. Indus Valley Civilization: Seals, terracotta, sculpture, and architecture	15
II	Mauryan Art: Characteristics of Maurya Art; Ashokan Pillars The sculptures of Yaksha –Yakshinis Chaamardharini Yakshaini-Didarganj Shunga and Satavahana Period Buddhist art	15
III	Golden age in India-Gupta period	15

	Architecture, Sculpture Paintings of Ajanta Caves Characteristics of Ajanta Paintings Introduction to Elephanta Caves and Temples	
IV	Indian Modern Art Bengal Company School Raja Ravi Verma, Nand Lal Bose, Abanindranath Tagore, Amrita Sher-Gil Satish Gujral, Jamini Roy	15
	Total Contact Hours	60

Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- The History of Indian Art – A.L. Basham, Oxford University Press.
- Ancient Indian Art and Architecture – J.C. Harle, Oxford University Press.
- Paintings of India – Swaminathan, Lalit Kala Akademi.
- Indian Art – Partha Mitter, Oxford University Press.
- भारतीय ललित कला. स्टेला क्रामरिश. इंडियन म्यूजियम कोलकाता।
- मुगल एंड राजपूत पेंटिंग्स. पर्सी ब्राउन. एशियन एज पब्लिशर्स

Session: 2025-26			
Part A – Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**7th**		
Name of the Course	History of Western Art		
Course Code	B23-GAG-705		
Course Type	DSE-H1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	**CLO1:** Identify major art movements and their characteristics. **CLO2:** Trace the evolution of Western art in historical context. **CLO3:** Apply historical art styles and concepts in design and animation projects. **CLO4:** Discuss about the legendary artist of Western Artist.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Origin of the Art Palaeolithic, Mesolithic, Neolithic Age Mesopotamia and the origins of civilization Funerary art, hieroglyphics, and monumental architecture The Great Khufu Pyramid of Giza	15
II	Classical Greek sculpture and architecture Pottery, Architecture (Parthenon)The Doryphoros by Polyklitos Kouros and Kore Sculpture Discus Thrower by Phidias Greeks Culture Roman Art: Realism, Mosaics, frescoes, Civic Architecture	15
III	Age of Renaissance-Jan Van Eyck, Masaccio; Sandro Botticelli Artist High Period Renaissance Leonardo Michelangelo, Raphael – harmony and ideal beauty	15
IV	Baroque Art Movement Caravaggio, Bernini, Rembrandt Modern Art of Europe, Francisco Goya Claude Monet, Edouard Manet Auguste Renoir, Paul Cezanne	15

		Total Contact Hours	60
Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Gombrich, E.H. The Story of Art. Phaidon Press.
- Janson, H.W. History of Art. Pearson.
- Honour, H., & Fleming, J. A World History of Art. Laurence King.
- Stokstad, M., & Cothren, M. Art History. Pearson.
- Elkins, J. Why Art Cannot Be Taught. University of Illinois Press.
- Berger, J. Ways of Seeing. Penguin Books.
- Animated films and visual art studies from Disney, Pixar, and Studio Ghibli for stylistic influences.

Session: 2025-26				
Part A – Introduction				
Name of the Programme		B.Sc. Graphics & Animation		
Semester		7th		
Name of the Course		Digital Design Lab		
Course Code		B23-GAG-706		
Course Type		PC-H1		
Level of the course		400-499		
Pre-requisite for the course (if any)				
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:		CLO:1. Understand the difference between different graphics and image file formats. CLO:2. Understand Vector Graphic tools. CLO:3. Know About Design Process. CLO:4. Learn the Techniques to Create Digital Graphics		
Credits		Theory	Practical	Total
		0	4	4
Teaching Hours per week		0	8	8
Internal Assessment Marks		0	30	30
End Term Exam Marks		0	70	70
Max. Marks		0	100	100
Examination Time		4 hours		
Part B-Contents of the Course				
Practical's				**Contact Hours**
	21. Create five Logos			120
	22. Draw two Posters			
	23. Make a Web Banner			
	24. Make two Hoardings			
	25. Create Emailers			
	26. Make four Flyers			
	27. Make two Magazine covers			
	28. Make Two Newspaper Advertisement			
	29. Infographics Discussion			
	30. Make a Trifold brochure			
	31. Make a French fold brochure			
	32. Create a Gatefold brochure			
	33. Make Bi fold brochure			
	34. Create a Accordian brochure			
	35. Create Five PowerPoint presentations			
	36. Make a Webpage			
	37. Typography Practice			
	38. Packaging Drawing Practice			
	39. Make a Vehicle wrap design			
	40. Make a Mock up design			

