



PRESIDENCY UNIVERSITY

Presidency University Act, 2013 of the Karnataka Act No. 41 of 2013 | Established under Section 2(f) of UGC Act, 1956

Approved by AICTE, New Delhi



School of Design

CURRICULUM STRUCTURE

Based on Choice Based Credit System (CBCS) and

Outcome Based Education (OBE)

Program: B.Sc. (Multimedia)

2021-2024

Regulation No: PU/AC -20.13/SOD06/BSM/2021-24

Resolution No. 13 of the 20th Meeting of the Academic Council held on 15th February 2023

and ratified by the Board of Management in its 21st Meeting held on 22nd February 2023.

February -2023

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Name of the Program: B.Sc. (Multimedia)

Program Code: BSM

Program Needs:

1. Offer inclusive academic inputs to foster design inquisitiveness in students focusing on careers in various design domains.
2. Provide context-based, contemporary, career-oriented teaching-learning experience in interdisciplinary and specific design areas.
3. Include human-centered design research with a grounding in arts, crafts, values, traditions and critical inquiry to develop a system with futuristic design thinking and its thorough application at different levels.
4. Encourage outcome-based interaction with industries, institutes and design practitioners to harness sustainability in design-oriented processes.

Program Educational Objectives [PEOs]:

The graduating students after three years of professional education in Design Professional Program - B.Sc. (Multimedia):

PEO 1 - The graduating student shall become a professional in the areas of animation and multimedia.

PEO 2 - The graduating student shall become a researcher in the area of creative design thinking and its related applications.

PEO 3 - The graduating student shall become an Entrepreneur/Consultant/Multimedia Designer.

Program Outcome [POs]:

On successful completion of the Program, the students shall be able to:

PO 1 - Apply fundamental knowledge of elements and principles of design.

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- PO 2 -** Practice multidisciplinary design approach working in teams/groups.
- PO 3 -** Design processes and systems in multimedia related fields using design thinking aspects.
- PO 4 -** Identify and solve design-related problems/challenges.
- PO 5 -** Evaluate the impact of design solutions at varying levels of systems and contexts.
- PO 6 -** Design a system, program, component, or process to meet desired needs within realistic constraints.
- PO 7 -** Recognize the need for and an ability to engage in design practices.
- PO 8 -** Identify contemporary design issues in multimedia-related areas.
- PO 9 -** Apply the design and management principles to execute multidisciplinary projects.
- PO 10 -** Apply the techniques, skills and modern design tools necessary for multimedia design practice.
- PO 11 -** Demonstrate professional and ethical responsibility in design functions.
- PO 12 -** Interpret and communicate design ideas effectively.

Program Specific Outcomes [PSOs]:

On successful completion of the Program, the students shall be able to:

- PSO 1 -** Identify, evaluate and apply techniques and tools of multimedia
- PSO 2 -** Demonstrate ideation, conceptualization and production skills in multimedia design solutions
- PSO 3 -** Apply creative skills to develop concepts, interfaces and interactive platforms and design programs in multimedia

Curriculum Structure:

The curriculum structure is composed of the following baskets:

- School Core (Foundation Year courses of the program consisting of 44 Credits)

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- Program Core (Specific to B.Sc. (Multimedia) program, consisting of 34 credits)
- Discipline Electives (Specific to B.Sc. (Multimedia) program and categorized under specialized groups, the minimum number of credits to be earned in this basket is 33)
- Open Electives (Consists of courses from various schools to provide an opportunity for multi-disciplinary learning and the minimum number of credits to be earned from this basket is 09)

Table 1: Summary of Minimum Credit Contribution from various Baskets

| Baskets | Credit Contribution |
|----------------------|----------------------|
| SCHOOL CORE | 44 |
| PROGRAM CORE | 34 |
| DISCIPLINE ELECTIVE | 33 |
| OPEN ELECTIVE | 09 |
| TOTAL CREDITS | 120 (Minimum) |

- The curriculum structure is designed as per the CBCS and incorporating OBE Principles to offer maximum flexibility to the students to select the courses.
- They are free to prepare their own Course grid for every semester from the Basket of courses subject to fulfilling the pre-requisites for the courses selected and adhering to the minimum and maximum credit requirement as per the Program Regulations.
- Any other aspects not covered under this curriculum structure shall follow the regulations as applicable for B.Des programs under the CBCS structure.

Course Catalogues:

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Each course shall have a course catalogue with the following details:

1. Pre –Requisites of the course
2. Course Description
3. Course Outcome
4. Course Content
5. Reference Materials

Program Evaluation Grading Pattern & Completion Criterion:

As prescribed in the Program Regulation & Curriculum of 2020-24 and as applicable for B.Des programs.

Value Added Courses:

1. These courses are offered to enhance the professional and life skills of the students beyond the curriculum.
2. These courses are offered by the in-house experts and also by the external experts from the industry.
3. The individual course instructors are empowered to design the curriculum, mode of delivery and evaluation method for these courses.
4. All the students who have successfully completed the course are provided with a course completion certificate.
5. For the students to be eligible to obtain the certificate, the students should have attended a minimum of 50% of the total classes conducted and should have cleared the assessment.
6. The minimum duration of these courses are 30 Hours.

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Bucket wise list

| Sl. No. | Course Code | Course Name | L | P | Credits | Type of Skill/Focus | Course Caters to | Pre-requisites/Co-requisites | Anti req uisi tes | Future Courses in B.Sc (Multimedia) that need this Course as a Prerequisite | List of POs to which Course Caters to | | | | | | | | | | | |
|---|-------------|-------------|---|---|---------|---------------------|------------------|------------------------------|-------------------|---|---------------------------------------|------|------|------|------|------|------|------|------|-------|-------|-------|
| | | | | | | | | | | | PO 1 | PO 2 | PO 3 | PO 4 | PO 5 | PO 6 | PO 7 | PO 8 | PO 9 | PO 10 | PO 11 | PO 12 |
| SCHOOL CORE - Minimum Credits to be earned from this basket | | | | | | | | | | | D | P | AC | IN | MO | RE | SO | ET | TE | CO | PR | LI |
| | | | | | | | | | | | O | R | TI | VE | DE | SE | CIE | HI | A | M | OJ | FE |
| | | | | | | | | | | | M | O | VI | STI | RN | AR | TY | CS | M | M | M | L |
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| 1 | BSM1 001 | Multimedia Model | 3 | 0 | 3 | F | HP | - | | BSM2006 | P | P | P | P | P | | | | | P | | P | |
| 2 | BSM1 005 | Sketching | 1 | 4 | 3 | F | HP | - | | | P | P | P | P | | | | | | P | | P | |
| 3 | BSM1 006 | Production pipeline | 3 | 0 | 3 | EM | HP | - | | | P | P | P | P | P | | | | | P | | P | |
| 4 | BSM1 002 | Visual design & language | 1 | 4 | 3 | S/EM | HP | - | | BSM1007,BSM20 06 | P | P | P | P | P | | | | | P | P | | |
| 5 | BSM1 003 | Preproduction | 3 | 0 | 3 | S | HP | - | | BSM1006, | P | P | P | P | P | | | | | P | P | | |
| 6 | BSM3 001 | Portfolio Development | 0 | 0 | 4 | S/EM/EN | HP | | | | P | P | P | P | P | P | P | P | P | P | P | P | P |

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| 7 | BSM3 002 | Summer Internship | 0 | 0 | 4 | S / EM/EN | HP | | | | | P | | P | | P | | P | P | P | | | |
| 8 | BSM3 003 | Mini Project | 0 | 0 | 4 | S / EM/EN | HP | | | | | P | | P | | P | P | | | P | | P | P |
| 9 | BSM3 004 | Dissertation/ Industry Review Project | 0 | 0 | 4 | S / EM/EN | HP | | | | | P | | P | P | | P | | | | | P | |
| 10 | PHY1 009 | Essentials of Physics | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | | P | | | P | P | | P |
| 11 | BSM1 011 | Elements & Principles of Design | 2 | 4 | 4 | F | HP | - | | BSM2001, BSM2003 | | P | P | P | P | P | | P | P | P | P | | P |

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| 12 | BSM1 010 | Observation & Ideation | 1 | 2 | 2 | F | HP | - | | BSM2001,BSM2007 | P | P | | P | P | | | | P | | | | |
| English and Foreign Languages Basket - Min. credits to be earned from this basket = | | | 4 | | | | | | | | | | | | | | | | | | | | |
| 1 | ENG1 003 | Communicative English | 2 | 0 | 2 | F | | - | | ENG2005 | P | | P | | | P | P | P | P | P | | P | |
| 2 | ENG2 005 | Technical Writing Communication | 2 | 0 | 2 | F | | - | | | P | | P | | | P | P | P | P | P | | P | |
| 3 | FRL10 01 | Basic Spanish | 2 | 0 | 2 | S/EM | | - | | | P | | P | | | P | P | P | P | P | | P | |

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| 4 | FRL10 02 | Basic French | 2 | 0 | 2 | S/ EM | | - | | | P | | P | | | P | P | P | P | P | | P | |
| 5 | FRL10 03 | Basic German | 2 | 0 | 2 | S/ EM | | - | | | P | | P | | | P | P | P | P | P | | P | |
| Kannada Basket - Min. credits to be earned from this basket = | | | | | 1 | | | | | | | | | | | | | | | | | | |
| 1 | KAN1 001 | Kali Kanna da | 1 | 0 | 1 | S | | Non- Karna taka | - | | P | P | P | | | P | P | P | P | P | | P | |
| 2 | KAN1 002 | Thili Kanna da | 1 | 0 | 1 | S | | From Karna taka | - | | P | P | P | | | P | P | P | P | P | | P | |
| Soft Skills Basket (All Courses in this basket are mandatory) - Min. Credits | | | | | 4 | | | | | | | | | | | | | | | | | | |
| 1 | PPS1 001 | Introd uction to soft skills | 0 | 2 | 1 | S | HP | - | - | | P | | P | P | | P | P | P | P | P | P | P | P |

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| 2 | PPS1 004 | Soft Skills for Designers | 0 | 2 | 1 | S | HP | - | - | | P | P | P | P | | P | | | P | P | | | |
| 3 | PPS4 002 | Introduction to Aptitude | 0 | 2 | 1 | S/EM | HP | - | - | | | P | | | | P | | P | P | P | | | |
| 4 | PPS2 001 | Reasoning and Employment Skills | 0 | 2 | 1 | S/EM | HP/GS | - | - | | | P | | | | P | | P | P | P | | P | |
| 5 | PPS3 018 | Preparedness for Interview | 0 | 2 | 1 | | | | | | | | | | | | | | | | | | |

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| Non-Credit Courses | | Pass/Fail | Type | | 0 | F | ES | - | - | | P | | P | P | | P | P | | P | | | | |
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| 1 | CHE1020 | Environmental Studies and Sustainable Development | 1 | 2 | 0 | List of University wide clubs attached separately . In addition to those listed, student may enroll and serve in any one school level or department level clubs/ student chapters | | | | | | | | | | | | | | | | | |

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| Co/ Extra-Curricular Basket (Student has to serve in atleast one club) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| PROGRAM CORE - Minimum Credits to be earned from this basket | | | | | | 34 | S/EM | HP | BSM1 003, | | | | | P | P | P | P | P | | | | | | P | | P | |
| 1 | BSM2 001 | Introd uction to 2D Animat ion | 1 | 4 | 3 | S/EM/EN | HP | | | BCA 2040,BSM2031 | | | P | P | P | P | | | | | | | | P | P | P | |
| 2 | BSM2 002 | Video Editing | 1 | 4 | 3 | S/EM/EN | HP | DES1 007, | | BSM2024 | | | P | P | P | P | P | P | | | | | P | P | P | P | |
| 3 | BSM2 003 | Photog raphy | 2 | 4 | 4 | S/EM/EN | HP | BSM2 008 | | | | | P | | P | | P | | | | | | | | | P | |
| 4 | BSM3 016 | 3D Rigging and Animat ion | 2 | 4 | 4 | S/EM/EN | HP | BSM1 002 | | BCA 2020 | | | P | P | P | P | P | | | | | | | P | | | |

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| 5 | BSM2 006 | Computer Graphics | 2 | 4 | 4 | S/EM/EN | HP | DES1 OXX | | BCA3061,BSM201 1,BSM3019,BSM2 014 | P | P | P | | P | | | | | P | | | |
| 6 | BSM2 007 | Introd uction to 3D Animat ion | 3 | 0 | 3 | S/EM/EN | HP | | | BSM3016 | P | | | | P | | P | | P | P | | P | |
| 7 | BSM2 008 | 3D Modeli ng and Texturi ng Lab | 0 | 4 | 2 | S/EM/EN | HP | | | BSM2013 | P | P | P | | | | | | P | | P | P | |
| 8 | BSM2 009 | Audio Techno logy and Produc tion | 1 | 4 | 3 | S/EM/EN | HP | | | BCA3053 | | | | | | | | | | | | | |

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| 9 | BSM2 010 | Video Techno logy and Produc tion | 2 | 4 | 4 | S/EM/EN | HP | | | | P | P | P | P | | | P | | | P | P | | |
| 10 | BSM2 034 | Digital Compo siting | 2 | 4 | 4 | Student has to select at least 1 course each from a minimum of 6 baskets | | | | | | | | | | | | | | | | | |
| DISCIPLINE ELECTIVE | | | - | | 33 | | | | | | | | | | | | | | | | | | |
| Minimum Credits to be earned from this basket | | | | | | | | | | | | | | | | | | | | | | | |
| Multimedia Basket | | | | | | S/EM/EN | HP | BSM2 006 | | | P | | P | | P | P | P | | P | | P | P | |
| 1 | BSM 2020 | UI/UX Design | 1 | 4 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | P | | P | | P | P | |
| 2 | BSM2 012 | E Conten t Develo pment | 0 | 4 | 2 | S/EM | HP | BSM2 009 | | | P | | | | P | | | | P | | | | |

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| 3 | BSM2 013 | Radio Produc tion | 0 | 4 | 2 | S | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 4 | BSM2 014 | Multim edia Databa ses | 3 | 0 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 5 | BSM2 015 | Social Media Market ing | 1 | 4 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 6 | BSM2 016 | Adverti sing and public relatio n | 3 | 0 | 3 | S/EM/EN | HP | BSM2 002 | | | P | | P | P | P | P | | P | P | P | P | | |
| 7 | BSM 2055 | Infogra phics | 0 | 4 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 8 | BSM2 017 | Interac tive | 0 | 4 | 2 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P | |

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| | | Multimedia applications | | | | | | | | | | | | | | | | | | | | |
| 9 | BSM2018 | E-Publishing | 2 | 2 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P |
| 10 | BSM2019 | Android Mobile Applications Development | 1 | 4 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P |
| 11 | BSM2056 | Web Application Development | 0 | 4 | 2 | S/EN | HP | BSM2007, | BSM2032 | | P | P | P | P | P | | | | P | P | P | P |
| 12 | BSM3036 | Studio Design | 2 | 0 | 2 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P |

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| | | and Manag ement | | | | | | | | | | | | | | | | | | | | |
| 13 | BSM2 014 | Web Design and Develo pment | 1 | 4 | 3 | S/EM | HP | BSM2 010 | BSM2025 | P | P | P | P | P | | | | P | P | P | P | |
| 14 | BSM3 035 | Video Codes and Standa rds | 3 | 0 | 3 | | | | | | | | | | | | | | | | | |
| Visual Communication Basket | | | | | | S/EM/EN | HP | - | | P | P | P | P | | | | | P | P | | | |
| 1 | BSM2 005 | Desкто Publish ing | 0 | 4 | 2 | S | HP | - | | P | P | P | | P | | | | | P | | | |
| 2 | BSM2 010 | Colour theory | 3 | 0 | 3 | S/EM/EN | HP | BSM2 007 | - | P | P | P | P | | | | | P | P | | | |

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| 3 | BSM2 011 | 3D Lightin g and Camer a Lab | 0 | 4 | 2 | S/EM/EN | HP | BSM2 003 | - | | P | P | P | | P | | | | | P | | | | |
| 4 | BSM2 024 | Digital Cinem atogra phy | 2 | 4 | 4 | S/EM | HP | BCA3 053 | - | | P | P | P | | P | | | | P | P | P | | | |
| 5 | BSM2 025 | TV Progra m Produc tion | 1 | 4 | 3 | S/EM | HP | | | | P | | P | | P | | | | | P | P | | | |
| 6 | BSM2 026 | Film Produc tion | 2 | 2 | 3 | S | HP | | | | P | | P | | P | | | | | P | P | | | |
| 7 | BSM3 015 | 3D Video & | 3 | 0 | 3 | S | HP | | | | P | | P | | P | | | | | P | P | | | |

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| | | Graphi cs | | | | | | | | | | | | | | | | | | | | | |
| 8 | BSM2 027 | Televisi on System s | 3 | 0 | 3 | S | HP | | | | | P | | P | | P | | | | P | P | | |
| 9 | BSM2 028 | Principl es of Journal ism | 3 | 0 | 3 | S | HP | | | | | P | | P | | P | | | | P | P | | |
| 10 | BSM2 029 | Corpor ate Comm unicati ons | 3 | 0 | 3 | S | HP | | | | | P | | P | | P | | | | P | P | | |
| 11 | BSM2 030 | Comm unicati on Theori es and Models | 3 | 0 | 3 | S/EM/EN | HP | BSM2 002 | | | | P | | P | | P | | | | P | P | | |