Suggested Evaluation Methods			
Internal Assessment: 30		**End Term Examination: 70**	
➢ **Practicum**	**30**	➢ **Practicum**	**70**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Corel Draw Training Guide, Author: Satish Jain, M. Geetha Basics of Illustration
- Corel draw 2020 User Guide
- A Textbook of Vector Calculus by Shanti Narayan (Author), P.K. Mittal (Author)
- Guide to Graphics Design by Scott W. Santoro, Library of Congress Cataloging-in-Publication Data, ISBN 978-0-13-230070-4 (pbk.)
- Graphic Designer's Essential Reference, Visual Elements, Techniques, and Layout Strategies for Graphic Designers by Timothy Samara, ROCKPORT PUBLISHER

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	7th		
Name of the Course	Visual Art and Creativity		
Course Code	B23-GAG-707		
Course Type	CC-HM1		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the knowledge of Art Elements. CLO 2: Learn the principles of Art. CLO 3: Understand the knowledge of colours. CLO 4: Understand the knowledge of different types of art. CLO 5: To know the knowledge of visualization.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Define Art Origin of Art: ○ Study of Prehistoric Indian Art ○ Visual Arts & Its Forms & Creative Pedagogies Diversity of Shapes, Form, Lines, Textures Drawing: Line, Contour, Stippling and Hatching Sketching and Concept Drawing Understanding of Light and Shadow Landscapes and Composition Mandala art: Concept Doodling: Concept	11
II	Perception of Color and Color Wheel Pattern Design and 3D Design Perspectives on the Creative Process Typography: Elements and Features Calligraphy: Elements and Features	11

III	Indian art forms: Madhubani Art Warli, Patta Chitra, Gond Rajasthani Miniature paintings Western art movements: Realism, Impressionism Cubism, Surrealism, Abstract art	11
IV	Concept of creativity Brainstorming, thumbnails, mood boards Visual storytelling Principles of good composition Layout planning and framing Poster design, logo design Creative product design	12
V	Practicals 1. Discussion on Anatomy and Create four exercises 2. Create Three Caricatures 3. Poster design 4. Discussion on Colour theory and mixture 5. Painting exercises (landscape, portrait, abstract). 6. Warli Art and Gond Art drawing 7. Creating Mandala Art on Canvas 8. Dot painting Techniques Practice 9. Stone Art Practice 10. Glass Painting or Mirror Image Art Practice	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- Animation history and production by aparna vats; new delhi publishers; First edition 2017
- Story: Substance, Structure, Style and the Principles of Screenwriting by Robert McKee
- The Way of the Storyteller by Ruth Sawyer
- Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guptill,
- The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press
- The Illusion of Life: Disney Animation, Ollie Johnston and Frank Thomas, Publisher: Disney Editions;
- Making Comics: Storytelling Secrets of Comics, M... by Scott McCloud
- The Art of story board by John Hart
- 'How to Write for Animation' by Jeffrey Scott's book
- Animation Art: From Pencil to Pixel, the world of Cartoon Anime and CGI- Jerry Beck

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	Research Design		
Course Code	B23-GAG-801		
Course Type	CC-H4		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand the core principles, types, and ethical considerations involved in research methodology. CLO 2: Utilize suitable research designs, sampling strategies, and data collection techniques to carry out effective research. CLO 3: Interpret and evaluate data using statistical methods and apply relevant software tools for data analysis. CLO 4: Produce clear and organized research reports with accurate citations and effectively communicate findings through presentations.		
Credits	Theory	Tutorial	Total
	3	1	4
Teaching Hours per week	3	1	4
Internal Assessment Marks	30	0	30
End Term Exam Marks	70	0	70
Max. Marks	100	0	100
Examination Time	3 hours		

Part B-Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Definition and Concept of Research: Meaning, nature, and purpose of research, Characteristics of good research; Types of Research: Basic vs. applied research, Qualitative vs. quantitative research, Exploratory, descriptive and explanatory research Research Process: Identifying the research problem, Review literature, Setting objectives and hypothesis formulation Ethics in Research: Importance of ethical considerations, Plagiarism and academic integrity, Informed consent and confidentiality	15
II	Research Design: Definition and importance, Components of research design, Types of research design (experimental, correlational, observational, etc.) Sampling Methods: Probability sampling (random, systematic, stratified, cluster), non-probability sampling (convenience, purposive, snowball), Sample size determination Data Collection Methods: Primary Data: Surveys, questionnaires,	15

	interviews, Observation methods; Secondary Data: Government reports, articles, journals, and online sources Measurement and Scaling: Nominal, ordinal, interval, and ratio scales, Likert scale and semantic differential scale	
III	Data Preparation: Data cleaning and coding, Tabulation and organization of data Descriptive Statistics: Measures of central tendency (mean, median, mode), Measures of dispersion (range, variance, standard deviation), Frequency distribution and graphical representation Inferential Statistics: Hypothesis testing (null and alternative hypotheses), p-value and significance testing, t-test, chi-square test, ANOVA Correlation and Regression Analysis: Pearson and Spearman correlation, Simple and multiple regression models Use of Software for Data Analysis: Introduction to SPSS, Excel, R, or Python for data interpretation	15
IV	Research Report Writing: Structure of the research report, Title page, abstract, introduction, methodology, results, and conclusion, Formatting and referencing (APA, MLA, Chicago, etc.) Citations and Referencing: In-text citations and bibliography, Reference management tools (Zotero, Mendeley, EndNote) Presentation of Research Findings: Preparing PowerPoint presentations, Data visualization (charts, graphs, and tables), Effective communication and presentation skills Plagiarism and Citation Tools: Checking plagiarism (Turnitin, Grammarly), Importance of originality in research Assessment Methods: Assignments and quizzes, Practical application of data collection and analysis methods, Research report submission, Presentation of research findings	15
Total Contact Hours		60

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**30**	➢ **Theory:**	**70**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.	10		
• Mid-Term Exam:	15		

Part C-Learning Resources

Recommended Books/e-resources/LMS

- Kothari, C. R. (2004). Research Methodology: Methods and Techniques (2nd ed.). New Age International.
- Creswell, J. W. (2018). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (5th ed.). SAGE Publications.
- Bryman, A. (2016). Social Research Methods (5th ed.). Oxford University Press.
- Babbie, E. (2020). The Practice of Social Research (15th ed.). Cengage Learning.Bhattacharyya, D. K. (2009). Research Methodology (2nd ed.). Excel Books.
- Graziano, A. M., & Raulin, M. L. (2013). Research Methods: A Process of Inquiry (8th ed.). Pearson.
- Singh, Y. K. (2006). Fundamentals of Research Methodology and Statistics. New Age International.
- Cooper, D. R., & Schindler, P. S. (2014). Business Research Methods (12th ed.). McGraw-Hill Education.
- Saunders, M., Lewis, P., & Thornhill, A. (2019). Research Methods for Business Students (8th ed.). Pearson.

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	User Interface & User Experience (UI /UX)		
Course Code	B23-GAG-802		
Course Type	CC-H5		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Generating design ideas based on well-defined goals and scenarios CLO 2: Developing impactful user interfaces using design systems CLO 3: Employing Wire framing, prototyping, and testing tools for design evaluation CLO 4: Applying user-centered design principles to enhance User Experiences CLO 5: Create various user interface.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Concept of User Interface Design (UI) Scope of Interface Design Process of UI Design: Empathize, Define, Ideate, Deliver, Test / Components Elements of UI Design: Input Controls, Navigation Components, Informational Components, Containers, Principles of UI Design Clarity, Consistency, Accessibility, Feedback, Familiarity, Design Standards, Structure and Hierarchy, Simplicity, Control, Empathy Types of UI Design	11
II	Concept of UX Design Process of UX Design: Product Definition, Product Research, Analysis, Design, Validation (Testing) 8 Stages: Project Definition and Scope, Understanding the problem, UX Research, Ideation (Sketching and low fidelity prototyping), High fidelity mockups and prototype, Usability Testing, Design handoff, Quality Assurance or	11