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| 12 | BSM2 031 | Digital Color Correct ion | 2 | 2 | 3 | S/EM | HP | BCA3 061 | - | | P | P | P | P | P | | P | | P | P | P | | |
| 13 | BSM2 032 | Studio Manag ement | 3 | 0 | 3 | S/EM | HP | | | | P | | P | | P | | P | | P | P | P | | |
| 14 | DES1 008 | Materi als, Media, Tools & Techni ques | 2 | 4 | 4 | S/EM | HP | | | | P | | P | | P | | P | | P | P | P | | |
| 15 | DES1 014 | Introd uction to Design Ethnog raphy | 2 | 2 | 3 | S/EM | HP | | | | P | | P | | P | | P | | P | P | | | |
| 16 | DES1 015 | Basics of | 2 | 2 | 3 | | | | | | | | | | | | | | | | | | |

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| | | Technical Drawing | | | | | | | | | | | | | | | | | | | |
| Vfx/Sfx Basket | | | | | S | HP | | | | P | P | P | P | | | | | P | | | |
| 1 | BSM2 004 | History and pipeline of Animation | 2 | 0 | 2 | S/EM/EN | HP | | | P | P | P | P | | | | | P | P | | |
| 2 | BSM3 017 | Game Development | 1 | 4 | 3 | S/EM/EN | HP | | | P | P | P | P | P | | | | P | P | | P |
| 3 | BSM3 018 | Virtual Sculpting Lab | 0 | 4 | 2 | S/EM/EN | HP | BSM2 007 | | P | | P | | P | | | | | | | P |
| 4 | BSM3 019 | Character Animation | 0 | 4 | 2 | S/EM/EN | HP | | | P | P | P | | | P | | | P | P | | P |

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| 5 | BSM3 020 | Advanced rigging | 0 | 2 | 1 | S/EM/EN | HP | | | | P | P | P | P | P | P | | | P | P | | P | |
| 6 | BSM3 021 | Production for animation | 1 | 4 | 3 | S/EM/EN | HP | DES1 010 | | | P | P | P | P | P | P | | | P | P | | P | |
| 7 | BSM3 022 | Augmented and Virtual Reality | 2 | 2 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | P | | | P | P | | P | |
| 8 | BSM3 023 | Motion Capture | 3 | 0 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | P | | | P | P | | P | |
| 9 | BSM3 024 | Advanced Animation | 0 | 4 | 2 | S/EM | HP | DES1 010 | | | P | P | P | P | P | P | | | P | P | | P | |

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| 10 | BSM3 025 | Anato my Study | 3 | 0 | 3 | S/EM | HP | | | | | P | P | P | P | P | P | | | P | P | P | P | |
| 11 | BSM1 009 | Design Thinkin g and Comm unicati on | 2 | 4 | 4 | S | HP | BSM2 007 | | BCA2002 | | | | | | | | | | | | | | |
| 12 | BSM2 014 | Principl es of Animat ion | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | |
| Gaming Basket | | | | | | S/EM/EN | HP | BSM2 014 | | | | P | | P | | P | | | | | | | | P |
| 1 | BSM2 056 | Stop motion Animat ion | 0 | 2 | 1 | S | HP | | | | | P | P | P | | P | P | | P | P | P | | | |
| 2 | BSM2 043 | Game Mecha | 3 | 0 | 3 | S/EM/EN | HP | | | | | P | | P | | P | P | | P | P | P | | | P |

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| | | atics and Dynam ics | | | | | | | | | | | | | | | | | | | | | | |
| 3 | BSM2 047 | Assets for Game Produc tion | 0 | 4 | 2 | F/S | HP | | | | | P | | P | | P | P | | | P | P | P | | |
| 4 | BSM1 006 | Introd uction to Immer sive Techno logies | 3 | 0 | 3 | S/EM/EN | HP | | | | | P | | P | | P | | | | P | P | P | | |
| 5 | BSM2 040 | 360 Video Produc tion | 0 | 4 | 2 | S/EM/EN | HP | | | | | P | | P | | P | | | | P | P | P | | |

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| 6 | BSM2 051 | Game Testing and Analysi s | 3 | 0 | 3 | S/EM/EN | HP | | | | | | P | | P | | P | | | P | P | P | | | |
| 7 | BSM2 052 | Game Interfa ce and Level Design | 3 | 0 | 3 | S | HP | | | | | | P | | P | | P | | | P | P | P | | | |
| 8 | BSM3 033 | Concep t Develo pment and Creativ ity | 3 | 0 | 3 | S/EM | HP | | | | | | P | | P | | P | | | P | P | P | P | P | |
| 10 | BSM3 015 | Human Compu ter Interac tion for | 3 | 0 | 3 | S/EM | HP | | | | | | P | | P | | P | | | P | P | P | P | P | |

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| | | Game Development | | | | | | | | | | | | | | | | | | | | | | |
| 11 | BSM3016 | Video streaming and AR technologies | 3 | 0 | 3 | S/EM | HP | | | | | | P | | P | | P | | | P | P | P | P | P |
| 12 | BSM2034 | Media Management and Entrepreneurship | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | |
| OPEN ELECTIVE - Minimum Credits to be earned from this basket | | | 9 | | S | ES | - | - | | | | | P | P | P | | P | P | P | | | | | |
| 1 | CHE1003 | Fundamental | 3 | 0 | 3 | S | ES | - | - | | | | P | P | P | | P | P | P | | | | | P |

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| | | s of Sensor s | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|--|---|---|---|---|----|---|---|--|--|---|---|---|---|---|---|---|---|---|--|--|--|---|
| 2 | CHE1 004 | Smart materi als for IOT | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | |
| 3 | CHE1 005 | Compu tationa l Chemis try | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | P |
| 4 | CHE1 006 | Introd uction to Nano techno logy | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | P |
| 5 | CHE1 007 | Biodeg radabl e | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | P | P | P | | | | P |

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| | | electro nics | | | | | | | | | | | | | | | | | | | | | | |
| 6 | CHE1 008 | Energy and Sustain ability | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | P | | | | | | |
| 7 | CHE1 009 | 3D printin g with Polyme rs | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | P | P | P | | | | P |
| 8 | CHE1 010 | Bioinfo rmatics and Health care IT | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | P | | | | |
| 9 | CHE1 011 | Chemic al and Petroc hemica l | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | P | P | P | | | P | | | | |

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| | | catalysts | | | | | | | | | | | | | | | | | | | | |
| 10 | CHE1012 | Introduction to Composite materials | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | P | | |
| 11 | CHE1013 | Chemistry for Engineers | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | P | P | | P |
| 12 | CHE1014 | Surface and Coatings technology | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | P | P | | P |

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| 13 | CHE1 015 | Waste to Fuels | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | |
| 14 | CHE1 016 | Forensi c Scienc e | 3 | 0 | 3 | S | ES / HP | - | | | | P | P | P | | P | P | P | P | | P | | P | Civil Engine ering Basket |
| 1 | CIV10 01 | Disaste r mitigat ion and manag ement | 3 | 0 | 3 | F | ES | - | | | | P | | | | | P | P | P | | P | | P | |
| 2 | CIV10 02 | Enviro nment Scienc e and Disaste r Manag ement | 3 | 0 | 3 | S | ES | - | | | | P | P | P | | P | P | P | P | | P | | P | |

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| 3 | CIV20 01 | Sustain ability Concep ts in Engine ering | 3 | 0 | 3 | S | | - | | | P | P | P | P | | P | P | P | P | P | | P |
| 4 | CIV20 02 | Occup ational Health and Safety | 3 | 0 | 3 | EM | ES | - | | | P | P | P | | | P | P | P | | P | | P |
| 5 | CIV20 03 | Sustain able Materi als and Green Buildin gs | 3 | 0 | 3 | EN | HP/ GS | - | | | P | P | | | | P | | P | | P | P | P |
| 6 | CIV20 04 | Integra ted Project | 3 | 0 | 3 | EN | ES | - | | | P | | | | | P | P | P | | P | | P |

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| | | Manag ement | | | | | | | | | | | | | | | | | | | | | |
| 7 | CIV20 05 | Enviro nment al Impact Assess ment | 3 | 0 | 3 | EN | ES | - | | | | | | P | P | P | | P | P | P | P | P | P |
| 8 | CIV20 06 | Infrastr ucture System s for Smart Cities | 3 | 0 | 3 | EM | ES | - | | | | | | P | P | P | P | P | P | P | P | P | P |
| 9 | CIV20 44 | Geosp atial Applica tions for Engine ers | 2 | 2 | 3 | S | ES | | | | | | | | | | | | | | | | |

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| 10 | CIV20 45 | Envi ro ment al Meteo rology | 3 | 0 | 3 | S | ES | | | | | | | | | | | | | | | | | | | | | | |
| 11 | CIV30 46 | Project Proble m Based Learnin g | 3 | 0 | 3 | F | HP/ GS | - | | | | | | | | | | | | P | P | P | | | | | | | Comm erce Basket |
| 1 | COM 2001 | Introd uction to Human Resour ce Manag ement | 2 | 0 | 2 | S | | - | | | | | | | | | | | | | | | | | P | P | P | | |
| 2 | COM 2002 | Financ e for Non | 2 | 0 | 2 | F | | - | | | | | | P | P | P | | | | | | | | | | | | | |

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| | | Financ e | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | COM 2003 | Conte mpora y Manag ement | 2 | 0 | 2 | F | - | | | | | | | | | | | | | P | P | P | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | COM 2004 | Introd uction to Bankin g | 2 | 0 | 2 | F | - | | | | | | | | | | | | | P | P | P | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | COM 2005 | Introd uction to Insura nce | 2 | 0 | 2 | F | - | | | | P | P | P | | | | | | | P | P | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | COM 2006 | Funda mental s of | 2 | 0 | 2 | F | - | | | | P | P | P | P | | | | | | P | P | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| | | Manag ement | | | | | | | | | | | | | | | | | | | | | | |
| 7 | COM 2007 | Basics of Accoun ting | 2 | 0 | 2 | S/EM | | - | | | | P | P | P | P | P | | | | P | P | | P | Comp uter Scienc e Basket |
| 1 | CSE20 02 | Progra mming in Java | 2 | 2 | 3 | S | GS | - | | | | P | P | P | P | | | | | P | P | | P | |
| 2 | CSE20 03 | Social Netwo rk Analyti cs | 3 | 0 | 3 | S/EM | | - | | | | P | P | P | P | P | | | | P | P | | P | |
| 3 | CSE20 04 | Python Applica tion Progra mming | 2 | 2 | 3 | S/EM/EN | | - | | | | P | P | P | P | P | | | | P | P | | P | |
| 4 | CSE20 05 | Web design | 2 | 2 | 3 | S | | - | | | | | | P | P | P | | | | P | | | | Design Basket |

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| | | fundamental s | | | | | | | | | | | | | | | | | | | |
| 1 | DES1 001 | Sketching and Painting | 0 | 2 | 1 | F | | - | | | | P | P | P | | P | P | | | | |
| 2 | DES1 002 | Innovation and Creativity | 2 | 0 | 2 | S | | - | | | | P | P | P | | | P | P | P | P | |
| 3 | DES2 001 | Design Thinking | 3 | 0 | 3 | F | ES | - | | | | P | | P | | | P | P | P | P | P |
| 4 | DES1 003 | Serviceability of Fashion Products | 1 | 2 | 2 | F | ES, GS, HP | - | | | | P | | P | | P | P | P | P | P | P |

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| 5 | DES1 004 | Choice s in Virtual Fashio n | 1 | 2 | 2 | F | ES, GS, HP | - | | | | P | | P | | | P | P | P | P | P | P | P | | |
| 6 | DES1 005 | Fashio n Lifestyl e and Produc t Diversi ty | 1 | 2 | 2 | F | ES | - | | | | P | | P | | P | P | P | P | P | P | P | P | P | |
| 7 | DES1 006 | Colour in Everyd ay Life | 1 | 2 | 2 | S | | - | | | | P | P | P | P | | P | P | | | | | | | Electri cal and Electr onics Engine ering Basket |

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| 1 | EEE10 02 | IoT based Smart Buildin g Techno logy | 3 | 0 | 3 | S | | - | | | | P | P | P | P | | | | | | | P | | |
| 2 | EEE10 03 | Basic Circuit Analysi s | 3 | 0 | 3 | S | | - | | | | P | P | P | P | P | | | | P | P | | P | |
| 3 | EEE10 04 | Funda mental s of Industr ial Autom ation | 3 | 0 | 3 | S | | | | | | | | | | | | | | | | | | |
| 4 | EEE10 05 | Electric Vehicle s & Battery | 3 | 0 | 3 | S | | - | | | | P | P | | | | | P | | | | P | | |

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| 5 | EEE10 06 | Smart Sensor s for Engine ering Applica tions | 3 | 0 | 3 | F | | - | | | | | | P | P | | | P | P | | | | | P | Electr onics and Comm unicat ion Engine ering Basket |
| 1 | ECE1 003 | Funda mental s of Electro nics | 3 | 0 | 3 | F | | | | | | | | | | | | | | | | | | | |
| 2 | ECE1 004 | Microp rocess or based system s | 3 | 0 | 3 | S | | | | | | | | | | | | | | | | | | | |

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| 3 | ECE3 089 | Artificial Neural Networks | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | |
| 4 | ECE3 090 | Digital System Design using VERILOG | 3 | 0 | 3 | F | | | | | | | | | | | | | | | | | | |
| 5 | ECE3 091 | Mathematical Physics | 3 | 0 | 3 | F | | | | | | | | | | | | | | | | | | |
| 6 | ECE3 092 | Photonic Integrated Circuits | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | |
| 7 | ECE3 093 | Mach-Zehnder | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | |

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| | | learnin g for Music Inform ation Retriev al | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | ECE3 094 | Video Proces sing and Compu ter Vision | 3 | 0 | 3 | S / EM / EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | ECE3 095 | Blockc hain and Crypto curren cy Techno logies | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| 10 | ECE3 096 | Natural Language Processing | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | | | |
| 11 | ECE3 097 | Smart Electronics in Agriculture | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | | | |
| 12 | ECE3 098 | Environment Monitoring Systems | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | |
| 13 | ECE3 099 | Modern Wireless Comm | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | |

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| | | nic Equip ment | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 | ECE3 104 | Vehicle to Vehicle Comm unicati on | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | |
| 19 | ECE3 105 | Wavel ets and Filter Banks | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | |
| 20 | ECE3 106 | Introd uction to Data Analyti cs | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | |
| 21 | ECE3 107 | Machi ne Vision | 3 | 0 | 3 | | GS/ HP | - | | | | | | | | | P | P | P | P | P | | | | Englis h Basket | |

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| | | for Roboti cs | | | | | | | | | | | | | | | | | | | |
| 1 | ENG1 008 | Indian Literat ure | 2 | 0 | 2 | S | | - | | | | | | | P | P | P | P | P | | |
| 2 | ENG1 009 | Readin g Adverti semen t | 3 | 0 | 3 | S | | - | | | | | | | | | | | | | |
| 3 | ENG1 010 | Verbal Aptitu de for Placem ent | 2 | 2 | 3 | S | | - | | | | | | | | | | | | | |
| 4 | ENG1 011 | English for Career Develo pment | 3 | 0 | 3 | | GS/ HP | - | | | | | | | P | P | P | P | P | | |



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| 5 | ENG1 012 | Gender and Society in India | 2 | 0 | 2 | | | - | | | | | | | | P | P | P | P | P | | | |
| 6 | ENG1 013 | Indian English Drama | 3 | 0 | 3 | F | HP | - | | | | | | | | | | P | P | P | | | Fitness and Welln ess Basket |
| 1 | DSA2 001 | Spiritu ality for Health | 2 | 0 | 2 | S | HP | - | | | | | | | | | | P | P | P | | | |
| 2 | DSA2 002 | Yoga for Health | 2 | 0 | 2 | F | | - | | | | | | | | | | P | P | P | | | |
| 3 | DSA2 003 | Stress Manag ement and Well Being | 2 | 0 | 2 | | | | | | | | | | | | | | | | | | Kanna da |

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| 1 | KAN2 002 | Sahithya Vimarshe | 2 | 0 | 2 | S | | | | | | | | | | | | | | | | | | | Basket |
| 2 | KAN2 003 | Pradhana Kale | 1 | 2 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | | | Law Basket |
| 1 | LAW1 001 | Introduction to Sociology | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | | | P | | P | P | P | | | | |
| 2 | LAW2 001 | Indian Heritage and Culture | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | | | P | | P | P | P | | | | |
| 3 | LAW2 002 | Introduction to Law of | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | | | |

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| | | Succession | | | | | | | | | | | | | | | | | | | | | |
| 4 | LAW2003 | Introduction to Company Law | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |
| 5 | LAW2004 | Introduction to Contracts | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |
| 6 | LAW2005 | Introduction to Copy Rights Law | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |
| 7 | LAW2006 | Introduction to | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |

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| | | Crimin al Law | | | | | | | | | | | | | | | | | | | | |
| 8 | LAW2 007 | Introd uction to Insura nce Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | |
| 9 | LAW2 008 | Introd uction to Labour Law | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | | P | | P | P | P | | |
| 10 | LAW2 009 | Introd uction to Law of Marria ges | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | |
| 11 | LAW2 010 | Introd uction | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | |

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| | | to Patent Law | | | | | | | | | | | | | | | | | | | | |
| 12 | LAW2 011 | Introd uction to Person al Income Tax | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | |
| 13 | LAW2 012 | Introd uction to Real Estate Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | |
| 14 | LAW2 013 | Introd uction to Trade mark Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | P | |

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|----|-------------|--|---|---|---|---|-----------|---|--|--|--|--|---|---|---|---|---|--|---|---|---|---|--|---|---------------------------|
| 15 | LAW2 014 | Intro duction to Compe tition Law | 3 | 0 | 3 | F | HP | - | | | | | P | P | P | P | P | | P | P | P | | | | |
| 16 | LAW2 015 | Cyber Law | 3 | 0 | 3 | F | HP/ GS | - | | | | | P | P | P | | P | | P | P | P | | | | |
| 17 | LAW2 016 | Law on Sexual Harras sment | 2 | 0 | 2 | F | HP/ GS | - | | | | | P | P | P | | P | | P | P | P | | | | |
| 18 | LAW2 017 | Media Laws and Ethics | 2 | 0 | 2 | S | | - | | | | | P | P | P | P | P | | | | | P | | P | Mathe matics Basket |
| 1 | MAT2 008 | Mathe matical Reason ing | 3 | 0 | 3 | S | | | | | | | P | P | P | P | P | | | | | P | | P | |

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|---|-------------|---|---|---|---|---|--|--|--|--|--|--|--|---|---|---|---|---|--|--|--|--|---|--|---|--|
| 2 | MAT2 014 | Advanc ed Busine ss Mathe matics | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | |
| 3 | MAT2 041 | Functio ns of Compl ex Variabl es | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | |
| 4 | MAT2 042 | Probab ility and Rando m Proces ses | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | |
| 5 | MAT2 043 | Eleme nts of Numbe | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | |

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| | | r Theory | | | | | | | | | | | | | | | | | | | | | | |
| 6 | MAT2 044 | Mathe matical Modell ing and Applica tions | 3 | 0 | 3 | F | | - | | | | P | P | P | P | P | | P | | P | P | P | | Mech anical Engine ering Basket |
| 1 | MEC1 001 | Funda mental s of Autom obile Engine ering | 2 | 0 | 2 | S/EM | | - | | | | P | P | P | P | P | | P | | P | P | P | | |
| 2 | MEC1 002 | Introd uction to Matlab and Simulin k | 3 | 0 | 3 | S | | | | | | P | P | P | P | P | | P | | P | P | P | | |

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|---|-------------|--|---|---|---|---------|----|---|-----------------|--|--|---|---|---|---|---|--|---|--|---|---|---|--|
| 3 | MEC1 003 | Engine ering Drawin g | 1 | 4 | 3 | F | ES | - | | | | P | P | P | P | P | | P | | P | P | P | |
| 4 | MEC2 001 | Renew able Energy System s | 3 | 0 | 3 | F | | - | | | | P | P | P | P | P | | P | | P | P | P | |
| 5 | MEC2 002 | Operat ions Resear ch & Manag ement | 3 | 0 | 3 | S/EM/EN | | - | | | | P | P | P | P | P | | P | | P | P | P | |
| 6 | MEC2 003 | Supply Chain Manag ement | 3 | 0 | 3 | S/EM | | - | ME C20 08 | | | P | P | P | P | P | | P | | P | P | P | |
| 7 | MEC2 004 | Six Sigma | 3 | 0 | 3 | F | | | | | | P | P | P | P | P | | P | | P | P | P | |

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| | | for Profess ionals | | | | | | | | | | | | | | | | | | | | | | |
|----|-------------|--|---|---|---|------|----|--|--|--|--|--|--|---|---|---|---|---|--|---|--|---|---|---|
| 8 | MEC2 005 | Funda mental s of Aersp ace Engine ering | 3 | 0 | 3 | S/EM | ES | | | | | | | P | P | P | P | P | | P | | P | P | P |
| 9 | MEC2 006 | Safety Engine ering | 3 | 0 | 3 | F/EM | | | | | | | | P | P | P | P | P | | P | | P | P | P |
| 10 | MEC2 007 | Additiv e Manuf acturin g | 3 | 0 | 3 | S/EM | | | | | | | | P | P | P | P | P | | P | | P | P | P |
| 11 | MEC3 069 | Engine ering | 3 | 0 | 3 | F/S | ES | | | | | | | P | P | P | P | P | | P | | P | P | P |

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| | | Optimisation | | | | | | | | | | | | | | | | | | | | | | |
| 12 | MEC3070 | Electronics Waste Management | 3 | 0 | 3 | S/EM | ES | | | | | | P | P | P | P | P | | P | | P | P | P | |
| 13 | MEC3071 | Hybrid Electric Vehicle Design | 3 | 0 | 3 | S/EM | | | | | | | P | P | P | P | P | | P | | P | P | P | |
| 14 | MEC3072 | Thermal Management of Electronic Appliances | 3 | 0 | 3 | S | ES / HP | NIL | NIL | | | | P | P | P | P | P | P | P | P | P | P | P | Petroleum Engineering Basket |

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|---|-------------|---|---|---|---|---|---------|-----|-----|--|--|---|---|---|---|---|--|---|---|---|---|---|---|
| 1 | PET1 005 | Geology for Engineers | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | | P | P | | P | | |
| 2 | PET1 006 | Overview of Energy Industry | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | | P | P | | P | | |
| 3 | PET1 007 | Introduction to Energy Trading and Future Options | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | | P | P | | P | | |
| 4 | PET1 008 | Sustainable Energy | 2 | 0 | 2 | S | HP | NIL | NIL | | | P | P | P | P | P | | | | P | P | P | P |

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| | | Manag ement | | | | | | | | | | | | | | | | | | | | |
| 5 | PET2 026 | Introd uction to Compu tationa l Fluids Dynam ics | 3 | 0 | 3 | E | ES / HP | NIL | NIL | | P | P | P | | | | P | | | P | | P |
| 6 | PET2 028 | Polyme r Scienc e and Techno logy | 3 | 0 | 3 | E | ES / HP | NIL | NIL | | P | P | P | P | P | P | P | P | P | P | | P |
| 7 | PET2 031 | Overvi ew of Materi al Scienc e | 3 | 0 | 3 | E | HP | NIL | NIL | | P | P | P | | | | | P | P | P | P | P |

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| 8 | PET2 032 | Petroleum Economics | 3 | 0 | 3 | F/S | | | | | | P | P | | P | P | | | | P | | | | Physics |
| 1 | PHY1 003 | Mechanics and Physics of Materials | 3 | 0 | 3 | F | | | | | | | | | P | | P | | | | | | P | Basket |
| 2 | PHY1 004 | Astronomy | 3 | 0 | 3 | F/S | | | | | | P | P | | | P | | | | P | | | P | |
| 3 | PHY1 005 | Game Physics | 0 | 2 | 1 | F | | | | | | | P | P | | | | | | | | | P | |
| 4 | PHY1 006 | Statistical Mechanics | 2 | 0 | 2 | F | | | | | | | | P | | | P | | | | | | | |
| 5 | PHY1 007 | Physics of | 3 | 0 | 3 | F | | | | | | P | | | P | P | | P | | P | P | | | |

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| | | Nanomaterials | | | | | | | | | | | | | | | | | | | | | | | | |
|----|-------------|-------------------------|---|---|---|-----|----|--|--|--|--|--|--|---|---|---|---|---|---|---|---|---|---|---|--|------------|
| 6 | PHY1 008 | Adventures in nanoworld | 2 | 0 | 2 | F | ES | | | | | | | P | P | | | P | P | P | P | P | P | | | |
| 7 | PHY2 001 | Medical Physics | 2 | 0 | 2 | F/S | | | | | | | | P | P | P | P | P | | | | P | | | | P |
| 8 | PHY2 002 | Sensor Physics | 1 | 2 | 2 | F | | | | | | | | P | P | | P | P | | | | | | | | P |
| 9 | PHY2 003 | Computational Physics | 1 | 2 | 2 | F | ES | | | | | | | P | | | | | P | | P | | | | | |
| 10 | PHY2 004 | Laser Physics | 3 | 0 | 3 | F | ES | | | | | | | P | P | | | | | | P | | P | P | | |
| 11 | PHY2 005 | Science and Technology | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | | | Management |

| | | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|--|---|---|---|----------|----|---|--|--|--|---|---|---|---|---|---|---|---|---|---|---|--|
| 5 | MGT1 005 | Cross Cultura l Comm unicati on | 3 | 0 | 3 | S/ EM/EN | | - | | | | P | P | | P | | | | P | P | P | | |
| 6 | MGT2 001 | Busine ss Analyti cs | 3 | 0 | 3 | F | HP | - | | | | | | | | | | | P | P | P | P | |
| 7 | MGT2 002 | Organi zationa l Behavi our | 3 | 0 | 3 | S | | - | | | | | P | | P | | | | | P | P | | |
| 8 | MGT2 003 | Compe titive Intellig ence | 3 | 0 | 3 | S/EM/EN | | - | | | | P | P | P | | P | P | P | P | P | P | | |
| 9 | MGT2 004 | Develo pment | 3 | 0 | 3 | S/EM | | - | | | | P | P | P | P | | | | | P | P | P | |

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| | | of Enterp rises | | | | | | | | | | | | | | | | | | | | | |
| 10 | MGT2 005 | Econo mics and Cost Estima tion | 3 | 0 | 3 | S | | - | | | | P | P | | P | P | P | P | P | | | | |
| 11 | MGT2 006 | Decisio n Making Under Uncert ainty | 3 | 0 | 3 | S/EM/EN | | - | | | | | | P | P | P | P | P | P | | | | |
| 12 | MGT2 007 | Digital Entrep reneur ship | 3 | 0 | 3 | S | | - | | | | P | P | P | P | | | P | P | P | | | |
| 13 | MGT2 008 | Econo metrics | 3 | 0 | 3 | S/EM/EN | | - | | | | P | P | P | | | | | P | P | | | |

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| | | for Manag ers | | | | | | | | | | | | | | | | | | | | |
| 14 | MGT2 009 | Manag ement Consul ting | 3 | 0 | 3 | S/EM/EN | HP/ GS | - | | | | | | | | | P | P | P | | | |
| 15 | MGT2 010 | Manag ing People and Perfor mance | 3 | 0 | 3 | F | | - | | | | | | | | | | | P | P | P | |
| 16 | MGT2 011 | Person al Financ e | 3 | 0 | 3 | S/EM | | - | | | P | P | | | | P | | | P | P | | |
| 17 | MGT2 012 | E Busine ss for | 3 | 0 | 3 | EN / EM | GS/ HP/ ES | - | | | | | | | | | | | P | P | P | |

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| | | Manag ement | | | | | | | | | | | | | | | | | | | |
| 18 | MGT2 013 | Project Manag ement | 3 | 0 | 3 | EN / EM | HP | - | | | | | | | | | | P | P | P | P |
| 19 | MGT2 014 | Project Financ e | 3 | 0 | 3 | S | | - | | | | | | | P | | | P | P | P | |
| 20 | MGT2 015 | Engine ering Econo mics | 3 | 0 | 3 | EM/ EN | | - | | | | | | | | | | P | P | P | P |
| 21 | MGT2 016 | Busine ss of Enterta inment | 3 | 0 | 3 | S/EM/ EN | | - | | | | | | | | | | P | P | P | |
| 22 | MGT2 017 | Principl es of Manag ement | 3 | 0 | 3 | S/EM/ EN | HP | - | | | | | | | | | | P | P | P | |

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| 23 | MGT2 018 | Profess ional and Busine ss Ethics | 3 | 0 | 3 | S/EM/ EN | HP | | | | | | | | | | P | P | | | | | | | | | | | | | | | | | | | | |
| 24 | MGT2 019 | Sales Techni ques | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Research Project (Students are required to carry out research work under the guidance of a faculty member/ research scholar and the same shall | | | | | | S/ EM/ EN | | - | | - | | | | | | | P | P | P | P | P | P | P | P | P | P | P | P | P | P | P | P | P | P | P | | | |

| | | | | | | | | | | | | | | | | | | | | | |
|--|-------------|--|---|---|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| be evaluated and credit will be granted as per the academic regulations) | | | | | | | | | | | | | | | | | | | | | |
| 1 | URE2 001 | Univer sity Resear ch Experie nce | - | - | 3 | | | | | | | | | | | | | | | | |
| Apart from the above list, the student is free to | | | | | | | | | | | | | | | | | | | | | |

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| completed an antire quisit e and | | | | | | | | | | | | | | | | | | | | | | | | |
| the stude nt fulfills the prere quisit e if any for the cours e he wishes to enroll | | | | 12 0 | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | #R EF ! | # R EF ! | #R EF ! | #R EF! ! | #RE F! ! | #R EF! ! | #R EF! ! | #R EF ! | #R EF ! | #R EF ! | #R EF ! | # R EF ! | | | |

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|--|--|---------------|--|--|--|--|--|--|--|--|----|----|----|-----|-----|-----|-----|----|----|----|----|----|
| | | Total Credits | | | | | | | | | #R | # | #R | #R | #RE | #R | #R | #R | #R | #R | #R | # |
| | | | | | | | | | | | EF | R | EF | EF! | F! | EF! | EF! | EF | EF | EF | EF | R |
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Semester-wise Course Grid - 2021-24 Batch - B.Sc (Multimedia)

| Sl. No. | Course Code | Course Name | L | P | Credits | Basket |
|-------------------|-------------|-------------------------------------|---|---|-----------|-------------|
| Semester 1 | | | | | 23 | |
| 1 | BSM1001 | Multimedia Model | 3 | 0 | 3 | School Core |
| 2 | BSM1002 | Visual Design & Language | 1 | 4 | 3 | School Core |
| 3 | BSM1003 | Pre-Production | 1 | 4 | 3 | School Core |
| 4 | BSM1005 | Introduction to Character Sketching | 1 | 4 | 3 | School Core |

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| 5 | BSM1006 | Production Pipeline | 3 | 0 | 3 | School Core |
| 6 | BSM1011 | Elements & Principles of Design | 2 | 4 | 4 | School Core |
| 7 | PHY1009 | Essentials of Physics | 2 | 0 | 2 | School Core |
| 8 | ENG1003 | Communicative English | 2 | 0 | 2 | School Core |

Semester 2

22

| | | | | | | |
|---|-----------------|--|---|---|---|---------------------|
| 1 | BSM2001 | Introduction to 2D Animation | 1 | 4 | 3 | Program Core |
| 2 | BSM2003 | Photography | 2 | 4 | 4 | Program Core |
| 3 | BSMXXXX | Discipline Elective-I | 3 | 0 | 3 | Discipline Elective |
| 4 | BSMXXXX | Discipline Elective-II | 1 | 4 | 3 | Discipline Elective |
| 5 | BSMXXXX | Discipline Elective-III | 3 | 0 | 3 | Discipline Elective |
| 6 | BSMXXXX | Discipline Elective-IV | 3 | 0 | 3 | Discipline Elective |
| 7 | KAN1001/KAN1002 | Kali Kannada/Thili Kannada | 1 | 0 | 1 | School Core |
| 8 | ENG1003/ENG2005 | Communicative English/ Technical Written Communicative English | 2 | 0 | 2 | School Core |

Semester 3

20

| | | | | | | |
|---|---------|---------------------------------|---|---|---|---------------------|
| 1 | BSM2008 | 3D Modelling and Texturing | 0 | 4 | 2 | Program Core |
| 2 | BSM2010 | Video Technology and Production | 2 | 4 | 4 | Program Core |
| 3 | BSMXXXX | Discipline Elective-V | 2 | 4 | 4 | Discipline Elective |
| 4 | BSMXXXX | Discipline Elective-VI | 3 | 0 | 3 | Discipline Elective |
| 5 | PPS1001 | Introduction to Soft skills | 0 | 2 | 1 | School Core |
| 6 | BSM1010 | Observation & Ideation | 1 | 2 | 2 | School Core |

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| 7 | BSMXXXX | Discipline Elective-VII | 2 | 4 | 4 | Discipline Elective |
|---|---------|-------------------------|---|---|---|---------------------|

| Semester 4 | | | | | | 17 |
|------------|---------|------------------------------|---|---|---|---------------------|
| 1 | BSMXXXX | Discipline Elective-VIII | 2 | 0 | 2 | Discipline Elective |
| 2 | BSM2007 | Introduction to 3D Animation | 3 | 0 | 3 | Program Core |
| 3 | BSM3016 | 3D Rigging and Animation | 2 | 4 | 4 | Program Core |
| 4 | BSM3002 | Summer Internship | 0 | 0 | 4 | School Core |
| 5 | PPS4002 | Introduction to Aptitude | 0 | 2 | 1 | School Core |
| 6 | XXXXXXX | Open Elective - I | 3 | 0 | 3 | Open Elective |

| Semester 5 | | | | | | 20 |
|------------|---------|---------------------------------|---|---|---|---------------------|
| 1 | BSM2002 | Video Editing | 1 | 4 | 3 | Program Core |
| 2 | BSM2006 | Computer Graphics | 2 | 4 | 4 | Program Core |
| 3 | BSM2009 | Audio Technology and Production | 1 | 4 | 3 | Program Core |
| 4 | BSMXXXX | Discipline Elective-IX | 0 | 4 | 2 | Discipline Elective |
| 5 | BSM2034 | Digital Compositing | 2 | 4 | 4 | Program Core |
| 6 | XXXXXXX | Open Elective - II | 3 | 0 | 3 | Open Elective |
| 7 | PPS3018 | Preparedness for Interview | 0 | 2 | 1 | School Core |
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| Semester 6 | | | | | | 18 |
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| 1 | BSMXXXX | Discipline Elective-X | 2 | 2 | 3 | Discipline Elective |
| 2 | XXXXXXX | Open Elective- III | 3 | 0 | 3 | Open Elective |
| 3 | BSM3001 | Portfolio Development | 0 | 0 | 4 | School Core |
| 4 | BSMXXXX | Discipline Elective-XI | 3 | 0 | 3 | Discipline Elective |
| 5 | PPS2001 | Reasoning and Employment Skills | 0 | 2 | 1 | School Core |
| 6 | BSM3003 | Mini Project | 0 | 0 | 4 | School Core |
| Grand Total | | | 120 | | | |

| Total courses and credits - Semester-wise break-up - MM Batch 2021-24 | | | | | | | | | |
|---|---------|---|----|-----|----|---|----|-------|--|
| Basket | Details | I | II | III | IV | V | VI | Total | |
| | | | | | | | | | |