	UX Audit, Elements of User Experience Functional Layout & Interaction design UX Principles: Doherty Threshold, Occam's Razor, Pareto Principle, Postel's Law, Tesler's Law	
III	Gestalt Principles Concept of Microcopy Concept of Wireframing: low fidelity and high fidelity Difference Between UI and UX	11
IV	Concept of Grids User Persona and Scenario Concept Of Prototypes Market Competitive Analysis Research Methodology	12
V	**Practicals:** 1. Login/Signup Screens 2. Home Screen 3. Navigation Screens/Menus 4. List Screens 5. Detail Screens 6. Forms/Input Screens 7. Confirmation/Success Screens 8. Profile Screens 9. Checkout Screens **10.** Prototyping	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- A Project Guide to UX Design: For user experience designers in the field or in the making (2nd. ed.). Russ Unger and Carolyn Chandler. New Riders Publishing, USA, 2012.
- The Elements of User Experience: User-Centered Design for the Web and Beyond, Second Edition Jesse James Garrett, Pearson Education. 2011.
- The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques, Third Edition by Wilbert O. Galitz, Wiley Publishing, Inc.
- Adobe XD in CC,Classroom in a Book, The official training workbook from Adobe By Brian Wood, ADOBE PRESS
- The UX Book Process and Guidelines for Ensuring a Quality User Experience, Rex Hartson and Pardha S. Pyla, Elsevier, 2012

Session: 2025-26			
Part A - Introduction			
Name of Programme	B.Sc. Graphics & Animation		
Semester	**8th**		
Name of the Course	3D Texturing		
Course Code	B23-GAG-807		
Course Type	CC-HM2		
Level of the course	400-499		
Pre-requisite for the course (if any)			
Course Learning Outcomes (CLO) After completing this course, the learner will be able to:	CLO 1: Understand Environment Modeling Fundamentals CLO 2: Create Environment Blockouts and Model Low-Poly Environment Assets CLO 3: Apply PBR Texturing to Environments CLO 4: Understanding unwrap models cleanly and create efficient UV layouts for texturing. CLO 5: Understand the knowledge of create environment.		
Credits	Theory	Practical	Total
	3	1	4
Teaching Hours per week	3	2	5
Internal Assessment Marks	20	10	30
End Term Exam Marks	50	20	70
Max. Marks	70	30	100
Examination Time	3 hours	3 hours	

Part B- Contents of the Course

I Instructions for Paper- Setter: The examiner will set 9 questions asking two questions from each unit and one compulsory question by taking course learning outcomes (CLOs) into consideration. The compulsory question (Question No. 1) will consist at least 4 parts covering entire syllabus. The examinee will be required to attempt 5 questions, selecting one question from each unit and the compulsory question. All questions will carry equal marks.

Unit	Topics	Contact Hours
I	Introduction to PBR (Physically Based Rendering) workflow Understanding texture maps: Base Color, Roughness, Metallic, Normal Height / Displacement Ambient Occlusion Basics of UV Mapping, UV layout, seams, unwrapping Introduction to the UV Editor in 3ds Max	11
II	Understanding Substance Painter interface Texture Baking, Normal map Ambient Occlusion, Curvature, Position, Thickness Creating Smart Materials & Smart Masks Layer-based painting, Procedural texturing techniques Exporting texture maps (Arnold, V-Ray, Unreal, Unity presets)	11
III	Introduction to Substance Designer Node-based procedural material creation Working with noise nodes, blend nodes, generators	11

	Creating tileable materials (wood, metal, stone, fabric) Exporting Substance materials (.sbsar) 3ds Max Material Editor (Slate Editor) Applying materials to 3D models in 3ds Max Using V-Ray or Arnold materials	
IV	Advanced texture painting (edge wear, dirt, scratches, gradients) Creating realistic materials (metals, skin, fabric, leather) Texture optimization for games and films UDIM workflow Rendering textured models using Arnold / V-Ray	12
V	**Practicals** 1. 3D model (mug, crate, hammer, etc.) 2. Create basic PBR maps (Base Color, Roughness, Metalness) using Photoshop/any 2D tool. 3. Import a low-poly and high-poly model and texture 4. UV unwrapping a 3D object sword, mug 5. Hand painted texture assignment 6. Organic texturing skin creature and cloth 7. Hard surface texturing gun, robot, drown 8. Creating tile able texturing 9. Exporting game ready texturing	30
	Total Contact Hours	75