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|--|----------------------------|-----------------------|------------|----------------------|----|---|----|---|-----------|
| | School Core | No. of Courses | 8 | 2 | 2 | 2 | 1 | 3 | 18 |
| | | Total Credits | 23 | 3 | 3 | 5 | 1 | 9 | 44 |
| | Program Core | No. of Courses | | 2 | 2 | 2 | 4 | | 10 |
| | | Total Credits | | 7 | 6 | 7 | 14 | | 34 |
| | Languages | No. of Courses | 1 | 2 | | | | | 3 |
| | | Total Credits | 2 | 3 | | | | | 5 |
| | Soft Skills | No. of Courses | | | 1 | 1 | 1 | 1 | 4 |
| | | Total Credits | | | 1 | 1 | 1 | 1 | 4 |
| | Discipline Elective | No. of Courses | | 4 | 3 | 1 | 1 | 2 | 11 |
| | | Total Credits | | 12 | 11 | 2 | 2 | 6 | 33 |
| | Open Elective | No. of Courses | | | | 1 | 1 | 1 | 3 |
| | | Total Credits | | | | 3 | 3 | 3 | 9 |
| | | | | | | | | | |
| | Total Credits | | 120 | Total Courses | | | | | 42 |

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Course Catalogue:

| | | | | | |
|--|---|--------------|---|---|---|
| Course Code: BSM1001 | Course Title: Multimedia Model Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 3 | 0 | 3 |
| Course Description | <ol style="list-style-type: none"> 1. To learn the basics and Fundamentals of Multimedia. 2. To introduce Multimedia components and Tools. 3. To understand how Multimedia can be incorporated | | | | |
| Reference | | | | | |
| Ranjan Parekh, Principles of Multimedia, 2 nd Edition, McGraw Hill Education, 2013. | | | | | |

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|--------------------------------|--|--------------|---|---|---|
| Course Code: BSM1002 | Course Title: Visual design & language Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 3 |
| Course Description | <ol style="list-style-type: none"> 1. Acquire the competency in technical skills applicable to graphic design. 2. Enrich the skill level of graphic design through the topics 3. Ability to use design thinking strategies in an iterative design process | | | | |

Text Books

1 Ellen Lupton "Graphic Design: The New Basics: Second Edition, Revised and Expanded"

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Princeton Architectural Press; Revised and updated edition (14 July 2015)

References

1. David Dabner "Graphic Design School: A Foundation Course for Graphic Designers Working in Print, Moving Image and Digital Media", Thames & Hudson Ltd; 5th Revised edition (28 July 2014)

| | | | | | |
|---|---|-------|---|---|---|
| Course Code: BSM1003 | Course Title: Preproduction Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 3 |
| Course Description | This course will impart skills on writing stories/ script and visualization for Animation Films. Introduces Script writing, Character visualization and story boarding. | | | | |
| Reference <ol style="list-style-type: none"> 1. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash [Paperback], Maureen Furniss 2. Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures [Paperback], Walt Stanchfield 3. Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guption, ISBN-10: 0823016714, ISBN-13: 978-082301671 4. The Visual Display of Quantitative Information, 2nd edition by Edward R. Tufte (Hardcover - May 2001) | | | | | |

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|--|---|-------|---|---|---|
| Course Code: BSM1005 | Course Title: Sketching | | 1 | 4 | 3 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |
| Course Description | Learn the art of pencil drawing and sketching. Explore the dynamic feature of using pencils to illustrate and present any subjects with dimensional value and realistic feel. | | | | |
| References | | | | | |
| Freehand and Digital Drawing techniques for Artists & Designers Jorge Paricio | | | | | |
| 1. Freehand and Digital Drawing techniques for Artists & Designers Jorge Paricio | | | | | |

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|--------------------------------|--|-------|---|---|---|
| Course Code: BSM1006 | Course Title: PRODUCTION PIPELINE | | 3 | 0 | 3 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |



| | |
|--|--|
| Course Description | This course will brief about the various stages involved in Animation production process from project concept to projection realization . Course introduces detailed planning, client interaction, Project pitching, team work. Introduces Administrative and managerial skills required in Animation studio |
| References | |
| <ol style="list-style-type: none"> 2. Renee Dunlop, <i>Production Pipeline Fundamentals for Film and Games</i> - Focal Press 3. Dream Worlds: Production Design for Animation by Hans Bacher and Don Hahn 4. Creating 2D Animation in a Small Studio (Gardner's Guide series) by Bill Davis | |

| | | | | | |
|--------------------------------|---|-------|---|---|---|
| Course Code: BSM1011 | Course Title: Elements and Principles of Design | | 2 | 4 | 4 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |
| Course Description | <p>Purpose: The objective of the course is to provide an understanding of the basics of visual design to the student.</p> <p>Abilities to be Developed: Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and dramatic effects.</p> <p>Nature of the Course: The course equips them to be able to analyze various types of forms, spaces , semantics and explore meta and complex patterns. The students will learn and understand the Elements and principles of Design principles including visual hierarchy. The students will be able to develop an interest towards the research and development of ore effective</p> | | | | |

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|-------------------|--|
| | visual communication designs which in the long run will translate into their applications in the design industry. |
| Text Books | <ul style="list-style-type: none"> ○ Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation, HarperCollins Publishers Ltd. ○ IdrisMootee, Design Thinking for Strategic Innovation,2013, John Wiley & Sons Inc |
| References | <ol style="list-style-type: none"> 5. Brenda Laurel Design Research methods and perspectives MIT press 2003 6. Terwiesch, C. & Ulrich, K.T., 2009. Innovation Tournaments: creating and identifying Exceptional Opportunities, Harvard business press. 7. Ulrich &Eppinger, Product Design and Development, 3rd Edition, McGraw Hill, 2004 8. Stuart Pugh, Total Design: Integrated Methods for Successful Product Engineering, BjarkiHallgrimsson, Prototyping and model making for product design, 2012, Laurence King Publishing Ltd 9. Kevin Henry, Drawing for Product designers, 2012, Laurence King Publishing Ltd |

Semester 2

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|---------------------------------|--|--------------|---|---|---|
| Course Code: BSM 3025 | Course Title: Anatomy Study Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 3 | 0 | 3 |
|---------------------------------|--|--------------|---|---|---|

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| Course Description | <ol style="list-style-type: none"> 1. To learn the Human Anatomy. 2. To understand the proportions. 3. To understand Expressions & Locomotion |
| Reference: | atlas-of-human-anatomy-for-the-artist-1982 |

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|---|---|--------------|---|---|---|
| Course Code: BSM2016 | Course Title: Advertising and Public Relation | L-P-C | 3 | 0 | 3 |
| Course Description | Type of Course: Theory The course will dwell upon the role and scope of Public Relations (PR) in management, its various tools and emerging importance. It also looks into the evolution of PR and its expanded role in organizational and marketing communication. The course also introduces the concepts and principles of Advertising, role of Ad agency. This course will help in understanding the Fundamentals and functioning of Advertising and media. | | | | |
| Text Books | | | | | |
| <ol style="list-style-type: none"> 1. Donald W. Jugenheimer, Larry D. Kelley, Jerry Hudson, Samuel Bradley (2014), Advertising and Public Relations Research, Routledge | | | | | |
| References | | | | | |
| <ol style="list-style-type: none"> 1. Ramli, F. A. A., Samat, M. F. (2020). Factors contributing the effectiveness in public relation practices. Advances in Business Research International Journal, 4(1), 27-34. 2. Brotojoyo, E., Purwantini, V. T. (2020). Analysis of Advertising, Sales Promotion, and Public Relation on Coffe Purchasing decisions in The Sragen Coffe Garage During the Covid-19 Pandemic. Journal of Indonesian Science Economic Research, 2(5), 1724. 3. Lee, H., Cho, C. H. (2020). Digital advertising: present and future prospects. International Journal of Advertising, 39(3), 332-341. | | | | | |

4. Guseva, O. V., Khatynova, L. T. (2019). How does image advertising work? (1), 160-163.
5. Mann, Evelyn P (2012), Advertising: Types, Trends, and Controversies.

Video Lectures

1. MOOC on Advertising and Public Relations <https://www.youtube.com/watch?v=emXpYiFkoT8&t=10s>
2. Introduction to Public Relations <https://www.youtube.com/watch?v=SeSKikrDPas>
3. Advertising, Sales Promotion, and Public Relations Part 1 <https://www.youtube.com/watch?v=0C6Kkbq vXA>
4. Advertising, Sales Promotion, and Public Relations Part 2 <https://www.youtube.com/watch?v=sWPNSaRUtOE>

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|--------------------------------|--|-------|---|---|---|
| Course Code: BSM2003 | Course Title: Photography Type of Course: 1] Laboratory | L-P-C | 2 | 4 | 4 |
| Course Description | This course will impart skills on the process of digital photography and its techniques. Learn how a camera works and develop advanced techniques. Demonstrate the ability to use photography as means of communication and creative expression. | | | | |
| Text Books | <ol style="list-style-type: none"> 5. Understanding Digital Photography by Joseph A. Ippolito, Thomson Delmar Learning, 2003.USA 6. Digital Portrait Photography and Lighting: Take Memorable Shots Every Time 2005. By Catherine 7. The Digital Photography Handbook: An Illustrated Step-by-step Guide by Doug Harman | | | | |

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| <p>References</p> <ol style="list-style-type: none"> 2. Photography for Everyone : The Cultural Lives of Cameras and Consumers in Early Twentieth-Century Japan 3. Photography Ingledew, John, Gullachsen, Lorentz 4. Photography and Landscape : Photography and Landscape |

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|---|--|--------------|---|---|---|
| Course Code: BSM 2001 | Course Title: Introduction to 2D Animation Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 1 | 4 | 3 |
| Course Description | <ol style="list-style-type: none"> 1. To learn the basics and Fundamentals of Animation. 2. To introduce observational practice to create Animation. 3. To understand the Principals of Animation and its application | | | | |
| Reference: The Animators Survival Kit, Expanded Edition | | | | | |
| https://www.jstor.org/stable/j.ctvr7fd7m.10 | | | | | |

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|--|--|-------|---|---|---|
| Course Code: BSM2032 | Course Title: Studio Management Type of Course: Theory | L-P-C | 3 | 0 | 3 |
| Course Description | This course will brief about the various stages involved in Animation production process from project concept to projection realization . Course introduces detailed planning, client interaction, Project pitching, team work. Introduces Administrative and managerial skills required in Animation studio | | | | |
| References | | | | | |
| 10. Renee Dunlop, <i>Production Pipeline Fundamentals for Film and Games</i> - Focal Press | | | | | |
| 11. Dream Worlds: Production Design for Animation by Hans Bacher and Don Hahn | | | | | |
| 12. Creating 2D Animation in a Small Studio (Gardner's Guide series) by Bill Davis | | | | | |

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|--|---|-------|---|---|---|
| Course Code: BSM2020 | Course Title: UI UX Design Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 1 | 4 | 3 |
| Course Description | 1. To learn the basics and Fundamentals of UI & UX design. 2. To Apply the design technique to create effective templates. 3. To understand the Principals of | | | | |
| Reference: | | | | | |
| User Experience (UX) / User Interface (UI) | | | | | |

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|--------------------------------|--|-------|---|---|---|
| Course Code: BSM2024 | Course Title: Digital Cinematography Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 4 |
| Course Description | Purpose: This course will offer Students to Work with a range of Digital Cinema Cameras to capture appropriately exposed, focused and color balanced images. Abilities to be Developed: Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and dramatic effects. Nature of the Course: This Module provides both skills-based training in the basic principles and practice of Film/video production from concept development using High Definition (HD) cameras as well as the opportunity to study the techniques and aesthetics of cinematography. Students will be exposed to the particular demands and possibilities of working with High-Definition cameras and editing workflows, and will be asked to shoot scenes according to specified aesthetic and dramatic criteria. Students will be encouraged to work from their own scripts as developed by them. | | | | |
| Course Outcomes | On successful Completion of this course students shall able to <ol style="list-style-type: none"> 1. Understand the implications of shooting in different camera with Proper Composition. 2. Develop pre-production documentation such as storyboards, mood boards, shot lists and location surveys to facilitate a successful production | | | | |

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| | 3. Utilise the functions of various manual control settings on the Video cameras in order to take control of the visual field in front of the camera |
| References | |
| 13. Citizen Kane (Orson Wells, USA, 1941) | |
| 14. https://youtu.be/Ow7w7FUAdk - Basics of Cinematography | |
| 15. https://youtu.be/mXR571pR4Og – Camera Movements | |
| 16. https://youtu.be/nKM3jkeOpuE - Framing and Composition Techniques. | |

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|--------------------------------|--|-------|---|---|---|
| Course Code: BSM1009 | Course Title: Design Thinking and Communication | | 2 | 4 | 4 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |
| Course Description | Purpose: This course will offer Students into the fundamentals of this creative approach by immersing students in the doing of design thinking. Abilities to be Developed: Learn how to empathize with the needs and motivations of the end users, come up with a large number of ideas for solving a problem, and start to prototype a new offering. Nature of the Course: Design thinking is a method of applying creativity to come up with novel solutions to tough problems. It's the process of immersing oneself in a problem space, thinking | | | | |

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| | creatively around pain points and opportunity areas, then iteratively prototyping totally new solutions. Focused on listening, user empathy, whole-brain thinking, collaboration, and experimentation, design thinking can be applied within any team and in any field; from architecture and design to healthcare and product development. Everything from the Swiffer to the Apple Watch has been a result of design thinking, and the techniques and tools can also be applied to problems in the nonprofit and public sectors. |
| Course Outcomes | On successful Completion of this course students shall able to <ul style="list-style-type: none"> 4. Understand the concepts of design thinking approaches. 5. Develop the students as a good designer by imparting creativity and problem - solving ability. 6. Practice design thinking skills in the development of innovative prototypes. |
| Text Books | <ul style="list-style-type: none"> o Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation, HarperCollins Publishers Ltd. o IdrisMootee, Design Thinking for Strategic Innovation,2013, John Wiley & Sons Inc |
| References | <ul style="list-style-type: none"> 17. Brenda Laurel Design Research methods and perspectives MIT press 2003 18. Terwiesch, C. & Ulrich, K.T., 2009. Innovation Tournaments: creating and identifying Exceptional Opportunities, Harvard business press. 19. Ulrich &Eppinger, Product Design and Development, 3rd Edition, McGraw Hill, 2004 20. Stuart Pugh, Total Design: Integrated Methods for Successful Product Engineering, BjarkiHallgrimsson, Prototyping and model making for product design, 2012, Laurence King Publishing Ltd 21. Kevin Henry, Drawing for Product designers, 2012, Laurence King Publishing Ltd |

22. https://youtu.be/_r0VX-aU_T8
23. <https://youtu.be/gHGN6hs2gZY>
24. https://youtu.be/_WI3B54m6SU

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|---------------------------------------|--|--------------|---|---|---|
| Course Code: BSM2004 | Course Title: History and Pipeline of Animation Type of Course: 1] Program Core 2] Theory | L-P-C | 2 | 0 | 2 |
| Course Description | Purpose: An overview of the history and theory of animation including the origin of animation forms, Hollywood Studio animation, a sample of World Animation and contemporary animation. Abilities to be Developed: Introduce Students gain an understanding of animation by the identification, evaluation, explication and analysis of animated films created through various media (drawing, computer graphics, Claymation, etc.). | | | | |

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| | <p>Nature of the Course:</p> <p>Activities are organized within a combination lecture/screening/discussion framework that is intended to provide students a general understanding of the field. Students will be required to complete two research papers during the quarter. Students will also be required to attend two outside screenings that will provide context for topics introduced in class.</p> |
| Course Outcomes | <p>On successful Completion of this course students shall able to</p> <ol style="list-style-type: none"> 7. Define an overview of the evolution of animation, and how animation came into existence 8. Describe the materials used and the techniques employed to make a wide variety of animated movies 9. Interpret the process of animation techniques developed with various equipment and how the process was performed. |
| References | <ol style="list-style-type: none"> 25. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842 26. https://youtu.be/mbpLpxi9rJY - A Brief History of Animation 27. https://youtu.be/pdeCMWwMSRY - History of Cel Animation 28. https://youtu.be/6HTW2klr2T8 - Making a Cel Animation |



PRESIDENCY UNIVERSITY

Presidency University Act, 2013 of the Karnataka Act No. 41 of 2013 | Established under Section 2(f) of UGC Act, 1956

Approved by AICTE, New Delhi



School of Design

CURRICULUM STRUCTURE

Based on Choice Based Credit System (CBCS) and
Outcome Based Education (OBE)

Program: B.Sc. (Multimedia)

2022-2025

Regulation No: PU/AC- 20.13/SOD06/BSM/2022-25

Resolution No. 13 of the 20th Meeting of the Academic Council held on 15th February 2023
and ratified by the Board of Management in its 21st Meeting held on 22nd February 2023.

February -2023

PU/AC- 20.13/SOD06/BSM/2022-25



Name of the Program: B.Sc. (Multimedia)

Program Code: BSM

Program Needs:

1. Offer inclusive academic inputs to foster design inquisitiveness in students focusing on careers in various design domains.
2. Provide context-based, contemporary, career-oriented teaching-learning experience in interdisciplinary and specific design areas.
3. Include human-centered design research with a grounding in arts, crafts, values, traditions and critical inquiry to develop a system with futuristic design thinking and its thorough application at different levels.
4. Encourage outcome-based interaction with industries, institutes and design practitioners to harness sustainability in design-oriented processes.

Program Educational Objectives [PEOs]:

The graduating students after three years of professional education in Design Professional Program - B.Sc. (Multimedia):

PEO 1 - The graduating student shall become a professional in the areas of animation and multimedia.

PEO 2 - The graduating student shall become a researcher in the area of creative design thinking and its related applications.

PEO 3 - The graduating student shall become an Entrepreneur/Consultant/Multimedia Designer.

Program Outcome [POs]:

On successful completion of the Program, the students shall be able to:

PO 1 - Apply fundamental knowledge of elements and principles of design.

PO 2 - Practice multidisciplinary design approach working in teams/groups.

PO 3 - Design processes and systems in multimedia related fields using design thinking aspects.

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- PO 4 -** Identify and solve design-related problems/challenges.
- PO 5 -** Evaluate the impact of design solutions at varying levels of systems and contexts.
- PO 6 -** Design a system, program, component, or process to meet desired needs within realistic constraints.
- PO 7 -** Recognize the need for and an ability to engage in design practices.
- PO 8 -** Identify contemporary design issues in multimedia-related areas.
- PO 9 -** Apply the design and management principles to execute multidisciplinary projects.
- PO 10 -** Apply the techniques, skills and modern design tools necessary for multimedia design practice.
- PO 11 -** Demonstrate professional and ethical responsibility in design functions.
- PO 12 -** Interpret and communicate design ideas effectively.

Program Specific Outcomes [PSOs]:

On successful completion of the Program, the students shall be able to:

- PSO 1 -** Identify, evaluate and apply techniques and tools of multimedia
- PSO 2 -** Demonstrate ideation, conceptualization and production skills in multimedia design solutions
- PSO 3 -** Apply creative skills to develop concepts, interfaces and interactive platforms and design programs in multimedia

Curriculum Structure:

The curriculum structure is composed of the following baskets:

- School Core (Foundation Year courses of the program consisting of 44 Credits)
- Program Core (Specific to B.Sc. (Multimedia) program, consisting of 34 credits)
- Discipline Electives (Specific to B.Sc. (Multimedia) program and categorized under specialized groups, the minimum number of credits to be earned in this basket is 33)

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- Open Electives (Consists of courses from various schools to provide an opportunity for multi-disciplinary learning and the minimum number of credits to be earned from this basket is 09)

Table 1: Summary of Minimum Credit Contribution from various Baskets

| Baskets | Credit Contribution |
|----------------------|----------------------|
| SCHOOL CORE | 44 |
| PROGRAM CORE | 34 |
| DISCIPLINE ELECTIVE | 33 |
| OPEN ELECTIVE | 09 |
| TOTAL CREDITS | 120 (Minimum) |

- The curriculum structure is designed as per the CBCS and incorporating OBE Principles to offer maximum flexibility to the students to select the courses.
- They are free to prepare their own Course grid for every semester from the Basket of courses subject to fulfilling the pre-requisites for the courses selected and adhering to the minimum and maximum credit requirement as per the Program Regulations.
- Any other aspects not covered under this curriculum structure shall follow the regulations as applicable for B.Des programs under the CBCS structure.

Course Catalogues:

Each course shall have a course catalogue with the following details:

1. Pre –Requisites of the course
2. Course Description
3. Course Outcome

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4. Course Content
5. Reference Materials

Program Evaluation Grading Pattern & Completion Criterion:

As prescribed in the Program Regulation & Curriculum of 2020-24 and as applicable for B.Des programs.

Value Added Courses:

1. These courses are offered to enhance the professional and life skills of the students beyond the curriculum.
2. These courses are offered by the in-house experts and also by the external experts from the industry.
3. The individual course instructors are empowered to design the curriculum, mode of delivery and evaluation method for these courses.
4. All the students who have successfully completed the course are provided with a course completion certificate.
5. For the students to be eligible to obtain the certificate, the students should have attended a minimum of 50% of the total classes conducted and should have cleared the assessment.
6. The minimum duration of these courses are 30 Hours.

Bucket wise list

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| Sl. No. | Course Code | Course Name | L | P | Credits | Type of Skill/Focus | Course Cat | Pre-requisites/Co-requisites | Anti-requisites | Future Courses in B.Sc (Multimedia) that need this Course as a Prerequisite | List of POs to which Course Caters to | | | | | | | | | | | | | | | | |
|---|-------------|---------------------------|---|---|---------|---------------------|------------|------------------------------|-----------------|---|---------------------------------------|------|------|------|------|------|------|------|------|-------|-------|-------|--|--|--|--|--|
| | | | | | | | | | | | PO 1 | PO 2 | PO 3 | PO 4 | PO 5 | PO 6 | PO 7 | PO 8 | PO 9 | PO 10 | PO 11 | PO 12 | | | | | |
| SCHOOL CORE - Minimum Credits to be earned from this basket | | | | | | 44 | | | | | | | | | | | | | | | | | | | | | |
| 1 | BSM1001 | Multimedia Model | 3 | 0 | 3 | F | HP | - | | BSM2006 | P | P | P | P | P | | | | | | | | | | | | |
| 2 | BSM1005 | Introduction to Character | 1 | 4 | 3 | F | HP | - | | | P | P | P | P | | | | | | | | | | | | | |



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|---|---------|--------------------------|---|---|---|---------|----|---|--|-----------------|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Sketching | | | | | | | | | | | | | | | | | | | | |
| 3 | BSM1006 | Production pipeline | 3 | 0 | 3 | EM | HP | - | | | P | P | P | P | P | | | | | P | | P |
| 4 | BSM1002 | Visual design & language | 1 | 4 | 3 | S/EM | HP | - | | BSM1007,BSM2006 | P | P | P | P | P | | | | | P | P | |
| 5 | BSM1003 | Preproduction | 1 | 4 | 3 | S | HP | - | | BSM1006, | P | P | P | P | P | | | | | P | P | |
| 6 | BSM3001 | Portfolio Development | - | - | 4 | S/EM/EN | HP | | | | P | P | P | P | P | P | P | P | P | P | P | P |
| 7 | BSM3002 | Summer Internship | - | - | 4 | S/EM/EN | HP | | | | P | | P | | P | | P | | P | P | P | |

| | | | | | | | | | | | | | | | | | | | | | | | | |
|----|-------------|--|---|---|---|-----------|----|---|--|---------------------|--|---|---|---|---|---|---|--|---|---|---|---|---|---|
| 8 | BSM3 003 | Mini Project | - | - | 4 | S / EM/EN | HP | | | | | P | | P | | P | P | | | P | | P | P | |
| 9 | BSM3 004 | Dissert ation/ Industr y Review Project | - | - | 4 | S / EM/EN | HP | | | | | P | | P | P | | P | | | | | P | | |
| 10 | PHY1 009 | Essenti als of Physics | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | | P | | | P | P | | P | |
| 11 | BSM1 011 | Eleme nts & Principl es of Design | 2 | 4 | 4 | F | HP | - | | BSM2001, BSM2003 | | P | P | P | P | P | | | P | P | P | P | | P |
| 12 | BSM1 010 | Observ ation & Ideatio n | 1 | 2 | 2 | F | HP | - | | BSM2001,BSM20 07 | | P | P | | P | P | | | | | P | | | |

| | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|---|---|---|---|-------|--|---|--|---------|---|--|---|--|--|---|---|---|---|---|--|---|
| English and Foreign Languages Basket - Min. credits to be earned from this basket = | | | | 4 | | | | | | | | | | | | | | | | | | |
| 1 | ENG1 003 | Comm unicati ve English | 2 | 0 | 2 | F | | - | | ENG2005 | P | | P | | | P | P | P | P | P | | P |
| 2 | ENG2 005 | Techni cal Writte n Comm unicati on | 2 | 0 | 2 | F | | - | | | P | | P | | | P | P | P | P | P | | P |
| 3 | FRL10 01 | Basic Spanis h | 2 | 0 | 2 | S/ EM | | - | | | P | | P | | | P | P | P | P | P | | P |
| 4 | FRL10 02 | Basic French | 2 | 0 | 2 | S/ EM | | - | | | P | | P | | | P | P | P | P | P | | P |
| 5 | FRL10 03 | Basic Germa n | 2 | 0 | 2 | S/ EM | | - | | | P | | P | | | P | P | P | P | P | | P |

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|--|-------------|--|---|---|---|---|----|-----------------------|---|--|--|--|--|--|--|---|---|---|---|--|--|---|---|---|---|
| Kannada Basket - Min. credits to be earned from this basket = | | | | 1 | | | | | | | | | | | | | | | | | | | | | |
| 1 | KAN1 001 | Kanna da Kali | 1 | 0 | 1 | S | | Non- Karna taka | - | | | | | | | P | P | P | | | | P | P | P | P |
| 2 | KAN1 002 | Kanna da Manas u | 1 | 0 | 1 | S | | From Karna taka | - | | | | | | | P | P | P | | | | P | P | P | P |
| Soft Skills Basket (All Courses in this basket are mandatory) - Min. Credits | | | | 4 | | | | | | | | | | | | | | | | | | | | | |
| 1 | PPS1 001 | Introd uction to soft skills | 0 | 2 | 1 | S | HP | - | - | | | | | | | P | | P | P | | | P | P | P | P |
| 2 | PPS1 004 | Soft Skills for Design ers | 0 | 2 | 1 | S | HP | - | - | | | | | | | P | P | P | P | | | P | P | | |

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| 3 | PPS4 002 | Intro duction to Aptitu de | 0 | 2 | 1 | S/EM | HP | - | - | | | P | | | | P | | P | P | P | | | | |
| 4 | PPS2 001 | Reason ing and Employ ment Skills | 0 | 2 | 1 | S/EM | HP/ GS | - | - | | | P | | | | P | | P | P | P | | | P | |
| 5 | PPS3 018 | Prepar edness for Intervi ew | 0 | 2 | 1 | | | | | | | | | | | | | | | | | | | |
| Non-Credit Pass/Fail Type | | | 0 | | | F | ES | - | - | | | P | | P | P | | P | P | | P | | | | |
| 1 | CHE1 020 | Enviro nment al Studies and Sustain | 1 | 2 | 0 | List of University wide clubs attached separately . In | | | | | | | | | | | | | | | | | | |

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| | | able Develo pment | | | | addition to those listed, student may enroll and serve in any one school level or departme nt level clubs/ student chapters | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Co/ Extra-Curricular Basket (Student has to serve in atleast one club) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| PROGRAM CORE - Minimum Credits to be earned from this basket | | | 34 | S/EM | HP | BSM1 003, | | | | | P | P | P | P | P | | | | | | | | | | | | | | P | | P | | | | | | | |
| 1 | BSM1 006 | Script and Conten | 2 | 0 | 2 | S/EM/EN | HP | BSM1 002 | | | P | P | P | | P | | | | | | | | | | | | | | P | | P | | | | | | | |

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| | | t Writing | | | | | | | | | | | | | | | | | | | | | |
| 2 | BSM1 007 | Vector Drawin g Lab | 1 | 4 | 3 | S/EM/EN | HP | DES1 0XX, DES1 007 | | | P | P | P | P | P | | | | | | | P | P |
| 3 | BSM2 001 | Introd uction to 2D Animat ion | 1 | 4 | 3 | S/EM/EN | HP | | BCA 2040,BSM2031 | P | P | P | P | | | | | P | P | | | P | |
| 4 | BSM2 002 | Video Editing | 1 | 4 | 3 | S/EM/EN | HP | DES1 007, | BSM2024 | P | P | P | P | P | P | | | P | P | P | | | P |
| 5 | BSM2 003 | Photog raphy | 2 | 4 | 3 | S/EM/EN | HP | BSM2 008 | | P | | P | | P | | | | | | | | | P |
| 6 | BSM3 016 | 3D Rigging and Animat ion | 2 | 4 | 4 | S/EM/EN | HP | BSM1 002 | BCA 2020 | P | P | P | P | P | | | | | | | P | | |

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| 7 | BSM2 006 | Computer Graphics | 2 | 4 | 4 | S/EM/EN | HP | DES1 OXX | | BCA3061,BSM201 1,BSM3019,BSM2 014 | P | P | P | | P | | | | | P | | | |
| 8 | BSM2 007 | Introduction to 3D Animation | 3 | 0 | 3 | S/EM/EN | HP | | | BSM3016 | P | | | | P | | P | | P | P | | P | |
| 9 | BSM2 008 | 3D Modeling and Texturing Lab | 0 | 4 | 2 | S/EM/EN | HP | | | BSM2013 | P | P | P | | | | | P | | P | P | | |
| 10 | BSM2 009 | Audio Technology and Production | 1 | 4 | 3 | S/EM/EN | HP | | | BCA3053 | | | | | | | | | | | | | |
| 11 | BSM2 010 | Video Technology | 2 | 4 | 4 | S/EM/EN | HP | | | | P | P | P | P | | | P | | | P | P | | |

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| | | and Produc tion | | | | | | | | | | | | | | | | | | | |
| 12 | BSM2 034 | Digital Compo siting | 2 | 4 | 4 | Student has to select at least 1 course each from a minimum of 6 baskets | | | | | | | | | | | | | | | |
| DISCIPLINE | | ELECTIVE | | - | 33 | | | | | | | | | | | | | | | | |
| Minimum Credits to be earned from this basket | | | | | | | | | | | | | | | | | | | | | |
| Multimedia Basket | | | | | S/EM/EN | HP | BSM2 006 | | | P | | P | | P | P | P | | P | | P | P |
| 1 | BSM 2020 | UI/UX Design | 1 | 4 | 3 | S/EM/EN | HP | | | P | | P | P | P | P | P | | P | | P | P |
| 2 | BSM2 012 | E Conten t Develo pment | 0 | 4 | 2 | S/EM | HP | BSM2 009 | | P | | | | P | | | | P | | | |
| 3 | BSM2 013 | Radio Produc tion | 0 | 4 | 2 | S | HP | | | P | | P | P | P | P | | P | P | P | P | |

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| 4 | BSM2 014 | Multimedia Databases | 3 | 0 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 5 | BSM2 015 | Social Media Marketing | 1 | 4 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 6 | BSM2 016 | Advertising and public relation | 3 | 0 | 3 | S/EM/EN | HP | BSM2 002 | | | P | | P | P | P | P | | P | P | P | P | | |
| 7 | BSM 2055 | Infographics | 0 | 4 | 3 | S/EM/EN | HP | | | | P | | P | P | P | P | | P | P | P | P | | |
| 8 | BSM2 017 | Interactive Multimedia applications | 0 | 4 | 2 | S/EM/EN | HP | | | | P | P | P | P | P | | | | | P | P | P | P |

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| 9 | BSM2 018 | E- Publish ing | 2 | 2 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P | |
| 10 | BSM2 019 | Androi d Mobile Applica tions Develo pment | 1 | 4 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P | |
| 11 | BSM2 056 | Web Applica tion Develo pment | 0 | 4 | 2 | S/EN | HP | BSM2 007, | | BSM2032 | P | P | P | P | P | | | | P | P | P | P | |
| 12 | BSM3 036 | Studio Design and Manag ement | 2 | 0 | 2 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | P | P | |
| 13 | BSM2 014 | Web Design and | 1 | 4 | 3 | S/EM | HP | BSM2 010 | | BSM2025 | P | P | P | P | P | | | | P | P | P | P | |

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| | | Develo pment | | | | | | | | | | | | | | | | | | |
| 14 | BSM3 035 | Video Codes and Standa rds | 3 | 0 | 3 | | | | | | | | | | | | | | | |
| Visual Communication Basket | | | | | | S/EM/EN | HP | | - | | | P | P | P | P | | | | P | P |
| 1 | BSM2 005 | Deskto p Publish ing | 0 | 4 | 2 | S | HP | | - | | | P | P | P | | P | | | P | |
| 2 | BSM2 010 | Colour theory | 3 | 0 | 3 | S/EM/EN | HP | BSM2 007 | - | | | P | P | P | P | | | | P | P |
| 3 | BSM2 011 | 3D Lightin g and Camer a Lab | 0 | 4 | 2 | S/EM/EN | HP | BSM2 003 | - | | | P | P | P | | P | | | P | |
| 4 | BSM2 024 | Digital Cinem | 2 | 4 | 4 | S/EM | HP | BCA3 053 | - | | | P | P | P | | P | | | P | P |

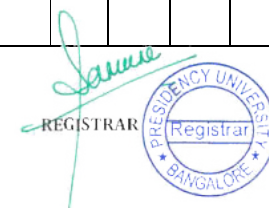
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| | | atogra phy | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | BSM2 025 | TV Progra m Produc tion | 1 | 4 | 3 | S/EM | HP | | | | | | | | | | | | P | P | P | | | | |
| 6 | BSM2 026 | Film Produc tion | 2 | 2 | 3 | S | HP | | | | | | | | | | | | P | P | P | | | | |
| 7 | BSM3 015 | 3D Video & Graphi cs | 3 | 0 | 3 | S | HP | | | | | | | | | | | | P | P | P | | | | |
| 8 | BSM2 027 | Televisi on System s | 3 | 0 | 3 | S | HP | | | | | | | | | | | | P | P | P | | | | |
| 9 | BSM2 028 | Principl es of | 3 | 0 | 3 | S | HP | | | | | | | | | | | | P | P | P | | | | |