Suggested Evaluation Methods

Internal Assessment: 30		**End Term Examination: 70**	
➢ **Theory**	**20**	➢ **Theory:**	**50**
• Class Participation:	5	Written Examination	
• Seminar/presentation/assignment/quiz/class test etc.:	5		
• Mid-Term Exam:	10		
➢ **Practicum**	**10**	➢ **Practicum**	**20**
• Class Participation:	5	Lab record, Viva-Voce, write-up and execution of the practical	
• Seminar/Demonstration/Viva-voce/Lab records etc.:	5		
• Mid-Term Exam:	-		

Part C-Learning Resources

Recommended Books/e-resources/LMS:

- "3ds Max Bible" – UVW Mapping and Material Editor chapters
- "Substance Painter User Guide" – PBR basics and texture sets
- "The PBR Guide" (Allegorithmic/Substance) – PBR theory
- "Substance Painter Fundamentals" – Layers, baking, export workflows
- "Substance Designer Official Documentation" – node library, material graphs
- "Autodesk 3ds Max Essentials" – Material Editor and shader workflows
- Substance Painter – Advanced Techniques Guide
- 3ds Max – Rendering & Shading chapters (V-Ray/Arnold)

<table>
<tr><th colspan="5">Session: 2025-26</th></tr>
<tr><th colspan="5">Part A – Introduction</th></tr>
<tr><td colspan="2">Name of Programme</td><td colspan="3">B.Sc. Graphics & Animation</td></tr>
<tr><td colspan="2">Semester</td><td colspan="3">8th</td></tr>
<tr><td colspan="2">Name of the Course</td><td colspan="3">Project/Dissertation</td></tr>
<tr><td colspan="2">Course Code</td><td colspan="3">B23-GAG-808</td></tr>
<tr><td colspan="2">Course Type</td><td colspan="3">-</td></tr>
<tr><td colspan="2">Level of the course</td><td colspan="3">400-499</td></tr>
<tr><td colspan="2">Pre-requisite for the course (if any)</td><td colspan="3">-</td></tr>
<tr><td colspan="2">Course Learning Outcomes (CLO)
After completing this course, the learner will be able to:</td><td colspan="3">• To understand the fundamental of media research
• To understand the research methodology and research design
• To understand data analysis and data coding
• To understand the research thesis / report/ dissertation writing
• To understand the use of computer software</td></tr>
<tr><td colspan="2"></td><td>Evaluation Report</td><td>Viva-Voce Examination</td><td>Total</td></tr>
<tr><td colspan="2">Credits</td><td>8</td><td>4</td><td>12</td></tr>
<tr><td colspan="2">Teaching Hours per week</td><td>-</td><td>-</td><td>-</td></tr>
<tr><td colspan="2">Max. Marks</td><td>200</td><td>100</td><td>300</td></tr>
<tr><th colspan="5">Part B- Contents of the Course</th></tr>
<tr><td colspan="5"><u>Instructions for Practical</u>: Each student will develop a portfolio compiling the below given exercises for End term exam, showcasing applications of computer in journalism.</td></tr>
<tr><th colspan="4">Practical Assignments</th><th>Contact Hours</th></tr>
<tr><td></td><td colspan="3">Research Project and Guidelines
• Identify Research Problem
• Write a synopsis
• Do review of Literature
• Frame Research questions and Hypothesis
• Frame objectives
• Design Methodology
• Prepare data collection tool
• Collect Data
• Draw conclusions
• Write thesis / Dissertation
• Every student has to publish and write a research paper alongwith dissertation.
Evaluation of the thesis will be on the basis of Quality of Above Research.
Supervisor will be allotted to each student of research honors
Viva vice will be conducted in front of a three member committee constituted by the Institute.
Submissions related to research
Prepare a Questionnaire
Prepare a code book
Prepare Google form</td><td></td></tr>
</table>

	Prepare charts and tables Write review of literature Data coding with SPSS software			
Suggested Evaluation Methods				
Internal Assessment			**End Term Examination : 300**	
	➢ ` **Practicum**	**0**	➢ **Practicum**	300
	Evaluation Report	0	200	200
	Viva-Voce	0	100	100
	Max. Marks	0	300	300