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| | | Journal ism | | | | | | | | | | | | | | | | | | | | | | |
| 10 | BSM2 029 | Corpor ate Comm unicati ons | 3 | 0 | 3 | S | HP | | | | | | | | | | | | P | P | | | | |
| 11 | BSM2 030 | Comm unicati on Theori es and Models | 3 | 0 | 3 | S/EM/EN | HP | BSM2 002 | | | | | | | | | | | P | P | | | | |
| 12 | BSM2 031 | Digital Color Correct ion | 2 | 2 | 3 | S/EM | HP | BCA3 061 | - | | | | | | | | | | P | P | P | | | |
| 13 | BSM2 032 | Studio Manag ement | 3 | 0 | 3 | S/EM | HP | | | | | | | | | | | | P | P | P | | | |
| 14 | DES1 008 | Materi als, | 2 | 4 | 4 | S/EM | HP | | | | | | | | | | | | P | P | P | | | |

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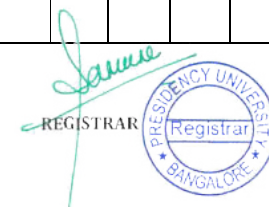
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| | | Media, Tools & Techni ques | | | | | | | | | | | | | | | | | | | | |
| 15 | DES1 014 | Introd uction to Design Ethnog raphy | 2 | 2 | 3 | S/EM | HP | | | | P | | P | | P | | P | | P | P | | |
| 16 | DES1 015 | Basics of Techni cal Drawin g | 2 | 2 | 3 | | | | | | | | | | | | | | | | | |
| Vfx/Sfx Basket | | | | | | S | HP | | | | P | P | P | P | | | | | P | | | |
| 1 | BSM2 004 | History and pipelin e of | 2 | 0 | 2 | S/EM/EN | HP | | | | P | P | P | P | | | | | P | P | | |

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| | | Animat ion | | | | | | | | | | | | | | | | | | | | |
| 2 | BSM3 017 | Game Develo pment | 1 | 4 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | | | | P | P | | P |
| 3 | BSM3 018 | Virtual Sculpti ng Lab | 0 | 4 | 2 | S/EM/EN | HP | BSM2 007 | | | P | | P | | P | | | | | | | P |
| 4 | BSM3 019 | Charac ter Animat ion | 0 | 4 | 2 | S/EM/EN | HP | | | | P | P | P | | | P | | | P | P | | P |
| 5 | BSM3 020 | Advanc ed rigging | 0 | 2 | 1 | S/EM/EN | HP | | | | P | P | P | P | P | P | | | P | P | | P |
| 6 | BSM3 021 | Produc tion for animat ion | 1 | 4 | 3 | S/EM/EN | HP | DES1 010 | | | P | P | P | P | P | P | | | P | P | | P |
| 7 | BSM3 022 | Augme nted and | 2 | 2 | 3 | S/EM/EN | HP | | | | P | P | P | P | P | P | | | P | P | | P |

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| | | Virtual Reality | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | BSM3 023 | Motion Capture | 3 | 0 | 3 | S/EM/EN | HP | | | | | | | | | | | | | P | P | P | P | P | P | | | | | P | P | | P | |
| 9 | BSM3 024 | Advanced Animation | 0 | 4 | 2 | S/EM | HP | DES1 010 | | | | | | | | | | | | P | P | P | P | P | P | | | | | P | P | | P | |
| 10 | BSM3 025 | Anatomy Study | 3 | 0 | 3 | S/EM | HP | | | | | | | | | | | | | P | P | P | P | P | P | | | | | P | P | P | P | |
| 11 | BSM1 009 | Design Thinking and Communication | 2 | 4 | 4 | S | HP | BSM2 007 | | BCA2002 | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | BSM2 014 | Principles of Animation | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Gaming Basket | | | | | S/EM/EN | HP | BSM2 | | | | P | | P | | P | | | | | | P |
|---------------|-------------|--|---|---|---------|---------|------|--|--|--|---|---|---|--|---|---|--|---|---|---|---|
| | | | | | | | 014 | | | | | | | | | | | | | | |
| 1 | BSM2 056 | Stop motion Animat ion | 0 | 2 | 1 | S | HP | | | | P | P | P | | P | P | | P | P | P | |
| 2 | BSM2 043 | Game Mecha nics and Dynam ics | 3 | 0 | 3 | S/EM/EN | HP | | | | P | | P | | P | P | | P | P | P | P |
| 3 | BSM2 047 | Assets for Game Produc tion | 0 | 4 | 2 | F/S | HP | | | | P | | P | | P | P | | P | P | P | P |
| 4 | BSM1 006 | Introd uction to Immer sive | 3 | 0 | 3 | S/EM/EN | HP | | | | P | | P | | P | | | P | P | P | |

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| | | Technologies | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | BSM2 040 | 360 Video Production | 0 | 4 | 2 | S/EM/EN | HP | | | | | | | P | | P | | P | | | | | | | | | | | | | | | | | | | |
| 6 | BSM2 051 | Game Testing and Analysis | 3 | 0 | 3 | S/EM/EN | HP | | | | | | | P | | P | | P | | | | | | | | | | | | | | | | | | | |
| 7 | BSM2 052 | Game Interface and Level Design | 3 | 0 | 3 | S | HP | | | | | | | P | | P | | P | | | | | | | | | | | | | | | | | | | |
| 8 | BSM3 033 | Concept Development and Creativity | 3 | 0 | 3 | S/EM | HP | | | | | | | P | | P | | P | | | | | | | | | | | | | | | | | | | |

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| 10 | BSM3 015 | Human Compu ter Interac tion for Game Develo pment | 3 | 0 | 3 | S/EM | HP | | | | | | | P | | P | | P | | | P | P | P | P | P | |
| 11 | BSM3 016 | Video stream ing and AR techno logies | 3 | 0 | 3 | S/EM | HP | | | | | | | P | | P | | P | | | P | P | P | P | P | |
| 12 | BSM2 034 | Media Manag ement and Entrep reneur ship | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | | | |

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| OPEN ELECTIVE - Minimum Credits to be earned from this basket | | | | 9 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | |
| 1 | CHE1003 | Fundamentals of Sensors | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | P |
| 2 | CHE1004 | Smart materials for IOT | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | |
| 3 | CHE1005 | Computational Chemistry | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | P |
| 4 | CHE1006 | Introduction to Nanotechnology | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | P |

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| 5 | CHE1 007 | Biodegradable electronics | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | P | P | P | | | P |
| 6 | CHE1 008 | Energy and Sustainability | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | | | | | | |
| 7 | CHE1 009 | 3D printing with Polymers | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | P | P | P | P | P | | | | P |
| 8 | CHE1 010 | Bioinformatics and Health care IT | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | P | | | |
| 9 | CHE1 011 | Chemical and Petrochemicals | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | P | P | | | | P | | | |

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| | | I catalys ts | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | CHE1 012 | Introd uction to Compo site materi als | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | P | | | | | |
| 11 | CHE1 013 | Chemis try for Engine ers | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | P | P | | | | | P |
| 12 | CHE1 014 | Surfac e and Coatin gs techno logy | 3 | 0 | 3 | S | ES | - | - | | | P | P | P | | P | P | P | P | P | | | | | P |
| 13 | CHE1 015 | Waste to Fuels | 2 | 0 | 2 | S | ES | - | - | | | P | P | P | | P | P | P | | | | | | | |

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| 14 | CHE1016 | Forensic Science | 3 | 0 | 3 | S | ES / HP | - | | | P | P | P | | P | P | P | P | | P | | P | Civil Engineering Basket | |
| 1 | CIV1001 | Disaster mitigation and management | 3 | 0 | 3 | F | ES | - | | | P | | | | | P | P | P | | P | | P | | |
| 2 | CIV1002 | Environment Science and Disaster Management | 3 | 0 | 3 | S | ES | - | | | P | P | P | | P | P | P | P | | P | | P | | |
| 3 | CIV2001 | Sustainability Concepts in | 3 | 0 | 3 | S | | - | | | P | P | P | P | | P | P | P | P | P | | P | | |


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| | | Engine ering | | | | | | | | | | | | | | | | | | | | |
| 4 | CIV20 02 | Occup ational Health and Safety | 3 | 0 | 3 | EM | ES | - | | | P | P | P | | | P | P | P | | P | P | |
| 5 | CIV20 03 | Sustain able Materi als and Green Buildin gs | 3 | 0 | 3 | EN | HP/ GS | - | | | P | P | | | | P | | P | | P | P | P |
| 6 | CIV20 04 | Integra ted Project Manag ement | 3 | 0 | 3 | EN | ES | - | | | P | | | | | P | P | P | | P | | P |
| 7 | CIV20 05 | Enviro nment al Impact | 3 | 0 | 3 | EN | ES | - | | | P | P | P | | P | P | P | P | P | P | P | P |

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| | | Assessment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | CIV2006 | Infrastructure Systems for Smart Cities | 3 | 0 | 3 | EM | ES | - | | | | | | | | | | | P | P | P | P | P | P | P | P | P | P | | | |
| 9 | CIV2044 | Geospatial Applications for Engineers | 2 | 2 | 3 | S | ES | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | CIV2045 | Environmental Meteorology | 3 | 0 | 3 | S | ES | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | CIV3046 | Project Problem | 3 | 0 | 3 | F | HP/GS | - | | | | | | | | | | | | | | | | | | P | P | P | | | Com erce Basket |

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| | | Based Learnin g | | | | | | | | | | | | | | | | | | | | | |
| 1 | COM 2001 | Introd uction to Human Resour ce Manag ement | 2 | 0 | 2 | S | | - | | | | | | | | | | | | P | P | P | |
| 2 | COM 2002 | Financ e for Non Financ e | 2 | 0 | 2 | F | | - | | | P | P | P | | | | | | | P | P | | |
| 3 | COM 2003 | Conte mpora y Manag ement | 2 | 0 | 2 | F | | - | | | | | | | | | | | | | P | P | P |
| 4 | COM 2004 | Introd uction | 2 | 0 | 2 | F | | - | | | | | | | | | | | | | P | P | P |

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| | | to Bankin g | | | | | | | | | | | | | | | | | | | | |
| 5 | COM 2005 | Introd uction to Insura nce | 2 | 0 | 2 | F | | - | | | | P | P | P | | | | | P | P | | |
| 6 | COM 2006 | Funda mental s of Manag ement | 2 | 0 | 2 | F | | - | | | | P | P | P | P | | | | P | P | | |
| 7 | COM 2007 | Basics of Accoun ting | 2 | 0 | 2 | S/EM | | - | | | | P | P | P | P | P | | | P | P | | P |
| 1 | CSE20 02 | Progra mming in Java | 2 | 2 | 3 | S | GS | - | | | | P | P | P | P | | | | P | P | | P |
| 2 | CSE20 03 | Social Netwo | 3 | 0 | 3 | S/EM | | - | | | | P | P | P | P | P | | | P | P | | P |

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| | | rk Analyti cs | | | | | | | | | | | | | | | | | | | | | |
| 3 | CSE20 04 | Python Applica tion Progra mming | 2 | 2 | 3 | S/ EM/EN | | - | | | P | P | P | P | P | | | | P | P | | P | |
| 4 | CSE20 05 | Web design funda mental s | 2 | 2 | 3 | S | | - | | | | P | P | P | | | | | P | | | | Design Basket |
| 1 | DES1 001 | Sketchi ng and Paintin g | 0 | 2 | 1 | F | | - | | | P | P | P | | P | P | | | | | | | |
| 2 | DES1 002 | Innova tion and Creativ ity | 2 | 0 | 2 | S | | - | | | P | P | P | | | P | P | P | P | | | | |

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| 3 | DES2 001 | Design Thinkin g | 3 | 0 | 3 | F | ES | - | | | P | | P | | | P | P | P | P | P | P | P | | |
| 4 | DES1 003 | Servica bility of Fashio n Produc ts | 1 | 2 | 2 | F | ES, GS, HP | - | | | P | | P | | P | P | P | P | P | P | P | P | P | |
| 5 | DES1 004 | Choice s in Virtual Fashio n | 1 | 2 | 2 | F | ES, GS, HP | - | | | P | | P | | | P | P | P | P | P | P | P | P | |
| 6 | DES1 005 | Fashio n Lifestyl e and Produc t Diversi ty | 1 | 2 | 2 | F | ES | - | | | P | | P | | P | P | P | P | P | P | P | P | P | |

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| 7 | DES1 006 | Colour in Everyd ay Life | 1 | 2 | 2 | S | | - | | | | | P | P | P | P | | P | P | | | | | Electri cal and Electr onics Engine ering Basket |
| 1 | EEE10 02 | IoT based Smart Buildin g Techno logy | 3 | 0 | 3 | S | | - | | | | | P | P | P | P | | | | | | | | P |
| 2 | EEE10 03 | Basic Circuit Analysi s | 3 | 0 | 3 | S | | - | | | | | P | P | P | P | P | | | | P | P | | P |
| 3 | EEE10 04 | Funda mental s of Industr | 3 | 0 | 3 | S | | | | | | | | | | | | | | | | | | |

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| | | ial Autom ation | | | | | | | | | | | | | | | | | | | | | | |
| 4 | EEE10 05 | Electric Vehicle & Battery Techno logy | 3 | 0 | 3 | S | | - | | | | | P | P | | | | P | | | P | | | |
| 5 | EEE10 06 | Smart Sensor s for Engine ering Applica tions | 3 | 0 | 3 | F | | - | | | | | P | P | | | P | P | | | P | P | P | Electr onics and Comm unicat ion Engine ering Basket |
| 1 | ECE1 003 | Funda mental s of Electro nics | 3 | 0 | 3 | F | | | | | | | | | | | | | | | | | | |

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| | | ted Circuits | | | | | | | | | | | | | | | | | | | | | | |
| 7 | ECE3 093 | Machi ne learnin g for Music Inform ation Retriev al | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | |
| 8 | ECE3 094 | Video Proces sing and Compu ter Vision | 3 | 0 | 3 | S / EM / EN | | | | | | | | | | | | | | | | | | |
| 9 | ECE3 095 | Blockc hain and Crypto curren | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | |

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| | | cy Techno logies | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | ECE3 096 | Natura l Langua ge Proces sing | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | ECE3 097 | Smart Electro nics in Agricul ture | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | ECE3 098 | Enviro nment Monito ring System s | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 | ECE3 099 | Moder n Wirele | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| | | ss Comm unicati on with 5G | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 | ECE3 100 | Under water Comm unicati on | 3 | 0 | 3 | S/F/EM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | ECE3 101 | Printed Circuit Board Design | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | ECE3 102 | Consu mer Electro nics | 3 | 0 | 3 | S/F/ EM / EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17 | ECE3 103 | Produc t Design of Electro | 3 | 0 | 3 | F/EM/EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| | | nic Equip ment | | | | | | | | | | | | | | | | | | | | | | | |
| 18 | ECE3 104 | Vehicle to Vehicle Comm unicati on | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | |
| 19 | ECE3 105 | Wavel ets and Filter Banks | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | |
| 20 | ECE3 106 | Introd uction to Data Analyti cs | 3 | 0 | 3 | F/EM | | | | | | | | | | | | | | | | | | | |
| 21 | ECE3 107 | Machi ne Vision for | 3 | 0 | 3 | | GS/ HP | - | | | | | | | | | | P | P | P | P | P | | | Englis h Basket |

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| | | Robotics | | | | | | | | | | | | | | | | | | | | |
| 1 | ENG1 008 | Indian Literature | 2 | 0 | 2 | S | | - | | | | | | | | P | P | P | P | P | | |
| 2 | ENG1 009 | Reading Advertisement | 3 | 0 | 3 | S | | - | | | | | | | | | | | | | | |
| 3 | ENG1 010 | Verbal Aptitude for Placement | 2 | 2 | 3 | S | | - | | | | | | | | | | | | | | |
| 4 | ENG1 011 | English for Career Development | 3 | 0 | 3 | | GS/ HP | - | | | | | | | | P | P | P | P | P | | |
| 5 | ENG1 012 | Gender and | 2 | 0 | 2 | | | - | | | | | | | | P | P | P | P | P | | |

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| 2 | KAN2 003 | Pradha rshana Kale | 1 | 2 | 2 | F | HP | - | | | | | | P | P | P | | P | | P | P | P | | | Law Basket |
| 1 | LAW1 001 | Introd uction to Sociolo gy | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | | | | P | | P | P | P | | | |
| 2 | LAW2 001 | Indian Heritag e and Culture | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | | | | P | | P | P | P | | | |
| 3 | LAW2 002 | Introd uction to Law of Succes sion | 2 | 0 | 2 | F | HP | - | | | | | | P | P | P | | P | | P | P | P | | | |
| 4 | LAW2 003 | Introd uction to Compa ny Law | 2 | 0 | 2 | F | HP | - | | | | | | P | P | P | | P | | P | P | P | | | |

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| 5 | LAW2 004 | Introd uction to Contra cts | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | | |
| 6 | LAW2 005 | Introd uction to Copy Rights Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | | |
| 7 | LAW2 006 | Introd uction to Crimin al Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | | |
| 8 | LAW2 007 | Introd uction to Insura nce Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | | |

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| 9 | LAW2 008 | Introd uction to Labour Law | 2 | 0 | 2 | F | HP/ GS | - | | | | | | | P | | P | P | P | | | | |
| 10 | LAW2 009 | Introd uction to Law of Marria ges | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |
| 11 | LAW2 010 | Introd uction to Patent Law | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |
| 12 | LAW2 011 | Introd uction to Person al Income Tax | 2 | 0 | 2 | F | HP | - | | | | | P | P | P | | P | | P | P | P | | |

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| 13 | LAW2 012 | Intro duction to Real Estate Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | | | | |
| 14 | LAW2 013 | Intro duction to Trade mark Law | 2 | 0 | 2 | F | HP | - | | | | P | P | P | | P | | P | P | P | P | | | |
| 15 | LAW2 014 | Intro duction to Compe tition Law | 3 | 0 | 3 | F | HP | - | | | | P | P | P | P | P | | P | P | P | | | | |
| 16 | LAW2 015 | Cyber Law | 3 | 0 | 3 | F | HP/ GS | - | | | | P | P | P | | P | | P | P | P | | | | |
| 17 | LAW2 016 | Law on Sexual Harras sment | 2 | 0 | 2 | F | HP/ GS | - | | | | P | P | P | | P | | P | P | P | | | | |

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| 18 | LAW2 017 | Media Laws and Ethics | 2 | 0 | 2 | S | | | - | | | | | P | P | P | P | P | | | | | P | | P | Mathe matics Basket | |
| 1 | MAT2 008 | Mathe matical Reason ing | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | | |
| 2 | MAT2 014 | Advanc ed Busine ss Mathe matics | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | | |
| 3 | MAT2 041 | Functio ns of Compl ex Variabl es | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | | |
| 4 | MAT2 042 | Probab ility and | 3 | 0 | 3 | S | | | | | | | | P | P | P | P | P | | | | | P | | P | | |

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| | | Rando m Proces ses | | | | | | | | | | | | | | | | | | | | | |
| 5 | MAT2 043 | Eleme nts of Numbe r Theory | 3 | 0 | 3 | S | | | | | P | P | P | P | P | | | | | P | | P | |
| 6 | MAT2 044 | Mathe matical Modell ing and Applica tions | 3 | 0 | 3 | F | | - | | | P | P | P | P | P | | P | | P | P | P | | Mech anical Engine ering Basket |
| 1 | MEC1 001 | Funda mental s of Autom obile Engine ering | 2 | 0 | 2 | S/EM | | - | | | P | P | P | P | P | | P | | P | P | P | | |

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| 2 | MEC1 002 | Intro duction to Matlab and Simulin k | 3 | 0 | 3 | S | | | | | | P | P | P | P | P | | P | | P | P | P | | |
| 3 | MEC1 003 | Engine ering Drawin g | 1 | 4 | 3 | F | ES | - | | | | P | P | P | P | P | | P | | P | P | P | | |
| 4 | MEC2 001 | Renew able Energy System s | 3 | 0 | 3 | F | | - | | | | P | P | P | P | P | | P | | P | P | P | | |
| 5 | MEC2 002 | Operat ions Resear ch & Manag ement | 3 | 0 | 3 | S/EM/EN | | - | | | | P | P | P | P | P | | P | | P | P | P | | |

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| 6 | MEC2 003 | Supply Chain Manag ement | 3 | 0 | 3 | S/EM | | - | ME C20 08 | | P | P | P | P | P | | P | | P | P | P | |
| 7 | MEC2 004 | Six Sigma for Profess ionals | 3 | 0 | 3 | F | | | | | P | P | P | P | P | | P | | P | P | P | |
| 8 | MEC2 005 | Funda mental s of Aerosp ace Engine ering | 3 | 0 | 3 | S/EM | ES | | | | P | P | P | P | P | | P | | P | P | P | |
| 9 | MEC2 006 | Safety Engine ering | 3 | 0 | 3 | F/EM | | | | | P | P | P | P | P | | P | | P | P | P | |
| 10 | MEC2 007 | Additiv e Manuf | 3 | 0 | 3 | S/EM | | | | | P | P | P | P | P | | P | | P | P | P | |

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| | | actur ing | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | MEC3 069 | Engine ering Optimi sation | 3 | 0 | 3 | F/S | ES | | | | | | | P | P | P | P | P | | P | | P | P | P | |
| 12 | MEC3 070 | Electro nics Waste Manag ement | 3 | 0 | 3 | S/EM | ES | | | | | | | P | P | P | P | P | | P | | P | P | P | |
| 13 | MEC3 071 | Hybrid Electric Vehicle Design | 3 | 0 | 3 | S/EM | | | | | | | | P | P | P | P | P | | P | | P | P | P | |
| 14 | MEC3 072 | Therm al Manag ement of Electro nic | 3 | 0 | 3 | S | ES / HP | NIL | NIL | | | | | P | P | P | P | P | P | P | P | P | P | P | Petrol eum Engine ering Basket |

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| | | Appliances | | | | | | | | | | | | | | | | | | | | | | |
| 1 | PET1 005 | Geology for Engineers | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | P | | | P | P | | P | |
| 2 | PET1 006 | Overview of Energy Industry | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | P | | | P | P | | P | |
| 3 | PET1 007 | Introduction to Energy Trading and Future Options | 2 | 0 | 2 | S | ES / HP | NIL | NIL | | | P | P | | P | | P | | | P | P | | P | |
| 4 | PET1 008 | Sustainable Energy | 2 | 0 | 2 | S | HP | NIL | NIL | | | P | P | P | P | P | | | | | P | P | P | P |

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| | | Manag ement | | | | | | | | | | | | | | | | | | | | |
| 5 | PET2 026 | Introd uction to Compu tationa l Fluids Dynam ics | 3 | 0 | 3 | E | ES / HP | NIL | NIL | | P | P | P | | | | P | | | P | | P |
| 6 | PET2 028 | Polyme r Scienc e and Techno logy | 3 | 0 | 3 | E | ES / HP | NIL | NIL | | P | P | P | P | P | P | P | P | P | P | | P |
| 7 | PET2 031 | Overvi ew of Materi al Scienc e | 3 | 0 | 3 | E | HP | NIL | NIL | | P | P | P | | | | | P | P | P | P | P |

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| 8 | PET2 032 | Petroleum Economics | 3 | 0 | 3 | F/S | | | | | | P | P | | P | P | | | | P | | | | | | Physics |
| 1 | PHY1 003 | Mechanics and Physics of Materials | 3 | 0 | 3 | F | | | | | | | | | P | | P | | | | | | | | P | Basket |
| 2 | PHY1 004 | Astronomy | 3 | 0 | 3 | F/S | | | | | | P | P | | | P | | | | P | | | | | P | |
| 3 | PHY1 005 | Game Physics | 0 | 2 | 1 | F | | | | | | | P | P | | | | | | | | | | | P | |
| 4 | PHY1 006 | Statistical Mechanics | 2 | 0 | 2 | F | | | | | | | | P | | P | | | | | | | | | | |
| 5 | PHY1 007 | Physics of | 3 | 0 | 3 | F | | | | | | P | | | P | P | | P | | P | P | | | | | |

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| | | Nanomaterials | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | PHY1 008 | Adventures in nanoworld | 2 | 0 | 2 | F | ES | | | | | | | P | P | | | P | P | P | P | P | P | | |
| 7 | PHY2 001 | Medical Physics | 2 | 0 | 2 | F/S | | | | | | | | P | P | P | P | P | | | | | P | | P |
| 8 | PHY2 002 | Sensor Physics | 1 | 2 | 2 | F | | | | | | | | P | P | | | P | P | | | | | | P |
| 9 | PHY2 003 | Computational Physics | 1 | 2 | 2 | F | ES | | | | | | | P | | | | | P | | P | | | | |
| 10 | PHY2 004 | Laser Physics | 3 | 0 | 3 | F | ES | | | | | | | P | P | | | | | P | | P | P | | |
| 11 | PHY2 005 | Science and Technology of Energy | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | | Management Basket |

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|---|-------------|---|---|---|---|----------|-----------|---|--|--|--|--|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Management Basket - Min. credits to be earned = | | | | 6 | F | HP | - | | | | | | | | | P | | P | P | P | | | | | |
| 1 | MGT1 001 | Intro uction to Psycho logy | 3 | 0 | 3 | EN | | - | | | | | | | | | | | P | P | P | | | | |
| 2 | MGT1 002 | Busine ss Intellig ence | 3 | 0 | 3 | S | | - | | | | | | | | | | P | P | P | P | P | | | |
| 3 | MGT1 003 | NGO Manag ement | 3 | 0 | 3 | EM/ EN | GS/ HP | - | | | | | | | P | | P | P | P | P | | | P | | |
| 4 | MGT1 004 | Essenti als of Leader ship | 3 | 0 | 3 | S/EM/ EN | HP | - | | | | | | | | | | | | P | P | | | | |
| 5 | MGT1 005 | Cross Cultura l Comm | 3 | 0 | 3 | S/ EM/EN | | - | | | | | P | P | | P | | | | | | | P | P | P |

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| | | unicati on | | | | | | | | | | | | | | | | | | | | |
| 6 | MGT2 001 | Busine ss Analyti cs | 3 | 0 | 3 | F | HP | - | | | | | | | | | P | P | P | P | | |
| 7 | MGT2 002 | Organi zationa l Behavi our | 3 | 0 | 3 | S | | - | | | P | | P | | | | | P | P | | | |
| 8 | MGT2 003 | Compe titive Intellig ence | 3 | 0 | 3 | S/EM/EN | | - | | | P | P | P | | P | P | P | P | P | P | | |
| 9 | MGT2 004 | Develo pment of Enterp rises | 3 | 0 | 3 | S/EM | | - | | | P | P | P | P | | | | | P | P | P | |
| 10 | MGT2 005 | Econo mics | 3 | 0 | 3 | S | | - | | | | P | P | | P | P | P | P | P | | | |

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| | | and Cost Estima tion | | | | | | | | | | | | | | | | | | | | |
| 11 | MGT2 006 | Decisio n Making Under Uncert ainty | 3 | 0 | 3 | S/EM/EN | | - | | | | | | P | P | P | P | P | P | | | |
| 12 | MGT2 007 | Digital Entrep reneur ship | 3 | 0 | 3 | S | | - | | | | | P | P | P | P | | | P | P | P | |
| 13 | MGT2 008 | Econo metrics for Manag ers | 3 | 0 | 3 | S/EM/EN | | - | | | | | P | P | P | | | | | P | P | |
| 14 | MGT2 009 | Manag ement Consul ting | 3 | 0 | 3 | S/EM/EN | HP/ GS | - | | | | | | | | | | | P | P | P | |

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| 15 | MGT2 010 | Manag ing People and Perfor mance | 3 | 0 | 3 | F | | - | | | | | | | | | | | P | P | P | |
| 16 | MGT2 011 | Person al Financ e | 3 | 0 | 3 | S/EM | | - | | | | P | P | | | P | | | P | P | | |
| 17 | MGT2 012 | E Busine ss for Manag ement | 3 | 0 | 3 | EN / EM | GS/ HP/ ES | - | | | | | | | | | | | P | P | P | |
| 18 | MGT2 013 | Project Manag ement | 3 | 0 | 3 | EN / EM | HP | - | | | | | | | | | | | P | P | P | P |
| 19 | MGT2 014 | Project Financ e | 3 | 0 | 3 | S | | - | | | | | | P | | | | | P | P | P | |

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|----|-------------|---|---|---|---|----------|----|---|--|--|--|--|---|---|--|--|--|--|---|---|---|---|--|--|
| 20 | MGT2 015 | Engine ering Econo mics | 3 | 0 | 3 | EM/ EN | | - | | | | | | | | | | | P | P | P | P | | |
| 21 | MGT2 016 | Busine ss of Enterta inment | 3 | 0 | 3 | S/EM/ EN | | - | | | | | | | | | | | P | P | P | | | |
| 22 | MGT2 017 | Principl es of Manag ement | 3 | 0 | 3 | S/EM/ EN | HP | - | | | | | | | | | | | P | P | P | | | |
| 23 | MGT2 018 | Profess ional and Busine ss Ethics | 3 | 0 | 3 | S/EM/ EN | HP | | | | | | P | P | | | | | P | P | P | P | | |
| 24 | MGT2 019 | Sales Techni ques | 3 | 0 | 3 | | | | | | | | | | | | | | | | | | | |

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|--|-------------|--------------------------------|---|---|-----------|--|---|--|---|---|---|---|---|---|---|---|---|---|---|---|--|--|
| Research Project (Students are required to carry out research work under the guidance of a faculty member/ research scholar and the same shall be evaluated and credit will be granted as per the academic regulations) | | | | | S/ EM/ EN | | - | | - | P | P | P | P | P | P | P | P | P | P | P | | |
| 1 | URE2 001 | Univer sity Resear ch | - | - | 3 | | | | | | | | | | | | | | | | | |

| | | Experi ence | | | | | | | | | | | | | | | | | | | | | |
|--|--|----------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| Apart from the above list, the student is free to enroll for any course offered by any school and earn | | | | | | | | | | | | | | | | | | | | | | | |

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|--|--|--|---------|--|--|--|--|--|--|---------------|-------------------|---------------|-----------|-----------|-----------|-----------|---------------|---------------|---------------|---------------|-------------------|--|--|--|--|
| credit s for Open electi ve provi ded the stude nt has not compl eted an antire quisit e and | | | | | | | | | | | | | | | | | | | | | | | | | |
| the stude nt fulfills the prere | | | 12 0 | | | | | | | #R EF ! | # R EF ! | #R EF ! | #R EF! | #RE F! | #R EF! | #R EF! | #R EF ! | #R EF ! | #R EF ! | #R EF ! | # R EF ! | | | | |

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| quisite if any for the course he wishes to enroll | | | | | | | | | | | | | | | | | | | | | | | |
| | | Total Credits | | | | | | | | | #R EF ! | # R EF ! | #R EF ! | #R EF! | #RE F! | #R EF! | #R EF! | #R EF ! | #R EF ! | #R EF ! | #R EF ! | # R EF ! | |

Semester-wise Course Grid - 2022-25 Batch - B.Sc (Multimedia)

| Sl. No. | Course Code | Course Name | L | P | Credits | Basket |
|-------------------|-------------|-------------------------------------|---|---|-----------|-------------|
| Semester 1 | | | | | 23 | |
| 1 | BSM1001 | Multimedia Model | 3 | 0 | 3 | School Core |
| 2 | BSM1002 | Visual Design & Language | 2 | 4 | 3 | School Core |
| 3 | BSM1003 | Pre-Production | 2 | 4 | 3 | School Core |
| 4 | BSM1005 | Introduction to Character Sketching | 1 | 4 | 3 | School Core |

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| | | | | | | |
|---|---------|---------------------------------|---|---|---|-------------|
| 5 | BSM1006 | Production Pipeline | 3 | 0 | 3 | School Core |
| 6 | BSM1011 | Elements & Principles of Design | 2 | 4 | 4 | School Core |
| 7 | PHY1009 | Essentials of Physics | 2 | 0 | 2 | School Core |
| 8 | ENG1003 | Communicative English | 2 | 0 | 2 | School Core |

Semester 2

23

| | | | | | | |
|----|-----------------|--|---|---|---|---------------------|
| 1 | BSM2001 | Introduction to 2D Animation | 1 | 4 | 3 | Program Core |
| 2 | BSM2003 | Photography | 2 | 4 | 4 | Program Core |
| 3 | BSM2016 | Discipline Elective-I | 3 | 0 | 3 | Discipline Elective |
| 4 | BSM2020 | Discipline Elective-II | 1 | 4 | 3 | Discipline Elective |
| 5 | BSM2032 | Discipline Elective-III | 3 | 0 | 3 | Discipline Elective |
| 6 | BSM3025 | Discipline Elective-IV | 3 | 0 | 3 | Discipline Elective |
| 7 | KAN1001 | Kali Kannada | 1 | 0 | 1 | School Core |
| 8 | ENG1003/ENG2005 | Communicative English/ Technical Written Communication | 2 | 0 | 2 | School Core |
| 9 | CHE1020 | Environmental Studies and Sustainable Development | 1 | 2 | 0 | School Core |
| 10 | PPS1004 | Soft Skills for designers | 0 | 2 | 1 | School Core |

Semester 3

20

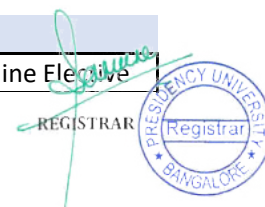
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|---|---------|---|---|---|---|---------------------|
| 1 | BSM2008 | 3D Modelling and Texturing | 0 | 4 | 2 | Program Core |
| 2 | BSM2010 | Video Technology and Production | 2 | 4 | 4 | Program Core |
| 3 | BSM2024 | Discipline Elective-V | 2 | 4 | 4 | Discipline Elective |
| 4 | BSM2014 | Discipline Elective-VI | 3 | 0 | 3 | Discipline Elective |
| 5 | PPS2001 | Reasoning and Employment | 0 | 2 | 1 | School Core |
| 6 | BSM1010 | Observation & Ideation | 1 | 2 | 2 | School Core |
| 7 | BSM1009 | Design Thinking and Communication (Discipline Elective-VII) | 2 | 4 | 4 | Discipline Elective |

Semester 4

17

| | | | | | | |
|---|---------|--------------------------|---|---|---|---------------------|
| 1 | BSM2004 | Discipline Elective-VIII | 2 | 0 | 2 | Discipline Elective |
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|---|----------|------------------------------|---|---|---|---------------|
| 2 | BSM2007 | Introduction to 3D Animation | 3 | 0 | 3 | Program Core |
| 3 | BSM3016 | 3D Rigging and Animation | 2 | 4 | 4 | Program Core |
| 4 | BSM3002 | Summer Internship | - | - | 4 | School Core |
| 5 | XXX XXXX | Open Elective - I | 3 | 0 | 3 | Open Elective |
| 6 | PPS4002 | Introduction to Aptitude | 0 | 2 | 1 | School Core |

Semester 5

20

| | | | | | | |
|---|----------|---------------------------------|---|---|---|---------------------|
| 1 | BSM2002 | Video Editing | 1 | 4 | 3 | Program Core |
| 2 | BSM2006 | Computer Graphics | 2 | 4 | 4 | Program Core |
| 3 | BSM2009 | Audio Technology and Production | 1 | 4 | 3 | Program Core |
| 4 | BSM2011 | Discipline Elective-IX | 0 | 4 | 2 | Discipline Elective |
| 5 | BSM2034 | Digital Compositing | 2 | 4 | 4 | Program Core |
| 6 | XXX XXXX | Open Elective - II | 3 | 0 | 3 | Open Elective |
| 7 | PPS3018 | Preparedness for Interview | 0 | 2 | 1 | School Core |

Semester 6

17

| | | | | | | |
|--------------------|----------|------------------------|---|---|------------|---------------------|
| 1 | BSM2026 | Discipline Elective-X | 2 | 2 | 3 | Discipline Elective |
| 2 | XXX XXXX | Open Elective- III | 3 | 0 | 3 | Open Elective |
| 3 | BSM3001 | Portfolio Development | - | - | 4 | School Core |
| 4 | BSM2028 | Discipline Elective-XI | 3 | 0 | 3 | Discipline Elective |
| 6 | BSM3003 | Mini Project | - | - | 4 | School Core |
| Grand Total | | | | | 120 | |

| Total courses and credits - Semester-wise break-up - MM Batch 2021-24 | | | | | | | | |
|---|----------------|----|----|-----|----|----|----|-------|
| Basket | Details | I | II | III | IV | V | VI | Total |
| School Core | No. of Courses | 7 | | 1 | 1 | | 2 | 11 |
| | Total Credits | 21 | | 2 | 4 | | 8 | 35 |
| Program Core | No. of Courses | | 2 | 2 | 2 | 4 | | 10 |
| | Total Credits | | 7 | 6 | 7 | 14 | | 34 |
| Languages | No. of Courses | 1 | 2 | | | | | 3 |
| | Total Credits | 2 | 3 | | | | | 5 |
| Soft Skills | No. of Courses | | | 1 | 1 | 1 | 1 | 4 |
| | Total Credits | | | 1 | 1 | 1 | 1 | 4 |
| Discipline Elective | No. of Courses | | 4 | 3 | 1 | 1 | 2 | 11 |
| | Total Credits | | 12 | 11 | 2 | 2 | 6 | 33 |
| Open Elective | No. of Courses | | | | 1 | 1 | 1 | 3 |
| | Total Credits | | | | 3 | 3 | 3 | 9 |

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| | | | | | | | | | |
| | Total Credits | | 120 | Total Courses | | 42 | | | |

Course Catalogue:

| | | | | | |
|--|---|--------------|---|---|---|
| Course Code: BSM1001 | Course Title: Multimedia Model Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 3 | 0 | 3 |
| Course Description | 1. To learn the basics and Fundamentals of Multimedia. 2. To introduce Multimedia components and Tools. 3. To understand how Multimedia can be incorporated | | | | |
| Reference | | | | | |
| Ranjan Parekh, Principles of Multimedia, 2 nd Edition, McGraw Hill Education, 2013. | | | | | |
| | | | | | |

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|---------------------------------------|--|--------------|---|---|---|
| Course Code: BSM1002 | Course Title: Visual design & language Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 3 |
| Course Description | <ol style="list-style-type: none"> 1. Acquire the competency in technical skills applicable to graphic design. 2. Enrich the skill level of graphic design through the topics 3. Ability to use design thinking strategies in an iterative design process | | | | |

| |
|---|
| Text Books 1Ellen Lupton "Graphic Design: The New Basics: Second Edition, Revised and Expanded" Princeton Architectural Press; Revised and updated edition (14 July 2015) |
| References <ol style="list-style-type: none"> 1. David Dabner "Graphic Design School: A Foundation Course for Graphic Designers Working in Print, Moving Image and Digital Media", Thames & Hudson Ltd; 5th Revised edition (28 July 2014) |

| | | | | | |
|---|---|-------|---|---|---|
| Course Code: BSM1003 | Course Title: Preproduction Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 3 |
| Course Description | This course will impart skills on writing stories/ script and visualization for Animation Films. Introduces Script writing, Character visualization and story boarding. | | | | |
| Reference <ol style="list-style-type: none"> 1. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash [Paperback], Maureen Furniss 2. Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures [Paperback], Walt Stanchfield 3. Facial Expressions: A Visual Reference for Artists, Mark Simon, Publisher: Watson-Guption, ISBN-10: 0823016714, ISBN-13: 978-082301671 4. The Visual Display of Quantitative Information, 2nd edition by Edward R. Tufte (Hardcover - May 2001) | | | | | |

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|--|---|-------|---|---|---|
| Course Code: BSM1005 | Course Title: Sketching | | 1 | 4 | 3 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |
| Course Description | Learn the art of pencil drawing and sketching. Explore the dynamic feature of using pencils to illustrate and present any subjects with dimensional value and realistic feel. | | | | |
| References | | | | | |
| Freehand and Digital Drawing techniques for Artists & Designers Jorge Paricio | | | | | |
| 1. Freehand and Digital Drawing techniques for Artists & Designers Jorge Paricio | | | | | |

| | | | | | |
|--------------------------------|--|-------|---|---|---|
| Course Code: BSM1006 | Course Title: PRODUCTION PIPELINE | | 3 | 0 | 3 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |

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|--|--|
| Course Description | This course will brief about the various stages involved in Animation production process from project concept to projection realization . Course introduces detailed planning, client interaction, Project pitching, team work. Introduces Administrative and managerial skills required in Animation studio |
| References | |
| <ol style="list-style-type: none"> 2. Renee Dunlop, <i>Production Pipeline Fundamentals for Film and Games</i> - Focal Press 3. Dream Worlds: Production Design for Animation by Hans Bacher and Don Hahn 4. Creating 2D Animation in a Small Studio (Gardner's Guide series) by Bill Davis | |

| | | | | | |
|--------------------------------|---|-------|---|---|---|
| Course Code: BSM1011 | Course Title: Elements and Principles of Design | | 2 | 4 | 4 |
| | Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | | | |
| Course Description | <p>Purpose: The objective of the course is to provide an understanding of the basics of visual design to the student.</p> <p>Abilities to be Developed: Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and dramatic effects.</p> <p>Nature of the Course: The course equips them to be able to analyze various types of forms, spaces , semantics and explore meta and complex patterns. The students will learn and understand the Elements and principles of Design principles including visual hierarchy. The students will be able to develop an interest towards the research and development of ore effective</p> | | | | |



| | |
|-------------------|--|
| | visual communication designs which in the long run will translate into their applications in the design industry. |
| Text Books | <ul style="list-style-type: none"> ○ Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation, HarperCollins Publishers Ltd. ○ IdrisMootee, Design Thinking for Strategic Innovation,2013, John Wiley & Sons Inc |
| References | <ol style="list-style-type: none"> 5. Brenda Laurel Design Research methods and perspectives MIT press 2003 6. Terwiesch, C. & Ulrich, K.T., 2009. Innovation Tournaments: creating and identifying Exceptional Opportunities, Harvard business press. 7. Ulrich &Eppinger, Product Design and Development, 3rd Edition, McGraw Hill, 2004 8. Stuart Pugh, Total Design: Integrated Methods for Successful Product Engineering, BjarkiHallgrimsson, Prototyping and model making for product design, 2012, Laurence King Publishing Ltd 9. Kevin Henry, Drawing for Product designers, 2012, Laurence King Publishing Ltd |

Semester 2

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|---------------------------------|--|--------------|---|---|---|
| Course Code: BSM 3025 | Course Title: Anatomy Study Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 3 | 0 | 3 |
|---------------------------------|--|--------------|---|---|---|

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|---------------------------|--|
| Course Description | <ol style="list-style-type: none"> 1. To learn the Human Anatomy. 2. To understand the proportions. 3. To understand Expressions & Locomotion |
| Reference: | atlas-of-human-anatomy-for-the-artist-1982 |

| | | | | | |
|--|---|--------------|---|---|---|
| Course Code: BSM2016 | Course Title: Advertising and Public Relation | L-P-C | 3 | 0 | 3 |
| Course Description | Type of Course: Theory The course will dwell upon the role and scope of Public Relations (PR) in management, its various tools and emerging importance. It also looks into the evolution of PR and its expanded role in organizational and marketing communication. The course also introduces the concepts and principles of Advertising, role of Ad agency. This course will help in understanding the Fundamentals and functioning of Advertising and media. | | | | |
| Text Books | | | | | |
| <ol style="list-style-type: none"> 1. Donald W. Jugenheimer, Larry D. Kelley, Jerry Hudson, Samuel Bradley (2014), Advertising and Public Relations Research, Routledge | | | | | |
| References | | | | | |
| <ol style="list-style-type: none"> 1. Ramli, F. A. A., Samat, M. F. (2020). Factors contributing the effectiveness in public relation practices. Advances in Business Research International Journal, 4(1), 27-34. 2. Brotojoyo, E., Purwantini, V. T. (2020). Analysis of Advertising, Sales Promotion, and Public Relation on Coffe Purchasing decisions in The Sragen Coffe Garage During the Covid-19 Pandemic. Journal of Indonesian Science Economic Research, 2(5), 1724. 3. Lee, H., Cho, C. H. (2020). Digital advertising: present and future prospects. International Journal of Advertising, 39(3), 332-341. 4. Guseva, O. V., Khatynova, L. T. (2019). How does image advertising work? (1), 160-163. | | | | | |

5. Mann, Evelyn P (2012), Advertising: Types, Trends, and Controversies.

Video Lectures

1. MOOC on Advertising and Public Relations <https://www.youtube.com/watch?v=emXpYiFkoT8&t=10s>
2. Introduction to Public Relations <https://www.youtube.com/watch?v=SeSKikrDPas>
3. Advertising, Sales Promotion, and Public Relations Part 1 <https://www.youtube.com/watch?v=0C6Kkbq vXA>
4. Advertising, Sales Promotion, and Public Relations Part 2 <https://www.youtube.com/watch?v=sWPNSaRUtOE>

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|--|--|--------------|---|---|---|
| Course Code: BSM2003 | Course Title: Photography Type of Course: 1] Laboratory | L-P-C | 2 | 4 | 4 |
| Course Description | This course will impart skills on the process of digital photography and its techniques. Learn how a camera works and develop advanced techniques. Demonstrate the ability to use photography as means of communication and creative expression. | | | | |
| Text Books <ol style="list-style-type: none"> 5. Understanding Digital Photography by Joseph A. Ippolito, Thomson Delmar Learning, 2003.USA 6. Digital Portrait Photography and Lighting: Take Memorable Shots Every Time 2005. By Catherine 7. The Digital Photography Handbook: An Illustrated Step-by-step Guide by Doug Harman | | | | | |

References

2. Photography for Everyone : The Cultural Lives of Cameras and Consumers in Early Twentieth-Century Japan
3. Photography Ingledew, John, Gullachsen, Lorentz
4. Photography and Landscape : Photography and Landscape

| | | | | | |
|---|--|-------|---|---|---|
| Course Code: BSM 2001 | Course Title: Introduction to 2D Animation Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 1 | 4 | 3 |
| Course Description | 1. To learn the basics and Fundamentals of Animation. 2. To introduce observational practice to create Animation. 3. To understand the Principals of Animation and its application | | | | |
| Reference: | The Animators Survival Kit, Expanded Edition | | | | |
| https://www.jstor.org/stable/j.ctvr7fd7m.10 | | | | | |

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|--------------------------------|--|-------|---|---|---|
| Course Code: BSM2032 | Course Title: Studio Management | L-P-C | 3 | 0 | 3 |
| Type of Course: Theory | | | | | |

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| Course Description | This course will brief about the various stages involved in Animation production process from project concept to projection realization . Course introduces detailed planning, client interaction, Project pitching, team work. Introduces Administrative and managerial skills required in Animation studio | | | | |
| References | | | | | |
| 10. Renee Dunlop, <i>Production Pipeline Fundamentals for Film and Games</i> - Focal Press | | | | | |
| 11. Dream Worlds: Production Design for Animation by Hans Bacher and Don Hahn | | | | | |
| 12. Creating 2D Animation in a Small Studio (Gardner's Guide series) by Bill Davis | | | | | |

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| Course Code: BSM2020 | Course Title: UI UX Design Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 1 | 4 | 3 |
| Course Description | 1. To learn the basics and Fundamentals of UI & UX design. 2. To Apply the design technique to create effective templates. 3. To understand the Principals of | | | | |
| Reference: | | | | | |
| User Experience (UX) / User Interface (UI) | | | | | |



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| Course Code: BSM2024 | Course Title: Digital Cinematography Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 4 |
| Course Description | Purpose: This course will offer Students to Work with a range of Digital Cinema Cameras to capture appropriately exposed, focused and color balanced images. Abilities to be Developed: Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and dramatic effects. Nature of the Course: This Module provides both skills-based training in the basic principles and practice of Film/video production from concept development using High Definition (HD) cameras as well as the opportunity to study the techniques and aesthetics of cinematography. Students will be exposed to the particular demands and possibilities of working with High-Definition cameras and editing workflows, and will be asked to shoot scenes according to specified aesthetic and dramatic criteria. Students will be encouraged to work from their own scripts as developed by them. | | | | |
| Course Outcomes | On successful Completion of this course students shall able to <ol style="list-style-type: none"> 1. Understand the implications of shooting in different camera with Proper Composition. 2. Develop pre-production documentation such as storyboards, mood boards, shot lists and location surveys to facilitate a successful production 3. Utilise the functions of various manual control settings on the Video cameras in order to take control of the visual field in front of the camera | | | | |
| References 13. Citizen Kane (Orson Wells, USA, 1941) | | | | | |



14. <https://youtu.be/Ow7w7FUakdk> - Basics of Cinematography
15. <https://youtu.be/mXR571pR4Og> – Camera Movements
16. <https://youtu.be/nKM3jkEOpuE> - Framing and Composition Techniques.

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|---------------------------------------|---|--------------|---|---|---|
| Course Code: BSM1009 | Course Title: Design Thinking and Communication Type of Course: 1] Program Core 2] Laboratory Integrated | L-P-C | 2 | 4 | 4 |
| Course Description | Purpose: This course will offer Students into the fundamentals of this creative approach by immersing students in the doing of design thinking. Abilities to be Developed: Learn how to empathize with the needs and motivations of the end users, come up with a large number of ideas for solving a problem, and start to prototype a new offering. Nature of the Course: Design thinking is a method of applying creativity to come up with novel solutions to tough problems. It's the process of immersing oneself in a problem space, thinking creatively around pain points and opportunity areas, then iteratively prototyping totally new solutions. Focused on listening, user empathy, whole-brain thinking, collaboration, and experimentation, design thinking can be applied within any team and in any field; from architecture and design to healthcare and product development. Everything from the Swiffer to the Apple Watch has been a result of design thinking, and the techniques and tools can also be applied to problems in the nonprofit and public sectors. | | | | |

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| Course Outcomes | <p>On successful Completion of this course students shall able to</p> <ol style="list-style-type: none"> 4. Understand the concepts of design thinking approaches. 5. Develop the students as a good designer by imparting creativity and problem - solving ability. 6. Practice design thinking skills in the development of innovative prototypes. |
| Text Books | <ul style="list-style-type: none"> ○ Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation, HarperCollins Publishers Ltd. ○ IdrisMootee, Design Thinking for Strategic Innovation,2013, John Wiley & Sons Inc |
| References | <ol style="list-style-type: none"> 17. Brenda Laurel Design Research methods and perspectives MIT press 2003 18. Terwiesch, C. & Ulrich, K.T., 2009. Innovation Tournaments: creating and identifying Exceptional Opportunities, Harvard business press. 19. Ulrich &Eppinger, Product Design and Development, 3rd Edition, McGraw Hill, 2004 20. Stuart Pugh, Total Design: Integrated Methods for Successful Product Engineering, BjarkiHallgrimsson, Prototyping and model making for product design, 2012, Laurence King Publishing Ltd 21. Kevin Henry, Drawing for Product designers, 2012, Laurence King Publishing Ltd 22. https://youtu.be/_r0VX-aU_T8 23. https://youtu.be/gHGN6hs2gZY 24. https://youtu.be/_WI3B54m6SU |

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|---------------------------------------|---|--------------|---|---|---|
| Course Code: BSM2004 | Course Title: History and Pipeline of Animation Type of Course: 1] Program Core 2] Theory | L-P-C | 2 | 0 | 2 |
| Course Description | Purpose: An overview of the history and theory of animation including the origin of animation forms, Hollywood Studio animation, a sample of World Animation and contemporary animation. Abilities to be Developed: Introduce Students gain an understanding of animation by the identification, evaluation, explication and analysis of animated films created through various media (drawing, computer graphics, Claymation, etc.). Nature of the Course: Activities are organized within a combination lecture/screening/discussion framework that is intended to provide students a general understanding of the field. Students will be required to complete two research papers during the quarter. Students will also be required to attend two outside screenings that will provide context for topics introduced in class. | | | | |
| Course Outcomes | On successful Completion of this course students shall able to 7. Define an overview of the evolution of animation, and how animation came into existence | | | | |

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| | <p>8. Describe the materials used and the techniques employed to make a wide variety of animated movies</p> <p>9. Interpret the process of animation techniques developed with various equipment and how the process was performed.</p> |
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References

25. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842
26. <https://youtu.be/mbpLpxi9rJY> - A Brief History of Animation
27. <https://youtu.be/pdeCMWwMSRY> - History of Cel Animation
28. <https://youtu.be/6HTW2klr2T8> - Making a Cel Animation